



Cults Book

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Cults Book

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Introduction

This book contains an overall look at Gloranthan religion. Rules-oriented information is given for many different cults. Sufficient data is provided for players or gamemasters to use all these cults. Further information is available in *What the Priests Say* and the *Prosopaedia*.

Later supplements will further explore Glorantha's cultures, as well as each of the cults in this work. Subcults, additional associate cults, cult history, organization, and mythos all will be detailed then.

Some of the cults herein (such as Humakt, Lodril, Orlanth, or Pamalt) are highly useful for adventurers and make good player-character cults. Others (such as Dormal, Gorgorma, Thief Gods, or Trickster) are less useful, but still have a few player-character adherents. A few cults are so useless for adventuring (such as Flamal, Dendara, River Gods, or City Gods) or are so overtly evil (such as Malia, Primal Chaos, Pocharngo, or Thed) that no player-characters are likely to join them. All are valuable to the gamemaster to give personality, motivation, and power to his non-player-characters.

*May Arachne Solara Bless This Book
and Protect the Knowledge Contained Herein*

This PDF produced by a Sword of Humakt.
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Elf—The Green Age

Aldrya, goddess of all green plants, dances through the world and covers it all with her glory.

Pamalt—Lineage Medicine Plants

The first ancestors of the Doraddi people are buried after their death. Upon their graves grow the sacred plants which are useful to these nomads of Pamaltela.

Orlanthi—Genert and the Grain Goddesses

Genert is a son of the Earth Goddess, and with her he begets many goddesses, each the mother of a cereal plant.

Merman—Murthdrya

The waters fill with the children of Murthdrya, the eldest daughter of Flamal the Father of Plants. Murthdrya's children are algae, seaweed, green plankton, and sea elves. These still retain their importance in the ocean.

Creation of Animals

Animals are important, too, especially in the more ancient myths, when they could talk and act just like humans.

Hsunchen—descent from gods

The first gods are powerful dragon kings. These dragons mate with natural elements, such as water, the sun, mountain ranges, or each other, and from these matings descend all modern beasts.

Malkioni—taxonomic genealogy

Animals descend from a simple nameless creature, whose children become more and more complex with time.

Yelm—fall of horses

Hippogriff is a wonderful goddess of light. She has a series of disastrous battles with rival gods: Storm Bull breaks Hippogriff's fangs from her jaws, Maran Gor rips Hippogriff's claws from her feet, and Zorak Zoran tears off Hippogriff's golden wings. In the end, she is reduced to the status of a beast and tamed by mankind.

Creation of Elder Races

The Elder Races include all the intelligent creatures who live on the Surface World before the races of mankind. Each Elder Race has its own creation myth and its own philosophies, alien to mankind.

Dragonewts—birth from immature dragon eggs

Before the world is hard and set, immature dragons produce eggs, from which hatch the race of dragonewts.

Trolls—descent from Kyger Litor

The Goddess of the Darkness names her children as future rulers of the universe.

Elves—descent from Aldrya

Aldrya, goddess of plants, grows a race to help her, called elves.

Dwarfs—creation by Mostal

The World Machine, as part of its designed function, manufactures a race of beings to oversee and tend to it. These are the first dwarfs.

Mermen—descent from sea gods

Divine sea beings develop into lesser, semidivine, beings, and then into the mortal races, the way a river running

backwards is divided upstream into smaller and smaller portions.

Broos—degeneration from Thed and Ragnagnar

The first gods are all magical and strong. To stay that way they rob all future beings of power.

Some Early Struggles

In early myth, there are occasional rumblings and early tales of strife. These struggles lay the seeds of the later Gods War and signal the end of the early cooperation between the Elder Races.

Dragonewts—War against Giants

The dragonewts tell of a great war fought between their draconic ancestors and a mysterious race of giants. The outcome is hidden in draconic metaphysics.

Elves—Dwarf Defeat

In a wrestling match Aldrya overcomes Mostal and buries him underground, condemning his race to subterranean life forever.

Troll—Mee Voral's battle

Elves invade the troll paradise and are driven out by troll heroes and the goddess of fungus and goddess of insects. Ever since then molds, rusts, slimes, and feasting bugs parasitize surface plants.

Creation of Humans

The many humans of the world explain their origins in diverse ways. All human cultures have a myth explaining their own origin. These myths are among the most divergent of all, and the God Learner scholars experienced more difficulty in correlating the Human Creation myths than any other myth-group.

Hsunchen—separation of humans from animals

There are actually a great number of different Hsunchen myths, all sharing the same basic premise that humans and animals were equal, until humans were separated.

People are just like animals once, and the animals all astonishingly resemble each other as well, until some force (usually fire, language, or mutual need for disguise) causes the separation of people from animals.

Pamalt—creation from dirt

The first people, the Agimori, are made by a council of deities from 43 different substances, of which earth is most important.

Universal Genertelan Myths—descent from divine ancestor (Grandfather Mortal, Old Man, Wild Man, etc.)

A single being of various origins is the first human. His actions determine the fate of all future humans, and he begets the human race upon a variety of wives, nymphs, and goddesses. Ultimately, he dies, and so all humans must die, too.

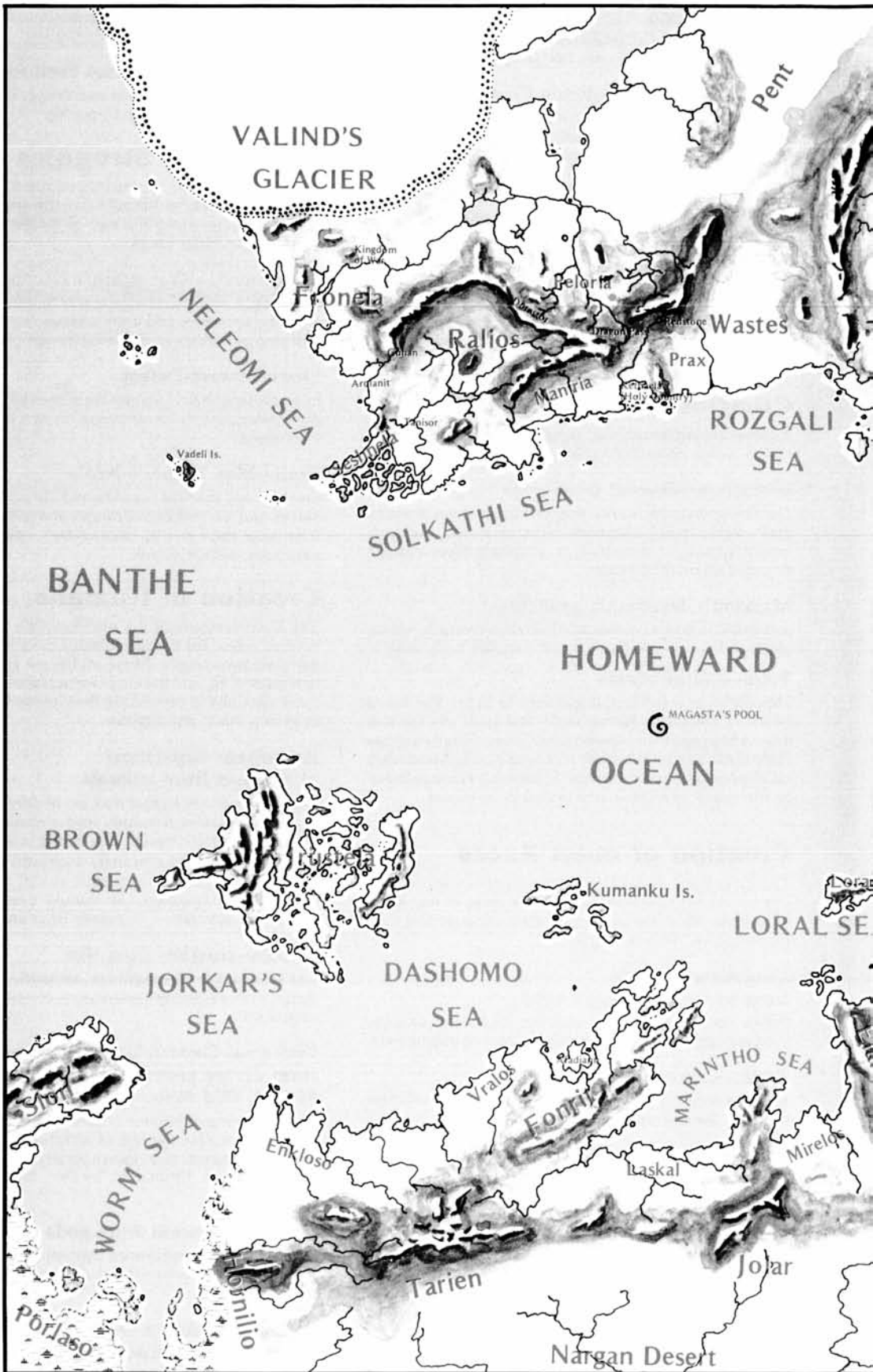
Artmali—Descent from gods

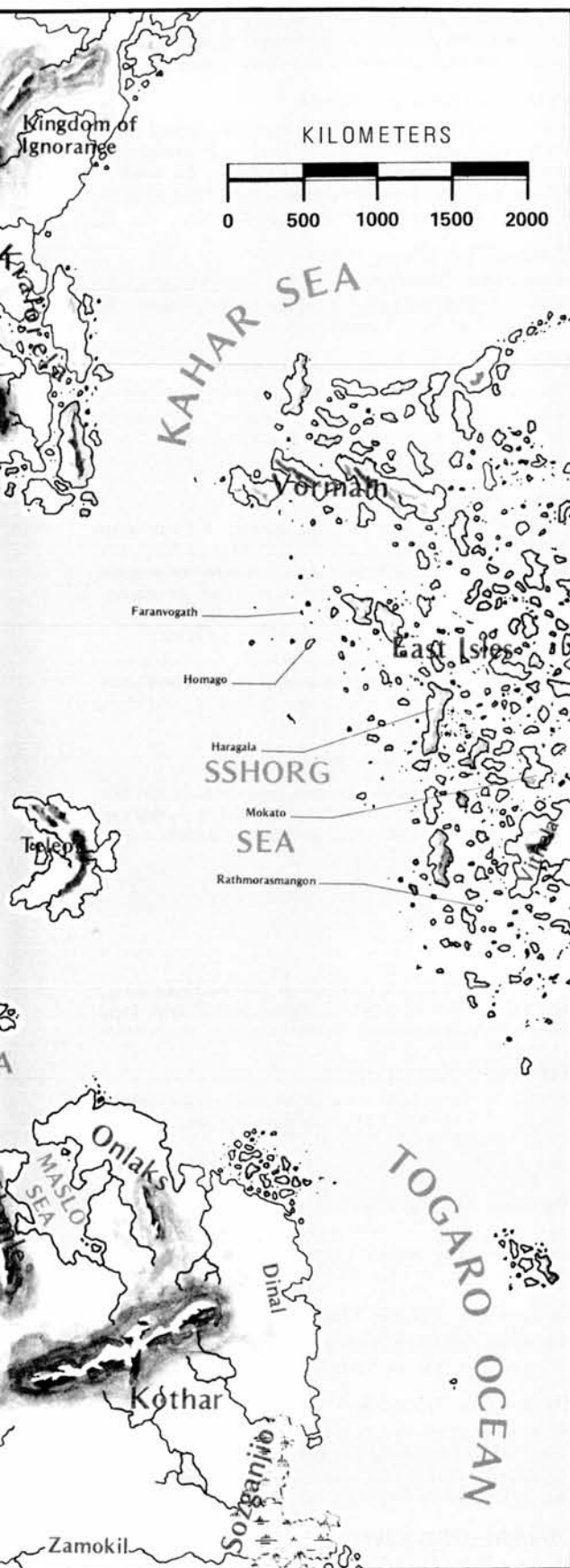
The gods, having weakened themselves through war and vice, cannot reproduce themselves properly, and so bear humans instead.

Pamalt—Feminine Origin

The first people are all women, who have female children all by themselves without any trouble. When the Five Old

Glorantha





The World of Glorantha

The map to the left shows the world of Glorantha, including some of the more prominent physical features. This map was created by Korabibulan, an early-16th century *Jrusteli* scribe. He traveled the world to personally visit each of the places which he included in his series of more-or-less reliable maps. The only glaring error is the range of hills in central Pent. Later visits to the region have indicated that Pent consists solely of a broad plain. Whether Korabibulan's indicated range actually existed in his day remains a mystery.

All of the places named in *Gods of Glorantha* are indicated here.

Women quarrel each makes secret weapons. These are the first five men, who promptly revolt against the Old Women, take wives to themselves, and make Pamalt their chieftain.

The Golden Age

A period of universal peace is usually recognized. Most cultures hearken back to this time as an era of perfection. A few, notably the Doraddi and Orlanthe, believe it to have been a time of tyranny and stagnation.

Yelm—era of divine peace and universal harmony

The Sun God, Yelm, rules all the world in harmony as the Emperor of the Universe. Everyone obeys his law, and prospers because of it.

Orlanthe—time of Ernalda's imprisonment

Ernalda, a powerful and beautiful goddess, is taken by a terrible captor who blinds her and makes her his concubine. She prays for a rescuer, but none can defeat her fearsome master until the Storm Age.

Elves—the age of flowers

Aldrya takes a new lover, and all across her realms flowers bloom for the first time. Many new plants are born and the race of Yellow Elves comes into existence.

Trolls—Wonderhome

Before anything begins the trolls live in a wide grey land where fat beetles roam waiting to be eaten.

Pamalt—The Artmali Empire

A god has many children. They form a great vast empire which seeks perfection, and sends all its rejects to live far outside its borders.

The Storm Age

A tumultuous period which ends the Golden Age is recog-

nized by all cultures, though all have different outlooks on its value.

Yelm—Murder of Yelm, the Lesser Darkness, the troll invasion

Outlaw gods rebel against the rightful rule of Yelm. Orlanth ignobly assassinates Yelm and so casts him from the known world, thereby instituting the Lesser Darkness. Troll allies of Orlanth then invade the surface world and destroy all civilization.

Orlanthi—The Storm Age, the Gods War

Led by Umath, first of the Air Gods, a rebellion of Freedom breaks out which overthrows the stale, meaningless reign of the Sky Gods. Other deities join into a general cosmic conflict, and the Storm Gods rule the world by force of arms.

Pamalt—The passing of the Old Gods

The Old Gods, creators of the world either retire or are forced out of the picture by the New Gods. The Artmali empire is smashed by storm gods; the fertile northern lands are covered by dense, hostile jungle teeming with savage inhumans; swamp demons send slimy armies in genocidal conflicts against humanity; and the first of the man-eating Slarges appear.

Malkioni—the Ice Age, revelation of Malkion

The ancient Kingdom of Logic is beset by creeping ice walls which destroy cities and nations. Despair sends people to the Devil, so Malkion the prophet is born amid conflict and renews the truth of the Invisible God in the world. He protects his people and the sacred city of Malkonwal throughout the long night.

Hsunchen—the long winter

For countless generations no sun shows in the sky, snow falls in midsummer, and cannibals are the only well-fed folk. Various heroes, usually including a local variant on the Horned Man, Daka Fal, Hunter, Trickster, etc., teach people to live.

Trolls—Hurtplace

The idyllic peace of the troll womland is destroyed when Death (i.e., the murdered sun god) invades, and drives everyone from the realm. The trolls are forced to the harsh surface world, which they name the Hurtplace.

Eastern—The Time of Temptation

The everlasting truths of the Kingdom of Enlightenment are threatened by the temptations of the Kingdom of Ignorance and of the Mountain Beasts. The noble Emperor leads many of his people through this time of spiritual travail, but many succumb to the wiles of their enemies.

Elves—Death Winter

Grandmother Ernalda calls to her children. Plants and elves respond by falling into a deep, everlasting sleep wherein their souls reside with Ernalda in the Land of the Dead.

Great Darkness

A terrible period of evil and trouble is recognized by most cultures. Sometimes this era subsumes the early battles of the Storm Age.

Universal—destruction of the World Mountain or Spike

In the center of the world sits a great mountain made of

Adamant which houses the Celestial Court. It explodes, crumbles, evaporates, or otherwise disappears in a cataclysm which is recalled everywhere with grim clarity.

Peloria—The Two Floods

Amid other minor local disasters, these two terrible events are remembered by all. The first flood washes from north to south and creates the Quaking Lakes at the south of Peloria. A century later, the Lakes wash northward again, drowning the incipient return of civilization.

Trolls—The Chaos Wars

In Hurtplace, further offense intrudes when chaos invades to destroy the last trolls. They resist desperately and despite terrible losses turn chaos away.

Malkioni—The Last Vadeli Wars

The ancient rivalry between the true Malkioni and the heretic Vadeli culminates when Zzabur the Sorcerer Supreme sinks the whole of the terrible, corrupt, Vadeli land beneath the ocean waves.

Pamalt—Orogeny

To prove his power and save his fellows, Pamalt causes Lodril to protect them from enemies approaching from the north by raising a huge range of mountains as a barrier. These mountains are later worn down in places.

Orlanthi, Praxians—the death of Genert

Genert, the ruler of all the surface world, leads his wonderful army to combat an invading army of chaos. Genert is devoured by the foe, his army destroyed, and chaos grows stronger as a result.

Mermen—Magasta's Pool

When the Spike explodes, the seas respond to fill the Void at the center. The waters of the world flow into the gap, and since then the Void is filled with the ceaseless motion of the ocean depths.

Survival

Most folk remember a time of terrible troubles through which they survived only by being tough and right. These stories are oriented towards the plight of the peoples.

Yelm—the star captains

When beset by particular problems, various members of human tribes are rescued by demigods who descend from stars, which thereafter remain visible in the otherwise gray sky.

Praxians—Waha the Founder

Waha the Founder travels among the nomads, teaching them how to live, leading them on magical missions, and cleansing their land for life.

Trolls—The Eating Time

The dying world provides plentiful foodstuffs for the trolls, who now control most of the surface world.

Elves—The Protectors

While most of elfdom sleeps, a few unsleeping Green Elves, led by High King Elf, fight diligently to preserve the sleeping bodies and seeds of the trees and forests. They are aided by Yelmalio, the God of Last Light.

Orlanthi—The Silver Age

An inter-species band of leaders and heroes unites to

cooperatively battle their multiple foes and forge a political union.

Pamalt—Palmalt's Reign

After the Old Gods fade and the Artmali Empire is destroyed comes Pamalt's chieftancy. The Leader God establishes a new way of life for the people, and outfights or outwits all the enemies of the era.

Universal Mystery

Cults—I Fought, We Won

Within all mortal, intelligent, nonchaotic races of the First Age exists the belief or memory of the ultimate battle, in which a single individual stands against the whole corrupt universe. From this battle results the resurrection or rescue of the good world.

The Great Compromise

Faced with ultimate annihilation, the gods of Glorantha erase their old differences and stand united against their foe of Chaos. These efforts result in the end of the God Time and inauguration of modern history.

Orlanthi—The Lightbringer's Quest

Orlanth the Storm God leads a confederation of other Young Gods to right the world's wrongs and rescue the dead Sun God. Through trial and error, guided by responsibility and desire, Orlanth succeeds in resurrecting the dead god.

Yelm—Yelm's self-resurrection

Although cast lifeless into the Dark, Yelm the One Light holds stubbornly to his own truth through all tests and difficulties. At last his inner strength prevails and brings Orlanth, his enemy, to him. His enemy apologizes, sacrifices himself, and thus fuels the god's rebirth.

Hsunchen—Spider Woman makes the world

When the Invisible Monsters stalk the world they send their captives to Spider Woman, who consumes them all. At last the Invisible Monsters come to Spider Woman and are also eaten. She lays eggs which hatch. Out come the remnants of the old world, reborn into the new.

Elves—the first spring

High King Elf's titanic efforts are rewarded when Voria, goddess of spring, comes and dances with him the Rites of Spring. Flowers, long closed, reopen, and life returns to the world.

Malkioni—the New Light

Zzabur, ever patient and powerful, seeks eternally to maintain the health and safety of his living relatives. After eons of toil and labor, his spell succeeds. The sky which was formerly grey and dull, grows abruptly lighter. Farmers prosper, children multiply, and empty cities fill.

Universal—The Dawn

Most calendar systems agree on a single date for the first sunrise, usually called the Dawn. Elves, Hsunchen, Orlanthi, Praxians, and Doraddi all vividly remember the first moment when the sun, unseen for uncounted years, rose over the eastern horizon. With it began a whole new era.

First Age: The Dawn Age

The scattered survivors of the Darkness flourished in the new world. Civilization spread over the benighted lands.

Barbarism was thrust into the hinterlands, and all looked bright. The age ended in the catastrophic Gbaji Wars, in which the nascent Theyalan civilization of central Genertela was crushed. In Pamaltela, little happened, except that humanity spread across the land.

Malkioni—Hrestol

Confronted with a new era and changing conditions, the Malkion religion lacked a recognizable base for popular worship. Beset by both external and internal problems, Prince Hrestol was confronted by Malkion the Prophet and instituted a new phase of Malkioni religion.

Middle Dawn Age: the Silver Empire.

Inspired and propelled by their new faith in the Invisible God, the westerners spread rapidly into Ralios and Fronela with a peaceful commercial empire.

Late Dawn Age: Gbaji the Deceiver and Arkat Chaosbane.

Five centuries of Hrestoli religion opened the way to foreign influences and gods, culminating in Gbaji the Deceiver whose deceit nearly destroyed the western world through internal rot.

The evil of the Deceiver was confronted by Arkat Chaosbane, a Brithini citizen who recognized the foe and spent his life battling it. Arkat persevered, but eventually fell prey to his anti-chaos desires and fell to worshipping false gods.

Orlanthi—First Council

The cooperative survivors of the Darkness formed a council of rule which included all known intelligent races. Missionaries spread rapidly from the Dragon Pass region and brought their truths to other, isolated peoples.

Middle Dawn Age—Second Council.

Vast regions necessitated a new political organization, often called the Second Council. Unlike the First Council, this one made no effort to be universal and included only the most dominant species.

Late Dawn Age: Chaos

Occupation and the new Lightbringers.

Forces led by Nysalor, the god of chaos and light, invaded and occupied the Dragon Pass region. Heroes quested throughout the God Planes for aid, and sent invaluable help for their people.

Pelorian—

liberation from nomads

Hyalor Horsebreaker's sons held the land in thrall until the Yelm Priests called upon their god for help. Shortly after the Dawn, help arrived, just as had occurred for Yelm himself.

Middle Dawn Age: Second Council and the new Golden Age.

The forces of light gained strength and dominated local rule. Under divine guidance they created a new, perfect god called Nysalor who calmed all troubles and instituted a rule of peace like the Golden Age.

Late Dawn Age: Broken

Council and the Nysalor Experiment.

The ruling elite of central Genertela quarreled about creating a new god, ruining their former unity. Nysalor (also called Osentalka) was created but hunted and cast down by evil western fanatics.

Pamalt—Migration stories

Many tribes, both large and small, pushed across the grasslands and coastlands of Pamaltela, exploring new regions and encountering strange beings and exotic races.

Elves—Aldrya's Woe

In Pamaltela civil war wracked the race as the rule of the Green Elves was challenged and cast down. Most forests were changed, and many were destroyed forever.

Trolls—the Trollkin Curse

Tricked into nearly supporting a project which created chaos, the trolls broke off their friendship and rebelled. Gbaji, evil god of light, fought Kyger Litor and cursed her children forever so they ever afterwards bore trollkin instead of trolls.

Second Age: The Age of Empire

Humans expanded during this time, often at the expense of Elder Races. Vast empires formed everywhere. Gigantic natural and magical disasters marked the end of the age, as the empires fell and the shadow of barbarism once again shrouded the world.

Elder Races—Old wars renewed

Ancient feuds between dwarfs, trolls, and elves erupted anew with renewed hatred and vigor. The net result was a weakening of all creatures involved.

Yellow Elves—The Elf Empire

The leader Errinoru founded a dynasty of yellow elf kings and dryads which rapidly grew to unify all the jungles of Pamaltela.

Orlanthi—the Empire of the Wyrms Friends

Aided by mutant translators, people of Dragon Pass began to unravel Dragon Secrets and work dragon magic. Though popular with their subjects for a time, the draconic rulers eventually alienated them, destroyed their council's unity with indecision, and fell.

Malkioni—Early

Second Age: the God Learners

The Waertagi peoples were the dominant sea-going peoples of the First and early Second Age. Their monopoly was first challenged, then destroyed by the God Learners of Jrustela, who replaced them as rulers of the western seas.

Middle Second Age: the Jrusteli Empire

Armed with a new philosophy of tolerance and unity, a head start on warfleets, and God Learner magic, the people of Jrustela traversed the world and eventually tried to seize almost all coastal lands for their own.

Late Second Age: the Lands Sink

Seeking to destroy every vestige of the God Learners, the old powers tumbled down mountains, raised hills, sank the land, and sent oceans crashing across all major centers of God Learner civilization.

Kralorela—Middle Second Age: The False Dragons and the Tortured Dead

Foreign devils from overseas infiltrated, corrupted, then overthrew the Dragon Emperor. Instead of true wisdom, ignorance and abuse ruled the land.

Deprived of their rightful ruler, whose death normally released them, the dead of the East collected into stagnant pools of unhappy spirits which eventually flooded out to haunt the living world.

Doraddi—The Ill Empire

Sorcerers from the north corrupted part of the Doraddi with magic and foreign gods. Although powerful and rich, this empire, called the Six-Legged Empire, eventually decayed from its own disease, and was finally destroyed by Hon Hoolbiktu.

Third Age: Recent Centuries

Universal—the Closing of the Oceans

A potent magic spell, apparently radiating outward from the Isle of Brithos, forced all surface ships off the seas. Coupled with the devastating raids from the sea against the God Learners, the Closing began a period of intense fear of the watery realm.

Malkioni—the Syndics Ban

A coterie of priests, heroes, and sorcerers assassinated the Fronelan god of communication, cursing the whole region. All nations were separated from each other, totally incommunicant.

Pelorian—Early Third Age: the Red Moon

A new goddess was born. The Red Moon began as a young girl and developed into a potent deity. She has strange powers and willfully embraces chaos.

Middle Third Age: invasion and defeat of the nomads
Once again the horse nomads of Pent attempted to recapture their ancestral grazelands, and occupied much of Peloria. They were finally defeated by their own inertia, rapacious appetite, and the capture of their great leader.

Late Third Age: overthrow of Orlanth

The Red Goddess challenged Orlanth for supremacy in the Middle Sky. The mythical struggle in the heavens was reflected in the political combat of the surface world. Orlanth's armies were defeated, his worshipers cowed and diminished, and the skies over Peloria grew calm and quiet.

Orlanthi—the Pharaoh and the Holy Country

A mysterious stranger swam ashore from the hostile sea, overthrew the troll overlords of the area and became Pharaoh. He instituted a new type of immortality, wherein he successively occupies bodies of chosen followers, replacing each as it wears out.

Doraddi—the rise of the Kresh

The Doraddi peoples are walkers—neither steeds nor carts are used, so the creation of the Kresh was sudden and mysterious. Families, led by powerful priestesses, built huge wooden wagons and traveled about, accepting homage and selling exotic herbs, spices, and unusual magics.

All Pamaltela—the Cult of Silence

Members of many races joined to protest their existence and joined the Cult of Silence. No spoken words were allowed, and in some places even magical transmissions were forbidden. The cult still has adherents.

Universal—the Opening of the Seas

Dormal the Sailor, aided by old ship plans and a crafty sorcerer, built a fleet and performed rituals, then sailed across the seas which had, a year before, dashed a similar attempt to kindling. His fleet's travel set others in motion, and within a generation ships again plied the coasts and deeps.

Malkioni—the Thaw of the Syndics Ban

With the breaking of the Closing by Dormal, the Syndics Ban too began to dissolve. The Thaw began in the west in the late 16th century, but parts of eastern and northern Fronela are still inaccessible. As the Ban retreats, new peoples and nations are uncovered which did not exist before the Ban. The most important and threatening of these is the Kingdom of War, a cruel land which is composed of soldiers and combat wizards and based upon spiritual enslavement.

Dwarfs are monotheistic, even atheist, but their beliefs include the equivalent of lesser deities, especially since dwarfs revere ancestral Mostali. The way of Mostal is also divided by philosophies such as Openhandism.

Worshippers of Mostal are of two types: dwarf and slave. Dwarfs know through thousands of years of experience that as long as they do not change their way of life they are immortal. Each new dwarf enters a special caste and is taught his caste's skills. Attaining perfection in his tasks may lead to diamond status.

Non-dwarfs sometimes worship Mostal as if he were an ordinary god. The dwarfs call such beings slave worshipers, because they give so much and receive so little. Some dwarf ancestors are regularly contacted by outsiders, such as Quicksilver, the god of alchemists. In Slon a large human populace worships Mostal.

Dwarf God: Mostal

Eastern Pantheon

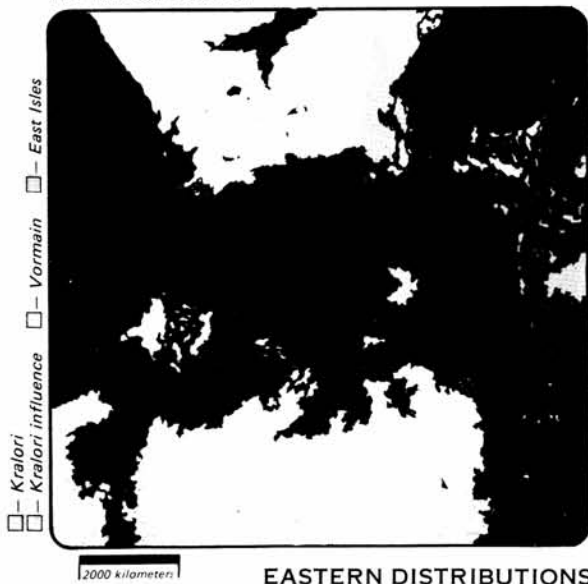
The deities of the Eastern Pantheon can be easily divided geographically into three regions: Kralorela, Vormain, and the East Isles.

The empire of Kralorela is so old that records survive from when Yelm, the sun god, ruled. When Yelm's cosmic empire fragmented, the benevolent dynasty of the Dragon Emperors, which has continued to the current time, took over. Kralorelan mythology is largely concerned with the temptations and threats of the outside world, which must be met by the wise Emperor and his loyal subjects. Each Emperor is deified and worshiped forever after as a god. Since the Dawn, only one Emperor has died—the saintly Yanoor who fled prematurely to the afterlife to escape the assassins of the usurping God Learners.

Vormain's gods are little-known. Foreigners are not safe in this land. The natives are both secretive and violent. Likewise they have little ambition to spread themselves outside their lands, and so they are the most mysterious people of the east. The different gods of their small pantheon are each associated with a different color-type of magic, and sorcery is common. The only Vormainians commonly encountered by outsiders are ferocious pirates.

The East Isles are fragmentary. Their gods are numberless and often seemingly trivial. They make no effort to convert others to their religion and, in turn, rarely or never worship other folks' gods. Their primeval mythology

The World Of Glorantha



resembles that of Kralorela, but with the break-up of Yelm's empire their myths begin to concern themselves solely with their own active, often squabbling, series of petty deities.

The people who worship this pantheon are quite civilized. They are separated from other nations by vast oceans, barbarian-infested wastelands, and their own cultural barriers. They regard their own culture as self-evidently superior to the rest of the world. Though the easterners are slow to adapt foreign ideas, they are extremely innovative in their own right, and have exported many concepts and magical inventions to the rest of the world.

Eastern Cults: City Gods, Dendara, East Isles Gods, Godunya, Gorgorma, Grain Goddesses, Path of Immant Mystery, River Gods, Thief Gods, Trickster, Tsankth

Elf Pantheon

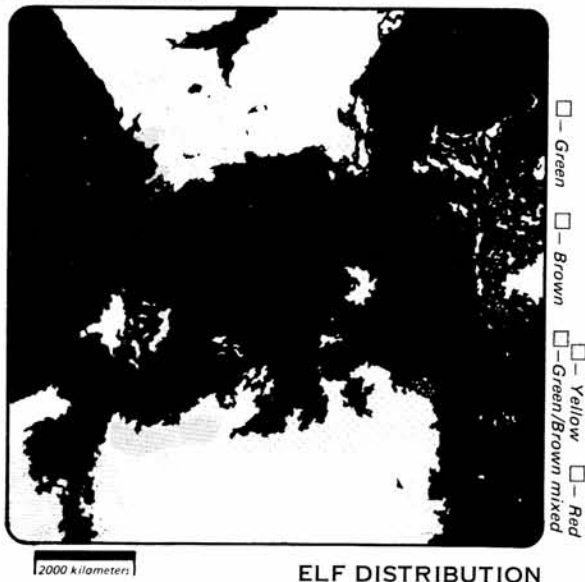
Elf mythology is mainly concerned with the Green Age, when Aldrya walked the earth and spread her children across its surface. During Yelm's Golden Age, elf civilization reached its pinnacle, but was destroyed by the Young Gods, who sent the world into the First Winter. A few survivors, led by High King Elf, remained awake to preserve life.

All elves are born into this religion, and usually remain in it until they die. Some other beings join this religion but they must be natives of the deep wood and have a long history of friendship and loyalty to elves. Elves dominate their woods and are ruthless against intruders. All treatings with elves, especially in secret matters of religion, must be on their terms.

Elves remember a unified nation in the blissful pacifism of the Green Age. Now they are divided into forest kingdoms whose residents have adapted to local conditions. All plant life is admitted to elf kinship, even the sea-water algae and the musty fungi, and each has an associated race.

Elf Gods: Aldrya, Babeester Gor, Flamal, Grain Goddesses, Horned Man, Voria, Yelmalio

The World Of Glorantha



Hsunchen Array

A long time ago, no difference existed between people and animals. But when times changed and the world worsened, people were set apart. Only the Hsunchen remem-

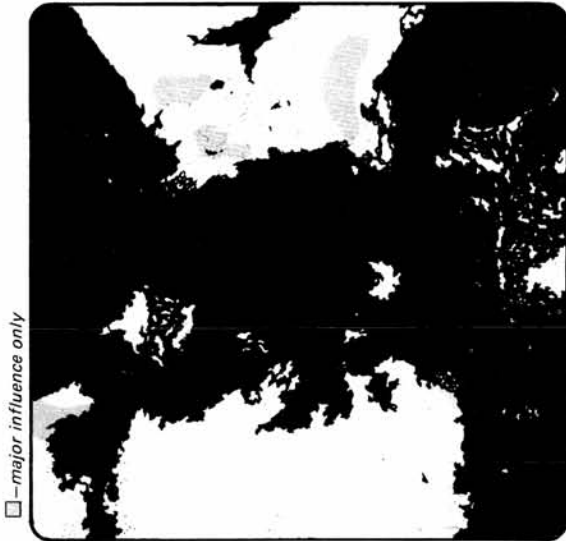
ber the older, better age when people freely conversed with animals and all living things were brothers.

The Hsunchen primitives hold to their old ways in scattered wildernesses throughout Genertela and the fringes of Pamaltela. Different tribes may worship different local and ancestral spirits but, despite this, they preserve some common traits, especially concerning their creation and most ancient practices.

Hsunchen are human, though tales of hybrid monsters and miscegenation haunt them wherever they dwell. The Hsunchen usually live in regions too bleak or dense for exploitation by neighboring cultures.

Hsunchen Cults: Ancestor Worship, Horned Man, Hunter, Hykim & Mikyh, Trickster

The World Of Glorantha



PRIMITIVE/HSUNCHEN

Lunar Pantheon

The Red Goddess taught some of her followers the way to become immortal. Her pantheon is composed of mortals who have so succeeded.

The World Of Glorantha



LUNAR DISTRIBUTION

Lunar mythology is concerned with the apotheosis of their goddess and the other members of the pantheon. Lunar philosophers are willing to accept almost any version of history and myth before their goddess's birth, always carefully explaining how it was a presagement of their cult.

The Lunar deities are worshiped only in and around Peloria. Most Lunar cultists are humans, although many non-humans are believers. The Lunar religion does not displace older religions. Any cult willing to accept the Red Goddess's existence is welcomed within the bounds of the Lunar Empire.

Lunar Cults: City Gods, Etyries, Red Goddess, River Gods, Seven Mothers, Thief Gods

Malkioni Array

The mythology of the west begins with the Invisible God's creation of the world. In earliest times, people lived close to the Creator but subsequent generations found power and faith from the insidious temptations of the false gods. Malkion the Prophet revitalized the religion in the God-time, and Hrestol the Initiator did likewise just after the Dawn. Other saints have had historical importance, either militarily or through some important discovery.

The west worships only the Invisible God. However, within his creation live saints and other personalities important to the service and history of the Invisible God. This monotheistic religion is divided into several factions, or sects, each declaring the rest to be heresies from the true way. A unified Malkionism has not existed since the time of Malkion himself.

All Malkioni are human. Their feudal society is divided into social classes so each man can know his place in life. Inter-class mobility varies with the particular sect.

Malkioni Religion: Dormal, The Invisible God

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MALKIONI DISTRIBUTION

Merman Pantheon

Merman philosophers teach that the world was once a single current flowing through the cosmos. For some reason (and different merfolk have different explanations) the current divided into fresh and salty water, then hot and cold, and in other ways, eventually forming the current generation of deities in the world.

The mermen's grim faith is structured upon inexorable fate. Their deities are servants of that fate and their myths are filled with stories of ancient wrongs never righted, hopeless battles against hideous doom, and the dominance of powerful inhuman entities. Tehri religion urges a struggle of life against darkness, but accepts a final unity with the mystical currents of the world.

Most worshipers belong to the marine and submarine mer-races. Nine different types are known, mostly air-breathing, with human torsoes and fishy or cetacean tails. Some races are friendly or neutral to humanity while others are inimical. The nearly extinct Waertagi are a hybrid race between merman and human. They look like humans, but have webbed fingers, green or blue complexions, fins, and live entirely at sea within great ships enchanted from sea dragons.

Coastal humans frequently submit to the sea's influences, and some merman gods are not too alien to be worshiped by humans. A few sea gods, such as Dormal, are even popular among humankind.

Merman Cults: Dormal, Magasta, Triolina, Wachaza

MERMEN DISTRIBUTION— *all water areas*

Orlanth Pantheon

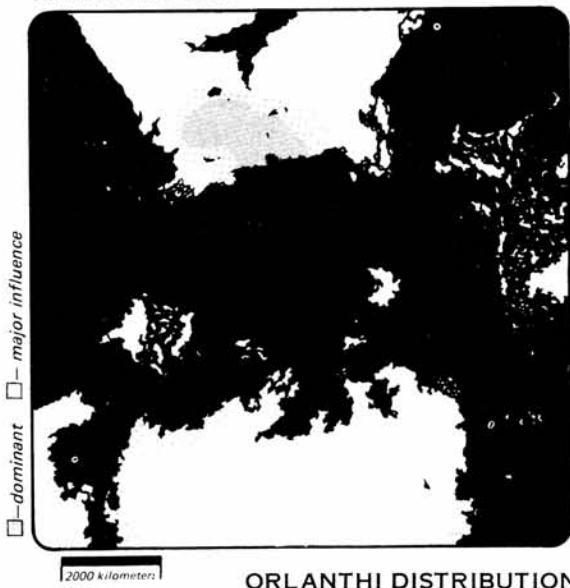
Orlanth is the god of most barbarians of Genertela. Their tumultuous politics resemble their storm god's roiling personality. Their deities range in demeanor from the civilized Issaries to the brutal Storm Bull.

Orlanthi mythology is full of personal combat and heroism, reckless deeds and honorable responses to impossible situations. Although the storm gods wrecked the old world by murdering the sun god, they improved it by instilling danger and freedom into an otherwise stagnant life. When too many people complained of hunger and fear, Orlanth accepted his responsibility and went to Hell to bring back the sun.

Orlanthi culture has spawned several organized civilizations, though these have so far always degenerated to barbarism.

Orlanth Cults: Asrelia, Babeester Gor, Chalana Arroy, City Gods, Donandar, Dormal, Ernalda, Grain Goddesses, Humakt, Hunter, Issaries, Lhankor Mhy, Mastakos, Maran Gor, Orlanth, River Gods, Storm Bull, Thief Gods, Trickster, Ty Kora Tek, Uleria, Valind, Voria

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Pamal't Pantheon

This category includes the deities of both the Doraddi and the Artmali.

The Artmali are a relic of the Godtime. In the Golden Age, the Artmali Empire ruled central Pamaltela in a glorious coldblooded reign. Their heartless perfection could not withstand the brute vitality of the invading storm gods and their culture vanished. Today, the Artmali Empire is remembered only by its descendants, the slaves of Fonrit and the Veldang people.

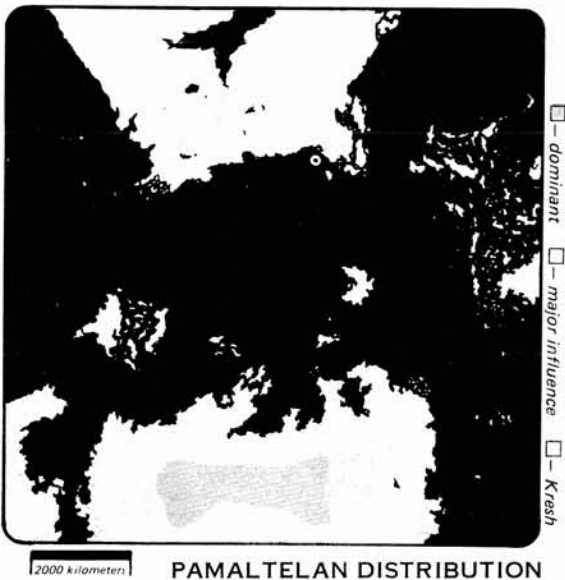
After the Artmali disaster, the Doraddi people rose. Their new gods defeated the enemies of Pamaltela and set up a way of life which has survived to the present.

Most of Pamaltela is rolling grasslands cut by seasonal rivers which rage in the wet winter and dry up in the summer. The Doraddi are semi-nomadic horticulturists and hunters living in extended families. Their religion mirrors their lifestyle with a lively family of gods whose quarrels are petty and endless until threatened by outsiders. Mythology includes both cosmological events and explanations of the myriad social mores and restrictions.

Most plains-dwellers belong to the nomadic Doraddi culture. In the last few centuries, the Kresh wagoners have risen. Their religion is derived from that of the nomadic Doraddi, but their culture differs in crucial details.

Pamal't Cults: Ancestor Worship, Babeester Gor, Grain Goddesses, Horned Man, Hunter, Lodril, Maran Gor, Pamalt, Trickster, Ty Kora Tek, Uleria

The World Of Glorantha



Praxian Pantheon

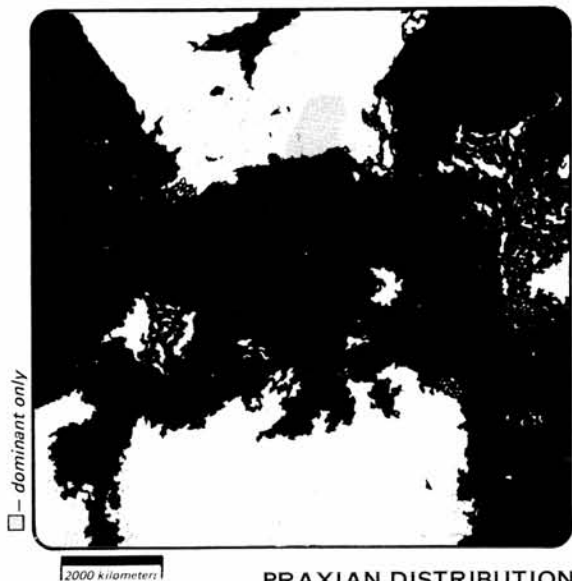
Praxian mythology is involved with the suppression of Chaos and their ancestors' struggle to renew life. It glorifies cooperation, hardiness, generosity, and energetic activity. The Praxians know that their land was once a fertile paradise, but it is now blighted and ruined by the invasion of Chaos. The ancestors of the modern animal nomads aided their gods and remain as the only survivors of the final catastrophe. Their god, Waha, taught the wretched remainder of humanity a new way of life perfectly suited for survival in that harsh region.

The animal nomads live in the Wastelands, and believe Prax to be their holy land. Most claim descent from Waha or another prominent god. The religion has little support outside its native region though it is tolerated in some border lands.

The animal nomads have five main tribes: Bison Riders, Sable Riders, Impala Riders (who are pygmies), Alticamelus Riders, and the non-human Morocanth.

Praxian Cults: Ancestor Worship, Eiritha, Hunter, Horned Man, Storm Bull, Waha

The World Of Glorantha



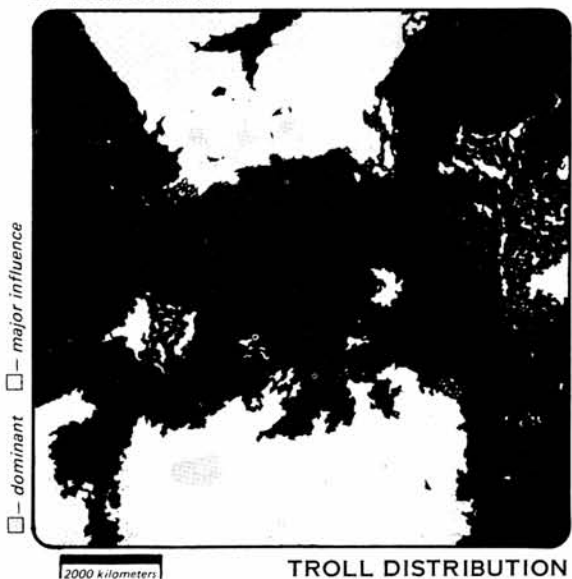
PRAXIAN DISTRIBUTION

Troll Pantheon

In the beginning all trolls dwelt in the wonderful primal bliss of Wonderhome, where no light ever came and all food abounded. This paradise was ruined by the Gods War and Death's blazing fury. Many trolls were burned, but many more escaped to the surface world.

On the surface the trolls and their minions quickly spread across the land, eating everything in their way and eventually conquering much of Glorantha. Events culminated in the Chaos War, when they fought desperately and valiantly against overwhelming hordes of chaos monsters. After horrendous sacrifice, the trolls conquered, shattering the armies and gods of chaos.

The World Of Glorantha



TROLL DISTRIBUTION

Troll history is an epic of uninterrupted suppression, violence, and treachery both by and to trolls at the hands of humans and other races.

Troll religion is crude and violent, but suffices for this unsophisticated species. Trolls are a non-indigenous race which migrated to the surface world during the Great Darkness.

Trolls are diverse. The leaders of modern trolls belong to the type known as Dark Trolls. These are served by the race of Trollkin, cursed and stunted slaves. Another servant race is the Great Trolls, gigantically powerful warriors and heavy laborers. A few members of the ancestral Mistress Race still survive in dark caverns—these fearsome beings have black magical powers beyond mortal comprehension.

Other types of trolls include the Snow Trolls of Valind's Glacier, the Jungle Trolls of Pamaltela, and the Tusk Riders (Half-Trolls) of Peloria. All but the Tusk Riders worship these same gods. Troll gods are rarely worshiped by outsiders.

Troll Cults: Ancestor Worship, Argan Argar, Asrelia, Horned Man, Hunter, Kyger Litor, Subere, Xiola Umbar, Zorak Zoran

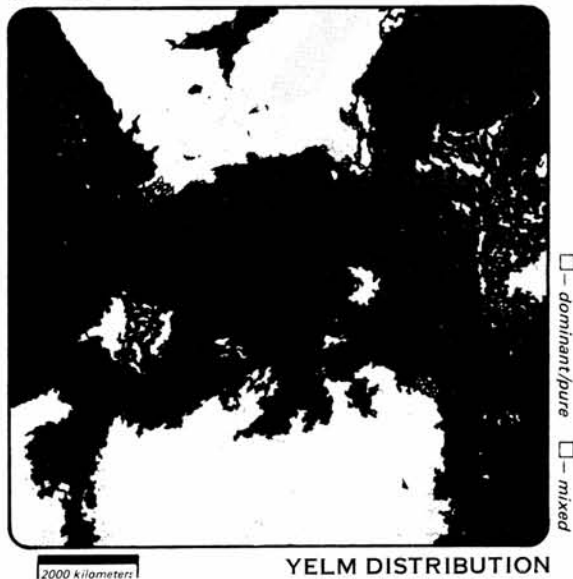
Yelm Pantheon

In the Golden Age, Yelm ruled the universe with benevolence and perfection. This time of elegance and happiness continued for eons until the time of the Rebel Gods who murdered Yelm, destroyed his empire, and fell to squabbling with each other over the shards of the world. But Yelm's purity and virtue brought Orlanth and the more important Rebel Gods to him, repentant. Yelm returned to the world, though now he must spend half of his time in the underworld.

Yelm worship once was much more wide-spread than the current distribution. The religion in its pure form survives in only a few important places. Many separate regions recognize the sun god as overlord or a major force. The solar religion is organized in imperial fashion with Yelm as ruler and emperor. This pantheon is worshiped by members of all human races. It is also popular among elves and certain other non-humans.

Yelm Cults: Chalana Arroy, City Gods, Dendara, Donandar, Eiritha, Gorgorma, Grain Goddesses, Lodril, Lokarnos, River Gods, Thief Gods, Uleria, Voria, Yelm, Yelmatio

The World Of Glorantha



YELM DISTRIBUTION

Relationships Between Pantheons

	Chaos	Dwarf	Eastern	Elf	Hsunchen	Lunar	Malkioni	Merman	Orlanth	Pamalt	Praxian	Troll	Yelm
Chaos	—	0	0	0	0	2	0	0	0	0	0	0	0
Dwarf	0	—	2	0	2	2	2	2	2	2	2	0	2
Eastern	0	2	—	3	2	2	1	2	2	2	1	1	3
Elf	0	0	3	—	2	1	2	2	2	1	2	0	3
Hsunchen	0	2	2	2	—	2	1	2	2	3	3	2	2
Lunar	2	2	2	1	2	—	1	2	0	2	2	2	3
Malkioni	0	2	1	2	1	1	—	2	2	1	2	2	2
Merman	0	2	2	2	2	2	2	—	1	2	2	3	1
Orlanth	0	1	2	2	2	0	2	1	—	1	2	1	1
Pamalt	0	2	2	1	3	2	1	2	1	—	2	2	2
Praxian	0	2	1	2	3	2	2	2	2	2	—	2	2
Troll	0	0	1	0	2	2	2	3	1	2	2	—	0
Yelm	0	2	3	3	2	3	2	1	1	2	2	0	—

Key:

0=enemy pantheons. Fight or flight.

1=hostile pantheons. Relations are strained at best, and peaceful meetings are rare.

2=neutral pantheons. This may indicate either that the pantheons are ambivalent towards one another (such as the Malkioni and Dwarf, who share many beliefs, yet distrust each other with good reason) or that they are uncaring about each other (such as the Pamalt and Merman pantheons, which rarely if ever interact).

3=friendly pantheons. These groups have generally happy relations, and often cooperate.

In every case personal feelings tinge relations, and may change a particular reaction. Also, even within a pantheon particular cults may have different feelings towards a particular friend or foe. For instance, all Orlanthe hate chaos but whereas an Issaries merchant is likely to flee a chaos monster, a Storm Bull berserk is likely to charge it, howling his war song.



Universal Cult Format

Name: spelling has been standardized for convenience. Local languages usually have some variant of the given spelling and pronunciation. We have tried to give the most common name (worldwide) or, if unable to do that we give the name used by the natives of the god's original land.

Runes: next are the god's Runes. These Runes are important in Glorantha, for they help define the god's power and area of control.

Description: this explains what the deity's area of interest is—whether he is a love god, war goddess, god of pirates, etc. Also listed is the god's primary source of worshippers, whether soldiers, farmers, or outcasts.

Typical temple size is next, along with the spell available from the god's shrines, if any. Worship [Deity] is always available from shrines in addition to the special spell. Thus, shrines of Aldrya teach Accelerate Growth and Worship Aldrya.

Initiate Membership

Requirements: "standard" means that the candidate must donate 20 pennies to the temple and prove knowledge of the religion's special skills as described in the *RuneQuest* Magic Book, page 25. He must also sacrifice a point of POW. If one of the candidate's parents was a cult initiate, he may join simply by sacrificing the POW—no other tests need be made.

Note: special benefits or duties required of initiates are listed here. Unless stated otherwise, the candidate must

give a tenth of both income and free time to the temple and may never become a shaman or a sorcerer.

Unless stated otherwise, initiates have the usual access to cult divine magic on a one-use basis (though not to spells which are one-use even to priests). They may attempt Divine Intervention, and may learn a point of spirit magic free every five years.

Spirit Magic: only certain spirit spells are taught by each cult. A qualified initiate receives a free point of cult spirit magic each five years. If he so desires, he can purchase additional spirit magic at the cost of 30 pennies + 15 pennies per point of spell. A Bladesharp 3 would cost $30 + 45 = 75$ pennies.

Spirit Spell Teaching in Religious Cults

A cult spell spirit is summoned by the Spellteaching divine magic. Its spell is specified by the priests before the ritual is performed. Cult spell spirits usually have a POW of 1d3 per point in their spell. Thus, a Fireblade spirit has a POW of 4d3.

The Spellteaching ritual also gives the priest command over the spirit he has summoned. After it arrives, the priest forces the spell spirit into combat with the supplicant. If the spirit wins, the priest commands it to leave its victim and return to the spirit plane.

Acolyte Membership

Requirements: "as per priests" means that the candidate must fulfill all the requirements necessary for becoming a full priest. In addition, he must pay 1000 pennies or the equivalent in goods or services each time he takes the Test of Holiness.

Not all cults have acolytes.

Notes: any special duties or restrictions are given here. Normally, an acolyte must give 50% of both his time and his income to the cult. He must pay 20 pennies for each point of divine magic he obtains, but his divine magic is reusable, just as is a priest's. He gains one point of free spirit magic every five years.

He gets no free POW increases. He may not ordain new initiates, collect tithes, or perform special functions limited to priests. He can lead worship services when no priest is present and assist priests on holy days.

Rune Lord

Some cults have offices for which both skill and spiritual refinement is necessary. People holding these offices are called Rune Lords. These are special folk who dedicate their lives to the cult. They are usually good fighting men, though exact requirements vary greatly from cult to cult.

Rune Lords are sent on quests by the cult, to seek sacred items, avenge crimes against the faith, or simply on diplomatic or economic missions. They receive no remunera-

Cult Rune Lord Ranks

cult	status
Aldrya	Wood Lord
Chalana Arroy	High Healer
Humakt	Sword
Hunter	Master Hunter
Krarsht	Jaw
Kyger Litor	Karrg's Son
Orlanth	Wind Lord
Seven Mothers	Rune Lord
Storm Bull	Storm Khan
Thed	Acolyte
Uleria	Priestess
Wachaza	War Master
Waha	Khan
Yelm	Sun Lord, Yelm Imperator
Yelmalio	Light Son
Zorak Zoran	Death Lord

tion for these quests outside of normal cult benefits. Rune Lords are normally supported by their cult and usually give up 90% of both time and income. The cult gives its Rune Lords weapons, equipment, armor, and anything needed to assist their work.

A candidate for Rune Lord may not be a shaman, a sorcerer, or a priest. He must have been an initiate in good standing for at least five years. He loses his initiate status in all other cults upon becoming a Rune Lord. A Rune Lord may not subsequently become a priest of any cult.

Some cults have no priests, only Rune Lords. This is especially common among gods of war. In some shaman-oriented cults, acolytes serve as a sort of Rune Lord.

Iron and Rune Metals

Gloranthen metals are analogous to terrestrial ones, and so are identified by the same names. Significant differences, however, exist.

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

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

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

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

Certain of the elder races are vulnerable to iron. Elves and trolls take double damage from this "poison" metal. Any damage from an iron weapon to an elf or troll (or one of their kindred races) that penetrates armor is doubled. For instance, if a troll wearing 6-point armor is struck for 7 points of damage by an iron-tipped spear, the troll takes 2 points of damage.

Werewolves and other monsters with immunity to non-magical weapons are fully affected by iron and tempered rune metal weapons.

Priesthood

Requirements: "standard" means that the candidate must have been an initiate in good standing for at least two years, must not be a shaman or sorcerer, must possess at least ten points of divine magic, must have a 50% skill in each of the four cult special skills, and must have at least 50 percentiles of ritual magic. There must be a need for a new priest.

He must also pass the Test of Holiness (POW \times 3 or less on 1D100). If he fails, he may not apply again for a full year.

Note: special benefits or duties are given here. Unless stated otherwise, the priest must give up 90% of both income and time to the cult.

He normally has all the benefits listed in the *RuneQuest* Magic Book, page 27, including an automatic one-point increase in POW yearly and a one-point increase in cult spirit magic.

In some cults, such as Aldrya, Kyger Litor, Hykim, and Ancestor Worship, the priests are also shamans. Such shaman/priests have all the powers of both a shaman and a priest, as limited by their cult.

Common Divine Magic: some Gloranthan cults do not have access to all common divine spells. Those spells available to the cult are listed here. Worship [deity] is available at all temples and shrines. The new common spell of Command Cult Spirit is available to all cults with access to all common spells.

Special Divine Magic: all cult special divine spells are listed here. New spells, not given in the *RuneQuest* Magic Book, are described fully.

Associate Gods

Many Gloranthan gods are associated with other gods from the same pantheon. Such gods have shrines in each other's great temples. Normally, a cult gets access to one

divine spell from each associate. A god may have many associates. Only those associates with separate cult listings in *Gods of Glorantha* have been listed herein. Thus, though Pamalt is associated with many deities, only Chalana Arroy and Lodril are important enough to have a separate cult listing in this work. The other associate cults of Pamalt have been ignored.

To renew an associate divine spell, a priest may go to any place which teaches it. He could attend a great temple of his own god where a special shrine for the associate is located. He may go to a temple of the associated god which teaches that spell. Or he may attend a great temple of a third deity which contains a shrine to the associated god.

An initiate can usually purchase spirit magic both from his own cult and from all allied cults. Eiritha initiates can

deity	status	type
Dormal	priests	ship
East Isles	none	n/a
Eiritha	priestesses	herd animal
Ernalda	priestesses	pig
Etyries	high priests	mule,pot
Flamal	priests	plant
Godunya	priests	regalia
Gorgorma	priests	raven
Grain Goddess	none	n/a
Horned Man	none	n/a
Humakt	Swords	sword
Hunter	none	n/a
Hykim: Telmor	shamans	wolf
Hykim: Basmol	shamans	lionhide
Hykim: Turtle	shamans	turtle
Immanent Mastery	none	n/a
Invisible God	none	n/a
Issaries	high priests	staff,mule,shop
Krarsht	none	n/a
Kyger Litor	priestesses Kaarg's Sons	giant beetle armor
Lhankor Mhy	priests	quill pen
Lodril	priests	fire
Lokarnos	high priests	wagon,coin
Magasta	priests	shark,net
Malia	Disease Masters	parasite,fly
Maran Gor	priestesses	ax
Mastakos	none	n/a
Mostal	none	n/a
Orlanth	Wind Lords Storm Voices	sword,cat
Pamalt	shamans chieftains	necklace
Pocharngo	high priests	gorp
Primal Chaos	none	n/a
Red Moon	none	n/a
River Gods	none	n/a
Seven Mothers	Rune Lords priests	scimitar mourning dove
Storm Bull	Storm Khans	horned helmet
Subere	none	n/a
Thed	shamans	goat
Thief Gods	none	n/a
Trickster	priests	spider,hare,crow
Triolina	priests	small fish
Tsankth	priests	ship's ram
Ty Kora Tek	priestesses	tomb
Uleria	priestesses	dove
Valind	priests	arctic owl,icicle
Voria	none	n/a
Wachaza	War Masters	trident
Waha	shamans Khans	riding animal
Xiola Umbar	priests	bat
Yelm	Yelm Imperator Yelm the Elder	eagle hawk
Yelmalio	Light Sons Light Priests	spear,hawk
Zorak Zoran	Death Lords	mace,skull

Allied Spirits

Certain cults provide allied spirits for their priests, Rune Lords, and even special initiates and acolytes.

Allied spirits are specially awakened animals or spirits sent by the deity to inhabit objects sacred to the cult. An awakened animal gains a non-fixed INT of either 3D6 or its former INT, whichever is greater. Its POW remains unchanged. A spirit sent to inhabit a sacred object normally has an INT of 2D6+6 and a POW of 3D6.

These creatures and objects are always appropriate to the cult.

An allied spirit automatically qualifies as an initiate of the cult, and can sacrifice for divine magic just as a normal initiate. Allied spirits cannot be priests, rune lords, or acolytes.

An allied spirit is in permanent unlimited range Mindlink with its priest. The priest can actually see through his ally's senses (and vice versa) with a concentration roll (INT x 3 or less on 1D100). A priest can cast spells through his ally (and vice versa) with a concentration roll, at any distance.

Allied spirits are limited in number, and only the most stalwart and loyal cult members can obtain these creatures. Normally, no initiates or acolytes ever have an allied spirit. When a Rune Lord or priest first attains his office, he can attempt to gain an allied spirit in the acceptance ceremony. This marks a special favor from the deity. The priest or lord must successfully roll his POW x 3 or less on 1D100 to gain the right to an allied spirit.

If a priest or lord does not qualify for an allied spirit upon his initial acceptance, he can try again once per year on the cult's High Holy Day. He can only try this in years in which he has accomplished some impressive deed to help the religion and the deity (as determined by the gamemaster).

No person may ever have more than one allied spirit at a time. If an allied spirit is killed or destroyed, a new one may occasionally be obtained, but this is a matter for heroic deeds on the part of the priest or lord.

deity	status	type
Aldrya	Wood Lords Gardeners	elf bow,plant
Ancestor Worship	none	n/a
argan Argar	priests	rat
Asrelia	priestesses	watchdog
Babeester Gor	priestesses	ax
Bagog	priest	scorpion
	scorpion queen	
Chalana Arroy	high healers	butterfly
City Gods	none	n/a
Dendara	priestesses	hearth
Donandar	high priests	musical instrument

Deity: the cult itself.

Status: this is the cult level necessary for a member to obtain an allied spirit. Some cults have no allied spirits available. Some can only provide them to high priests.

Type: this gives the form which the allied spirit takes. If the type is a creature of some type, then the allied spirit is an awakened version of that creature. If the type listed is an inanimate object, then the deity sends a spirit to inhabit that object.

Cult Identities

Each of the five elements has certain things identified with it in the mythology of Glorantha.

Rune:	Darkness	Water	Earth	Fire/Sky	Air	Lunar
Color:	black	blue	green	yellow	white	red
Metal:	lead	quick-silver	copper	gold	silver	none
Weapons:	club/mace rock	whip flail net trident	ax	spear	sword bow	sickle
Phyla:	insect	fish	reptile	bird	mammal	none
Elemental:	shade	undine	gnome	salamander	sylph	lune

Color: important only in cult decoration or special raiment.

Metal: priests and lords of a particular element can temper that element's metal. Many war gods can also temper iron.

Weapons: such weapons are sometimes favored by lords and soldiers of a given cult.

Phyla: members of the particular phyla are most commonly used for allied spirits. The Lunar element arose too late to acquire a phyla identification.

thus obtain spirit magic from temples of Aldrya, Dendara, Ernaldia, Storm Bull, and Waha. Spirit spells purchased from allied cults cost 100 pennies+50 pennies per point of spell. A Bladesharp 3 would cost $100+150=250$ pennies.

Some cults forbid certain spells to their initiates. Associated cults never teach forbidden spells to such initiates. For instance, Chalana Arroy and Eiritha are as-

sociates of the Storm Bull, but Storm Khans never teach Fanaticism to members of those cults.

High Priests

All organized cults have high priests. High priests are senior priests who govern major or great temples, and usually also have authority over other surrounding shrines and lesser temples. In extremely large and well-organized religions the high priests answer to a higher cult official responsible for a large area. A few cults continue this process of centralization to have one person or council ruling the entire cult. In most religions, each high priest needs to answer only to his god.

You, as the gamemaster, act as the high priests of all the players' cults. Whenever a player-character wishes to receive some special permission or blessing from his cult, you as the high priest decide whether or not he receives it and, if he does, whether he must perform some special task in return.

Many cult tests are abstracted into simple die rolls. Common examples include, acceptance for initiation, the Test of Holiness for priesthood, to decide whether or not a priest is worthy of an allied spirit. *In every case*, you, the gamemaster, may decide to ignore the abstract die roll and make the decision according to your own wisdom and your campaign's needs. The abstract die rolls need only be used when you do not know or do not care about a particular cult rank or privilege. If you decide that you do not wish a certain priest to receive an allied spirit, no amount of die rolling on his player's part can get him one. On the other hand, if you decide that a particular player-character should be allowed into the cult of Kyger Litor, he need not make any die rolls—the necessary tests are assumed to have been passed.

Despite this, we suggest that no character be permitted any cult office for which he does not have the prerequisite statistics, skills, or abilities. All Swords of Humakt should have 90% Sword attack and the appropriate other skills. To do otherwise cheapens the efforts of your players to attain high cult office.

Membership in Multiple Cults

A person may be an initiate of more than one cult, so long as he maintains all the requirements (including tithing and time) for all his cults. None of his cults may be hostile or unfriendly to another.

An acolyte of one cult may be an initiate in another cult, as long as he maintains all requirements for all cults involved. It is not possible to be an acolyte in two or more cults.

Divine Summon Spells

Priests of a given cult can only use Summon spells for cult spirits or for beings for which there is a cult Command spell. A fumbled Summons can still result in the arrival of non-cult beings.

Cult Spirits

Most deities have an array of subservient spirits available to loyal worshipers. As a rule, greater deities have more, and more types of spirits. Normally, cult spirits include:

intellect spirits

magic spirits

power spirits

spell spirits (for that cult's spirit magic)

allied spirits

Cults with the divine spell of Summon [Species] can summon at least these types of spirits.

Some cults have access to other spirits. For example, the Seven Mothers provide cult madness spirits, Malia provides cult disease spirits, Kyger Litor provides cult fear spirits, and Chalana Arroy provides cult healing spirits. Cults with Command spells have cult spirits of all Commanded beings. So Orlanth has cult sylphs and Subere cult hellions.

A new common spell is added to the repertoire of Gloranthan priests:

Command Cult Spirit

2 points

special range, instant, stackable, reusable

This spell must be stacked with a divine Summon [Species]. If the Summons roll is a success, this spell affects the creature summoned. The caster may give the being one command (only) and the being must obey if its magic points are overcome by the caster's.

No command given by this spell may exceed 10 words in length. This spell is commonly used to force a cult spirit into a Binding Enchantment, but can be used for other purposes.

This spell is effective with cult spirits of any type, including elementals, ghosts, and similar beings. It only works on beings of the same cult as the caster.

A Rune Lord or priest always has one primary cult. He may join other secondary cults as an acolyte or initiate. To do this, the priest must first get permission from his own high priest. This is preferably roleplayed out, but may be simulated by a roll of POW or less on 1D100, +1% to the chance of success for every 100 pennies of the priest's own money given to the cult.

Once permission is granted, the Rune Lord or priest must fulfill all normal requirements to become an acolyte or initiate in the friendly cult. Once successful, he does not have to give time or income to his new cult. He does not receive POW gain rolls, Divine Intervention, free spirit magic, support, or ransom from his secondary cult. He must pay 20 pennies for each point of divine magic he obtains from his secondary cult.



Creating Your Own Cult

Gamemasters are urged to use an overall pattern for creating their own cults. Keep in mind the patterns imposed by the RQ temple-sizes and benefits offered thereby. Large religions with overwhelming effects cannot be fit into Glorantha without disrupting many of the myths and secrets. Moderately large religions can fit, and many such religions should exist in the regions not covered by the important pantheons. Smaller cults, perhaps with a major temple or two, can be fit almost anywhere. If they conform to one of the major pantheons, they can fit within the larger religion's area. Local spirit cults abound everywhere, and can almost always be used without fear of disrupting a greater pattern.

Ecclesiastical Duties and Skill Limitations

The *RuneQuest* rules ordain that priests, sorcerers, and shamans are limited to DEX×3, DEX×4, or DEX×5 in certain skill categories. This conveniently simulates the fact that individuals in such study- and ritual-intensive occupations have little time for outside interests.

A priest must teach cult spirit magic to initiates, bring new members into the cult, prepare the seasonal holy days, teach the cult's secrets to initiates, work on the temple grounds, renew his own spells by prayer as needed, cast divine magic for qualified initiates—often traveling to the initiate's home to do so, oversee initiates who labor for the temple, collect and spend the goods received by the temple, administrate the temple activities, deliver spiritual benisons and penance to his congregation, perform special ceremonies for his political and religious leaders, and fulfill all special religious functions of his cult (Babeester Gor priests, for instance, must lead vengeance missions and Orlanth priests must daily pray for rain and wind). This leaves little time free for training, research, or adventuring, and, in fact, represents the 90% time taken up by normal priest activity.

In special cases, a priest may receive a dispensation to perform a special mission or task for the cult and thus temporarily be freed from most of his cult duties, but this is uncommon. The priests of some cults only ostensibly spend 30%, 50%, or even 10% of their time on cult duties. These priests belong to cults with special emphasis on certain temporal activities. For instance, the Yelm Emperor members spend only 10% of their time on cult duties. However, a Yelm Emperor is always a nobleman, and is expected and required to rule his land and people wisely and carefully under the laws of Yelm. A merchant priest of Issaries need only devote 50% of his time to cult duties. But the rest of the time he is expected to operate a market or other mercantile organization, thus glorifying Issaries. Priests in such cults still spend 90% of their time on cult duties—it is just that many of their "cult duties" are not ecclesiastical in nature.

Shamans have many jobs to perform as well. A shaman must teach spirit magic to his people, give them spiritual guidance, lead worship ceremonies, heal the sick, cast out evil spirits, teach his apprentices the secrets of shamanhood, manufacture magic items, obey his tribal chief, and most importantly spend his time on the spirit plane.

Most shamans spend an hour or two every day in the spirit world, seeking specific spirits, gathering spirits to replace those expended in his duties, learning spells, and interacting with his gods. Probably nearly all shamans of Glorantha belong to a shaman cult such as Ancestor Worship or Hykim & Mikyh. They must therefore fulfill the duties of priests as well as shamans.

Sorcerers may have no ecclesiastical duties. However, researching the arcane arts, learning new spells, casting spells for oneself or another, teaching spells and skills to apprentices and employers (even sorcerers must eat), making magic items, and resting to recover magic points lost in casting heavy-duty spells all take up a lot of time. Most Gloranthan sorcerers belong to the religion of the Invisible God, and thus do have special ecclesiastical and spiritual obligations to uphold, such as teaching the secrets of the Invisible God and his prophets, learning the powers and names of the saints, and serving the nobles who rule over the sorcerers.

Gamemasters that are willing to enforce adherence to these obligations for magician-type characters need not also enforce any special skill limits for those characters. Some cults may forbid the learning of certain skills entirely, though, and such restrictions should still be obeyed.

In *Gods of Glorantha*, these artificial skill limitations have been ignored. However, priests or shamans who spend time learning irrelevant skills (such as a priestess of Uleria learning combat arts, or a priestess of Babeester Gor learning a Craft) are lax in their duties and are betraying their trust as spiritual leaders. They should be sternly reprimanded by their cult hierarchy. Sorcerers who waste their time on non-sorcery make their own punishment as they will have inferior arcane skills and know fewer spells.

Retaining Skill Restrictions (optional)

For those gamemasters who wish to retain skill limitations for flexibility and ease of play, they are given below. These are now optional rules.

For those cults and cult ranks not listed below, acolytes are limited to DEX×5% in agility, manipulation (except Play [instrument]), stealth, and weapon skills. Priests are limited to DEX×3% in said skills. Rune lords have no skill limitations.

Babeester Gor: priests and acolytes have no combat skill restrictions.

Bagog: Scorpion Queens have no skill restrictions.

Chalana Arroy: High Healers have no skill restrictions.

Donander: priests and acolytes have no manipulation, agility or stealth skill restrictions.

Dormal: priests and acolytes have no manipulation or agility skill restrictions.

Path of Immanent Mastery: members of the Inner Circle have no skill restrictions.

Mastakos: priests have no agility skill restrictions.

Pamalt: chieftains have no skill restrictions.

Tsankth: priests and acolytes have no combat skill restrictions.

Uleria: priestesses have no skill restrictions.

Valind: priests have no skill restrictions.

Wachaza: War Masters have no combat skill restrictions.



Aldrya

GODDESS OF THE WOODS

Aldrya is goddess of the primal forest and of elves. If Aldrya were not worshiped, forests and woodlands would wither and die. She is the ancestral goddess of all elves, and nearly all elves participate in her cult. Most elf forests contain at least one great temple to Aldrya. Her shrines teach Accelerate Growth.

The cult of Aldrya is divided into several subcults. A member can only belong to one subcult at a time, and joining one subcult means abandoning the previous subcult.

Children of the Forest Subcult

Requirements for Elves: may join automatically-no POW sacrifice required.

Requirements for Non-Elves: must roll POW or less on 1D100. One percentile is added to the roll per 10 pennysworth of goods donated to the cult. No POW sacrifice is required.

Notes: Children of the Forest may not trade their POW for divine magic, and they do not have access to Divine Intervention. They do have to fulfill other

standard requirements of initiates, including tithing. Their POW does not increase through worship.

Spirit Magic: Heal, Food Song, Speedart

High King Elf Subcult (initiates)

Requirements for Elves: may join automatically upon reaching maturity and expending one point of POW to Aldrya.

Requirements for Non-Elves: standard (as per ordinary cults)-except that failure to pass the test means death. Skills-Climb, Hide, Plant Lore, Sneak.

Note: a candidate for membership in High King Elf need not have previously belonged to the Children of the Forest. High King Elf members are true initiates, must fulfill all usual requirements and gain the normal benefits. High King Elf initiates can sacrifice for Aldrya divine magic available to Wood Lords on the usual basis. High King Elf initiates also obtain the special Elf Bow.

Spirit Magic: Armoring Enchantment, Befuddle, Binding Enchantment, Countermagic, Dispel Magic, Extinguish, Food Song, Heal, Light, Magic Point Matrix Enchantment, Mindspeech, Mobility, Multi-missile, Repair, Second Sight, Shimmer, Silence, Speedart, Spell Matrix Enchantment, Spirit Screen, Strengthening Enchantment, Summon [species], Vigor.

Special Aldryami Spirit Magic

Food Song

touch, instant

This spell allows the singer to pick any plant which he needs, whether it is for eating (and all Aldryami are vegetarian cannibals), shelter, weapons, or so forth. It ensures that the plant so used will not be offended or hurt and, if killed, returns in peace to Aldrya's bosom.

1 point

The Elf Bow

An elf initiate receives a Bow Seed, planted on his initiation day. It takes a year of growth and a year of finishing to become a fabled Elf Bow. The initiate must dedicate one week a season over the two-year period to tend and care for it, instructed by a Gardener. This bow is alive and is repaired with Heal, not Repair. It has a POW of 2D6 +2, and its magic points are available to its user for use in spell casting. It has no INT. Only the maker of the bow may use it. If a non-Aldryami takes it in hand, it becomes brittle and dead. It acts as a mere self bow even for other elves.

Shamans of Aldrya Subcult

Requirements: must attempt each of the following skill rolls: Animal Lore, Ceremony, Plant Lore, Summoning, World Lore. If successful in all five skill rolls, the candidate may proceed to follow normal shaman rules to become a full shaman.

Note: Shamans of Aldrya may only bind plant spirits to their fetch. They can only teach those spirit magics available to High King Elf initiates. Shamans of Aldrya are also priests.

Common Divine Magic: Divination, Sanctify, Spellteaching, Worship Aldrya

Special Divine Magic: Absorption, Accelerate Growth, Animate War Tree, Chameleon, Create War Tree, Heal Body, Plant Spy, Silence Sphere, Tanglethicket

Wood Lord Subcult

Requirements: must have been an initiate of High King Elf for at least five years. He must have 90% + skill in Elf Bow Attack and in two of the following skills: any hand weapon, Conceal, Hide, Search, or Sneak. He must know Extinguish, Heal 2, and Multimissile. He must pass the Test of Holiness (POW x3 or less on 1D100).

Note: Wood Lords are also priests. Their skills are not restricted. They must give 90% of both income and time to the cult.

Common Divine Magic: Divination, Worship Aldrya

Special Divine Magic: Accelerate Growth, Arrow Trance, Chameleon, Heal Body, Reflection, Shield, Silence Sphere

Gardener Subcult

Requirements: must have been a shaman of Aldrya or a Wood Lord for at least twenty years. He must roll his POW + his number of years as shaman or Wood Lord on 1D100 to be accepted.

Note: when checking for Divine Intervention, a Gardener rolls 1D10 rather than 1D100. They obtain these divine magic spells as if they were priests.

Common Divine Magic: all

Special Divine Magic: Absorption, Accelerate Growth, Animate War Tree, Arrow Trance, Chameleon, Create War Tree, Heal Body, Plant Spy, Reflection, Resurrection, Shield, Silence Sphere, Tanglethicket

Associated Cults

Chalana Arroy: provides Regrow Limb to Gardeners.

Eiritha: provides Speak to Herd Beasts to Wood Lords, Gardeners, and Aldrya Shamans.

Ernalda: provides Command Gnome to Wood Lords, Gardeners, and Aldrya Shamans.

Flamal: provides Bear Fruit to Gardeners.

Yelm: provides Sunripen to Aldrya Shamans and Gardeners.

Yelmalio: provides Catseye to Wood Lords and Gardeners.

Special Aldryami Divine Spells

Accelerate Growth 1 point

ranged, special, stackable, reusable

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

Animate War Tree 1 point

ranged, duration 6 hours, nonstackable, reusable

A War Tree is a special type of tree. This spell only affects a War Tree that has already been enchanted by the caster's Create War Tree ritual.

This spell causes one War Tree to awaken and become capable of motion and combat.

War Tree

Characteristics	Average		
STR	4D6 + 12	26	Move: 1
SIZ	2D10+30	41	Hit Pts: special
INT	6	6	Magic Pts: 10-11
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	D20	Points
Trunk	01-10	5D6
Branches*	11-20	3D6 each

*divide the 11-20 result up among the tree's 1D6+4 branches.

weapon	SR	Attack%	Damage
branch	6	45-60	1D6 + 3D6

The tree can attack with its thick branches with a skill equal to its DEX x5%, doing damage equal to 1D6 + damage bonus. It cannot parry or Dodge. It can only use one branch at a time but has 1D6+4 to use if any should break. The War Tree has armor points (as per normal weapons), not hit points. Each branch has 3D6 armor points. The trunk has 5D6 armor points. The War Tree is flammable. The War Tree dies if its trunk is severed, between activations the tree roots. If the spell ends while the tree is on an inappropriate surface (such as water or solid stone) the tree begins to die.

Arrow Trance 1 point

self, temporal, nonstackable, reusable

This allows the user to merge his consciousness with his bow, doubling his Bow Attack. The user enters a trance in which only the bow and targets exist for him. He moves only to get a clear shot or find another target. He can use no other weapon, cannot dodge, cannot parry, nor use the bow as a club. Even if engaged in melee, he will fire an arrow at his opponent. While entranced, he may cast only bow magic (Multimissile, Speedart, etc.) to the exclusion of all other magic, including healing, (except that he can heal his elf bow if it is damaged). If the battle ends before the spell expires, he will stand at rest and wait for targets. This is not a Berserker spell; the user knows his friends and enemies.

Chameleon 2 points

ranged, temporal, nonstackable, reusable

The user of this spell can blend into the background, permitting use of his normal Hide skill even when moving. If the user remains still, his Hide is automatically 100%, even in the open. If he engages a foe in melee, the foe must succeed in a Scan roll each round to strike, parry, or dodge the user or his weapons.

Create War Tree 1 point

ritual Enchant spell, one-use

This ritual awakens a spirit within a special type of tree grown



The holiest day of the year for all Aldryami (elves and elf-kind) is Flamal's Day (Waterday of Fertility Week in Sea Season). On this day all elves rejoice in the power of life, and come to full awakening after the long sleep of winter. A dryad is illustrated above, bursting from her sacred tree to revel in the life-giving sun.

for the use of this spell. This tree can now be affected by an Animate War Tree spell cast by the creator.

Plant Spy

any distance, temporal, nonstackable, reusable

A specially chosen plant may be used as a spy by converting the leaves to sound and touch transmission devices without altering their appearance. Additional spells can be sacrificed for additional plants. Cut or uprooted plants die and cease transmitting information. The spell user can only receive information from a single plant spy at a time, though he may own many such spies.

Silence Sphere

ranged, temporal, nonstackable, reusable

This creates a barrier to sound three meters in radius around the target. No sound can pass this barrier. Characters inside the barrier can hear each other, but can hear nothing from outside, and vice versa. The spell's normal use is to slip silently through the woods and elude the hearing of enemy guards. If the spell is cast at an unwilling or unknowing enemy, his magic points must be overcome.

Tanglethicket

ranged, instant, nonstackable, reusable

Special plants provide seeds for this spell. The seeds are rare enough that usually only 1D6 seeds are available per year to any one shaman or Gardener. The seeds keep indefinitely. Each seed grows into a three-meter-cube of impenetrable thicket when thrown onto arable ground and this spell cast upon it.

The thicket takes 15 minutes to reach maturity. Burning each three-meter-cube produces a six meter radius sphere of poison gas potency 2D6. Each one-meter-cube section of thicket

1 point

1 point

has 10 armor points. Cutting the thicket damages the cutting weapon at 1D3 points per round. (Crushing or smashing weapons used on the thicket take 1D3 points of damage a round and always do minimum possible damage.)

The thicket dies in one day unless maintained with one magic point per seed per day.



Ancestor Worship

HONORING YOUR DEAD FOREFATHERS

Ancestor worship supports the reality of human mortality and draws upon the dead for strength to survive in life. At the same time it provides barriers to help protect weak humans from malign supernatural powers. The forces of mortality are too basic to be eradicated, and ancestor worship will exist as long as people procreate and die.

All ancestor-worshipping shamans know how to create a Center of Power (through the spell of Axis Mundi) for their ceremonies. When worship services are held, the spirits of the friendly dead invisibly participate. Their presence enables even small families to maintain a shrine or minor temple to their ancestors. Shrines teach Summon Ancestor.

Special Divine Spells for Ancestor-Worshippers

Axis Mundi 1 point

ritual Summon, nonstackable, reusable

This one-hour ritual creates a holy sanctuary (10m in radius) which enhances the passage of ancestral spirits to the mundane plane. Ancestral spirits can appear within the Axis Mundi without the benefit of a Visibility spell. The spells of Gift Power, Gift Spell, Incarnate Ancestor and Summon Ancestor can all be cast within its bounds as if they were ordinary divine magic, without going through a lengthy ritual. Axis Mundi can be boosted with as many MPs as desired. Each point gives the Axis Mundi one hour's duration.

This spell also attracts ancestral spirits and permits their participation in the holy day rituals.

Free Ghost 1 point

ranged, instant, stackable, reusable

This spell must be cast upon the ghost of a deceased mortal. The user must overcome the MPs of the ghost with his own. If he succeeds, the ghost is unbound from its haunting and returns to the Land of the Dead.

Gift Power 1 point

ritual Enchant, nonstackable, reusable

This spell allows the user to donate a point of his POW to a willing ancestral spirit.

Gift Spell 1 point

ritual Enchant, nonstackable, reusable

This spell allows the user to transfer the knowledge of any one spirit magic spell (only) to a willing ancestral spirit. The user loses knowledge of the spell.

Incarnate Ancestor 2 points

ritual Summon, nonstackable, reusable

This spell causes a named ancestor to dominantly possess the body of a willing descendant, who can be the spell caster. The summoned spirit can use all spells, knowledge, and skills it had while living. The spirit need not leave the host body until it pleases to do so or is exorcised. Friendly spirits leave when the job at hand is through. Neutral spirits must be bribed to do so by Gift Power or Gift Spell. Malign ancestors do not leave voluntarily.

This spell can be cast without naming the specific ancestor desired, in which case a random ancestor comes. This is dangerous.

Spirit Guardian 1 point

ranged, duration one day, stackable, reusable

This spell must be cast upon a friendly ancestral spirit. It sets up a mental connection, identical to Mindlink, between spirit and caster.

Spirit Melding 2 points

touch, temporal, nonstackable, reusable

This spell must be cast upon a friendly ancestral spirit which is enveloping the caster. For the spell's duration, the spirit's magic points are added to the caster's for purposes of resisting spirit combat and spells. If the spirit leaves the caster, the spell's effects end.

Summon Ancestor 1 point

ritual Summon, nonstackable, reusable

This spell summons an ancestral spirit from the Land of the Dead. If the spirit is friendly, it can engage in spirit combat or cast spells if the summoner desires.

Not all a character's ancestors may be righteous or kindly. Evil spirits may attack the caster, or at least refuse to aid him.

If the caster names a specific ancestor when the spell is cast, he gets that particular ancestor. Otherwise, a randomly-determined spirit is called, the characteristics of which are determined through use of the Random Ancestor Table.



Leaping-Stripe-On-Flank, chief shaman for the Deer Tribe searches among the centuries-old pile of ancestral bones his tribe has hidden. With the proper bones, Leaping-Stripe can summon specific ancestors, thus controlling great knowledge.

Ancestor worshippers scrupulously observe the Sacred Time as the most holy time. Other religious celebrations are arranged as needed for personal worship.

Initiate Membership

Requirements: must demonstrate a blood relationship with the accepting shaman. The candidate must not be a sorcerer. He must roll his POW x5 or less on D100. He must also give the shaman a gift, which varies with local custom and the shaman's greed, but is at least 100 pennies worth of goods. He must sacrifice a point of POW to his ancestors.

Note: ancestor-worshippers must spend the time and tithing required by their personal shaman. They cannot obtain divine intervention.

Shamanhood

Requirements: Daka Fal shamans are also priests. Initiates of Daka Fal become shamans by following normal shaman rules.

Note: Daka Fal shamans must pay honor and respect to their ancestors, and they must donate POW or a spell to a friendly ancestor (using the Gift Power or Gift Spell magics) at least once a year. This is in addition to any POW or spells given to ancestors in return for services rendered.

Common Divine Magic: Worship Ancestors

Special Divine Magic: Axis Mundi, Free Ghost, Gift Power, Gift Spell, Incarnate Ancestor, Resurrect, Spirit Guardian, Spirit Melding, Summon Ancestor

Ancestor Random Spirit Spells

1d100 spell

01	Armoring Enchantment
02-04	Befuddle
05-07	Binding Enchantment
08	Bladesharp
09	Bludgeon
10-15	Control [Spirit Type]
16	Coordination
17-19	Countermagic
20	Darkwell
21-23	Demoralize
24	Detect Enemy
25	Detect Magic
26-28	Detect [Substance]
29-31	Dispel Magic
32-34	Disruption
35	Dullblade
36	Endurance
37	Extinguish
38	Fanaticism
39	Farsee
40	Firearrow
41	Fireblade
42	Glamour
43	Glue
44	Heal
45	Ignite
46	Ironhand
47	Light
48	Lightwall
49-51	Magic Point Matrix Enchantment
52-54	Mindspeech
55	Mobility
56	Multimissile
57	Protection
58	Repair
59	Second Sight
60	Shimmer
61	Slow
62	Speedart
63-65	Spell Matrix Enchantment
66-75	Spirit Screen
76	Strength
77	Strengthening Enchantment
78-83	Summon [species]
84	Vigor
85-90	Visibility
91-00	Other (gamemaster's choice or roll again)

Ancestral Spirits

Ancestral spirits usually behave like ghosts. They cannot normally provide their INT or MPs for others' use, but can cast spells and engage in spirit combat. Only malign ancestral spirits ever retain permanent possession of a mortal after spirit combat ends.

Random Ancestor Table

1d100	type	power	spirit spells	divine spells
01	Friendly	5D6+6	4D3	3D6
02-04	Friendly	4D6+6	3D3	2D6
05-09	Friendly	3D6+6	2D3	1D6
10-16	Friendly	2D6+6	1D3	0
17-25	Friendly	1D6+6	1	0
26-28	Neutral	5D6+6	3D3	2D6
29-34	Neutral	4D6+6	2D3	1D6
35-43	Neutral	3D6+6	1D3	0
44-55	Neutral	2D6+6	1	0
56-70	Neutral	1D6+6	0	0
71-80	Malign	1D6+6	0	0
81-88	Malign	2D6+6	0	0
89-94	Malign	3D6+6	1	0
95-98	Malign	4D6+6	1D3	0
99-00	Malign	5D6+6	2D3	1D6

All ancestral spirits have INT rolled as per the species they once belonged to. Human spirits roll 2D6 + 6. In any case, a spirit never has more spells memorized than its INT - if a spirit's rolled INT is 10, but it is determined to know 12 points of spirit magic, decrease the spells known to 10 points.

Friendly: spirit will do as summoner desires.

Neutral: spirit will do as summoner desires, but only if summoner gives it one MP for every POW point of the spirit. This must be expended immediately, and, though it adds to the spirit's MPs, are not used to assist the summoner.

Malign: these spirits always try to attack a summoner to possess him.

Spirit Spells: this indicates the number of spirit spells known by a particular spirit. To determine the precise spells, roll on the Ancestor Random Spirit Spells Table. Spirits know 2D6-5 points of a variable spell (minimum of 1 point, and if a 12 is rolled, reroll, adding 6 to the result). Roll once for each spell known. If the same spell is rolled a second time, reroll.

Divine Spells: this indicates the number of divine spells known by the spirit. Roll on the Ancestor Random Divine Spells Table to determine the precise spells known.

Ancestor Random Divine Spells

d20 divine spell

01-02	Axis Mundi	09	Resurrection
03	Free Ghost	10-11	Spirit Guardian
04-05	Gift Power	12-13	Spirit Melding
06-07	Gift Spell	14-17	Summon Ancestor
08	Incarnate Ancestor	18-20	Worship Ancestors



Argan Argar

GOD OF SURFACE DARKNESS

Argan Argar's cult acts as a mediator between trolls and surface folk. His cult performs many important functions for trolls unavailable elsewhere including such civilized amenities as languages, trade, and making coinage. He is worshiped by those trolls who must deal with outsiders, and by human merchants who trade with trolls.

Usually minor temples are the largest worship sites available. In the cult's centers of power, such as Halikiv or Kethaela, major and great temples exist. His shrines teach Create Shadow.

Initiate Membership

Requirements: standard. Skills-Evaluate, Human (or any non-troll) Lore, Read/Write Darktongue, Speak Other Language

Note: the spells of Glow, Light, and Lightwall are forbidden to Argan Argar worshippers.

Spirit Magic: Detect Magic, Glamour, Mindspeech, Protection, Vigor

Special Argan Argar Divine Spells

Dark Walk 1 point

ranged, temporal, nonstackable, reusable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within range. Blend-in is total.

Safe 2 points

touch, duration 8 weeks, nonstackable, reusable

This spell is cast upon a container or opening to bar unwanted passage. When it is cast, the priest must boost the spell with magic points. When anyone other than the priest or someone in Mindlink with the priest tries to open the secured container or cross a doorway with this spell, he is attacked by the spell's magic points. If his magic points **are overcome**, he takes 1D6 points of general hit point damage and is forced back. If his magic points are not overcome, the spell is broken and he **may** enter freely, as may anyone following. If he fails to overcome the spell on his first try, he can try again and again until he either succeeds or is slain.

The spell's entire magic points are matched against any defensive magic the intruder might have.

Create Shadow 1 point

ranged, temporal, stackable, reusable

This creates a region of shadow. The dimensions vary (shifting all the time at the edges), ranging from 10 to 20 (2D6+8) meters in diameter with a height one-quarter of that. It is immobile.

When additional points of this spell are stacked together, the volume covered does not change, but the darkness deepens. One point of Create Shadow permits the Dark Walk spell to be cast within its environs and creates a haze in sunlight. Two points cancel the effects of sunlight on light-sensitive beings such as cave trolls. Three points make a shadow equivalent to a moonlit night. Four points create a pitch-black area.

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

Suppress Aether 3 points

ranged, temporal, stackable, reusable

This spell creates a sphere 2m in radius centered on any specified spot within range, not necessarily around the caster. Inside the area is darkness equivalent to a Summon Shadow 1 spell. If anyone initiated into a Light, Heat, or Sky rune-based cult tries to cross the borders of the spell, they automatically take 2D6 damage directly to a random body location, ignoring all armor. The sphere's boundary also act as a four-point Countermagic against spells cast by initiates or priests of Light, Heat, or Sky rune-based cults. This spell may be cast to encircle a member of such a cult, and thus restrict his movements.

If, when the spell is cast, its boundary crosses a potential target, that target is unharmed by the spell and can move to either side of the boundary. If he attempts to cross the boundary in a later round, he is then affected.

Each additional use of this spell stacked together increases the damage done by 2D6 and the Countermagic effect by four points.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Shade, Create Shadow, Dark Walk, Safe, Suppress Aether



Asrelia

GRANDMOTHER OF WEALTH

Asrelia is the crone who hoards all good things away from the sight of mortals. Her priestesses are in charge of the temple treasuries of most earth cults.

Her cult consists primarily of shrines inside larger earth temples, though larger structures do exist. Shrines teach Hide Wealth.

Initiate Membership

Requirements: standard. Skills-Conceal, Devise, Evaluate, Mineral Lore

Note: rather than 10% of their income, Asrelia initiates must pay 600 pennies (or the equivalent) to the cult per year. Initiates must pay 100 pennies per point when sacrificing for divine magic.

Spirit Magic: Befuddle, Countermagic, Detect [All Precious Metals or Gems], Glue, Protection, Repair, Second Sight, Vigor

Acolyte Membership

Requirements: as per priests, though the candidate

Special Asrelia Divine Spells

Amelia's Cavern 3 points

touch, temporal, stackable, reusable

This spell creates an invisible barrier forming a sphere 3 meters in radius, centering about the point of casting. Wind cannot blow through the barrier, rain and snow cannot penetrate it, and it blocks flames. Even a flood washes up against the barrier harmlessly. Spells can be cast through the invisible boundary and creatures can cross it freely. Only non-living natural forces are barred entrance.

Each additional use of this spell increases the radius of the protective sphere by 3 meters.

Hide Wealth 1 point

touch, duration 1 day, stackable, reusable

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

need not be a woman. Also, the Test of Holiness for cult acolytes costs 5000 pennies.

Note: rather than 50% of their income, Asrelia acolytes pay 3000 silver pennies (or the equivalent) to the cult per year. Acolytes must pay 100 pennies per point when sacrificing for divine magic.

Priesthood

Requirements: standard. The candidate must be a woman.

Note: rather than 90% of their income, Asrelia priestesses pay 6000 silver pennies (or the equivalent) to the cult per year.

Common Divine Magic: all

Special Divine Magic: Absorption, Asrelia's Cavern, Command Gnome, Hide Wealth

Associated Gods

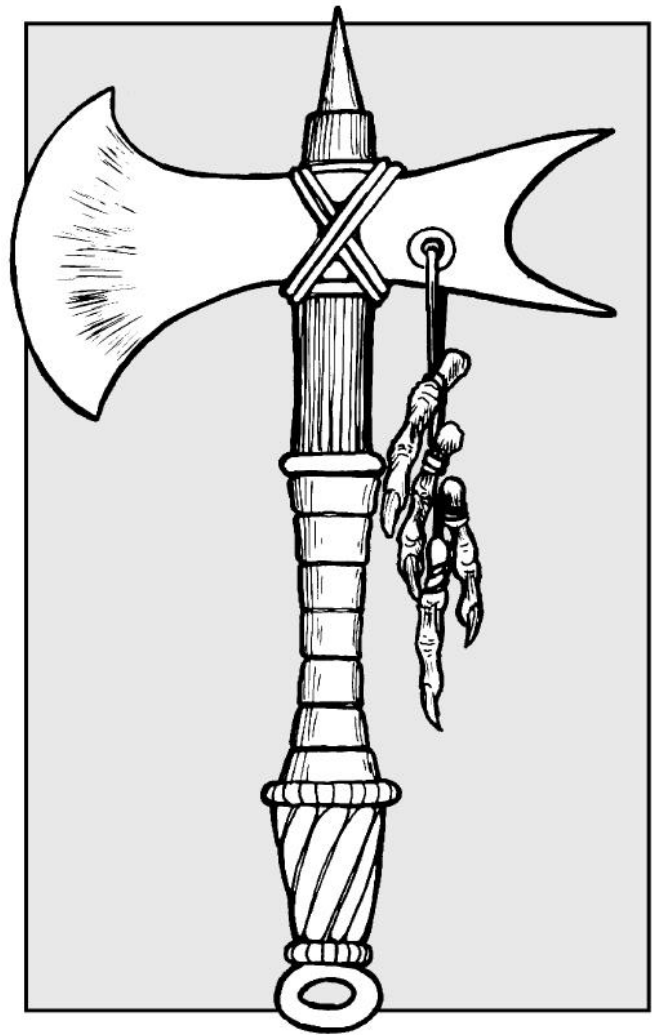
Babeester Gor: provides Great Parry.

Ernalda: provides Regrow Limb.

Maran Gor: provides Blast Earth.

Ty Kora Tek: provides Command Ghost.

Voria: provides Invigorate.



Replicas of Babeester Gor's grim axe, like the one above found in the Temple To All Deities in Apple Lane, are placed in most earth temples and shrines to ward them from defilers.

Babeester Gor

HOLY AVENGER

Babeester Gor is the earth's Holy Avenger. Her axe-wielding amazons are the sacred guardians of the temples of Aldrya, Ernalda, and several other earth goddesses. Though their duties are partially symbolic, they defend temples when attacked and hunt down kinslayers, oathbreakers, and other vile criminals whose actions have harmed the temple they guard.

Special Babeester Gor Divine Spells

Axe Trance

1 point

self, temporal, nonstackable, reusable

This spell must be boosted with one or more magic points. Each magic point expended increases the caster's Axe Attack by 10 percentiles for the spell's duration. This spell may be combined with weapon-enhancing spells.

Great Parry

3 points

self, temporal, nonstackable, reusable

This spell must be cast upon a shield. The shield has an infinite number of armor points for the spell's duration. Knockback still affects the holder of the shield.

Slash

1 point

touch, temporal, stackable, reusable

This spell must be cast upon an axe. Each point of Slash increases damage done by 1D6.

Her temples are usually only shrines located within a great temple to a major earth goddess. Lands heavily devoted to earth cults may have larger temples to her. Her shrines teach Great Parry.

Initiate Membership

Requirements: standard. Only women may join. Skills-Axe Attack, Listen, Search, Track

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disrupt, Heal, Strength, Vigor

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Axe Trance, Berserker, Command Gnome, Great Parry, Shield, Slash

Associated Gods

Asrelia: provides Hide Wealth.

Ernalda: provides Heal Body.

Maran Gor: provides Blast Earth.

Ty Kora Tek: provides Command Ghost.

Voria: provides Invigorate.



Bagog

THE SCORPION QUEEN

Bagog is Mother of All Scorpion Folk. Her worship provides the minimum culture needed to survive the hardships of the wilderness. The lore of the scorpion men is passed down through this religion. Scorpion men shamans also exist and cooperate with this cult.

Most scorpion men bands have minor temples at best. Shrines to Bagog teach the Ritual of Rebirth.

Initiate Membership

Requirements for Scorpion Men: join automatically upon sacrificing one point of POW.

Requirements for Non-scorpion Men: must undergo the Ritual of Rebirth and then sacrifice one point of row.

Spirit Magic: the cult of Bagog teaches no spirit magic. However, tribal shamans are usually willing to teach all types of spirit magic.

Shamanhood

Requirements: normal shaman requirements

Notes: Bagog shamans are ordinary shamans in every way except that they may obtain the spell of Worship Bagog reusably. They cannot become priests of the cult. A female shaman could become Queen, however.

Priesthood

Requirements: must enter ritual combat with a priest. The candidate must defeat the old priest and devour his body to gain the status. Occasionally by permission the priest may be from another tribe, or even another cult.

Special Divine Magic: Carapace, Claws, Jabbers, Sprout Legs, Venom Boosting, Worship Bagog

Scorpion Queenhood

Requirements: must challenge the current queen to formal battle, defeat her, and eat her body. The challenger must be female. There can only be one scorpion queen in a band at any time.

Note: The scorpion queen has all the normal priestly benefits, but none of the restrictions. When checking for Divine Intervention, a scorpion queen rolls 1D10, rather than 1D100.

Divine Magic: Carapace, Claws, Jabbers, Ritual of Devouring, Ritual of Rebirth, Sprout Legs, Venom Boosting, Worship Bagog

Associate Cults

Primal Chaos: provides Chaos Feature.

Special Bagog Divine Spells

Carapace

2 points

touch, temporal, nonstackable, reusable

This spell increases the toughness of the scorpion man's exoskeleton, increasing the armor of all hit locations by 8 points.

Claws

1 point

touch, temporal, nonstackable, reusable

This spell turns one of the scorpion man's arms (or optionally, his tail-in which case the tail can neither sting nor inject poison) into a large scorpion-like pincer. The claw has a weapon strike rank of 3 and does 2D6 damage plus any damage bonus. Claw Attack equals 50% plus the user's Attack Modifier, and can be increased via experience. The claw can do no knockback.

Jabbers

1 point

touch, temporal, nonstackable, reusable

This spell turns one of the scorpion man's arms (or optionally, his tail-in which case the tail can neither sting nor inject p&on) into a jabber, a long bony point used for fighting. It has a weapon strike rank of 1, can impale, and does 1D10 damage plus any damage bonus. Jabber Attack equals 50% plus the user's Attack Modifier, and can be increased via experience.

Ritual of Devouring

1 point

ritual Enchant spell, nonstackable, one-use

This spell is cast before killing and devouring an intelligent victim. Properly done, this spell enables whoever devours the victim to gain knowledge. Each participant in the victim's feast must eat 1D6 SIZ points of the victim to gain benefits.

The eater gains 1D6 percentiles in any skill in which the victim was at least 25 percentiles better than the eater. For each spirit magic or sorcery spell the victim knew, the eater must roll his INT or less on 1D100. Success allows the eater to gain knowledge of that spell.

Only scorpion men can gain benefits from this feast, though any intelligent species can be profitably eaten. Divine magic cannot be obtained through this ritual.

This ritual is always performed before a formal challenge and combat for Scorpion Queendom or Rune Priesthood.

Ritual of Rebirth

4 points

ritual Ceremony spell, nonstackable, one-use

This spell lasts 4 hours, during which time one or more prisoners must be eaten by the queen. A few days later, the queen lays one egg for each creature devoured. After one season, the eggs hatch. Infant scorpion creatures emerge, with upper torsos and heads similar to the species devoured, and lower bodies like those of scorpions.

If the queen combines a successful Divine Intervention with the Ritual of Rebirth and devours only one being, the actual person eaten emerges as a member of the scorpion race. He retains all his former skills and spells as well as (most cruelly) a memory of his former life. His skill with the scorpion sting starts at 05% plus bonuses. Individuals forced into this chaotic existence usually go mad.

Sprout Legs

1 point

touch, temporal, stackable, reusable

Each point of this spell causes an additional leg to sprout from the side of the scorpion man. The leg is usable as a normal appendage, and has the same hit points as the other legs. Also like the other legs, damage done to the new leg does not count vs. total hit points.

Venom Boosting

1 point

touch, temporal, stackable, reusable

Each point of this spell cast upon a scorpion man increases the venom potency of the tail sting by 1D6 points. The amount of increase is rolled only after the venom penetrates a foe, and is rolled separately for each hit.



Chalana Arroy

GODDESS OF HEALING

Chalana Arroy is the deity of healing and comfort, and her worship shall continue until there is no need to heal anyone again. She is worshiped by surgeons, nurses, doctors, surgeons, and dedicated healers of all types.

Her cult is small but widespread, and usually shrines are the only available temples. Large cities may hold minor temples or larger worship sites. The particular spell taught at a Chalana Arroy shrine varies with the culture and local needs.

Healer Membership (initiates)

Requirements: none, except acceptance of the restrictive cult vows, and the sacrifice of one point of row.

Note: a healer must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. She is forbidden to learn any combat skill but Dodge. A healer must give 50% of her income to the cult of Chalana Arroy.

Healers may become shamans or sorcerers, as long as they maintain the cult vows.

Foes incapacitated by a healer's action (usually through the use of Befuddle or Sleep) are under her protection. They may not be harmed in any way, though they may be disarmed and captured. Chaotic foes are exempt from this protection.

New Cult Skills: Treat Disease, Treat Poison

Spirit Spells: Befuddle, Dullblade, Endurance, Heal, Light, Shimmer, Sleep.

High Healer Membership (priestesses)

Requirements: the candidate must have a 90% skill in one of Treat Disease, Treat Poison, or First Aid,

Special Chalana Arroy Cult Skills

Treat Disease Knowledge (05%)

Successful use of this knowledge skill doubles a victim's chances for success at his next recovery CON roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. Victims of mild diseases need only be tended for one day per week. A critical roll indicates that the victim's chances to recover are tripled. Specials mean nothing. A fumble indicates that the victim's disease progresses to the next stage (i.e., acute becomes serious or serious becomes terminal—a terminal victim dies).

Treat Poison Knowledge (05%)

Successful use of this knowledge skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken. A special roll purges the victim of 4D6 ROT, and a critical roll purges him of all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Forbidden Spirit Magic

The following Spirit spells are forbidden to Chalana Arroy worshippers:

Bladesharp	Firearrow
Bludgeon	Fireblade
Control [species]	Ironhand
Demoralize	Multimissile
Disruption	Speedart
Fanaticism	

Forbidden Sorcery

The following Sorcery spells are forbidden to Chalana Arroy worshippers.

Animate [substance]	Palsy
Cast Back	Phantom [sense]
any Create spell	Shapechange [species]
Damage Boosting	Smother
Diminish [characteristic]	Stupefaction
Dominate [species]	Tap [characteristic]
Drain	Venom

and must have a skill of 50% in the other two. She must have a 50% Ceremony skill. She must know Heal 6 and never have broken the cult vows since she became an initiate. She must have 10 points of cult divine magic. She must pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all but Warding

Special Divine Magic: Comfort Song, Command

Chalana Arroy Spirit Spell

Sleep 3 points

ranged, temporal

If the caster overcomes the target's MPs, the target falls into a deep sleep for the duration of the spell. The target only awakens if injured or if a hostile spell is targeted on him.

Special Chalana Arroy Divine Spells

Comfort Song 1 point

range earshot, duration length of song, nonstackable, reusable

This spell allows the user to sing a Song of Power which keeps all hearers from feeling pain, effectively anesthetizing the body while still permitting consciousness. It is often used during childbirth and after battles. Characters who would normally be incapacitated are not, though damage is unhealed.

Cure Chaos Wound 1 point

ranged, instant, nonstackable, reusable

This spell is of no use by itself, but can be stacked with any spell used to cure a wound or other affliction received from a chaotic creature. It provides all the magic points needed to work the spell. As such it has little effect on most rune spells, though it helps with Heal Wound. For instance, if it was stacked with a Heal 6 spell, the spell would cure six points of damage and cost the user no magic points.

Resurrect 3 points

ritual Ceremony spell, nonstackable, reusable

This Resurrect spell is identical to the spell described in *RuneQuest*, except that it is reusable.

Healing Spirit, Cure Chaos Wound, Heal Body, Regrow Limb, Restore Health [All Types], Resurrect

Associate Gods

Aldrya: provides Accelerate Growth.

Orlanth: provides Shield.

Issaries: provides Create Market.

Lhankor Mhy: provides Analyze Magic.

Pamalt: provides Earthtouch. (only in Pamaltela)

Storm Bull: grants Chalana Arroy worshipers the ability to bring a warrior out of a berserk rage. The chances for success are equal to POW x 5 for a high healer, and POW x 4 for a healer.

Yelm: provides Fight Disease.

VARIABLES

The City Gods

PROTECTORS OF THE CITIZEN

Most cities of Glorantha have their own special proprietary spirit, often named after the city. The welfare of the spirit and of the city are intermingled, and wise citizens worship their city's god. Basically, all initiates of this cult are citizens, and the reverse is also often the case.

Usually a city god has only one temple in the world, in the city. This is always at least a minor temple, usually major, and sometimes even a great temple, depending on the size of the city.

Initiate Membership

Requirements: a candidate must be a citizen of the city, and must sacrifice one point of POW. Requirements for citizenship vary with the city, but in almost all cities the children of citizens are also citizens.

Note: an initiate of a city god need devote only 5% of his time and 1% of his income to his god. The city god's divine spells, and his Divine Intervention, can only be used inside the city. An initiate can be a shaman, a sorcerer, or even a priest of a different cult.

Spirit Magic: usually none taught by the cult.

Priesthood

Requirements: must be a citizen and the son of a citizen. Must read and speak the city's language at 90%. An opening for a new priest must exist, and a great deal of politicking is involved to attain priesthood in a city cult.

Note: the priests of a city god have considerable political civic influence. Their divine spells can only be cast within the city's boundaries. Unlike initiates of a city god's cult, priests can use Divine Intervention outside the city's boundaries.

Common Divine Magic: Excommunication, Mindlink, Sanctify, Warding, Worship [City God]

Special Divine Magic: City Harmony

Associated Gods

Varies, depending on the circumstances surrounding the particular city.

Special City Gods Divine Spells

City Harmony

1 point

self, temporal, stackable, reusable

This spell affects everyone within 3 meters of the caster and keeps them from getting excited or violent. It counteracts emotion-affecting spells (such as Demoralize and Fanaticism) that are weaker than the City Harmony spell. City Harmony can be boosted with magic points to overcome more powerful emotion-affecting spells and to blast through Countermagic and other defensive spells.

To work, the caster must roll 1D100 and compare the result on the Resistance Table to his own magic points. All targets whose magic points would be overcome are affected. For instance, if a priest with 12 magic points rolled 52, all potential targets with 11 or less magic points would be affected.



Dendara

THE GOOD GODDESS

Dendara is the Sun's Wife, and the goddess of wives, women, and farmers. Her cult has all sizes of temple, and shrines to Dendara teach Bless Crops.

Initiate Membership

Requirements: standard. Skills-Animal Lore, First Aid, Plant Lore, World Lore

Spirit Magic: Heal, Light, Second Sight, Shimmer, Vigor

Acolyte Membership

Requirements: as per priests, except that acolytes do not need to be a woman or have given birth.

Priestess Membership

Requirements: standard. Must be a woman and have given birth to at least one healthy child.

Common Divine Magic: all

Special Divine Magic: Absorption, Bless Crops, Bless Home, Command Domestic Fowl, Command

New Dendara Divine Magic

Bless Home

1 point

ritual Enchant spell, nonstackable, reusable

This ritual is performed over a home and affects it and the family who dwells therein. Whenever a family member is within the walls of the blessed home, his hit points, his fatigue points, and his magic points are all 1 point higher than usual. The enchantment ends if ever the family hearth is shattered.

Gnome, Command Goat, Command Swine, Heal Body, Regrow Limb, Restore Health [Constitution], Restore Health [Intelligence]

Associate Cults

Aldrya: provides Accelerate Growth.

Eiritha: provides Speak to Herd Beasts.

Gorgorma: Gorgorma worshipers guard Dendara's temples in winter.

Lodril: provides Earthwarm.

Yelm: provides Cloud Clear.



Donandar

GOD OF MUSIC & DANCE

Donandar's present-day worshipers include way-faring minstrels, jugglers, musicians, actors, carnivals, dancers, and circuses.

Most traveling troupes have a shrine to Donandar, as do some cities. Shrines to Donandar teach Harmonize.

Initiate Membership

Requirements: standard. Skills-Dance, Play [Instrument], Sing Orate

Spirit Magic: no spirit magic or sorcery is forbidden, but the cult teaches none itself.

Acolyte Membership

Requirements: as per priests.

Special Donandar Divine Spells

Harmonize 1 point

ranged, temporal, stackable, reusable

This spell causes the victim to do exactly what the caster does, if his magic points are overcome by the caster's. It works only on beings with the same Hit Location table as the caster, for reasons that are evident if you envision a man trying to Harmonize a horse. The recipient of the spell attempts to do whatever action the caster does. However, some things are impossible. If, for instance, the victim is walked into a pit he will continue to attempt to walk, but cannot make much progress.

If a Harmonized target is injured, the caster feels pain (and must make a Concentration roll if in the process of casting a spell), and if a Harmonized target is slain, the user takes 1D6 general hit point damage.

Multiple Harmonizes stacked together allows the caster to affect multiple targets. One common use of the spell is to perfectly coordinate a chorus line or dance group.

Switch Places 2 points

ranged, instant, nonstackable, wusable

This spell must be cast at an Illusory Sight. It allows the priest to trade places with the apparition, which must be visible to the priest performing the transfer.

Priesthood

Requirements: must have been an initiate for at least 5 years. He must know two entertainment skills at 90%+, must have a Ceremony skill of 50% +, an APP either under 8 or over 13, and must pass the Test of Holiness (POW x3 or less on 1D100).

Note: need donate only 50% of his income and 30% of his time to the cult.

Special Divine Magic: Harmonize, Illusory Motion, Illusory Sight, Illusory Sound, Switch Places, Worship Donandar



Dormal the Sailor

CRAFTSMAN, SAILOR & EXPLORER

Dormal is god of sailors and sailing. He was originally a great hero who broke an evil curse blocking all sea travel. Every living sailor today knows of Dormal and how he broke the sea's Closing, and every living sailor is grateful to Dormal for his livelihood.

A large ship's company may have the equivalent of a shrine aboard. Most temples are found in seaports, and these can be of any size. Dormal shrines teach Predict Weather.

Initiate Membership

Requirements: standard. Skills-Ceremony, Boat, Craft Wood, Swim, World Lore

Note: initiates of Dormal may be sorcerers or shamans.

Sorcery: initiates of the cult are taught the sorcery spell of Open Seas.

Acolyte Membership

Requirements: as per priests.

Special Dormal Sorcery Spell

Open Seas

ritual Ceremony

This spell takes 10 minutes to perform. It must be cast each time the ship weighs anchor or casts off. If the spell fails, then the instant the ship leaves sight of land, the Closing reaffirms itself and brings catastrophe to the vessel.

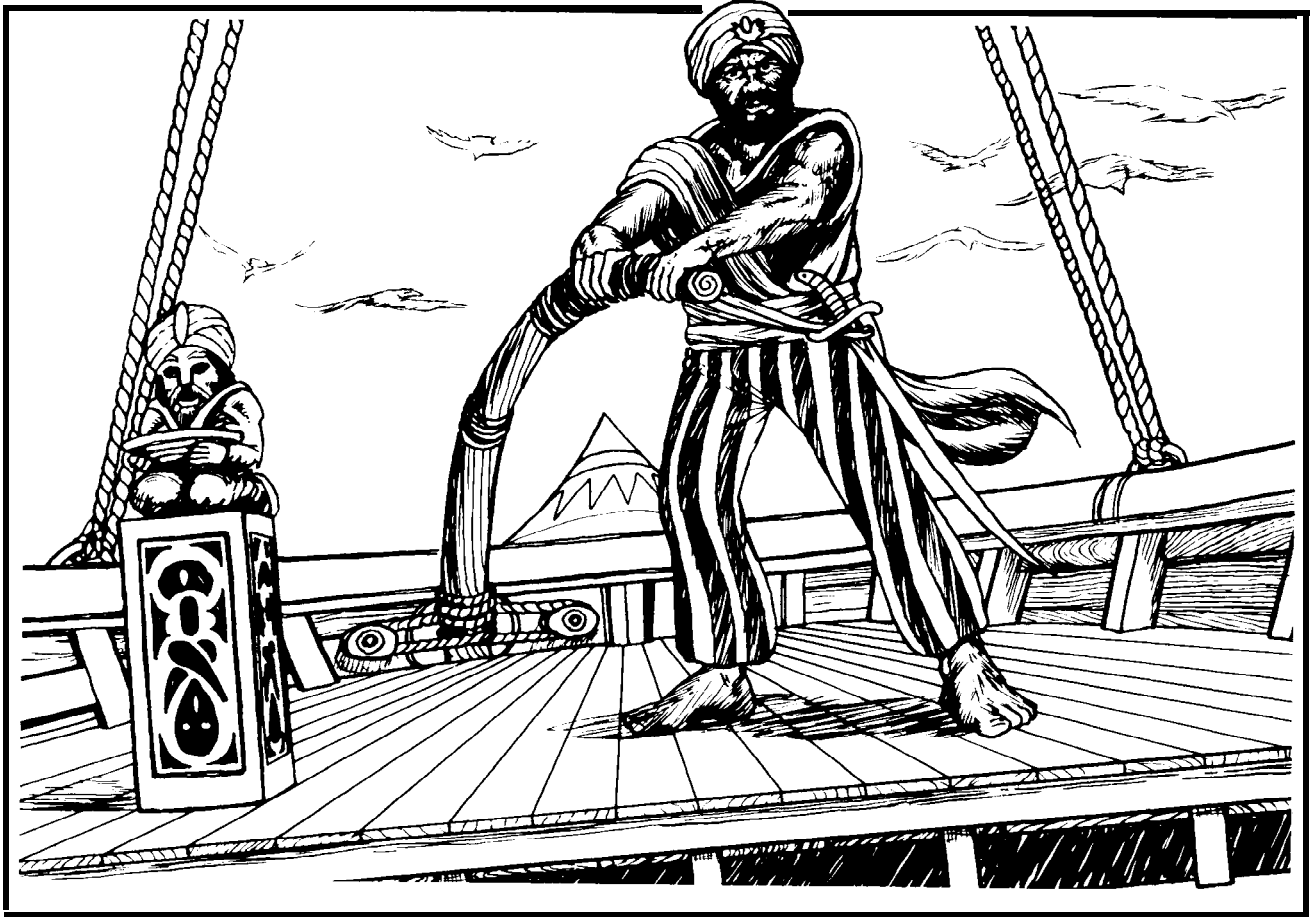
All open-seas sailors everywhere in Glorantha know this ritual or else have an expert on their ship who knows it. Otherwise, sea travel would be impossible.

Special Dormal Divine Spell

Predict Weather 2 points

special, instant, nonstackable, reusable

When this spell is cast, the user can know approximately what the natural weather will be like for the next 24 hours. This spell cannot account for the actions of storm demons or the use of weather-affecting spells.



This Fonritian ship-captain sets out early one morning in Sea Season, keeping a sharp eye scanning the horizon for the notorious spring squalls which can suddenly swamp his coastal merchant vessel. To his right sits a Fonritian holy sculpture of Dormal. This captain went to some lengths to get his craft blessed by The Sailor, including the sacrifice of several points of POW, and the carving of Dormal's image from a block lopped off of the same beam that became the ship's keel.

Priesthood

Requirements: standard, plus must know the Open Seas spell.

Common Divine Magic: all

Special Divine Magic: Predict Weather

Associated Cults

Magasta: provides Float.

Initiate Membership

Requirements for Native: must have been born on the god's island and sacrifice one point of POW.

Requirements for Outsider: must pay a priest a great sum of money and roll 1D100. If the die roll is less than or equal to 1/100 of the sum paid in pennies, he is accepted into the cult.

Note: initiates of the East Isles Gods can freely be sorcerers. They may not obtain divine intervention from their gods.

Spirit Magic: none - the inhabitants of the East Isles use sorcery rather than spirit magic.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard, except that instead of the standard skills requirements, East Isle priestly candidates must have 80% in Read/Write Own Language and 50% in Ceremony.

Divine Magic: varies greatly with the individual cult.

Hobimarong (Golden Mokato)

In the Second Age, Golden Mokato was the center of the Eastern Seas Empire, a naval realm that ruled all the East Isles and controlled sea travel from

VARIES

East Isles Gods

A THOUSAND GODS

Each of the many East Isles has its own resident god. The inhabitants of these lands worship their own island's god, and sometimes his children.

Temples of all sizes may be found on the home island of a god. Shrines to him are usually planted in major ports and trade cities of friendly islands. Large ships often carry a shrine to their island god.

Spells taught at shrines vary with the particular god.

Sozganjio to Kralorela. Now, Mokato is a quiet wealthy land. Shrines teach Find Merman.

Common Divine Magic: Divination, Extension, Sanctify, Worship Hobimarong

Special Divine Spells of the East Isles

Find Enchanted Object (Lumavoxoran) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any object within range on which has been laid a ritual enchantment to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Fresh Water (Lumavoxoran) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any drinkable water within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Merman (Hobimarong) 1 point

ranged, temporal, nonstackable, reusable

This spell causes all mermen within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Octopus (Saliligor) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any living octopus within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Find Saliligor Cultist (Saliligor) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any Saliligor initiate or priest within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal. The spell will not work on ex-cult members.

Find Shark (Lumavoxoran) 1 point

ranged, temporal, nonstackable, reusable

This spell causes any living shark within range to emit a slight, identifying glow visible only to the caster. This glow is visible through up to a meter of stone, soil, or metal.

Hold Course (Lumavoxoran) 2 points

touch, duration one day, nonstackable, reusable

This spell must be cast upon a ship. For the next 24 hours, the ship continues on the exact same course in which it was set when the spell was cast. No directional changes can be made to the ship's course until the Hold Course expires or is dispelled.

Precision [Skill] (Hobimarong) 2 points

serf, temporal, stackable, reusable

Each spell in this array is usable only with a specific skill. Only skills improvable by experience have an equivalent spell. Thus, there exists Precision Boating, Precision Evaluate, Precision Dodge, and so forth.

When a character under the influence of this spell succeeds in the appropriate skill roll, a 1D100 result that would normally be a simple success becomes a special success. Critical success rolls, failures, and fumbles are unchanged.

Sapience (Lumavoxoran) 1 point

touch, temporal, stackable, one-use

Each point of this spell increases the INT of the target by 1 point for the duration. It has no effect on creatures with fixed or no INT.

Special Divine Magic: Find Merman, Precision [Skill]

Lumavoxoran (Haragala)

Lumavoxoran is the insular god of Haragala, the home of an important naval power. Shrines to Lumavoxoran teach Hold Course.

Common Divine Magic: Divination, Sanctify, Worship Lumavoxoran

Special Divine Magic: Find Enchanted Object, Find Fresh Water, Hold Course, Sapience

Saliligor (Homago)

Saliligor is the god of the minor island of Homago, on which reside only three thousand people. He is included as an example of a minor East Isles deity. He has only one temple in all the world, but it is large.

Common Divine Magic: Divination, Sanctify, Worship Saliligor

Special Divine Magic: Find Octopus, Find Saliligor Cultist, Find Shark



Eiritha

MOTHER OF HERDS

All cattle trace their origin to Eiritha. The nomad herdsfolk of the Wastelands and Pent are utterly dependent upon Eiritha for their daily existence. Eiritha is the woman's cult for all Praxian nomads and many of the Pent nomads.

The size of an Eiritha temple depends on its clan's size. Most clans can muster at least a minor temple. Shrines to Eiritha teach Bless Animals.

Initiate Requirements

Requirements: any female tribesmember in good standing can join this cult automatically by sacrificing a point of POW. Outsiders can only join by being adopted into the tribe first.

Note: the spells of Bladesharp, Bludgeon, Disruption, Fanaticism, Fireblade, Firearrow, Ironhand, Multimissile, Protection, and Speedart are forbidden to members.

Initiates may learn the cult skill of Understand Herd Beasts.

Spirit Magic: Farsee, Heal, Slow

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard. Skills-Animal Lore, Plant Lore, Understand Herd Beasts, World Lore

Common Divine Magic: all

Special Divine Magic: Bless Animals, Speak With Herd Beasts.

Associate Cults

Aldrya: provides Accelerate Growth.

Dendara: provides Heal Body.

Ernalda: provides Command Gnome.

Storm Bull: provides Shield.

Waha: provides Peaceful Cut (spirit magic spell plus skill of Butchery).

Special Eiritha Skill

Understand Beast Speech Perception (00%)

This Perception skill has a base chance of 0%, but all Eiritha initiates are taught up to at least 5% plus their knowledge modifier. This skill trains a person to perceive and interpret warning signs, movements, odors, and other gestures made by herd beasts. Speaking to animals is not possible with this skill.

Special Eiritha Divine Spells

Bless Animals 1 point

touch, instant, nonstackable, reusable

This fertility spell increases the calving potential for each beast so blessed. Each birth produces a healthy calf or, rarely, twins. Nine of ten calves born to a beast influenced by this spell are female. This spell can be cast only on the High Holy Day of the year, and affects only the following year's calving.

Speak With Herd Beasts 2 points

touch, temporal, nonstackable, reusable

This spell allows the person on whom it is cast to talk with one type of hooved mammal for the length of the spell. Oratory or Fast Talk can be used if the creature needs convincing. The spell does not instill any intelligence to the creature, so it can speak only from its natural awareness.



Ernalda

THE EARTH MOTHER

Ernalda and her daughters are the source of food, raiment, and shelter for most of life. Her cult is most popular among farmers and especially rural women, though many other folk worship her as well.

Her temples are primarily rural shrines, but larger worship sites exist, up to and including great temples. Shrines to Ernalda teach Bless Crops.

Initiate Membership

Requirements: standard. Skills-Animal Lore, Climb, Mineral Lore, Plant Lore

Spirit Magic: Heal, Second Sight, Shimmer, Strength, Vigor

Acolyte Membership

Requirements: as per priests, except that acolytes need not be female or have given birth.

Priestesshood

Requirements: standard, plus a candidate must be a woman and have given birth to a healthy child.

Common Divine Magic: all

Special Divine Magic: Bless Crops, Command Gnome, Command Snake, Command Swine, Earthpower, Heal Body, Regrow Limb, Restore Health [Constitution], Restore Health [Strength]

Associate Cults

Aldrya: provides Accelerate Growth.

Asrelia: provides Hide Wealth.

Babeester Gor: provides Great Parry.

Eiritha: provides Speak to Herd Beasts.

Maran Gor: provides Blast Earth.

Ty Kora Tek: provides Bless Grave.

Voria: provides Invigorate.

Special Ernalda Divine Spell

Earthpower 3 points

ranged, ins tan t, stackable, one-use

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



Etyries

LUNAR GODDESS OF TRADE

Etyries is the Lunar goddess of trade. She is worshiped by Lunar merchants, especially those who must travel into foreign lands in search of rare goods and fine merchandise.

Etyries has all sizes of temples in Lunar trade communities on the borders of the empire. Her shrines teach Path Watch.

Initiate Membership

Requirements: standard. Skills-Bargain, Evaluate, Speak Other Language, Speak Own Language

Spirit Magic: Countermagic, Extinguish, Farsee, Glue, Ignite, Mobility, Repair

Priesthood

Requirements: standard. Priests of Etyries may be sorcerers.

Note: priests of Etyries need contribute only 30%

Special Etyries Divine Spells

Exchange Spells

1 point

ritual Ceremony magic, nonstackable, one-use

This allows the user to trade knowledge of one spirit magic spell. It cannot be used with divine spells or sorcery. The user must set up a Mindlink connection between himself and his customer. The participants agree upon the spells they will attempt to trade—each may pick only one spell. The spells to be exchanged need not be of equal value—a Heal 6 could be traded for a Protection 1. If the Exchange Spells succeeds, each participant loses knowledge of the spell they chose and gains knowledge of the spell their partner chose. Failure indicates that no spells were transferred or lost. If 96-00 is rolled on the Ceremony skill roll, both participants lose knowledge of their own spell, but do not gain their partner's spell.

All points of a variable spell must be passed together. If the spell passed has more points than the recipient has free INT, that transfer is an automatic failure.

Path Watch

2 points

self only, duration variable, nonstackable, reusable

This spell is used when traveling through dangerous or questionable territory. It must be laid upon a known path or visible road which will be traveled by the caster. The spell alerts the user to the direction and number, though not type, of all enemies and traps within a 100m radius. The spell lasts as long as the road lasts and as long as the caster stays awake.

Reflection

1 point

ranged, temporal, stackable, reusable

This spell operates as does the normal Reflection spell, described on page 35 of the *RuneQuest* Magic Book. However, it is affected as cyclic magic by the phase of the Red Moon:

Dark/Dying Moons: spell is ineffective.

Crescent Moons: only reflects 1 point of spirit or sorcery magic per point or 1 point of divine magic per two points.

Half Moons: as per the normal Reflection

Full Moons: reflects all spells weaker than the Reflection—not just those which fail to overcome the defender's magic points. Reflected spells have no effect on the defender.

Cyclical Magic

The changes in the Red Moon's phases affect the magical power of the Red Goddess upon the world. Spirit magic and sorcery are unaffected by the cycle for their power derives from within men, not within gods. All Lunar divine spells follow this cycle unless specified otherwise.

<i>moon phase</i>	<i>magical effect</i>
Dark/Dying Moon	only 1 point spells available, and no spells may be stacked.
Crescent Moon	up to 2 point spells available, but only two spells may be stacked together.
Half Moon	all spells available and freely stackable.
Full Moon	all spells available and freely stackable. Temporal spells have double normal duration.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are thus beneficially affected.

of both income and time to the cult. They are not supported by the cult.

Common Divine Magic: Command Cult Spirit, Divination, Mindlink, Sanctify, Spellteaching, Warding, Worship Etyries

Special Divine Magic: Exchange Spells, Path Watch, Reflection

Associated Gods

Red Goddess: priests of Etyries may become initiates of the Red Goddess, following the usual procedure.

Special Etyries Skill

Bargain

Communication (05%)

This is the Communication skill of buying something for a lower price than asked. To use it, one must be in a position where bargaining is reasonable; bargaining for the sacred axe of a Babeester Gor temple guard is not feasible. The bargainer must state the price at which he wishes to purchase an item, and for each 2% difference between that price and the asking price, he must subtract 1% from his Bargain skill. In any case, the person selling the item will not take a loss, no matter how well he is Bargained with. If a bargaining attempt fails, the user may increase his offer and try again.

For Example: Hilarian the merchant wishes to purchase a magic sword. The owner asks 400 guilders for the helmet, and Hilarian offers 240. Hilarian has a skill of 60%, but he wants the helmet for 60% of the normal price, so his chance for success is reduced by 20 percentiles to only 30%. He rolls 49 and fails. He then offers 280 guilders, which is 70% of the normal price, reducing his Bargain chances by only 15 percentiles to 45%. He rolls 03, succeeding.



Flamal

FATHER OF SEEDS

Flamal is god of seeds and plants. He is the parent of all plant life in the world, from the lowliest green scum on a puddle's surface to the lordliest redwood of the Rockwood mountains. Most people interested in plant life and crops do not worship Flamal, but choose some other, more useful and accessible god. However, he does have a few worshippers, mostly among elves.

Flamal's temples are largely shrines. A rare larger temple is found in an elf woods. His shrines teach Bear Fruit.

Initiate Membership

Requirements for Elves: may join automatically by sacrificing a point of POW.

Requirements for Others: must have a skill of 50% or more in Plant Lore, and succeed in a roll of POW x5 or less on 1D100. Must sacrifice a point of POW to Flamal.

Spirit Magic: none taught. Most initiates also worship some other deity and obtain their spirit magic from that.

Priesthood

Requirements: must have a skill of 90% in both Plant Lore and Ceremony and pass the Test of Holiness (POW x3 or less on 1D100).

Note: priests of Flamal may also be shamans. In fact, this is encouraged.

Special Divine Magic: Bear Fruit, Sprout, Worship Flamal

Associated Cults

Aldrya: provide Accelerate Growth.

Grain Goddesses: provide Regrow Limb.

Special Flamal Divine Spells

Bear Fruit

1 point

ritual Ceremony spell

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

Spout

2 points

ritual Ceremony spell

This causes a seed to immediately quicken and send forth roots. Over the course of 15 minutes the infant plant grows and expands until its tiny shoot unfurls true leaves. Then the spell's effect ends. This spell affects any seed. If more than half the seed is destroyed, whether eaten by insects, riddled with fungus, cooked, cracked, or poisoned, the spell has no effect.



Godunya

THE DRAGON EMPEROR

Godunya is the current Dragon Emperor of Kralorela. He represents social stability, the might of the Empire, and spiritual salvation to his subjects. He is worshiped by the citizens of Kralorela.

His cult is found only in Kralorela, where temples of every size are available. This cult does not teach conventional divine magic, so shrines have only Worship Godunya available.

Initiate Membership

Requirements: an initiate of Godunya need only be a Kralorelan citizen and sacrifice a point of POW to be accepted.

Note: an initiate of Godunya must give up all his magic points but one each seasonal holy day. He does not have to meet any other requirements, including paying tithing. Godunya initiates cannot call for divine intervention.

Spirit Magic: none taught



Godunya is the latest in the long line of Dragon Emperors who have given the East a remarkable culture. Kralori written histories reach back generations farther than do the traditional Theyalan or God Learner manuscripts. Godunya's guards are not dragonewts, but are mortal men whose devotion and dedication allows them to assume the form of dragons.

Priesthood

Requirements: a candidate for priest of Godunya must have a Ceremony of 90%, a Read/Write Own Language of 90%, a Human Lore of 50%, and a Speak Own Language of 50%. He must also pass the Test of Holiness (POW x 3 or less on 1D100).

Note: a priest of Godunya is supported financially by the Kralori Empire.

Common Divine Magic: Worship Godunya

Exarchs

The provincial governors of the Kralori Empire receive worship directly from the masses through the cult of Godunya. They thus have great magical

adroitness and imposing spiritual powers. All exarchs are taken from among the ranks of the priests of Godunya. When an exarch prepares to retire, an extensive search is made among the priests of Godunya in the appropriate province. The absolute best priest in the province is chosen as the exarch's successor.

Godunya's Magic

All initiates of Godunya gain the magical ability to expend permanent POW for instant benefits. Each point of POW spent can be used to reproduce one point of the effect of any non-ritual sorcery spell found in the *RuneQuest Magic Book*. This spell effect may be manipulated by the expenditure of additional POW. On the user's DEX SR, all POW desired is expended, and the sorcery effect is produced. This process always succeeds-no die roll need be made.

For example: a Godunya initiate, by spending 4 POW, could produce a Smother intensity 3, range 1; a Damage Boosting intensity 2, duration 2; or a Drain 4.

This effect cannot add to or boost normal sorcery. Nor can this ability be placed into any form of matrix.

Priestly Magic of Godunya

A priest can sacrifice POW for sorcery effects before actual use. The POW must be sacrificed at the temple of Godunya. At will, the priest may expend this previously-sacrificed POW to reproduce any non-ritual sorcery spell from the *RuneQuest Magic Book*. The procedure is identical to that for Godunya initiates, except that the POW has previously been set aside for this purpose.

Once this POW has been expended the priest may not regain its use until he prays to Godunya in his temple for one day per point of POW used. He may also not regain the use of this POW until the duration of the spell effect has ended.

A priest with 20 points of POW expended effectively has 20 points of Free INT which may be used for sorcery. Once used, he must pray at his temple to regain the Free INT.

This effect cannot add to or boost normal sorcery. Nor can this ability be placed into any form of matrix.

Spirit Magic: Befuddle, Bladesharp, Bludgeon, Demoralize, Disrupt, Ironhand, Slow

Priesthood

Requirements: male candidates for priesthood must voluntarily become eunuchs. Female candidates scarify their bodies in a distinctive way prescribed by the cult. There are no skill requirements, but candidates must have 10 points of divine magic and pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all

Special Divine Magic: Absorption, Berserker, Command Bear, Command Dog, Command Fear Spirit, Command Gnome, Command Pain Spirit, Create Ghost, Second Mouth, Shield, Waste Loins

Associated Goddess

Dendara: provides Heal Body.

Special Gorgorma Divine Spells

Second Mouth **1 point**

self only, temporal, nonstackable, reusable

This spell may only be cast by a woman. It renders her practically immune to rape, by permitting her to take immediate revenge upon the assailant.

Waste Loins **3 points**

ranged, instant, nonstackable, reusable

The caster must overcome the target's magic points with his own. If successful, the target becomes forever sterile or barren-he or she can never again have any children.

Gorgorma

KEEPER OF SECRETS

Gorgorma of the Two Mouths is malignant, swart, hideous. Gorgorma is also the Defender. When helpless peasants are too mightily oppressed, they may abandon kindlier goddesses to rise in bloody rebellion and worship the deadly Gorgorma.

Usually Gorgorma has only a small cult, with a few shrines in obscure corners of Dendara's temples. During bad times, Gorgorma's temples may rise to major or even great status. Shrines to Gorgorma teach Waste Loins.

Initiate Membership

Requirements: the candidate must forever abandon the worship of any benevolent earth deity (such as Asrelia, Dendara, or Ernalda) and sacrifice 4 points of POW to Gorgorma. Acceptance is automatic if this is done.

The Grain Goddesses

QUEENS OF THE LAND

Each region of Glorantha has its own special goddess, called the land goddess or grain goddess. She is worshiped by folk who live close to the land. In some places, the grain goddess is worshiped only as a subcult of the Earth Mother.

Though there are many different grain goddesses, their cults are identical. All share the same rune spells and similar initiation rituals. Though they are worshiped by peoples speaking many different languages the rigorous life of a farmer is much the same everywhere, and all cultists share basic beliefs. An initiate or acolyte of one grain goddess is accepted at the shrines of all other grain goddesses, and he can renew and learn spells there freely.

Shrines to the grain goddess are found throughout the farmlands of her worshipers. Larger temples are rare. Shrines provide the Bless Crops spell.

Initiate Membership

Requirements: standard. Skills-Craft (Any Natural Substance), Plant Lore, Search, World Lore

Note: initiates need give only 5% of their income to the cult.

Spirit Magic: Heal, Second Sight, Shimmer, Vigor

Priestesshood

Requirements: standard, plus the candidate must be a woman.

Note: priestesses need only donate 50% of their income and 50% of their time to their cult.

Common Divine Magic: Command Cult Spirit, Divination, Excommunication, Extension, Mindlink, Sanctify, Soul Sight, Spellteaching, Worship (grain goddess)

Special Divine Magic: Bless Crops, Command Gnome, Regrow Limb

Associated Cult

Flamal: provides Bear Fruit.

As a god, he defies the normal scope of worship. No initiates sacrifice POW to him, nor regularly feed him with magic points. No temples or shrines to him dot the land. No rune spells can be gained by gathering to worship him.

Shamans

Requirements: The shaman rules in *RuneQuest* describe the correct practices for Gloranthan shamans.

Notes: a few cults, such as Aldrya or Kyger Litor, have shamans, who deal only with cult spirits. Some special shaman cults, such as Ancestor Worship or Kykim, are described in this book. Such cults provide their shamans with special abilities, while still permitting them access to all types of spirits. Most Gloranthan shamans belong to such cults.

Spirit Cults

Spirit cults are not an uncommon phenomenon. Most religions do not frown on temporary membership in a spirit cult.

The shaman must first contact the spirit. Each spirit has its own special holy spots where it may be contacted with an appropriate summon spell which is specific to the god. (Thus Summon Frog Woman, Summon Snake-Eater, etc.)

Once the spirit is contacted, it manifests itself at the site, where the shaman should have assembled his followers. All present now sacrifice one point of POW to the spirit. This does not increase the spirit's POW, but sets up a link between the spirit and its new worshipers. Some spirits require further special restrictions of their worshipers.

At least once a season, a worship service must be held in which each of the spirit's vowed worshipers sacrifice all their MP but one to the spirit. Roll 1D100-if the total is equal to or less than the total number of participating worshipers, the service succeeds. Otherwise, the link with the spirit is broken, and the whole summoning process must be begun again. The spirit cannot grant any benefits to its worshipers until a successful worship service has been held.

As long as the spirit is being successfully worshiped once a season, the shaman can sacrifice for the spirit's single rune magic spell, thus gaining reusable divine magic. The spirit's other worshipers can sacrifice for the spell on a one-use basis. Once the spirit is no longer actively worshiped, the spell learned becomes one-use for the shaman as well. The spell learned varies with the spirit.

Sample Spirit Cults

Strictly speaking, ancestor worship, thief, trickster, river, and city gods are specialized types of spirit cults. However, the term "spirit cult" usually refers to organizations such as those described here.

Blackfinger: is a troll spirit of Guhan, in western Ralios. He is also worshiped by some humans. He teaches the spell Command Shade.

Frog Woman: is found only in the Wastelands. She is a benevolent being, a relic of happier days. She

The Grain Goddesses

Every land has its own grain goddess. The Genertelan custom is to name her after the land itself.

Each goddess is associated with a particular grain or legume. When a particular goddess's Bless Crops spell is cast upon a field of her own special crop, the harvest is 10% better than if it had been cast upon some other crop.

There are other goddesses specially associated with grains besides these. For instance, Hon-Eel the Dancer is the special goddess of maize, and the Rice Mother is a different goddess from Krala. These other goddesses have their own special magic.

Some well-known goddesses are summarized on the following table.

land	goddess	main cereal
Fonrit	Ernamola	Millet
Fronela	Frona	Barley
Jolar	Nomiama	Bloodbean*
Kothar	Sedaia	Lagniappe*
Kralorela	Krala	Rice
Maniria	Esrola	Oats
Peloria	Pelora	Maize
Ralios	Ralia	Wheat
Seshnela	Seshna	Rye
Tarien	Curu	Squaa*
Vralos	Vrala	Peas
Zamokil	Mwara	Sweetgrass*

*plants marked by an asterisk are peculiar to Glorantha.



The Horned Man

THE GREAT SHAMAN

The Horned Man is god of shamans. He is either the direct or indirect source of all shamanhood.

Special Divine Spells for Horned Man Worshipers

Leap (Frog Woman) 1 point

self, duration 1 day, stackable, one-use

This spell allows the shaman to travel up to 40 kilometers in a leaping arc to any destination he desires. For each additional point stacked, he can carry one follower and his ENC in equipment. The landing place must be known to the shaman. The trip takes a full day.

Sky Crater Fury 1 point

self only, duration 6 hours, nonstackable, reusable

This spell increases the user's chance to hit with any weapon by half again his skill percentage (round up fractions). Thus, a 80% swordsman becomes a 120% swordsman under this effect. The user cannot parry or cast magic other than attack spells (Disrupt, Smother, Mindblast, etc.) The spell halves the target's Dodge.

Summon Minion of the Snake-Eater 2 points

ritual Summon spell, nonstackable, reusable

This summons a spirit with an INT of 3D6 and a POW of 6D6. These spirits always know their INT worth of spirit magic, and have a special ability. In spirit combat, they match their magic points vs. their foe's hit points. If the foe is overcome, the spirit must immediately spend one or more magic points-the foe is infected by a poison with a POT of 1D6 per magic point expended. Though these spirits can engage in spirit combat, they never possess their foes.

These spirits have the heads of women and beautifully-scaled shapeless sacs for bodies.

demands of her worshipers that they use the Peaceful Cut spell (see Waha or Hunter cult for description) when they butcher frogs and other amphibians. She does not teach Peaceful Cut herself.

Frog Woman provides the spell Leap. Since Leap is one-use, only the worshipping shaman can obtain it-not his followers.

The Madman of Sky Crater: this spirit can only be contacted at Sky Crater, a steep-sided circular depression in northwestern Tarien. When properly worshiped, this spirit can teach the spell Sky Crater Fury.

The Ruby Tree: this spirit is found only on the edges of the jungles of northeastern Pamaltela, from Laskal to Dinal. It can be contacted by elves and humans, but no other races. It teaches the Warding spell. However, this Warding spell does not

Humakt's sword has become the universal symbol of the ultimate end of all things. Some religions have become so totally absorbed with the concept of Death and their fear of dying, that they have re-defined the meaning of Humakt's weapon and now revere it as a symbol of hope, eternal (after) life, and peace.

have an unlimited duration-it expires when the shaman and his followers cease worshipping the Ruby Tree.

The Snake-Eater: can only be contacted at the famous Wheeled Tower in Kimos, which travels across the land. The small clique of permanent worshipers there demand a fee of 1000 pennies from every shaman wishing to contact the Snake-Eater. For this fee they will teach the shaman the Summon Minion of the Snake-Eater spell.

†Y†

Humakt

GOD OF DEATH & WAR

Humakt is the god of death and war. His temples sometimes also serve as mercenary hiring halls. He is primarily worshiped by professional warriors and soldiers.

His temples come in all sizes up to major temples. His shrines teach Truesword.

Initiate Membership

Requirements: must succeed in a sword attack roll and must roll under his POW x 5 on 1D100. The candidate then sacrifices a point of POW.

Note: cult members may never use Dullblade and may never be brought back from the dead by any means. Their corpses cannot be turned into undead. Once accepted into the cult, the candidate must take a Humakt gift and accept a Humakt geas. Only one gift can be taken

Spirit Magic: Bladesharp, Coordination, Demor-

Special Humakt Skill

Sense Assassin (00%)

This perception skill can only be gained by a Humakti gift. Success allows the user to sense that a nearby person (within 50m) intends to assassinate someone the Humakti is currently attached to, whether a family member, part of a temporary adventuring party, or a permanent fealty relationship, or even the Humakti himself. This sense does not tell the Humakti who the intended victim is, but does point out the assassin.



alize, Detect Enemies, Disrupt, Fireblade, Heal, Protection, Repair, Strength, Vigor

Swords of Humakt

Requirements: must be 90% in Sword Attack and any Parry, plus have four more 90% skills chosen from among the following: any other sword attack, any other weapon attack, Conceal, Craft/armoring, First Aid, Orate, Ride, Scan, or Sense Assassin. He must also have a Ceremony skill of 25% + .

Note: when checking for Divine Intervention, Swords roll 1D10 rather than 1D100. Swords are also priests, and can get reusable divine magic. A new Sword must take at least one more gift and its attendant geas upon himself. He may take as many gifts, with their geases, as he desires.

Common Divine Magic: all

Special Divine Magic: Berserk, Detect Truth, Morale, Oath, Sever Spirit, Shield, Truesword, Turn Undead

Special Divine Spells for Humakti

Detect Truth

1 point

ranged, temporal, nonstackable, reusable

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

Morale

1 point

ceremony ritual, one-use, stackable

This spell requires an hour-long ritual. It establishes a field around a regimental standard which gives an entire century (100 men) of Humakti initiates +5% to their Attack. It lasts until either sunrise or sunset, whichever comes first. Additional points of Morale add +5% each.

Oath

2 points

enchant ritual, one-use

Binds two to a pact. If they break the oath, they receive an attack of Sever Spirit backed by MP equal to the sum of MP placed into the oath to start it. The greater the oath sworn,

Gifts and Geases

All gifts and their associated geases are based on the same truth: by properly emulating his god, an initiate can become more like Humakt. The recipient may choose whatever gift he desires but he must also assume its concurrent geas. The geases taken by a Humakti may have great or little impact on his adventuring life.

<i>gift</i>	<i>geas</i>
1. +5% to attack with cult weapon	never use one type of non-cult weapon*
2. +20% in a cult-related skill (Conceal, Craft/armoring, Sense Assassin, First Aid, Orate, Ride, or Scan.)	remain silent one specified day per week (this includes casting spells)
3. Increases a raisable characteristic by 1 point	pay double tithing each holy day (a character taking this geas twice would pay triple tithing, and so forth, increasing each time this geas is received).
4. Increase a non-raisable characteristic by 1 point	sacrifice 1 POW to Humakt per year
5. Increase the armor point of a specific weapon by 50%	never lie
6. Begin a Sense Assassin skill at 30% plus Perception modifier	never participate in an ambush
7. +4 to effective CON against poison or disease***	never use poison
8. Gain ability to Detect Undead as per the spell by simply concentrating, at no magic point cost	Use no non-cult magic spells of any kind (i.e., cast only divine magic taught by Humakt, and the spirit magics of Bladesharp, Coordination, Detect Enemies, Fireblade, Heal, Protection, Repair, Strength, Vigor, and any special cult spells, such as Parry or Detect Undead).
9. Bless a specific weapon to do double damage (once armor is penetrated) against a chosen foe species**	accept no spirit magic Heal spells
10. Bless a specific weapon to do double damage (once armor is penetrated)**	accept no magical healing at all
11. Bless a specific weapon to do double damage (once armor is penetrated) upon striking a specified hit location**	wear no armor over a specified hit location
12. Recover fatigue at double normal speed	drink no alcoholic beverages
13. Recover magic points at double normal speed	never refuse a challenge to one-on-one combat

**non-cult weapon types" consist of the following categories:

All Axes	All Tools	All Flails	Natural Weapons
All Hammers	All Thrown Weapons	AU Maces and Mauls	All Projectile Weapons
All Shields	except for Thrown Dagger	All Spears	

**a blessing can be transferred from the original object to a new one only if the geased character requests it through divine intervention from Humakt.

***Thus, a character with a CON of 12 would have a CON of 16 for resisting poison, and his CON x5 roll for avoiding disease would be 80%.

the more MP are committed to the swearing. Thus, if two men each placed 15 MP into an Oath ritual and one later broke the oath, 30 MP would be matched vs. his own MP, and if he was overcome, he would die. Neither participant need be Humakti-the spell can be cast by a third party cult member.

Sever Spirit

ranged, instant, nonstackable, reusable

This spell acts as a sword to cut the bond between body and spirit of the target. The user must make a successful MP vs. MP roll. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to his general hit points, with effects similar to poison damage.

3 Points

Turn Undead

ranged, instant, stackable, reusable

This stackable spell affects one undead creature (skeleton, zombie, mummy, ghoul, or vampire) for each point sacrificed. The caster must attempt to overcome each target's MPs with his own MPs (roll separately for each target). Use the Turn Undead Results table to determine results.

1 point

Turn Undead Results

die roll

result

effects

Critical	Undead destroyed, released, or whatever
Special	Undead paralyzed and immobile for twenty melee rounds minus the creature's INT (skeletons are automatically inactivated for 20 rounds). Undead with INTs of 20 or more are inactivated for 1 round.
Success	The undead turns and flees, if possible. If not, the effects are as per a special success, above.
Failure	The undead is Befuddled as per the spirit magic spell-skeletons are befuddled for 10 rounds-others for either 10 rounds or until they fail an INT roll, whichever comes first.
Fumble	no effect

The Hunter Gods

Worshippers in each area usually worship a single Hunter god. The different subcults are in effect different religions, though all share beliefs and actions. Each teaches different Command spells for appropriate prey animals. Four important hunter gods are listed below.

Foundchild: the hunting god of Pent and the Wastelands. He provides Command spells for Alticameli, Bison, Bolo Lizards, Herd Men, Impalas, Rhinos, Sable Antelopes, and Zebras, as well as for several species now extinct.

Odayla the Hunter: the favored hunting god of the Orlanthe. He teaches Command spells for all species of wild cattle (including aurochs), deer, wild goats, rabbits, wild pigs, wild sheep (including mountain sheep), and waterfowl.

Rasout: the most widespread hunting god, worshiped across the entire Pamaltelan plains, from Tarien to Zamokil. He teaches Command spells for all native four-footed, herbivorous, plains-dwelling mammals, and all herbivorous plains-dwelling reptiles except for turtles.

Zong: the troll hunting deity, worshiped by trolls everywhere. He teaches Command spells for all rodents and herbivorous insects.

Hunter god worship sites are usually no more than shrines or minor temples. Shrines teach Sureshot.

Initiate Membership

Requirements: standard. Skills-Missile Attack, Devise, Listen, Track.

Note: hunter initiates must hunt and kill at least one prey beast per season to donate to their people. They must always use the Peaceful Cut on any animal killed for food.

Spirit Magic: Disrupt, Mobility, Peaceful Cut, Slow, Speedart.

Master Hunter Membership

Requirements: each year there is a Great Hunt, in which normally only master hunters take part. Those participating may wear no armor, and must hunt alone.

If there is a vacancy in the tribe for a new master hunter, initiates that know the Butchery skill at 90% or more are permitted to take part, but this is voluntary. Each participant tries to bring in the most impressive game animal. He must slay or capture it alone and unarmored. Live captured animals are more impressive than dead ones. The quality of the various animals brought in is judged by the tribal elders.



Hunter Gods

PROVIDERS OF FOOD

A large part of most primitive tribes' diet is game. The many hunter cults of Glorantha teach tribal hunters to obtain this treasure. Most of the best hunters belong to a hunter cult, and it provides occasion for these hunters to meet together.

Special Hunter Spirit Spell

Peaceful Cut

ritual Ceremony

This is the special ritual which hunters perform to ensure that the soul of the slain beast returns to its mother, to be reborn properly. It includes a short prayer and ritual of thanksgiving.

This spell must be performed in conjunction with the Craft skill of Butchery. The user makes a single skill roll, attempting to roll under both his Ceremony skill and his Craft/butchery skill.

1 point

Special Hunter Divine Spell

Draw Beast

ranged, temporal, stackable, reusable

This active spell only affects animals which are native to the mundane plane and also possess fixed INT. If its magic points are overcome, the animal must move towards the caster at walking speed. The caster can halt this motion, stopping the beast in its tracks, and begin it again at will for the duration of the spell. For each point in the spell, one beast may be affected.

1 point

If an initiate manages to bring in the most impressive game animal, he is ordained a master hunter. Only one new master hunter can be created in a year. If two or more men tie for first place, no new hunter is chosen.

Note: master hunters are also priests. They must give 50% of their income and time to the cult.

Common Divine Magic: Command Cult Spirit, Divination, Excommunication, Heal Wound, Sanctify, Soul Sight, Spellteaching, Worship [Hunter Aspect]

Special Divine Magic: Draw Beast, Sureshot

VARIES

Hykim & Mikyh

BEAST PARENTS

Hykim and Mikyh are the parents of all beasts and are the founders of Beast Worship. The Hsunchen-beast-worshiping people believe that long ago a differentiation was made between men and beasts, and that their own particular tribe descended from an ancestral animal. Thus, the Telmori Hsunchen believe themselves to be two-legged wolves and descendants of wolves.

The entire social life and religion of the Hsunchen is tied to their totemic animals. With the advance of civilization, these primitive ways are forced into

Sample Hsunchen Religions

The following are three typical Hsunchen cultures/religions, each based on a distinct type of animal. Use these as models for the fashioning of additional Hsunchen cults.

The Wolfrunners (Telmori)

The Wolfrunners are a tribe of nomadic hunters who worship Telmor, Father of Wolves. Each Wolfrunner has his own companion wolf, and wolves and men fight together. Werewolves are often born into Telmori families. They sided with Gbaji in the Chaos Wars, and so were cursed. Their transformation spells vary with the moon's phases.

They live in Ralios and western and southern Peloria. The spells taught by the Telmori are Wolf's Head, Wolfhide, and Wolfrunning.

The Basmoli Berserkers

The Basmoli Berserkers live in the Wastelands as well as on the Pamaltelan veldt. Their lion god was defeated by the natives of the Wastelands, and the Basmoli there hire themselves out as mercenaries, always glad to fight the folk who slew their god. In Pamaltela, the Basmoli only know that their god marched northward with a horde of followers, and still await a triumphant return.

The Basmoli teach the spells Lion's Head, Strength of Basmol, and Keenclaw.

The Sofals (Grandfather Turtle)

The Sofals eke out an existence along the coasts of Dinal and northern Sozganjio. Sea turtles eggs are a major part of their diet, though they guard and protect the adults, and never eat all the eggs in any single batch. They are peaceful, but are often raided by fierce swamp humans.

The Sofals teach worshipers Turtle's Head, Plastron, and Create Flipper.

the hinterlands, and some ancient tribes, such as the Cattle People, no longer exist.

Each clan has its own temple, usually a minor temple. When several clans meet, a major or great temple can be formed. Shrines teach Transform Head.

Initiate Membership

Requirements: everyone born of Hsunchen parents is automatically part of his parents' religion. Those not born into the cult must roll POW x 3 or less on 1D100 and have an Animal Lore of 50% or more.

Special Hykim & Mikyh Divine Spells

These are generic spells applicable to any Hsunchen cult. Following these descriptions are specific spell examples pertaining to the Telmori, the Basmoli, and the Sofals.

Transform Body

2 points

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, turns part or all of the target's body into that of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Transform Head

1 point

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, turns the target's head into that of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Transform Limbs

3 points

touch, temporal, nonstackable, reusable

This spell, named variously in different Hsunchen cults, changes one or more of the target's limbs into those of the totem animal. It can only be cast on an initiate of the appropriate Hsunchen cult.

Telmori Spell Versions

Wolf's Head (Transform Head)

touch, temporal, nonstackable, reusable

This spell turns the target's head into that of a wolf. He gains a Bite Attack of 50% plus his Attack modifier, doing 1D8 damage plus his damage bonus. This Bite attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience. This spell may be cast at any time.

Wolfhide (Transform Body)

2 points

touch, temporal, nonstackable, reusable

This spell causes the target to grow a tail, to sprout a coat of fine gray fur, and to gain partial immunity to damage. Only magic, fire, iron, or pure (runic) metals harm him. If an ordinary sword with a Bladesharp 3 spell is used on him, only the Bladesharp would do damage. If the whole blade were enchanted; such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison still affects him, if his skin is penetrated. He still needs oxygen, and can be asphyxiated or drowned. This spell may not be cast on Waterday or Clayday (the Dying and Black days of the lunar cycle, respectively).

Wolfrunning (Transform Limbs) 3 Points

touch, temporal, nonstackable, reusable

This spell turns the target's limbs into those of a wolf and permits him to run on all fours. His Sneak and all his Agility skill percentages (including Dodge) are doubled. His running speed increases to 7. He loses his hands and cannot perform

Note: initiate duties and tithes are set by the tribal shamans. This is usually 10% of both time and income.

Spirit Magic: all spells available from cult shamans.

Acolytes

Requirements: must have 50% each in Animal Lore, Ceremony, First Aid, Plant Lore, and World Lore, and roll POW x1 or less on 1D100.

Note: Hsunchen acolytes can sacrifice for cult divine spells as if they were priests. Their duties and tithes

any manipulation skills. This spell may not be cast on Waterday, Clayday, Freezeday, or Windsday (the Dying, Black, or Crescent days of the lunar cycle, respectively).

Basmoli Spell Versions

Lion's Head (Transform Head)

touch, temporal, nonstackable, reusable

This spell turns the target's head into that of a lion. He gains a Bite Attack of 50% plus his Attack modifier, doing 1D10 damage plus his damage bonus. This Bite attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience.

Strength of Basmol (Transform Body)

2 Points

touch, duration till collapse, nonstackable, reusable

This spell swells the target's sinews and muscles. His current Strength triples and he loses 1D6 fatigue each round of the spell's duration. When his CON x5 roll is reduced 0 through fatigue loss, the spell ends and the berserk collapses.

This does not triple the effects of other Strength-enhancing magic spells.

Keenclaw (Transform Limbs)

3 Points

touch, temporal, nonstackable, reusable

Both the target's hands become lion paws, doing 1D8 damage plus his damage bonus. His chance to hit with his paws is equal to his normal Fist Attack. He can attack with both claws in one round, 3 SR apart. The claws are clumsy and cannot hold weapons or tools.

Sofals Spell Versions

Turtle's Head (Transform Head) 1 point

touch, temporal, nonstackable, reusable

This gives the target the head of a great turtle. The main advantage is that he becomes capable of holding his breath for 15 minutes and his head gains a leathery hide worth 3 points of armor. The user loses the power of speech.

Plastron (Transform Body)

2 points

touch, temporal, nonstackable, reusable

This gives the target's body a carapace or shell over his chest and abdomen. This spell must be boosted with magic points. The shell has one armor point per magic point placed into the spell.

Create Flippers (Transform Limbs)

3 points

touch, temporal, nonstackable, reusable

This turns the target's arms and legs into armored flippers incapable of performing any manipulation skill. His Swim skill triples. His swimming speed becomes 3 and his speed on land becomes 1. His skin becomes leathery everywhere, giving him 3 points of armor in all hit locations. (This is added to any armor received from Turtle Head or Plastron.)

are set by the tribal shamans, and are normally 50% of income and 10% of time.

Shamans

Requirements: the candidate follows normal shaman requirements and rituals.

Note: Hsunchen shamans are also priests.

Common Divine Magic: Sanctify, Worship [Beast God]

Special Divine Magic: Transform Body, Transform Head, Transform Limbs



The Path of Immanent Mastery

MYSTERY CULT OF DRAGON WORSHIP

This is a Kralorelan mystery cult of dragon worship. It has a large number of adherents among the lower classes.

All worship sites of the Path of Immanent Mastery are minor temples. No shrines, major, or great temples exist.

Lay Student Membership

Requirements: a candidate must sacrifice permanent POW to the cult. His chances of being accepted are equal to the cumulative POW he has sacrificed x5 or less on 1D100 - he may roll every time he sacrifices more POW. The POW sacrifice can be accumulated over the course of several years.

Note: lay students are the equivalent of initiates. They need pay no money to the cult, though they must donate 10% of their time to it. Lay students may learn the skill of Charismatic Wisdom and may sacrifice for cult Rune magic on a one-use basis. They do not have to pay for the spells they learn. They cannot obtain divine intervention.

Spirit Magic: none taught. The cult has no objection to the knowledge or use of either spirit magic or sorcery.

Inner Circle

Requirements: members of the inner circle must fully comprehend the cult secrets. He may take the spiritual mastery test whenever he desires. This test consists of a successful skill roll in Charismatic Wisdom.

Note: members of the inner circle are the equivalent of priests. They have no limitations save that they must spend 1 day each week in cult service.

The great ultimate goal of most members of the inner circle is to attain all the cult spells together

Special Skill for the Path of Immanent Mastery

Charismatic Wisdom Special

This special skill cannot be improved by normal means. Instead, when the cultist is first accepted, he gains a score in this skill equal to his (INT +POW) -20. No category modifiers apply. This skill may be increased only by research on the part of the lay student himself. At any time, the student may attempt a skill roll against his Charismatic Wisdom before a panel of members of the inner circle. Success indicates that he is accepted as a full initiate of the cult. If he fails, 3D6 percentiles are subtracted from his Charismatic Wisdom skill. If he fumbles, he dies during the test and his body is destroyed.

This skill has absolutely no value outside of obtaining membership in the Inner Circle of the cult. It is concerned solely with knowledge of the inner cult secrets, which are uninteresting and largely incomprehensible to outsiders.

If at any time a character's Charismatic Wisdom score drops to 0% or below, he is immediately released from the cult and cannot return until he has fulfilled all the normal requirements. POW previously sacrificed does count towards his chances of reacceptance.

with enough Dragon Extension spells to enable them to become a dragon for the rest of their life.

Special Divine Magic: Attain Perfection of Flame, Attain Perfection of Head, Attain Perfection of Limb, Attain Perfection of Size, Attain Perfection of Spiritual Armor, Attain Perfection of Tail, Attain Perfection of Viscera, Attain Perfection of Wing, Dragon Life, Worship Immanent Mastery

Special Divine Spells for the Path of Immanent Mastery

Attain Perfection of Flame 1 point

self, instant, stackable, reusable

This spell can only be cast simultaneously with or subsequently to the Attain Perfection of Head spell. It permits the user to breathe fire as if a dragon. This fire has a range equal to the user's POW in meters and blankets an area 2 meters in diameter.

The flame does 1D6 damage to each of the target's hit locations: 1D6 is rolled once; the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage.

Each additional point stacked into the spell either increases the diameter of the affected area by another 2 meters or increases the damage done by 1D6.

Attain Perfection of Head 1 point

self, temporal, nonstackable, reusable

This spell transforms the user's head into the head of a human-sized dragon. He gains a Bite Attack which does 1D8 damage plus damage bonuses and has a 5% base chance.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Limb 1 point

self, temporal, stackable, reusable

This spell is cast upon an arm or leg of the user and it turns it into the corresponding limb of a dragon. Damage done by the limb in an attack is equal to 1D8 plus damage bonus. The chance of hitting is equal to the user's normal Fist or Kick, as appropriate. If the user has lost a limb, this spell can be used to create a temporary complete (draconic) limb in that location. However, if a draconic limb is lost in combat, when the spell expires, the user's corresponding limb, if any, is lost as well.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Size 1 point

self, temporal, stackable, reusable

This spell may only be cast if all the user's hit locations have been transformed into their draconic equivalents. This means that he must be under the influence of the Attain Perfection spells of Head, all four Limbs, and Viscera.

Each point of Attain Perfection of Size increases the user's SIZ and STR by 6 points.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Spiritual Armor 1 point

self, temporal, stackable, reusable

This spell only affects those parts of the victim which have been transformed into their draconic equivalents. It also effects temporary body parts such as wings or tail. All such areas gain 4 points of armor per point in the Attain Perfection of Spiritual Armor spell.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Tail 2 points

self, temporal, nonstackable, reusable

This spell causes the user to grow a dragon's tail. When stacked with Attain Perfection of Wing, this spell helps stabilize and steer the user in flight, and adds 1 meter per strike rank to his speed, per Attain Perfection of Wing spell used.

The user can also attack with his tail in combat. It does damage equal to half the user's damage bonus, and has a 5% base chance to hit. It can be used as a sweep attack if the user is large enough.

This spell is stackable with all other Attain Perfection spells.

Attain Perfection of Viscera 2 points

self, temporal, nonstackable, reusable

This spell transforms the user's torso into that of a human-sized dragon. It has no other effect by itself.

This spell is stackable with all other Attain Perfection Spells.

Attain Perfection of Wing 3 points

self, temporal, stackable, reusable

This spell causes dragon wings to grow from the user's back. He can fly with them at a rate of 3 meters per strike rank. Each additional use of Attain Perfection of Wing stacked together adds 3 meters per strike rank to the speed attained.

This spell is stackable with all other Attain Perfection spells.

Dragon Life 1 point

self, special duration, stackable, reusable

Dragon Life must be stacked with one or more Attain Perfection spells. Each point of Dragon Life doubles the duration of all Attain Perfection spells stacked with it. Thus, 1 point of Dragon Life would cause all the spells to last 30 minutes, 2 points would extend the duration to 60 minutes, 3 points would extend it to 120 minutes, and so forth. No spell's use may be regained through prayer until their duration has expired.

R A O

The Invisible God

THE CREATOR

To the Malkioni, the Invisible God is the root and foundation of the universe, which would not exist without him. He is the god beyond the gods. Though he is seemingly impersonal and impartial, he is the supreme and only god of the Malkioni.

Malkioni magic is sorcery, and their priests are also wizards. Malkioni may not worship any god besides the Invisible God, and they may not become shamans. They have no divine magic.

Malkionism teaches a class system. All people belong to a class (also called a caste). A man's social class tells him who he is, what is expected of him, and what his God expects of him. The castes are Farmer, Knight, Wizard, and Lord.

The Sects

There are many conflicting sects of Malkionism, each claiming the most correct approach to the Invisible God. Most agree that Tapping is immoral and evil.

Each sect of Malkionism has its own College of Magic. All these Colleges teach standard *RuneQuest* sorcery, plus each teaches several spells unique to itself. Each sect described below has one of those unique sorcery spells appended to its description. It is considered apostasy and treachery to teach a unique sorcery spell from one College to a sorcerer of another. Anyone caught doing this is blasted by the most powerful curses available to the offended College, and is never again taught anything by that College.

All non-atheistic sects of the Malkioni possess the Worship Invisible God sorcery spell.

The Brithini

Brithini are immortal so long as they maintain their ancient strictures, but if a Brithini violates caste or lifestyle he becomes mortal. Magic use is forbidden to all Brithini except the Sorcerer caste. The Brithini engage in Tapping at will.

Small colonies of Brithini are scattered across the coasts of south and west Genertela and northwestern Pamaltela.

The sample special spell from the Brithini College of Magic is Decrepitude.

The Borists

The Borists believe that it is permissible to Tap chaotic beings. Few Borists are left, mostly living in central Ralios.

The sample special spell from the Borist College of Magic is Neutralize Poison.

The Galvosti

The Galvosti permit the Tapping of no-Malkioni. They are even fewer than the Borists. Most live in central Ralios.

The sample special spell from the Galvosti College of Magic is Clear Mind.

The Hrestoli (idealists)

The Hrestoli believe that an individual can and should rise through all four classes. Each class has certain prerequisites which must be met before the next is officially attained.

Formal ordination into the Farmer caste takes place at 12 years of age. Farmers may learn sorcery spells, but no magic skills, not even Intensify.

An applicant for knighthood must already be a farmer. He must possess a 60% skill in both Plant Lore and any Craft. Hrestoli Knights may learn the magic skills of Intensify and Ceremony.

An applicant for wizard must have a melee weapon attack of 90%, a weapon parry of 90%, and one other military skill (such as Ride, Hide, Conceal, or a missile weapon) at 90%. Wizards may learn all the arcane arts.

A Hrestoli applying for lord status must qualify for adept status in wizardry, though he does not need a familiar.

The Hrestoli sect dominates Fronela and is found in northwestern Pamaltela. The sample special spell taught by the Hrestoli College of Magic is Drain Soul.

The Rokari (realists)

The Rokari are similar socially to the Hrestoli, except that they lack inter-caste mobility. They have the same social classes, but each person is born into his class, lives in his class, does



This Malkioni wizard attempts to summon and control one of the dread krjalki, those magical fiends which dominated the blasted borders of the lands under the Syndics' Ban and which possess such wierd magic and lore.

the job of his class, and dies in his class. There are no skill requirements.

All the Rokari castes can learn sorcery spells, and the Intensify skill. Only their wizards may learn any other arcane arts. Farmers and Knights are restricted to certain spells.

The Rokari sect dominates the southwestern part of Genertela, and is also found in northwestern Pamaltela. The sample special spell taught by the Rokari College of Magic is neutralize Damage.

The Stygian Heresy

The Stygians combine the worship of ordinary deities with the Invisible God. The exact importance of the Invisible God varies greatly from locale to locale, each sect claiming to alone retain Arkat's true faith. The Stygian sect exists primarily in Ralios.

The sample special spell taught by the Stygian College of Magic is See Rune Magic.

The vast majority of Malkioni are Farmers. This social stratum includes not only farmers, but merchants, craftsmen, shepherds, and even militia.

Knights are subject to the commands of Wizards and Lords. Their job is to defend the countryside, administer justice, and defend the people. The Knights serve as a standing army, police, guards, rangers, and tax collectors.

Wizards are religious functionaries, scribes, lesser nobility, and, of course, magicians. They learn the arts of sorcery.

The Lords rule society. Lords may be ecclesiastical, temporal, or military in nature. They are governors, dukes, kings, counts, barons, generals, bishops, and archbishops of the Malkioni.

Special Malkion Sorcery Spells

Clear Mind (Galvosti College of Magic)

Ranged, Passive, Temporal

Each intensity of Clear Mind gives the target 1 point of false "Free INT" for purposes of defending against the spell of Stupefaction. Each intensity also subtracts 1 from the user's INT for purposes of recovering from the spirit magic of Befuddle.

Decrepitude (Brithini College of Magic)

Ranged, Instant

This attack spell may be cast on any living thing, and must overcome the target's magic points to be effective. It increases the target's physical age by 1 year per point of intensity. If, for instance, this increases a human's physical age over 35 years, one or more rolls on the Aging Table may be required.

Brithini are immortal, and thus immune to the deleterious effects of this spell. This spell has no effect on targets which are physically immature (for humans, anyone below the age of about 15).

Drain Soul (Hrestoli College of Magic)

Ranged, Instant

The caster of this spell must overcome his target's magic points. If he is successful, his target immediately loses a number of personal magic points depending on the intensity of the Drain Soul spell. A target may not be drained beneath 0 magic points. A minimum 3 intensity must be used. Consult the Drain Soul Effects table to determine the number of personal magic points lost by the spell's target.

Drain Soul Effects

intensity	magic points lost
3	1D3
4	1D4
6	1D6
8	1D8
10	1D10
12	2D6
16	2D8
20	2D10

Neutralize Damage (Rokari College of Magic)

Touch, Instant

This spell heals damage and affects only one hit location per casting. Using the Resistance Table, the intensity of the spell is matched against the points of damage in the area. If the

spell overcomes the damage points, the wound is healed. Otherwise, all damage remains.

If the target resists the spell's casting, the user must overcome the target's magic points. This spell will not restore lost limbs or organs, for which Regenerate must be used.

Neutralize Poison (Borist College of Magic)

Touch, Instant

This acts to relieve the effects of poison on its victim. The points of Neutralize Poison are matched against the poison's Potency on the Resistance Table. If the spell overcomes the poison, all poison is purged from the target's body. Otherwise, the poison remains. The spell must be cast before any actual damage has been taken by the target. If the target has been poisoned more than once, all levels of Potency must be purged at once.

See Rune Magic (Stygian College of Magic)

Touch, Passive, Temporal

While this spell is in effect, the possession of divine magic can be sensed by the caster. With one point of intensity, only the presence or absence of divine magic is detectable. At 5 intensities, the total points of divine magic possessed by the user is known. At 10 intensities, the exact spells of the target are seen.

This spell does not detect divine magic in effect, only those spells known by the target, whether or not they have been cast. Defensive magic can block the effects of this spell.

Worship Invisible God (All Colleges)

ritual Ceremony

This spell allows the user to lead a formal worship service to the Invisible God or any of his saints. It does not permit the user a POW gain roll of any sort, but all participants in the ritual receive spiritual assurance that the magic points donated to their deity were acceptable to him.



Issaries

GOD OF TRADE

Issaries is the god of trade, roads, and communication. His worshipers are merchants, traders, caravaneers, travelers, and heralds.

Though his cult is small, his worshipers try to congregate into markets, and most worship sites are at least minor temples. Shrines to Issaries teach lock.

Initiate Membership

Requirements: standard. Skills-Bargain, Evaluate, Speak (any) Language, Speak (any other) Language

Spirit Magic: Glamour, Glue, Mindspeech, Mobility

Trader Prince

(Goldentongue subcult priest)

Requirements: standard, but a 90% Evaluate skill is required.

Note: Trader Prince priests need donate only 50% of their income and 10% of their time to the cult. Issaries priests are not supported financially by their cult.

Common Divine Magic: all

Special Divine Magic: Create Market, Lock, Pas-

sage, Path Watch, Spell Trading

Merchant

(Garzeen subcult priest)

Requirements: standard, but a 90% Bargain skill is required.

Note: Merchant priests need donate only 10% of their income and 50% of their time to the cult. Issaries priests are not supported financially by their cult.

Common Divine Magic: all

Special Divine Magic: Create Great Market, Create Market, Lock, Passage, Path Watch, Spell Trading

Associate Cults

Chalana Arroy: provides Regrow Limb.

Lhankor Mhy: provides Analyze Magic.

Orlanth: provides Flight.

Special Issaries Skill

Bargain Communication (05%)

This is the Communication skill of buying something for a lower price than asked. To use it, one must be in a position where bargaining is reasonable; bargaining for the sacred axe of a Babeester Gor temple guard is not feasible. The bargainer must state the price at which he wishes to purchase an item, and for each 2% difference between that price and the asking price, he must subtract 1% from his Bargain skill. In any case, the person selling the item will not take a loss, no matter how well he is Bargained with. If a bargaining attempt fails, the user may increase his offer and try again.

For example: Hilarian the merchant wishes to purchase a magic sword. The owner asks 400 guilders for the helmet, and Hilarian offers 240. Hilarian has a skill of 60%, but he wants the helmet for 60% of the normal price, so his chance for success is reduced by 20 percentiles to only 30%. He rolls 49 and fails. He then offers 280 guilders, which is 70% of the normal price, reducing his Bargain chances by only 15 percentiles to 45%. He rolls 03, succeeding.

Special Issaries Divine Spells

Create Great Market 1 point

ritual Ceremony spell, one-use

This spell is available only to High Priests of the cult. It allows all priests of the cult to combine their Create Market spells together to make one gigantic, protected marketplace. Thus, if six Create Market spells are present, anyone with ill intent entering the zone defined by those spells takes 6D3 damage.

Create Market 3 points

ritual Ceremony spell, reusable

This spell creates an invisible protected zone identical to a Warding 1 in most respects. The priest must use 1 meter staffs carved with likenesses of Issaries to define the boundaries of the zone. Unlike Warding, it does not detect just anyone entering, but only activates on those who enter the area with a hostile intent. It makes no distinction between "friendly" fighters and "hostile" fighters; anyone attempting to enter the zone with intentions of harm alerts it.

Lock 1 point

ritual Ceremony spell, duration 8 weeks, nonstackable, reusable

This spell may be cast on a door, chest lid, bag opening, or **similar device**. It thereafter acts as a Glue spell with a Strength equal to the magic points used to strength the spell when it was cast. It is personalized to the caster, and he (only) may open the door (or whatever) as many times as desired and,

when it is closed, the Lock will work again. This spell cannot be removed by Dispel, Dismiss, or Neutralize Magic. If the Lock's STR is overcome with brute force, and later closed again, the Lock will work again, unlike Glue. This spell may be stacked with Passage.

Passage 1 point

ritual Ceremony spell, duration 8 weeks, stackable, reusable

This spell must be stacked with Lock. Each point of Passage allows one additional person to pass through or open the en-spelled aperture besides the priest. It is cast on the door (or whatever), and the person(s) getting the Passage must also be present, laying their hands on the opening while the spell is intoned. These additional persons cannot boost the priest's Lock spell with their magic points (unless in Mind-link with him).

Path Watch 2 points

self only, duration variable, nonstackable, reusable

This spell is used when traveling through dangerous or questionable territory. It must be laid upon a known path or visible road which will be traveled by the caster. The spell alerts the user to the direction and number, though not type, of all enemies and traps within a 100m radius. The spell lasts as long as the road lasts and as long as the caster stays awake.

Spell Trading 2 points

touch, instant, nonstackable, reusable

This spell allows the priest to trade one use of any of his reusable Rune spells (except this one!) in exchange for one use of any reusable Rune spell known by another priest of any cult. The trade must be done voluntarily. The spell traded cannot be regained by its original owner until its new owner has cast it or died. Spells which are one-use to the owner may not be traded.

A special format must be followed or this spell will not work.

1) *The trade must be done in an Issaries Market. This protects the priest from persons with ill intent, so that a thief who intends to 'accidentally' cast a Mindblast at the Issaries priest is detected by the market spell.*

2) *Traded items must be stated. Exact prices are negotiable, but Issaries insists on a negotiated clear profit for his priest in one form or another.*

3) *Some sort of token must be passed as part of the trade, and it must represent in some way the spell being traded. Thus, a Shield spell would use a shield, a Humakti spell a knife, or a Command Sylph a bag of air. This is in addition to any traded items.*

4) *Each priest's player simultaneously rolls 1D100. If 01-95 is rolled by both, the spell was passed successfully, but a 96-00 result by either means that the spell actually was activated against the other priest, and immediately takes effect. If a Sunspear was being traded, the intended recipient is struck by the blast, for instance. Even if one of the partners fails to pass the spell properly, he still receives the spell from the other party.*



Krarsht

THE HUNGRY ONE

Krarsht is the chaos deity of intrigue and power-seeking. Her hunger never fails. This religion appeals to con men, unscrupulous traders, and in general those whose foremost desire is to be on the side of power. The cult's assassin arm can conveniently do away with rivals and enemies and the cult forms a clandestine network making any service or item available at a profitable price. It teaches

many rationales and provides services that the ambitious find useful.

Her temples are small and secretive, no larger than shrines where human members are all that are available. However, in those places where cult members can contact krarshtides and krarshtkids, (monstrous teeming spawn of the Mother) underground tunnel-complexes are built to use these swarming masses of monster-initiates to sustain a great temple. This gives the comparatively few human worshipers access to much more divine magic than their own numbers would warrant.

Her shrines teach Venom Bite.

Initiate Membership

Requirements: standard. Skills-Hide, Net Attack, Net Parry, Sneak

Spirit Magic: Befuddle, Silence, True Net

Acolyte Membership

Requirements: as per priests.

Jaws of Krarsht

Requirements: Jaws of Krarsht are sacred assassins. A candidate must have a 90% skill in a missile weapon attack, an easily-concealable hand weapon attack, Hide, and Sneak. Acceptance is automatic if the initiate fulfills these requirements and wishes to become a Jaw.

Note: Jaws must give all of their income to the cult and place themselves at the complete disposal of the

cult priests. In return, they are completely supported by the cult-given free refuge, food, luxuries, weapons, and spells.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Chomping, Sweat Acid, Venom Bite

Associate Cults

Primal Chaos: provides Chaos Feature.



Kyger Litor

MOTHER OF TROLLS

Kyger Litor is the Ancestress of all trolls and as such forms the root of their being. She is very popular with her children and so her cult continues to exist. Even trolls belonging to other cults usually retain their ties to Kyger Litor.

Kyger Litor's temples vary with the size of the clan. Large clans have great temples, lesser clans major temples, small clans only minor temples, and so forth.

Shrines to Kyger Litor teach Darksee.

Initiate Membership

Requirements for Trolls: all full trolls (dark trolls, mistress race trolls, snow trolls, and jungle trolls) are granted automatic initiation upon sacrificing a point of POW.

Requirements for Part-Trolls: part-trolls are such beings as trollkin and tusk riders. These must have a POW of 10 or more, speak Darktongue at 50%, and have a weapon attack and parry of 40%. He must roll his POW x5 or less on 1D100, and sacrifice a point of POW to Kyger Litor. Failure means rejection.

Requirements for Non-Trolls: must fulfill all requirements for Part-Trolls, plus succeed in rolling POW x3 or less on 1D100, and sacrifice a point of POW to the cult. Failure to be accepted means death to the candidate.

Note: initiates are forbidden to learn Firearrow, Fireblade, Ignite, Light, Lightwall, or any other fire- or light-using spell.

Spirit Magic: Befuddle, Bludgeon, Countermagic, Darkwall, Demoralize, Disruption, Dullblade, Extinguish, Heal, Mindspeech, Protection, Second Sight, Slow, Spirit Screen

Acolyte Membership

Requirements: a candidate must have a skill of 30% in Write Darktongue, and know both Darkwall and Mindspeech. She must have at least 50 percentiles in ritual magic. She must pay 1000 pennies to the

Special Krarsht Spirit Spell

True Net

variable

ranged, temporal, passive

This spell affects only nets, increasing the chance to hit by 5 percentiles per point to spell, and increasing the net's strength by 1 per point. The spell is not compatible with other weapon-improving spells.

Special Krarsht Divine Spells

Chomping

1 point

touch, temporal, stackable, reusable

For each point of this spell, the target does 1D6 extra bite damage and increases his Bite Attack by 10 percentiles. The target's jaws and teeth enlarge and sharpen.

Sweat Acid

2 points

touch, temporal, nonstackable, reusable

This spell must be boosted with one or more magic points. If the target is unwilling, it must overcome his magic points. The target's skin secretes an acid whose potency equals the magic points in the spell. The target is not affected by his own acid, but anything he touches is. Anything he wears that is vulnerable to acid is also affected adversely by the spell.

If the target is struck by a weapon, he takes normal damage, but the weapon then receives acid damage.

Venom Bite

2 points

touch, temporal, nonstackable, reusable

This spell must be boosted with magic points. The target of this spell injects a poison with a potency equal to the magic points added on any successful bite attack which does damage.



Every Kyger Litor temple contains chewed-rock representations of the Mother of Trolls such as shown above. Religious statuary serves as a focus of religious worship for both the congregation and the priestesses, and Power and magic points bestowed upon the image during the ceremonies is channeled to the goddess.

cult and undergo the Test of Holiness (POW x3 or less on 1D100).

Note: Kyger Litor acolytes may not be shamans.

Karrg's Sons

Requirements: Karrg's Sons are warrior leaders of the troll community. A Karrg's Son must have 30% Read/Write Darktongue, and 90% skill in two weapon attacks, one weapon parry, and in two skills out of the following: Climb, Conceal, Jump, Listen, Darksense/Scan, or Darksense/Search. He must roll his POW x 3 or less on D100.

Note: A Karrg's Son rolls only 1D10 for Divine Intervention, rather than the usual 1D100. He must give 90% of his income and time to the cult.

Special Kyger Litor Divine Spells

Blinding

ranged, temporal, stackable, reusable

This spell blinds the target entity. The chance of the target hitting or parrying with a weapon goes down by 75% and visually targeted spells cannot be cast (spells such as Healing, or Second Sight, still could be). Each extra point used in this spell adds 25% to the chance of it working. If the caster had 18 magic points, the target would resist as if the caster had 23 magic points, if two points of Blinding were used instead of one. Creatures that can function without eyesight or light, such as trolls or dwarfs, are not hampered by this spell.

1 point

Priesthood (shamans)

Requirements: priestess must have 30% Write Darktongue, and know both Darkwall and Mindspeech. She must have at least 50 percentiles in ritual magic. If these requirements are met, the candidate follows normal shaman rules and becomes a shaman.

Note: priestess/shamans of Kyger Litor can only bind darkness spirits to their fetiches. Despite their title, they need-not be female.

Common Divine Spells: all

Counterchaos

2 points

ranged, temporal, nonstackable, reusable

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connections with chaos. (See in the *RuneQuest Glorantha Book*, Chaotic Features for Chaotic Creatures.)

Thus if a chaotic creature has a chaotic feature increasing its POW from 3D6 to 6D6, it becomes a POW of 3D6 against spells cast by the protected character (in this particular case, cut the chaotic creature's POW in half). A chaotic monster cannot regenerate from wounds made by the protected character, etc.

Darksee

1 point

ranged, duration 6 hours, nonstackable, reusable

Allows creatures which sense best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It negates the effects of sunlight on trollkin and cave trolls. It negates Blinding as well (see above).

Special Divine Spells: Absorption, Blinding, Command Fear Spirit, Command Shade, Counterchaos, Darksee

Associated Cults

Subere: provides Attack Soul.

Xiola Umbar: provides Healing Trance.

Zorak Zoran: provides Crush.

Shrines teach Analyze Magic.

Initiate Membership

Requirements: must have 90% in one of the following: Read/Write (any language), Evaluate, or any Lore.

Spirit Magic: all Detect spells, Farsee, Mindspeech

Acolyte Membership

Requirements: as per priests.

Sage (priest)

Requirements: standard, except that the skill requirements are to have 90% in each of two different Lores and in Read/Write (any language).

Common Divine Magic: all

Special Divine Magic: Analyze Magic, Clairvoyance, Knowledge, Mind-Read, Reconstruction, Translate, Truespeak

Associate Cults

Chalana: provides Restore Health [INT].

Issaries: provides Create Market.

Orlanth: provides Wind Words.

Lhankor Mhy

LORD OF KNOWLEDGE

Lhankor Mhy's cult provides the same service to the Material Plane as the god does for the God Plane. The Sages (as priests of the cult are called) provide information to all who pay for it, whether in money or service. They constantly seek after new information.

His cult is not large. Sites larger than minor temples are uncommon.



Special Lhankor Mhy Divine Spells

Analyze Magic 1 point

touch, instant, stackable, reusable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. If more than a single point is cast simultaneously, more than one truth is discovered. If the spells are not cast simultaneously, the same truths may be repeated.

Clairvoyance 2 points

5 km, temporal, nonstackable, reusable

This spell gives the user the ability to know what is happening in an area within the spell's range which he has previously studied for at least 15 minutes. The user has full visual and audio sense, as if he were in the area.

The user is in full trance, and is completely insensible to his surroundings. However, the priest may terminate the spell at any time.

Knowledge 2 points

touch, temporal, nonstackable, reusable

This spell allows the user to read the past history of an item. If the information cannot be assimilated fully within the 15 minutes of the spell, parts may be lost. If the item has a long history, the spell starts at the beginning unless the user dictates a particular time at which to start.

Mind-Read 2 points

ranged, temporal, nonstackable, reusable

This active spell gives the ability to read the conscious thoughts of the target without his consent, though he can tell there is an intruder in his mind. The priest must overcome the target's magic points with his own for the spell to operate.

Reconstruction 3 points

ranged, temporal, nonstackable, reusable

This spell causes any 15 minute sequence from the past to replay for the caster's senses, as long as he or she is in the

immediate area in which it took place, or is in Mindlink with someone who is there. The user is in a trance state and no one else can sense what he senses. The user must state the time and date of starting the vision.

Translate 1 point

touch, temporal, nonstackable, reusable

This spell translates all words touched by the user's index finger at normal reading speed (about 10,000 written words in 15 minutes) while the spell operates, and leave an impression of the meaning afterwards, in a manner which aids in translations of the same language/script. Untranslatable words are not translated, though the user receives an idea of the word's meaning.

Truespeak 2 points

ranged, temporal, nonstackable, reusable

This spell compels the victim to speak nothing but the truth for the duration and answer all questions in a literal manner. The user must overcome the target's magic points with his own to compel the truth-telling for each question. The target can refuse to speak at all, but if he does speak, and his magic points are overcome, he must tell the truth. With Mind-Read, this spell makes the Lhankor Mhy sage a potent inquisitor.



Lodril

FATHER OF VOLCANOES AND PEASANTS

Lodril is willful yet obedient to his superiors. He can rebel, but he also is the loyal servant of his brother Yelm, to whose service he always returns. His children are the Lowfires, and his cult subsumes them

as well. He and the Lowfires-Mahome, the Hearth; Gustbran, the Forge; and Oakfed, Holy Fire-are mainly worshiped by peasants.

His cult is widespread and important and his temples come in all sizes.

Shrines teach Earthwarm.

Initiate Membership

Requirements: standard. Skills-Climb, Jump, Spear Attack, any Craft skill

Spirit Magic: Disrupt, Endurance, Extinguish, Heal, Heat Metal, Ignite

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Salamander, Cremate Dead, Earthwarm, Enhance Gustbran, Enhance Mahome, Firespear, Summon Lodril, Suppress Oakfed.

Associated Gods

Dendara: provides Regrow Limb.

Pamalt: provides Earthtouch (in Pamaltela only).

Yelm: provides Shield.

Special Lodril Spirit Spell

Heat Metal **variable**

touch, temporal, passive

This spell causes one ENC of metal to heat up and become malleable. It takes about a minute for the metal to become red hot. Each point of the spell creates 1d6 intensity of heat. Use the Fire and Heat table on page 81 of the *RuneQuest* Players Book to determine how much heat is needed for a particular metal. Thus, a 7 point Heat Metal cast on bronze would bring it to its very softest for hammering and smithing, while an 8 point spell would simply melt it.

Special Lodril Divine Spells

Cremate Dead **1 point**

ritual Ceremony, nonstackable, reusable

This spell allows an official (usually a priest) to fully destroy the bodily remains of any one cult member after death. It guarantees that the ghost will not return to haunt the family. It also burns all goods sent along with the corpse, allowing the deceased to carry some weapons and other supplies into the land of the dead. It can be used on the still-animated skeleton, zombie, or even vampire form of a former Lodril initiate or priest to burn it, though the target's magic points must be overcome in this case.

Earthwarm **1 point**

ranged, duration 12 hours, stackable, reusable

Causes an area of soil or rock 50 meters by 50 meters square to increase in temperature by 5 degrees C. Each additional point either increases the area by another 50x50 square or raises the temperature by 5 more degrees. This spell is normally used to protect fields and orchards against frosts, but can also be used to protect travelers in frigid climes when no other heat is available.

Enhance Gustbran

1 point

ranged, instant, stackable, reusable

This must be cast on a fire. Each point increases its intensity by 1 level, adding 1D6 to the damage it produces, and increasing the fire's heat output. It also, naturally, causes the fire to burn itself out much sooner.

This spell works on Fireblade, but the affected weapon takes 1D6 damage per point of the spell. This spell does increase the damage done by a salamander, but also does 1D6 damage per point when cast to the elemental.

Enhance Mahome

1 point

range, instant, stackable, reusable

This must be cast on a fire. Each point increases the fire's diameter by 1 meter, but the fire's intensity does not increase. If no substance is available for the increased fire to burn, it rapidly dwindles back to its former status.

This spell has no effect on a Fireblade or similar spells. It increases a salamander's size by one cubic meter per point of Enhance Mahome, but does not change the elemental's hit points or damage.

Firespear

1 point

touch, temporal, nonstackable, reusable

This is cast upon a spear, causing its point to burst into flame. The normal damage done by the weapon is replaced by a 3D6 roll. The wielder of the weapon still adds his damage bonus when he strikes. The weapon is unharmed by this magical fire. The spell is incompatible with Fireblade, Bladesharp, and Truespear.

Each additional point of Firespear increases damage done by 1D6.

Summon Lodril

1 point

ritual Summon spell, stackable, reusable

This spell must be cast on the lip of an active volcano. Each point in the spell gives a cumulative 1% chance of starting an eruption. Several priests can all add their spells together to increase the total chances for success, though all must also succeed in their Summon ritual. The actual explosion is usually delayed for several hours after the first rumblings begin, so most Summoning groups have time to escape the volcano's fury.

Suppress Oakfed

1 point

ranged, instant, stackable, reusable

This must be cast on a fire. Each point decreases both the fire's diameter by 1 meter, and its intensity by 1D6. If both size or intensity are reduced to nothing a candle-sized flame remains.

One point of this spell reduces the damage done by a Fireblade or Firespear by 1D6, or decreases a salamander's size and damage done by one cubic meter and 1D6, respectively. The salamander can resist with its own magic points vs. the caster's.



Lokamos

GOD OF WAGONS AND TRADE

Lokamos is the deity of wagons. By extension, he is also the god of commerce and profitable trade. He is worshiped by caravaneers and traders in solar areas.

His cult is widely and thinly spread. Usually only shrines are found, with a few larger temples in cities.

Shrines teach Hie Wagon.

Special Lokarnos Skill

Drive [Vehicle]

Agility (10%)

This agility skill covers the handling of any common beast of burden pulling as a team, including carts, plows, dogsleds, wagons, and chariots. Driving a chariot or fast wagon under race or battle conditions requires two hands. Using only one hand reduces the Drive skill by 20 percentiles. If both hands are taken from the task, then the vehicle is driverless, and careens howsoever the horses take it. When a person attacks from a moving vehicle, his attack percentage cannot exceed the Drive skill of the driver.

Special Lokarnos Divine Spells

Coin Wheel

1 point

touch, instant, nonstackable, reusable

This spell must be cast upon a block of gold, causing a coin to separate from the rest of the mass. It turns 10 pennyworths of the gold into a minted coin, called a wheel in common parlance. Coins are commonly worth twice their weight of raw metal, and wheels are no exceptions, being worth 20 pennies each in lands where their legality is recognized. Each wheel weighs approximately 17 grams, and one ENC of raw gold provides the raw material for exactly 60 wheels.

Hie Wagon

1 point

range, temporal, stackable, reusable

This spell must be cast on a moving wheeled vehicle, such as a cart, wagon, or chariot. Each point of the spell increases

Initiate Membership

Requirements: standard. Skills-Drive [vehicle], Evaluate, Human Lore, Orate

Spirit Magic: Detect Gold, Detect Silver, Farsee, Glamour, Glue, Mobility, Repair

Priesthood

Requirements: standard.

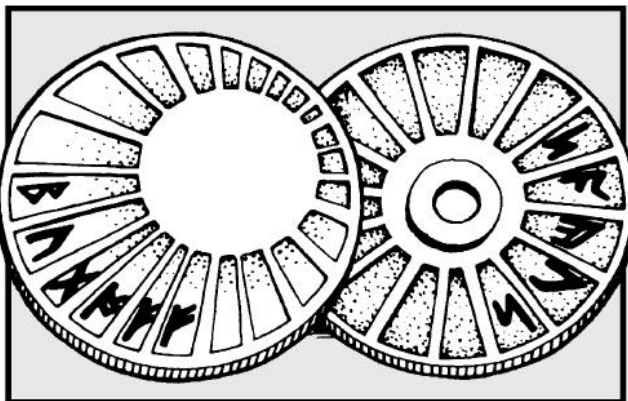
Note: priests need donate only 30% of their income and time to the cult. Priests are not supported by the cult.

Common Divine Magic: all.

Special Divine Magic: Coin Wheel, Hie Wagon

Associated Cults

Yelm: provides Command Salamander.



A wheel, a common Western coin. Obverse shows radiant sun, the year of minting, and local king's name. Reverse shows wagon wheel and name of minter.

the entire vehicle's speed (including draft animals) by 1D10 meters per strike rank, rolled once when the spell is cast. Animals drawing the wagon return to normal speed if cut loose.



Magasta

LORD OF ALL SEA GODS

Magasta the Churner is the Lord of the Sea. He is the god of the elemental Water, heads a complex pantheon, and formed the world's seas.

Most mertribes maintain a temple of Magasta. These rarely exceed minor status, except in times of crisis, when they become major or great temples.

His shrines teach Breathe Air/Water.

Initiate Membership

Requirements: anyone wishing to become an initiate of Magasta must either live in the ocean or belong to one of Magasta's associate cults. The only other requirement is that he must sacrifice a point of POW to Magasta.

Note: Each High Holy Night (once yearly), each initiate must sacrifice 2 POW to Magasta or lose his initiate status. This requirement applies to all members, including acolytes and priests.

Spirit Magic: Bladesharp, Coordination, Demoralize, Mobility, Protection, Strength

Special Magasta Divine Spells

Call Monster

1 point

ritual Summon spell, reusable

This spell summons a deep sea creature or group of creatures. It is cast by a group of worshipers, led by a Priest. Each participant casts the spell in the same melee round, calling for the same creature. Each person who successfully casts the Call Monster spell may then expend as many magic points as desired towards the calling of the monster(s).

The spell succeeds if the priest leading the ceremony succeeds in a Summon skill roll and if the number of magic points sacrificed exceeds the sum of the creature's STR, CON, SIZ, INT, POW, and DEX. If several creatures are simultaneously summoned, the magic points expended must exceed the value of all summoned creatures' relevant characteristics added together. The statistics of the creature are determined after the summoning is attempted.

Unlike most Summon spells, this spell can call a creature that is native to the mundane plane. It can be used to call a pack of sharks, a plesiosaur, a sea serpent, a whale, a giant octopus, or other, more exotic monsters. 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 to its course of movement).

The creature(s) do not arrive under the control of the summoners and either a Command spell must be cast or some agreement must be reached between the priest and the monster. Often the spell is used to summon powerful tribal Ancestors, or intelligent movable Whirlpools and Waterspouts (as per the spells).

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard. Skills-any Craft skill, Merman Lore, any Weapon Attack, World Lore

Common Divine Magic: all

Special Divine Magic: Breathe Air/Water, Call Monster, Command [Fixed INT Sea Creature], Command Undine, Fear, Float, Magnify Command, Reflection, Submerge, Whirlpool

Example: a small mer-clan, troubled by human pirates, resorts to Magasta to solve their problem. The mer-king commands all adult tribal members to join Magasta's cult and sacrifice fox Call Monster. All 200 do so. The summoning is a success and each participant sacrifices 10 magic points for a total of 2000. The creatures called are sea serpents, which have an average stat value of 185, so the priest calls for 10 serpents (The actual rolled characteristic total turns out to be 1921). The serpents arrive in 2D100 hours and are trapped in large submarine caves until the five clan priests each cast two Command Sea Serpent spells and the creatures accompany the clan warriors to the attack.

Magnify Command **2 points**

ranged, special duration, nonstackable, reusable

This spell must be stacked with a Command [Creature] spell and boosted with magic points. The duration of the stacked spell is increased by 1 hour per magic point spent. This is in addition to Extension. If a Magnify Command containing 20 magic points were stacked with an Extension 6 (duration 16 hours) and a Command Undine, the undine would remain under the caster's control for 36 hours.

Submerge **1 point**

ranged, temporal, stackable, reusable

Each point of this spell cancels out the buoyance of 1 cubic meter of any floating object, causing it to sink towards the bottom. Large objects require more points of Submerge to pull down. Objects already sinking sink more swiftly. One point of Submerge is enough to sink a human swimmer beneath the surface.

Each point of Submerge cancels out 2 points of the Float divine spell.

If this spell is cast at a ship, each point of the spell cancels out 1/10 ton of the ship's capacity. When the ship's capacity has been neutralized, it is swamped. Thus, a 5 point Submerge spell would be needed to sink a typical large rowboat, with a capacity of .5 tons. It would take 150 points of Submerge to pull down a knorr.

Whirlpool **1 point**

ranged, temporal, stackable, reusable

Each point of this spell creates a whirlpool 1 meter in diameter and 3 meters in depth, with a STR of 1D6. Each additional point adds 1 meter to the diameter, 3 meters to the depth, and 1D6 to the STR. Creatures flying above the water surface are immune to the whirlpool's effects. Anything caught in the whirlpool must successfully match its STR vs. the whirlpool's STR or be caught in it and sucked under. A victim caught in the whirlpool cannot take any actions except try to escape until the effect ends or he can overcome the pool's STR. Non-aquatic beings caught in the pool must succeed in a Swim roll before being allowed a STR roll.

The captain of a ship caught in the whirlpool must attempt a Shiphandling skill roll. If he succeeds, he can match his ship's Seaworthiness vs. the whirlpool's STR. Success indicates that the ship escapes the pool. Each round of failure does 1D6 damage to the ship's Seaworthiness.

If the captain fails his Shiphandling roll, the ship automatically takes 1D6 Seaworthiness damage and fails to escape.

Associated Cults

Triolina: provides Restore Health [DEX].

Wachaza: provides Drown.



Malia

GODDESS OF DISEASE

Malia is sometimes called the Foul Mistress. Diseases are everywhere in Glorantha. Filthy creatures such as broos and harpies dedicate themselves to her worship.

Her temples consist of the presence of her Disease Masters. Important disease masters may command a minor temple's equivalent. Among the broos, her worship is institutionalized, and the equivalent of major or great temples are not uncommon.

Shrines teach Command [Disease Spirit].

Initiate Membership

Requirements: acceptance is automatic upon the sacrifice of one point of POW to Malia under the auspices of a Disease Master.

Note: initiates can gain protection from disease by sacrificing magic points to Malia on her seasonal holy days. For each point sacrificed, the person so protected adds 1 point to the relevant characteristic when defending against infection. Magic points sacrificed are disease-specific. If a worshiper sacrificed 5 magic points each for protection from

Special Malia Spirit Spell

Sneeze **2 points**

ranged, instant

The caster must overcome the magic points of the target with his own. If successful, the target begins sneezing the strike rank following casting, and continues sneezing for 1D10 strike ranks following. During the time spent sneezing, the target is nearly incapacitated, and can only parry or dodge at half normal effectiveness. If casting a spell, he must make a Concentration roll of INTx3 for each strike rank he is sneezing while attempting the spell.

Special Malia Divine Spells

Carry [Disease] **2 points**

ritual Enchant spell, nonstackable, one-use

This ritual causes the target to become permanently immune to the effects of one specified disease. It simultaneously makes the target a carrier of that disease, exposing anyone he contacts to the disease. Runes are carved into the flesh of the beneficiary.

Cause [Disease] **1 point**

ranged, instant, stackable, reusable

A target resisting this spell contracts the mild form of the specified disease if his magic points are overcome by the caster's. The severity of the disease increases normally. A 2-point stacking of the spell automatically begins the target at the "acute" stage of severity, 3 points at the serious, and 4 points at the terminal. The spell may not be stacked higher.

Soul Waste, Creeping Chills, and the Shakes he would still lack protection from Brain Fever.

Spirit Magic: all, including the special cult spell of Sneeze.

Disease Masters

Requirements: Disease Masters are both shamans and priests. They follow normal shaman rules to attain their status.

Common Divine Magic: Sanctify, Worship Malia

Special Divine Magic: Carry [Disease], Cause [Disease], Command Disease Spirit

Associate Cults

Thed: provides Chaos Spawn.



Maran Gor

THE EARTH SHAKER

Maran Gor is the goddess of the Earthquake. She represents the dark side of the Earth Mother, even as Ernalda represents the benevolent side. She is worshiped now only by those who seek the carnage which is her most precious gift.

In the grim areas where she is worshiped for herself, her temples come in all sizes. More commonly, her cult consists of shrines within the temples of her sister gods.

Shrines to Maran Gor teach Blast Earth.

Initiate Membership

Requirements: standard. Skills-Ceremony, Climb, Scan, Throw, Weapon Attack

Spirit Magic: Befuddle, Bladesharp, Bludgeon, Demoralize, Disrupt, Dullblade, Heal, Ironhand, Strength, Vigor

Acolyte Membership

Requirements: as per priests. However, males may become acolytes, but must be eunuchs.

Note: female acolytes of Maran Gor need not be celibate, but may not be married. Any sons born to the acolyte must be sacrificed. Daughters born must be dedicated to the service of Maran Gor or Babeester Gor.

Priestesshood

Requirements: standard, plus must be an unmarried woman.

Note: priestesses of Maran Gor must be celibate.

Common Divine Magic: all

Special Divine Magic: Blast Earth, Command Gnome, Create Fissure, Shake Earth

Associate Deities

Asrelia: provides Hide Wealth.

Babeester Gor: provides Shield.

Ernalda: provides Earthpower.

Ty Kora Tek: provides Bless Grave.

Voria: provides Invigorate.

Special Maran Gor Divine Spells

Blast Earth

1 point

ranged, instant, nonstackable, reusable

This spell is cast upon an area of land geometrically proportionate to the number of magic points expended. One magic point affects one square meter, two magic points affect four square meters, and so on. No plants within the area blasted may flower or bear fruit for a full year.

Create Fissure

1 point

ranged, instant, stackable, reusable

This spell opens up a chasm five meters long, one meter wide, and three meters deep for each point in the spell.

If the crack is cast to undermine a wall or similar structure, the structure loses 1D6 armor points per point in the spell. If the wall is reduced to 0 armor points, it collapses where it has been undermined. Structural armor points are found in the Armor Points for Objects table on page 83 of the *RuneQuest Player's Book*.

If a chasm is formed underneath a target, he falls into it, taking 1D6 falling damage per 3 meters depth of the crack. A successful DEX x 3 roll allows the target to avoid the fall.

Shake Earth

1 point

ranged, temporal, stackable, reusable

This spell has two variables: magic points are used to determine size of the area affected, and the number of points stacked in the spell determine the severity of the result.

The spell affects an area of land geometrically proportionate to the number of magic points expended. One magic point covers one square meter, two magic points cover four square meters, and so on.

All characters within the area have 5 percentiles per point of Shake Earth subtracted from all Agility skills and DEX rolls. Each round, anyone standing up must succeed in a DEX x 5 roll on 1D100 or fall down. Other results of the quake, such as toppling trees, avalanches, etc., are up to the gamemaster.



Mastakos

ORLANTH'S CHARIOTEER

Mastakos is Orlanth's charioteer and, by extrapolation, god of travel and motion. He is little-worshiped and most people prefer to obtain his powers indirectly by worshiping Orlanth, his master.

His temples are shrines at best. Depending on the site, a given shrine may teach either Teleportation or Guided Teleportation.

Initiate Membership

Requirements: standard. Skills-Dodge, Drive [Vehicle], Jump, Ride.

Spirit Magic: Coordination, Mobility

Special Mastakos Skill

Drive [Vehicle]

Agility (10%)

This agility skill covers the handling of any common beast of burden pulling as a team, including carts, plows, dogsleds, wagons, and chariots. Driving a chariot or fast wagon under race or battle conditions requires two hands. Using only one hand reduces the Drive skill by 20 percentiles. If both hands are taken from the task, then the vehicle is driverless, and careens howsoever the horses take it. When a person attacks from a moving vehicle, his attack percentage cannot exceed the Drive skill of the driver.

Priesthood

Requirements: standard, plus must have a DEX of 16 or more.

Notes: priests of Mastakos must give 90% of their income to the cult, but only 10% of their time.

Divine Magic: Guided Teleportation, Teleportation, Worship Mastakos

Associated Cults

Orlanth: provides Flight and Lightning.

Special Mastakos Divine Spells

Guided Teleportation

3 points

self only, instant, nonstackable, reusable

This spell returns the caster to a specific spot made sacred to Mastakos through a complicated week-long ritual connected with acquiring the spell. This spell has no range limitation. Additional spells may be gained which lead to different spots.

Teleportation

3 points

ranged, instant, stackable, reusable

Sighting for this spell must be done visually. The caster can teleport to any spot within range that he can see, either on his own or through the eyes of a familiar or through a Mind Link spell. The spell carries the caster and his SIZ in ENC worth of gear, and each extra spell cast at once permits one additional living thing to be teleported with the caster. It can be used to teleport someone else, with the same limitations.

Additional uses of Teleportation may also be expanded to increase range. Each additional spell used doubles the range.



Mostal

THE MAKER

Mostal is God of the Dwarfs. All dwarfs but a few apostate sects follow this philosophy. Mostal is not a "cult," but an entire socio-economic complex. Each dwarf has an assigned place in its hierarchy from birth.

Mostal defines the dwarfs' universe. It gives them personal immortality at the expense of illusory freedom. Dwarfs that keep at their ancestral tasks, doing the things that dwarfs are meant to do, live forever-a powerful incentive to maintain this way of life.

The cult of Mostal does not permit spirit or divine spells. Dwarf magic is sorcery. Each dwarf learns those spells best suited for the performance of his own job. Dwarfs never teach their spells to outsiders, and each caste knows its own spells. Only the silver dwarfs are taught all the spells. A sample sorcery spell from each caste appends the following dwarf-caste descriptions.

The Decamony

There are nine castes or jobtypes of dwarfs, each named after a different mineral.

Rock Dwarfs

The Rock dwarfs mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society. Rock Dwarfs learn the special spell Stabilize Masonry.

Lead Dwarfs

The Lead dwarfs invented plumbing, and later developed glassblowing and making as well. Lead dwarfs learn the special sorcery spell Stabilize Glass.

Quicksilver Dwarfs

The Quicksilver dwarfs know the art of transmutation and the science of alchemy. They learn the special sorcery spell Stabilize Potion.

Copper Dwarfs

The Copper dwarfs make implements, useful utensils, and some weapons. They learn the special spell Stabilize Magic Point Matrix.

Tin Dwarfs

Tin dwarfs summon and control those useful creatures, gnomes. They also create the semi-living constructs such as jolanti and nilmergs that perform much of the dwarf labors. Tin dwarfs learn the special sorcery spell Stabilize Life.

Brass Dwarfs

Brass dwarfs are aloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of the forges. Brass dwarfs learn the special sorcery spell Stabilize Heat.

Silver Dwarfs

Silver dwarfs are enchanters and sorcerers. All dwarfs learn sorcery appropriate to their caste, but these specialize in creating magic items and working with magic power. Silver dwarfs learn the special sorcery spell Stabilize Magic.

Gold Dwarfs

Gold dwarfs are teachers and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination. Gold dwarfs learn the special spell Stabilize Mind.

Iron Dwarfs

Iron dwarfs, the blacksmiths, are devoted to the science of war. They forge armor and weapons, and learn how to use the tools of battle. They learn the special sorcery spell Stabilize Weapon.

Diamond Dwarfs

Diamond dwarfs are not a caste, but are those who have reached perfection in their craft. They are the pinnacle of dwarfdom. Each caste has its own diamond dwarfs. Thus there are rock diamond dwarfs, gold diamond dwarfs, and so forth. Attaining the status of diamond dwarf takes centuries of steady, faithful service. They are extremely rare, and many dwarf citadels have none.

Heresies of the Dwarfs

The way of Mostal is strict, but some room for variation from the formal system exists. These variations, when they become divergent or threatening enough, are officially condemned by the ruling Decamony, and are then titled heresies.

Even the sternest dwarf factories may contain workers holding to one or another of the heresies.

Individualism

Individualists believe that a single dwarf has inherent values outside his community. They go further, and claim that each dwarf has, or can have, an individual soul which retains identity after death and does not turn into just another zap of energy. This heresy occasionally causes formerly quite tame dwarfs to seek their own destiny and creativity.

Octamonism

Octamonism preaches that dwarfs must give up all contact with the outside world, even that of warfare. Dwarf salvation lies in tunneling ever deeper into the earth, until they are forgotten completely by the outside world. They wish to return to the ancient Octamony of Eight Minerals and reject the concept of iron dwarfs and diamond dwarfs.

Openhandism

"Openhandism" refers to the practice of open dealing and trading with humans or other races. Openhandists believe that non-dwarfs can and should assist in the rebuilding of the cosmos. Openhandists trade dwarf secrets and goods in return for the wealth and services of the outside world. This "generosity" is only relative, of course, and even Openhandists demand recompense for gifts.

Special Mostal Sorcery Spells

Stabilize Glass (lead dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an object made of glass. Each point of intensity allows it to affect 1 ENC of glass, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected glass has 6 armor points, and can thus more readily survive being dropped, crushed, or otherwise abused.

Stabilize Heat (brass dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a fire. Each point of intensity allows it to affect either 1D6 of heat intensity or 1 cubic meter of fire volume. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected fire remains hot, does not die out of its own accord, and does not run out of fuel. It can still be extinguished.

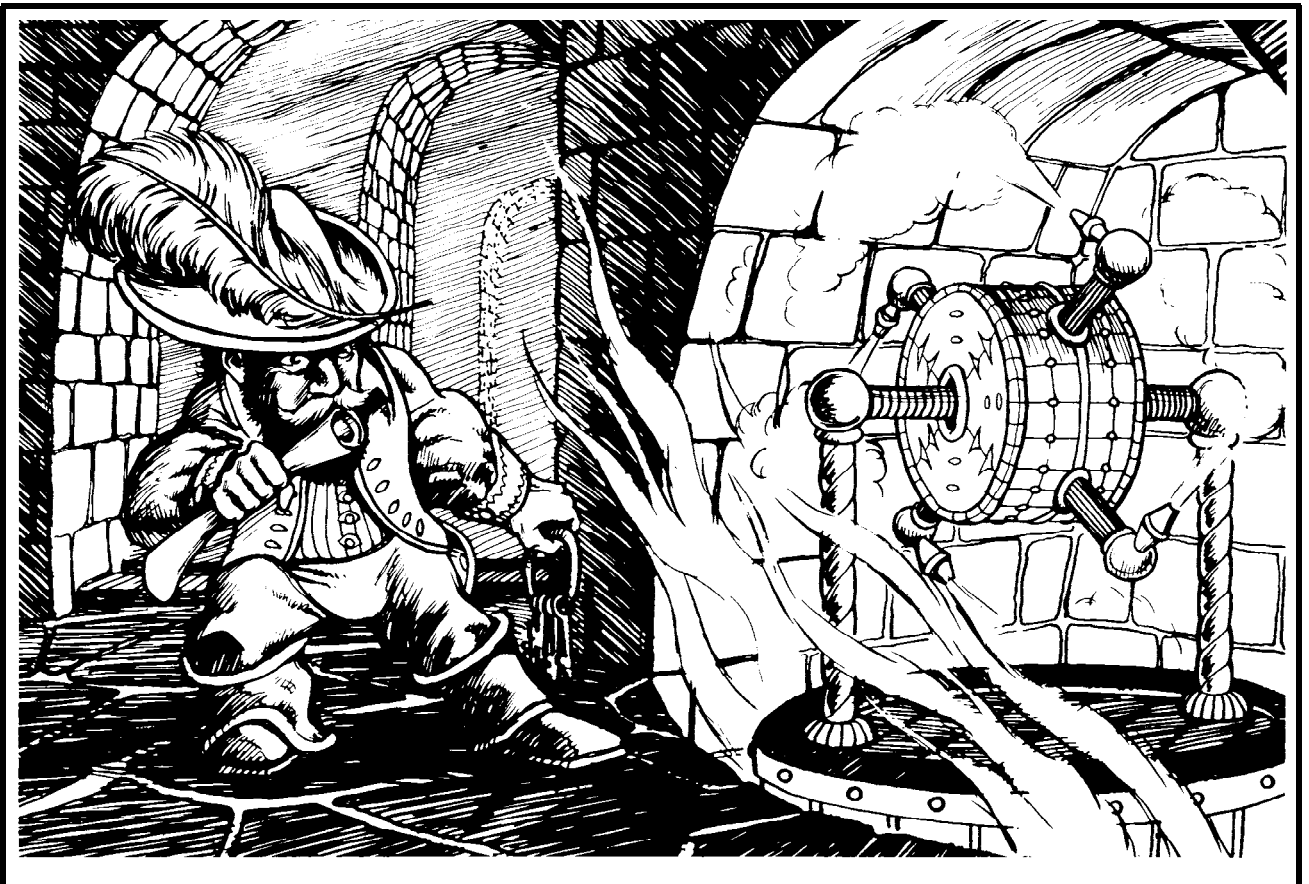
Stabilize Life (tin dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any living thing. Each point of intensity allows it to affect one SIZ point. All SIZ points of a given target must be affected by the intensity or this spell has no effect (elementals are considered to have a SIZ equal to their hit points). When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected being will follow its enchanter's orders explicitly.

An aeolipile is a steam-powered rotating device which dwarfs have used to create time-measurement tools. The diamond dwarf below must maintain the water reservoir of the aeolipile and keep the device lubricated, aligned, clean and shiny. Each dwarf must work towards perfection in order to overcome the near-fatal damage done to the World Machine during bygone ages.



Stabilize Magic (silver dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a spell which is currently in effect. Each point of intensity allows it to affect 1 spell point. Two points of intensity allow it to affect 1 point of divine magic. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of Stabilize Magic, the affected spell may not be dispelled, any more than an enchantment may be dispelled.

Stabilize Magic Point Matrix (copper dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any magic point matrix enchantment. Each point of intensity allows it to affect 1 point of magic point holding. The entire matrix must be affected by the intensity or this spell has no effect. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected matrix is considered to contain a POW equal to its magic points storage capacity, and regenerates magic points at the normal rate for its POW. The spell is obviously useless unless duration is increased to an extent that magic point regeneration can take place.

Stabilize Masonry (rock dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a section of worked stone. Each point of intensity allows it to affect 1 cubic meter of masonry, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected masonry maintains its position, no matter how top heavy or unbalanced it is.

Stabilize Mind (gold dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a person. Each point of intensity allows it to affect 1 INT point. The target's entire INT must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected person requires only half the normal time to learn from research or training or to learn new sorcery.

Stabilize Potion (quicksilver dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an alchemical potion. Each point of intensity allows it to affect 1 liter of potion. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected potion remains fresh and unspoiled, regardless of the vicissitudes of time, temperature, or weather.

Stabilize Weapon (iron dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a weapon. Each point of intensity allows it to affect 1 armor point worth of the weapon. The target's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected weapon is immune to damage. Damage higher than the weapon's armor points still harms the wielder normally, but the weapon armor points do not decrease.



Orlanth

STORM GOD, CHIEFTAIN, WARRIOR

Orlanth is the Storm God, god of adventurers, and the god of the barbarian kings. He made the world what it is with his strength, and his virtues keep it that way. He claims, by right of his deeds, overlordship of the universe. He is the god of warriors, farmers, and rulers, all three. The dominant Genertelan barbarian culture is named Orlanthis after him.

Orlanth's temples come in all sizes. His shrines teach Cloud Call.

Initiate Membership

Requirements: standard. Skills-Jump, Weapon Attack, Weapon Parry, Speak Own Language.

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disruption, Heal, Mindspeech, Mobility, Strength.

Note: initiates can sacrifice for all Orlanthis divine magic on the usual one-use basis.

Wind Lords

Requirements: Wind Lords are the temporal leaders of the Orlanthis. A candidate must have 90% Sword Attack plus 90% proficiency in any four skills chosen from among the following: Climb, Hide, Oratory, Ride, Scan, Sneak, Stormspeech, Weapon Attack, or Weapon Parry. He must also pass an easy test, simulated by successfully rolling 01-95 on 1D100.

Note: when a Wind Lord checks for Divine Intervention, he rolls 1D10 rather than 1D100. A Wind Lord must donate 90% of his time and income to the cult. A Wind Lord can obtain the following Orlanthis divine magic reusably. Other Orlanthis divine magic is available to Wind Lords on a one-use basis.

Common Divine Magic: Worship Orlanthis

Special Divine Magic: Bless Woad, Command Sylph, Flight, Shield, Wind Words

Acolyte Membership

Requirements: as per priests.

Note: the spells of Flight, Shield, and Wind Words are available to acolytes on a one-use basis.

Storm Voices (priests)

Requirements: standard. Storm Voices are the spiritual leaders of the Orlanthis.



Orlanth is a powerful god within a powerful pantheon. His worshippers are loyal and devout. Orlanth committed a heinous error when he murdered Yelm, the sun, marking the end of the Gods Age. Orlanth redeemed himself when he admitted his error and undertook a magnificent heroquest to rescue Yelm from hell. Time is the child of the results of Orlanth's actions.

Special Orlanth Divine Spells

Bless Thunderstone 1 point

ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Storm Voice. It may only be cast on the High Holy Day of Orlanth upon a properly prepared flintstone, and thus can only be cast once a year.

The thunderstone must be activated before its magic operates. This is done by spending one magic point while touching it, whereupon the stone begins to spark and crackle. The stone may be thrown, slung, held in one's hand, or struck against a target. Once the stone has damaged a target, or one melee round after activation in any case, it shatters and becomes useless.

For each point of Bless Thunderstone stacked in the casting, the stone does 1D6 hit point damage and destroys 1D6 magic points of a struck target. Armor protects normally against the hit point damage done by the stone. The magic point drain can be stopped by protective spells—each 1D6 drain acts as 1 point of divine magic for purposes of blocking. If a 5-point thunderstone struck a target with Counter-magic 8 or Shield 4, he would lose only 1D6 magic points.

Each time a thunderstone is Blessed, the caster loses 1 point of POW. Once a stone is enchanted, additional castings of Bless Thunderstone have no effect.

Bless Woad 1 point

ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Wind Lord. It may only be cast during the High Holy Day of Orlanth upon a properly prepared pot of woad (a blue dye derived from the woad plant), and thus may only be cast once a year.

The woad must be smeared over the naked body of the user. A casting of the spell enchants enough woad to coat one man.

For each point of Bless Woad stacked in the casting, the woad acts as 1 point of armor and gives 1 point of magical protection. Any hostile spell affecting the wearer must contain more magic points than he wears points of woad.

Each day that the woad is worn, it declines in potency by 1 point. If the user ever puts on armor or clothing, the woad immediately loses all its magic power.

Once a pot of woad is enchanted, additional castings of Bless Woad will not enhance its enchantment. As long as its pot is kept sealed, blessed woad never spoils.

Decrease Wind 1 point

200m radius around caster, temporal, stackable, reusable

This spell decreases the average wind STR by 1D6 for the duration of the spell. Each additional point used either reduces the wind STR by another 1D6 or increases the radius of effect by 100m. This spell has no effect upon temperature or wind direction.

Flight 1 point

ranged, temporal, stackable, reusable

The caster may transport one object weighing up to SIZ 6 through the air for the duration of the spell. Convert Encumbrance to the equivalent SIZ. Each extra point of Fly increases the potential weight' carried by 6 SIZ

To pick up something nailed or glued down, the caster must use his current magic points to overcome the STR of the nails or glue (which must be determined by the gamemaster) on the resistance table.

An object affected by this spell moves at 3 meters per strike rank. An unwilling target's magic points must be overcome or this spell has no effect on him.

Increase Wind 1 point

100m radius around caster, temporal, stackable, reusable

This spell increases the average wind STR by 1D6 for the duration of the spell. Each additional point used either adds another 1D6 to the STR or increases the radius of effect by 100m. This spell has no effect upon temperature or direction.

Wind Warp 1 point

100m radius around caster, temporal, stackable, reusable

This spell changes the wind direction by 1D10 degrees in the direction of the caster's choice. Each additional point of the spell either adds 1D10 more degrees of directional change or increases the radius of effect by 100 meters. When the spell ends, the wind hesitates, motionless, for one melee round, then abruptly returns to its former direction. Small whirlwinds may form at the spell's boundaries, where the wind is forced to clash with itself.

Wind Words 1 point

ranged, temporal, nonstackable, reusable

If downwind, the caster can cause the wind to bring conversations to his ears as if standing next to the speakers.

Note: the spells of Flight, Shield, and Wind Words are available to Storm Voices on a one-use basis.

Common Divine Magic: all

Special Divine Magic: Bless Thunderstone, Cloud Call, Cloud Clear, Command Sylph, Decrease Wind, Increase Wind, Thunderbolt, Wind Warp

Associated Cults

Chalana Arroy: provides Restore Health [CON] to both Wind Lords and Storm Voices.

Ernalda: provides Restore Health [STR] to Storm Voices only.

Eurmal: provides Charisma to both Wind Lords and Storm Voices.

Issaries: provides Lock to both Wind Lords and Storm Voices.

Lhankor Mhy: provides Analyze Magic to both Wind Lords and Storm Voices.

Mastakos: provides Teleportation reusably to Wind Lords and on a one-use basis to Storm Voices. Provides Guided Teleportation reusably to Storm Voices and on a one-use basis to Wind Lords.

Storm Bull: provides Face Chaos reusably to Wind Lords and on a one-use basis to Storm Voices.

Valind: provides Snow reusably to Wind Lords and on a one-use basis to Storm Voices.



Pamalt

EARTH-KING OF PAMALTELA

Pamalt is King of the Pamaltelan Gods. He knows and understands all the gods under his rule, and is the King of the South. He directly controls the earth powers and other deities are his allies, subjects, or foes. He is the god both of the common man and of the chieftain. Most of his worshipers belong to the Agimori (black) race of Gloranthan humanity.

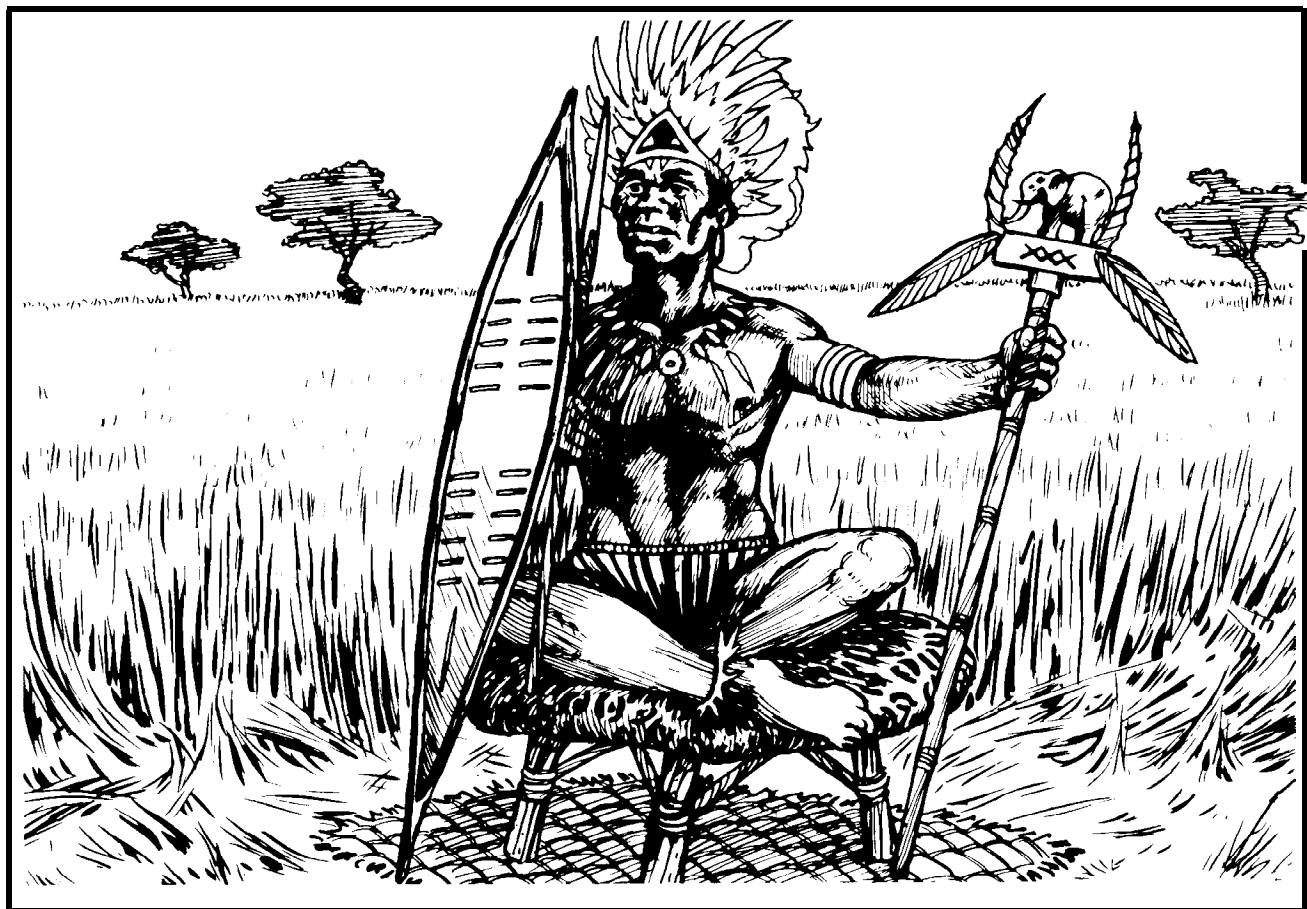
Pamalt's temples are in all sizes. Shrines to Pamalt teach Gnome-to-Gargoyle.

Initiate Membership

Requirements for Agimori: membership is automatic upon sacrificing one point of POW.

Requirements for other races: standard. Skills -Human Lore, Orate, Speak Own Language, World Lore

Notes: the cult Spellteaching divine magic permits the teaching of Comprehension, Coordination, Endurance, Glamour, Pamalt's Touch, Strength, and Vigor. These spells are normally taught for free to sworn members of the chieftain's tribe.



Among the primitive Pamaltelan cultures, a simple stool serves as an important declaration of prestige and power. They are reserved for use only by tribal chieftains and possibly by the great shamans.

New Pamalt Spirit Spells

Comprehension

Variable

touch, temporal, passive

This spell increases the target's mental capacity, though his INT remains constant. Each point of Comprehension adds 5 percentiles to all his Knowledge skills while under the spell's influence.

Pamalt's Touch

variable

touch, temporal, passive

This spell increases the target's chances of success in casting all non-ritual spirit magic by 5 percentiles per point for the duration.

Spirit Magic: all available from cult shamans.

Shamanhood

Requirements: any Pamalt initiate who becomes a shaman achieves this status.

Notes: shamans of Pamalt may not become priests of the cult, though they may become acolytes. They must give 90% of their time and income to the cult.

Acolyte Membership

Requirements: as per priests, except that acolytes need not be chieftains.

Chieftains (priesthood)

Requirements: standard priestly requirements, plus candidate must be a chieftain.

Notes: full priests must give 90% of their income and 10% of their time to the cult.

Common Divine Magic: all

Special Divine Magic: Command Gnome, Earth-touch, Gnome-to-Gargoyle

Associated Cults

Chalana Arroy: provides Heal Body.

Lodril: provides Summon Lodril.

Special Pamalt Divine Spells

Earthtouch

2 points

touch, temporal, nonstackable, reusable

Through this spell, the caster learns the exact STR, CON, SIZ, INT, POW, DEX, and APP of any entity touched. It also informs the user of the target's current hit points, magic points, and fatigue points. The spell can be boosted to sense through Countermagic or Shield.

Gnome-to-Gargoyle

ranged, temporal, nonstackable, one-use only

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

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

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



Pocharngo the Mutator

THE COSMIC CANCER

Pocharngo is the chaos god of corruption and mutation-change from without. It is worshiped primarily by chaos monsters, and its cult cannot exist in any human society.

Pocharngo's temples are small and scattered. Larger temples do exist, but shrines are the most common type of site.

Shrines teach Create Gorp.

Special Pocharngo Divine Spells

Create Gorp

1 point

ritual Enchant spell, stackable, reusable

This ritual is performed over the earth itself. It transforms a portion of the ground into a live gorp with a SIZ equal to the number of points in the Create Gorp spell.

Consume

1 point

ranged temporal, stackable, reusable

This spell does 1D3 damage to a random hit location of a target whose magic points are overcome, ignoring all armor. On subsequent rounds, during the bookkeeping phase, the target must try to roll his current magic points x5 or less on 1D100. If he fails, he takes another 1D3 damage in the same location. This continues until the hit location is completely destroyed (turned into gray slime) or the victim succeeds in his magic point x5 roll, in which case the spell's effects end. Countermagic and similar spells cannot block this attack after the first melee round, but Dispel, Dismiss, or Neutralize Magic can cancel the process. Damage done can be healed normally.

Each additional point in this spell decreases the target's magic point x5 roll by 25 percentiles (to a minimum 5% chance of success) If a victim had 18 magic points and was being afflicted by Consume 2, he would have to roll 65 or less to resist the spell's affect.

Corruption

4 points

touch, instant, nonstackable, one-use

This spell completely transforms the target, whose magic points must be overcome. Over the next 1D10 rounds, the target is warped and transformed into a gruesome chaos horror. Roll 2D6 for each of his characteristics. If the 2D6 result is odd, subtract it from the characteristic. If the result is even, add it to the characteristic. The 2D6 roll is always subtracted from APP. If any characteristic except APP is reduced to 0 or less, the being becomes incapable of survival and dies immediately.

Only Divine Intervention can halt the transformation process once it has begun.

Wither

3 points

ranged, instant, stackable, reusable

This spell must overcome the target's magic points to be effective. A random spell hit location is rolled, and that body location becomes permanently withered, deformed, and useless. The location is reduced to 0 hit points, but no general hit point damage is done. If a vital organ is affected, such as the head, chest, or abdomen, the target dies. A Withered limb cannot be Healed, but it could be amputated and then Regrow Limb or Regenerate used to restore it properly.

Initiate Membership

Requirements: must possess an obvious chaos feature and sacrifice a point of POW to Pocharngo.

Spirit Magic: teaches none, but cult members usually learn from friendly cults or shamans.

Priesthood

Requirements: a candidate for priesthood must have voluntarily undergone the Corruption spell. He must also pass the Test of Holiness (roll POW x 3 or less on 1D100).

Note: a priest of Pocharngo must devote 50% of his time to the cult to maintain his status, but need give up no income.

Common Divine Magic: Dismiss Magic, Divination, Worship Pocharngo

Special Divine Magic: Create Gorp, Consume, Corruption, Wither

Associated Gods

Primal Chaos: provides Chaos Feature.



Primal Chaos

THE CHAOS OOZE

Chaos surrounds Glorantha, ever trying to penetrate and reclaim the world. If it succeeds, the world will end utterly. This cult-Primal Chaos-is the forefront of the attack. Only allies and creatures of chaos belong. Most also worship some other chaos thing and some completely ignore Primal Chaos.

Temples of Primal Chaos are all shrines, which teach Chaos Feature.

Initiate Membership

Requirements: any creature possessing a chaotic feature is automatically an initiate of Primal Chaos. No POW need be sacrificed. Initiation is permanent: even if the chaos feature is someday lost, there is no way to remove the chaos taint.

The Curse of Thed

d100 chaotic feature

01-03	lose 1D6 POW; if reduced to 0, victim becomes an undead-like being incapable of regenerating magic points.
04-05	lose 2D6 POW; see above if POW=0.
06	lose 3D6 POW; see above if POW=0.
07-08	lose 2D6 DEX; if reduced to 0, victim becomes a gorp.
09	lose 4D6 DEX; see above if DEX=0.
10-11	lose 2D6 STR; if reduced to 0, victim becomes incapable of physical (but not magical) action.
12	lose 4D6 STR; see above if STR=0.
13-14	lose 2D6 CON; if reduced to 0, victim dies.
15	lose 4D6 CON; see above if CON=0.
16-17	lose 2D6 SIZ; if reduced to 0, victim vanishes from existence.
18	lose 4D6 SIZ; see above if SIZ=0.
19-20	can only heal naturally-magical healing is useless.
21-22	does not regenerate fatigue loss naturally-must use spells to recover lost fatigue.
23-24	becomes immune to fire damage.
25-27	all foes have +20% to hit victim.
28-29	incapable of parrying or dodging.
30	unbalanced (one-legged? asymmetrical?), suffers special knockback result from all blows.
31-32	any poison damage is instantly fatal.
33-34	double all damage taken from edged (non-impaling) weapons.
35-36	double all damage taken from blunt weapons.
37-38	double all damage taken from impaling weapons.
39	double all damage taken from weapons.
40-42	may not resist magic spells
43-44	takes 1D6 damage per round of exposure to specific ubiquitous substance (i.e. sunlight, smoke, water, healing spells)
45-49	attracts magic: all spells cast in a 20m radius automatically target against victim.

50-52	becomes incapable of resisting or attacking in spirit combat. Spirits automatically overcome victim, who cannot fight back.
53-55	movement reduced to 1m/SR.
56-57	victim fanatical forever (as per the spirit magic spell).
58-60	takes 1 point of damage in random location each melee round until death ensues
61-62	becomes silent when moving; add 50% to Sneak ability.
63-64	flesh raw and easily irritated-take 1 point damage each round armor or clothing worn.
65	one hit location becomes vital; if that location takes even a single point of damage, victim dies instantly.
66-67	roll CON x 5 or lose consciousness for an hour. Roll once per hour.
68-69	victim demoralized forever (as per the spirit magic spell).
70	victim befuddled permanently. Must fail an INT roll every round he attempts any action.
71-75	lose body part, (i.e., arm, eyes, head)
76-80	inconveniently rearrange organ(s) (i.e., have eyes relocated to elbows, or hands to cheeks)
81-85	gain new useless or hindering ability or organ (i.e., glows in dark, gains mouths all over body)
86	make no vocal sounds, including spell casting.
87	victim may not attack physically.
88	victim immobilized and incapable of any agility skill (except parrying).
89-92	immune to magic; no spells, including beneficial ones, affect victim.
93-94	become capable of only 1 action per melee round instead of two. (i.e., if victim attacks, he cannot dodge or parry).
95	victim splits in two, becoming two separate beings, each with half the characteristic scores of the original Skills with an even percentile score go to one being, skills with an odd score to the other. Unreceived skills are at base chance.
96-00	gamemaster's choice or roll twice more.

Spirit Magic: none

Devotees (priesthood)

Requirements: any being attaining the status of shaman or priest in any chaos cult can become a devotee of Primal Chaos. He need not possess a chaotic feature.

Common Divine Magic: Worship Primal Chaos

Special Divine Magic: Chaos Feature

Special Primal Chaos Divine Spell

Chaos Feature

5 points

ritual Ceremony spell, one-use

This ritual takes 12 hours and gives the user a chaotic feature. Roll 1D6. A roll of 1-3 means that the feature is taken from the standard Chaotic Features table given in the *Rune-Quest Glorantha Book*. A roll of 4-6 means that the feature is taken from the Curse of Thed table.

For each chaotic feature a devotee accepts, he adds 10% to an accumulating chance of turning into a broo. This transformation may not be resisted nor altered, and is permanent once it takes effect. The probability for the transformation must be rolled immediately upon the assumption of each chaotic feature.



The Red Goddess

GODDESS OF THE RED MOON

The Red Goddess is the deity of the Red Moon, a celestial body which appeared in the sky in recent years (1202). In addition to ruling the heavenly body, the Red Goddess promises a self-awareness

Lunar Magic

Lunar magic is a weird combination of sorcery and spirit magic which was created by the Red Goddess and cannot be used by anyone but her initiates. Free INT is essential, and used exactly as in sorcery. Four skills, similar to sorcery skills, manipulate spirit magic spells to alter their effects. The skills are Amplify, Combine, Distance, and Prolong.

Normally, each magic point used with a skill requires one point of Free INT. Thus, a lunar magician with 10 Free INT could cast Amplify 5 and Distance 5; or Amplify 8 and Distance 2; or Amplify 3, Distance 6, and Prolong 1; or any combination thereof, so long as the total does not exceed his Free INT of 10.

Just as with sorcery, when a spell is cast using lunar magic skills the chance of success is equal to the user's lowest ability in all of the skills and spells involved. The spirit magic spell chance for success is still the user's POW x5% minus his ENC in percentiles.

Amplify: this skill increases the effectiveness of spirit spells. Certain spirit spells receive no benefit from this skill, namely: all ritual spells, Control [Species], all Detect spells, Ignite, and Visibility.

When used with variable spirit spells, the points of Amplify are added to the spirit magic's points. Thus, if 5 points of

which gives initiates a special outlook on life. The Red Goddess herself, began as a young human girl with awakened senses, conquered them, and survived to become a kind and-pure goddess. She is worshiped by folk from all walks of life inside the Lunar Empire.

All sizes of temples to the Red Goddess are found inside the Empire. Outside its boundaries, usually only minor temples are found.

Her shrines teach only Worship Red Goddess.

Despite its ubiquity, only about 1% of the population of the Lunar Empire directly worships the Red Goddess.

Initiate Membership

Requirements: a candidate must be illuminated,. He must also either be a priest of a lunar cult or have a skill of 90% each in Ceremony, Enchant, and Summon, and be an initiate of a lunar cult. He must be approved by an Examiner. This examination is abstracted as a successful roll of INT+POW or less on 1D100. He need not sacrifice any POW to the Red Goddess.

Note: an initiate must donate 10% of his income and time to the Red Goddess and be willing to serve as an examiner, if so called. An initiate of the Red Goddess can learn lunar magic.

Examiners

Examiners are officers who initiate new members into the cult, collect tithing, and co-ordinate intercultural activities by lunar associate cults. All Examiners are appointed by the Red Emperor, who is the head of this subcult.

Associated Cults

Etyries: provides Mindlink.

Seven Mothers: provide Command Lune, Excommunication, Mindblast, Regrow Limb, and Truesword.

Amplify were used with a Bladesharp 4, the result would be a Bladesharp 9.

When used with non-variable spells, each point of Amplify adds to the spirit spell's effectiveness, but the exact increase depends on the spell being used. The points of Amplify are simply added onto the cost for the spirit magic. The Amplify Effects table lists non-variable spirit spells and the actual benefits gained for each point of Amplify.

Combine: this skill allows the user to cast multiple spells so that they all take effect at the same strike rank. Each spell may be manipulated by Lunar magic skills. The time necessary to cast all spells involved is equal to the caster's DEX SR plus 1 for each magic point in the spell with the most magic points.

Example: If a caster with DEX 10 tried to cast Bladesharp 2, Protection 6, and Shimmer 3 simultaneously, the spell would go off at the caster's DEX SR of 3 plus 6 for the magic points in the Protection spell (the most powerful spell being cast) for a total of SR 8. The total magic point cost is 13.

Distance: each point of Distance adds 50 meters to the range of any ranged spirit magic. The target of the spell must be visible to the caster.

Prolong: each point of Prolong adds 5 minutes to the duration of any temporal spirit magic.

Amplify Effects

Befuddle: increases the necessary roll to shake off Befuddlement by 10 percentiles, to a maximum of a roll of 96-00 needed.

Darkwall: increases the Darkwall's area by 5 square meters.

Demoralize: decreases the victim's chance to hit by a further 5 percentiles.

Disruption: increases damage done by 1.

Fanaticism: increases chances to hit by 10 more percentiles, and decreases Dodge by 10 more percentiles.

Firearrow: adds +1D6 to damage per two points of Amplify.

Fireblade: adds +1D6 to damage per four points of Amplify.

Light: lights up +10 more meters in radius.

Lightwall: increases the Lightwall's area by 5 square meters.

Speedart: adds 5 percentiles to the chance to hit and +1 to the damage done.

Illumination

Illumination is a psychic state brought about through the action of Nysalor, a dead god. Achieving this status takes years of effort, and its ramifications are too complex to go into here.

"Riddlers" (as illuminates are vulgarly termed) can be found throughout central and western Genertela. Outside the Lunar Empire, riddlers are hated and hunted, believed to be manifestations of the dead chaos god Gbaji.

However, in the Lunar Empire, riddlers are honored and encouraged—one primary reason for the distrust of the Lunar Empire by neighboring peoples.

Cyclical Magic

The changes in the moon's phases affect the magical power of the Red Goddess upon the world. Lunar magic follows this cycle.

<i>day</i>	<i>effect</i>
Dark/Dying Moons	no spell manipulation possible.
Crescent Moons	only one lunar magic skill may be used at a time; i.e., a spell could not be both Prolonged and Amplified.
Half Moons	all skills available and freely usable, limited by the magician's current Free INT.
Full Moon	all skills available and freely usable. Lunar magicians can use their full Free INT on each lunar magic skill used. Thus, a magician with 10 Free INT could cast Amplify 10, Distance 10, and Prolong 10, all on the same spell.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are affected beneficially.

VARIES

River Gods

SPIRITS OF THE WATERWAYS

Each important river has its own local spirit, worshiped by those dependent on it for their livelihood.

Most river cults have a minor or major temple at the river's mouth or head, and several shrines along the rest of its length.

Shrines teach Float.

Initiate Membership

Requirements: standard. Skills = Boat, Devise, Swim, World Lore

Spirit Magic: Glue, River Eyes

Priesthood

Requirements: standard.

Note: some rivers provide Rune spells besides those listed.

Common Divine Magic: Command Cult Spirit, Divi-



The cult of the Red Moon embraces all other ways and philosophies. It has absorbed the random, fundamental change of chaos and the steady, unyielding law of Malkion and formed them to her own desires.

nation, Find [Substance], Sanctify, Spellteaching, Summon Naiad, Summon Undine, Worship [River]

Special Divine Magic: Float

Associated Gods

An initiate of a river god is usually considered to be an initiate of all other river gods when traveling.

Special River God Spirit Spell

River Eyes

1 point

ranged, temporal, active

This spell allows the user to see through water as if looking through air (or vice versa, for water-dwellers). It accurately eliminates all reflections and refractions. If the water is murky, or the air foggy or smoky, the spell will not render the medium transparent.



The Seven Mothers

RECREATORS OF THE RED GODDESS

The Seven Mothers is the guardian cult of the Lunar Empire's borderlands. It is the official state organ

responsible for keeping foes of the Empire out and admitting friends of the Empire. For the former mode, the cult has a warrior subcult, terrible in its fury. In the latter mode it is a teacher subcult whose mission is to educate those wanting to meet the Red Goddess.

The Seven Mothers is a proselytizing cult. Its members include both missionaries and converts. Anyone who wants the benefits of the Lunar sphere of influence must pay attention to this cult and its welfare.

This cult is mainly composed of minor and major temples. There are few shrines.

Shrines teach Madness.

Initiate Membership

Requirements: standard. Skills-any five chosen by the candidate.

Spirit Magic: Befuddle, Glamour

Rune Lord

Requirements: the candidate must have 90% skill in two of the following: Lance Attack, Scimitar Attack, Shield Parry, or Spear Attack. He must have 90% skill in three of the following: Climb, Conceal, Human Lore, Listen, Read/Write Pelorian, Sneak, Track, or World Lore. He must have 50% skill in Orate, Ride, and Scan. And finally, he must pass

Lunes

Lunes are lunar elements. They must form from intense moonlight and appear as pools of pulsating red light. Such a glow can only be produced on the surface of Glorantha by moonrocks from the surface of the red moon. Moonrocks are, obviously, difficult to obtain, and are available only to priests, and then at some cost.

The glow of moon rocks waxes and wanes with the Red Goddess herself. Lunes cannot be summoned outside of the Glowline on the Dark or Dying days of the lunar cycle. On the full moon and on the days of the Empty Half and Full Half moon, each 6 ENC of moon rocks produces an intense enough glow to form 1 cubic meter of lune. On the days of the crescent moon, it takes 12 ENC to produce a cubic meter.

They are much like Shades in their method of attack, except that they attack with madness rather than fear-shock. The lune matches its magic points against the target's POW. The lune must be touching and partially engulfing the target to use this attack form. If the mad-

ness attack of the lune is successful, consult the Lune Madness table to determine the attack's effect.

A lune can only use madness on a given victim once every full turn. Unconscious beings are immune to madness.

Each round that a victim is completely engulfed by a lune, he loses one magic point (which is not gained by the elemental). A lune can engulf 10 SIZ points of opponent per cubic meter of volume it possesses.

A lune can combine madness and the magic point drain in the same round.

Lunes have the same statistics as do shades. On the day of the Full Moon, however, their hit points and magic points are increased by half again (round fractions up). The madness attack takes place on the SR that the victim is touched. The magic point drain takes place on SR 10 of the round the lune engulfed its victim.

Sample Lunes

<i>characteristics</i>	<i>average (on full moon)</i>
STR 1D6	3-4
SIZ 1 cubic meter	
POW 1D6	3-4 (5-6)
HP 1D6	3-4 (5-6)
Move 6	6

<i>characteristics</i>	<i>average (on full-moon)</i>
STR 3D6	10-11
SIZ 3 cubic meters	
POW 3D6	10-11 (15-17)
HP 3 D 6	10-11 (15-17)
Move 6	6

<i>characteristics</i>	<i>average (on full moon)</i>
STR 10D6	35
SIZ 10 cubic meters	
POW 10D6	35 (53)
HP 10 D 6	35 (53)
Move 6	6

Lune Madness

success level effect on target

Critical	Target loses 1D4 INT permanently. Roll again for precise result, which lasts 30 minus POW in days.
Special	Paranoia. Victim attacks nearest person as if Fanatic (see spirit spell Fanaticism) for 30 minus POW in minutes.
Success	Catatonia. Victim collapses for 30 minus POW in minutes and cannot be awakened.
Failure	No effect on normal INT creatures. Fixed-INT creatures confused (as per Befuddle) for 30 minus POW in minutes.
Fumble	No effect.

a test simulated by a roll of POW x3 or less on 1D100, +3 percentiles for every point of divine magic he knows.

Note: when checking for Divine Intervention, a Seven Mothers Rune Lord rolls 1D10 rather than 1D100. He must give up 90% of his time and income.

Acolyte Membership

Requirements: as per priests.

Priesthood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Command Lune, Madness, Mindblast, Reflection

Chief and High Priests

A priest who runs a minor temple is titled chief priest. Priests heading major or great temples are termed high priests. Immediate aides to the high priest of a great temple may also be called chief priests.

Common Divine Magic: all

Special Divine Magic: Chaos Gift, Command Lune, Madness, Mindblast, Resurrection, Regrow Limb, Truesword

Associate Cults

Red Goddess: priests of the Seven Mothers may become initiates of the Red goddess, following the usual procedure.

Special Seven Mothers Divine Spells

Reflection 1 point

ranged, temporal, stackable, reusable

This spell operates as does the normal Reflection spell, described on page 35 of the *RuneQuest* Magic Book. However, it is affected by cyclic magic:

Dark/Dying Moons - spell is ineffective.

Crescent Moons - only reflects 1 point of spirit or sorcery magic per point or 1 point of devine magic per two points.

Half Moons - as per the normal Reflection spell.

Full Moons - reflects all spells weaker than the Reflection, not just those which fail to overcome the defender's magic points. Reflected spells have no effect on the defender.

Chaos Gift 2 points

self temporal, nonstackable, reusable

For the duration of the spell, the priest gains a random chaos feature from the Chaotic Features chart on page 30 of the *RuneQuest* Glorantha Book. This spell is subject to cyclical effects:

Dark/Dying Moons - cannot be cast

Crescent Moons - feature lasts 2 minutes

Half Moons - feature lasts 15 minutes

Full Moons - feature works for 4 hours

Once this spell has been used, a person always is detected as chaos-tainted by appropriate detection magics, abilities, or spirits. If a successful Divine Intervention is used as this spell is cast, the priest can choose which chaotic feature he wishes to obtain.

Cyclical Divine Magic

The changes in the moon's phases affect the magical power of the Red Goddess upon the world. Spirit magic and sorcery are unaffected by the cycle, for they come from within men, not gods. All Lunar divine spells follow this cycle, unless specified otherwise.

<i>day</i>	<i>effect</i>
Dark/Dying Moon	only 1 point spells available, and no spells may be stacked.
Crescent Moon	up to 2 point spells available, but no more than two compatible spells may be stacked together.
Half Moon	all spells available and freely stackable.
Full Moon	all spells available and freely stackable. Temporal spells have double normal duration.

The Glowline

The Glowline is a magical boundary which surrounds most of the Lunar Empire. Within the Glowline, the moon is always full, and all spells cast by Lunar priests within the Glowline are thus beneficially affected.



The Storm Bull

BERSERKER GOD, CHAOS KILLER

The Storm Bull is the god of berserks. He is the Desert Wind, the raw power of righteous purifying rage. The primary purpose of the Storm Bull is to prevent the rise of the Devil, or any associated form of Chaos.

His temples are rarely larger than minor temples. However, thinly scattered across barbarian lands are special holy sites to the Bull. These holy sites each support a major or great temple.

Shrines teach Impede Chaos.

Initiate Membership

Requirements: standard. Skills-any Attack, any Attack or Parry, Scan, Search

Note: initiates gain the skill of Sense Chaos.

Spirit Magic: Detect Enemies, Dispel Magic, Fanaticism, Heal, Protection

Special Storm Bull Skill

Sense Chaos Perception (05%)

This special perception skill begins at 5% plus the skill category bonus. It is available only to Storm Bull initiates, and may only be increased by experience-not by training or research. It allows the user to sense the presence of chaos in animate or inanimate form, including visible spirits. The ability does not single out the source, as a Detect spell would, but rather gives the warrior a vague sense of unease and the knowledge that chaos is close at hand. The intensity of the feeling gives a rough estimate of the amount of chaos present. This skill is effective within a 15m radius.

Storm Khans

Requirements: Storm Khans are also priests. A candidate must have 90% in his main weapon, know Heal 4, and have 90% skill in four of the following: a second Attack, Ride, Scan, Search, Sense Chaos, Shield Parry, Track.

Note: Storm Khans must give 90% of their time and income to the cult, but since they rule the religion, they can generally use the money and assign the time as they see fit.

Common Divine Magic: all

Special Divine Magic: Bererker, Command Sylph, Face Chaos, Impede Chaos

Associate Cults

Chalana Arroy: provides Cure Chaos Wound.

Eiritha: provides skill of Understand Herd Beasts.

Ernalda: provides Earthpower.

Orlanth: provides Shield.

Valind: provides Cloud Call.

Waha: provides Command Spirit of Law.

Zorak Zoran: provides Fear.

Special Storm Bull Divine Spells

Face Chaos

ranged, temporal, nonstackable, reusable

This spell cannot be resisted and can be cast only on non-chaotic targets. When cast upon a single fighter, that person stands his ground and fights any chaotic foe he faces, even if ordinarily he would have run. In general, this spell is used on outsiders since Storm Bull cultists stand against chaos regardless of fear.

This spell does not render its target immune to the effects of such spells as Demoralize or Panic, though he still will not flee. A Demoralized fighter continues fighting, though at half attack chances; a Panicked fighter cannot fight at all, but does not flee; etc.

Impede Chaos

ranged, temporal, nonstackable, reusable

The target of this spell becomes difficult for chaos creatures to hit. Subtract 30 percentiles from the attack skill of any chaos creature attacking this spell's recipient. Impede Chaos is ineffectual against non-chaos opponents.

1 point

1 point



Subere

GODDESS OF THE DARK DEEP WITHIN

Subere is the goddess of Hell Darkness, the darkness which has never been pierced by light. When folk delve into the blackest secrets and the ultimate truths of darkness, Subere, the "Darkness without Shadow," awaits them. Because of her importance, she will always be worshiped. Because of her frightfulness, she will never be popular.

Subere's cult is small and her temples are rarely larger than shrines.

Shrines teach Attack Soul.

Initiate Membership

Requirements: must either be a creature of darkness (such as a troll) or be an initiate of a darkness cult. The candidate must also succeed in a skill roll in both Ceremony and Summon and provide his priest with a 200 penny fee.

Spirit Magic: none

Priesthood

Requirements: must be 100% in both Ceremony and Summon.

Note: Subere's priests need donate only 50% of their income and time to the cult.

Common Divine Magic: Binding Enchantment, Summon [Species], Worship Subere

Special Divine Spells: Absorption, Attack Soul, Command [chonchons, ghosts, ghouls, hags, shades, hellions, lamias, all types of spirits, and wraiths]

Associated Cults

Kyger Litor: provides Darksee.

Special Subere Divine Spell

Attack Soul

ranged temporal, nonstackable, reusable

This spell enables the caster to attack a single chosen target in a form of spirit combat without being disincorporate. If the caster overcomes the target's magic points, the target loses 1D3 magic points. Just as in spirit combat, the target can resist and attack back, reducing the caster's magic points. Unless one of the participants is disincorporate or capable of disincorporating, neither can possess the other's body.

The target may not resist this spell's effect on him, though Countermagic or similar magic might block it. Spells such as Spirit Block or Spirit Screen work normally to protect their users. Unlike spirit combat, the caster can break off or resume this attack at any time during the spell's duration.



Thed

CHAOS SOURCE OF THE BROOS

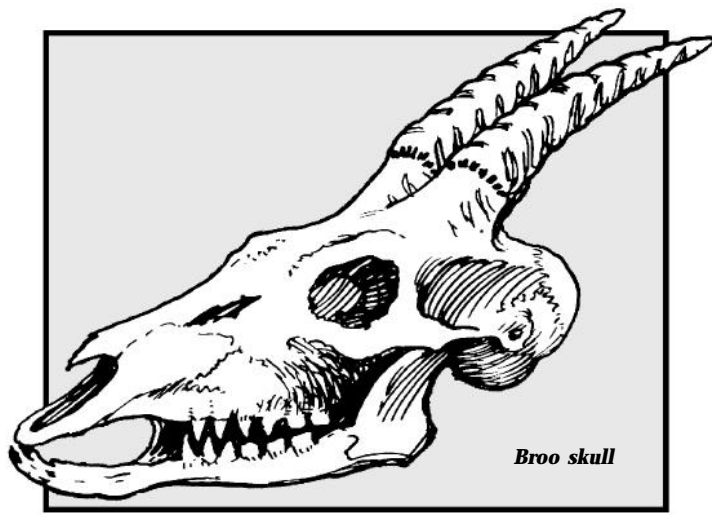
Thed is the goddess of rape. She is one of the Unholy Trio, the first conspiracy that created chaos, and is also the ancestress of the broos.

Her temples depend upon the size of the broo gang worshipping in that place, usually only shrines. Larger temples form when several gangs combine.

Shrines teach Reverse Chaos.

Initiate Membership

Requirements: must be a broo and sacrifice a point of POW to the cult. A non-broo can attend cult



Broo skull

ceremonies, but before initiation can take place he must become a broo, usually through the Chaos Feature ritual of Primal Chaos.

Spirit Magic: all spells are available through cult shamans.

Acolyte Membership

Requirements: must have 90% in any Stealth skill, Conceal, or Tracking, plus 90% in any fighting skill.

Special Thed Divine Spells

Chaos Spawn 2 points

ritual Summon spell, nonstackable, one--use

This spell summons a wailing, moaning void which appears in mid-air. Anything entering this void is irrevocably lost. The void is a popular way to sacrifice to Thed. After 1D4 minutes, the void vanishes, disgorging a chaos creature.

The chaos priest can choose what creature appears within certain limits, determined by the sacrifice made.

If no sacrifice is made, the arrival is always a gorp. If a fixed-INT creature is sacrificed, the summoned monster can be any fixed-INT chaos creature. If an intelligent creature is sacrificed, the summoned monster can be any chaos creature. If a spirit is sacrificed (most easily done by hurling a binding enchantment into the void), a chaos spirit, such as a ghoul spirit or spirit of disease, may be summoned.

Neither the POW nor SIZ of the arrival may be greater than the POW or SIZ respectively of the sacrifice, unless no sacrifice is made, when a random gorp appears.

Rebirth of Chaos 5 points

ritual Ceremony spell, nonstackable, one-use

This spell may only be learned by shamans of Thed. It gives the target a chaos feature, randomly chosen from the Chaotic Features table on page 30 of the *RuneQuest* Glorantha Book.

There is a danger in this. The recipient has a percentage chance of dying equal to 5% plus 5% more per chaotic feature he already has. A broo already with two chaos features stands a 15% chance of death if the spell is cast upon him.

Reverse Chaos 2 points

ranged, temporal, nonstackable, reusable

This spell is aimed against a single victim, whose magic points must be overcome by the caster's. If the victim fails to resist, he must roll on the Curse of Thed table (found in the Primal Chaos cult) and apply the effects to himself. If a successful Divine Intervention is stacked with this spell, the shaman can choose what effect he wishes to inflict upon the victim. This spell does not taint its target permanently with chaos.

Acceptance is automatic if these requirements are fulfilled and the initiate desires it.

Shamanhood

Requirements: any broo shaman who is also an initiate of Thed qualifies for cult shamanhood.

Notes: shamans of Thed are also priests.

Common Divine Magic: Divination, Mind Link, Sanctify, Spirit Block, Worship Thed

Special Divine Magic: Chaos Spawn, Rebirth of Chaos, Reverse Chaos

Associate Cults

Malia: provides Cause Soul Waste.

Primal Chaos: provides Chaos Features.

VARIES

Thief Gods

PARASITES OF CIVILIZATION

Thieves and other self-seeking scum plague all civilized communities. Many accepted gods have thieving abilities. Orlanth thieves follow the tradition of their god as adventurer and often try especially daring malfesances. Tricksters know their god made the first theft, and they are often thieves. Many thieves worship no gods at all, depending on their own skill to evade capture. Yet many locales have their own persistent and illegal thief gods with strange and exotic names. Though there are many

Sample Thief Cults

Black Fang Brotherhood

The Black Fang Brotherhood is an organization of robbers and assassins located in the ruined city of Pavis. The Brotherhood's priests are also shamans. Initiates are taught to brew poison and must be-skilled with dagger or blow-gun. The Brotherhood teaches the special divine spell Shattering.

The Lamsabi

Lamsabi is not the name of a god, but rather the name of an extended network of burglars and thieves which extends throughout the eastern coastal cities of Pamaltela, especially around the Maslo sea. The name of the god of the Lamsabi is unknown to all but cult initiates. Lamsabi is especially notable because its members never kill a person in the commission of their crimes. Secrecy is the watchword of the network. They kill their own members, but never outsiders, to ensure safety. The Lamsabi teach the special divine spell Seal Tongue.

Selarn

Selarn is the god of the thieves of Afadjann, a major Fonritian state. These thieves have an ancient tradition which predates the Dawning. They have survived the harsh government and secret police of their state for centuries. They teach the special divine spell Divination Block.

Special Thief God Divine Spells

Divination Block (Selarn) 3 points

ritual Enchant spell, stackable, reusable

This spell enchants a single definable material object. POW must be stacked with the spell. Each point of POW used keeps the history of that object from being revealed by Divination or any knowledge spells (such as those wielded by Lhankor Mhy's sages) for a specified period of time in the object's history up to 24 hours in length. The existence of the Divination Block itself can be determined, however. Each additional point of POW used increases the blanked-out period of time by 24 hours.

The Divination Block can be performed for a future specified period of time. During the time the Block is in effect, no Detect, Find, or other sensory spells can detect the object.

As with all enchantments, Divination Block cannot be Dispelled, Neutralized, or Dismissed. Unlike most enchantments, even if the object is broken, the Divination Block remains in effect.

Seal Tongue (The Lamsabi) 4 points

ritual Enchant spell, nonstackable, reusable

This four-hour long ritual must be performed over a willing recipient, who must sacrifice 2 points of his own POW in the process. It allows him to automatically use his magic points to resist anyone attempting to interrogate him with a truth-detecting or truth-enforcing spell of any nature. If he successfully resists, the spell has no effect on him. If he fails to resist, he dies.

The use of this spell is notorious among the officials of the coast cities, who have nearly given up using truth spells on captured Lamsabi. This ritual is a prerequisite for advancement in the society, and all Lamsabi knowing important secrets have received it.

Shattering (Black Fang) 1 point

ranged, instant, nonstackable, reusable

The caster must overcome the target's magic points for this spell to take effect. It does 2D6 points of damage to a random hit location of the target. Armor protects against this damage normally.

thief gods, perhaps all are disguises of one god, the King of Thieves.

No thief god is widespread, and no thief god has a large cult. Shrines are usually the largest temple available.

Shrines teach a divine spell particular to the god.

Initiate Membership

Requirements: must be recommended by a fellow thief who is already an initiate. Other tests are standard, except that Ceremony is replaced by Sleight in the skill test. Skills-Climb, Devise, Hide, Sleight, Sneak.

Spirit Magic: usually none available, though members are encouraged to learn useful spells from sorcerers or other cults.

Priesthood

Requirements: standard. Each priest rules his own ring, and each new priest forms his own band of thieves. Internecine conflict is common.

Common Divine Magic: Worship [Thief God]

work in unofficial harmony, for a worshiper can get rune spells from any shrine. However, the wide distance between shrines permits only well-traveled tricksters to carry a wide array of spells.

Spells taught vary greatly from shrine to shrine.

Initiate Membership

Requirements: the initiate must be willing to become an outlaw, plus pass any other test desired by the local trickster priest, who is always eccentric and sometimes cruel. He may make the candidate search through a huge steaming dungheap for one tiny pearl, or steal a stick from a wyvern's nest.

Note: tricksters are, by definition, outside the law. The law does not punish their crimes, but there are no legal sanctions against those harming tricksters in any way, either.

All tricksters are also acolytes, with access to reusable divine magic. A local trickster takes care of the shrine's upkeep. In turn he gains the title of 'priest' and a yearly point of POW, if he leads worship ceremonies.

Special Divine Magic: each shrine is different

VARIES

The Trickster

JESTER AND SCAPEGOAT

Trickster goes by many names and many shapes. He is a liar, a shapeshifter, a joker, a murderer, an innocent victim, a ravenous glutton, usually insatiably selfish but occasionally touchingly generous. He is a paradox and a mystery, too shallow to be real. Tricksters are ill-mannered, gluttonous, and selfish in every way. They are vagabonds, drunkards, madmen, outcasts, and thieves.

Each Trickster cult is separate from all others, each with its own divine spell. His temples are usually only shrines. Paradoxically, these many shrines

Special Trickster Spirit Spell

Hotfoot (Imp aspect) 1 point

ranged, instant

Note: shrines to the Imp provide a Spellteaching divine spell which teaches only the spirit magic of Hotfoot to its users.

If the target's magic points are overcome, he receives a burning pain in one foot (chosen by the caster), and cannot stand on that foot for the rest of the melee round. If the target succeeds in a DEX x5 roll, he can hop around on his other foot until the heat dies down. Otherwise, he falls down.

Trickster Aspects

Each aspect of the Trickster has at least one type of shrine dedicated to him. Often, no specific name is given to a particular shrine, or a shrine is known simply as something like Trickster Laughing or Trickster's Toenails.

Such 'generic' shrines variously provide Reflection and, individually, all the divine Illusion spells of *RuneQuest*, though a worshiper may have to travel a great distance to obtain them all.

Many shrines teach combined, but limited, versions of the various Illusion spells to create a specific illusion. Some are: Create Wine (1 pt), Gold Into Hay (1 pt), Create Feast (4 pts), Change a Cow's Color (1 pt), and Make Fine Clothes (2 pts).

Other Trickster Types

Many other forms of the Trickster can each be found at their own shrines. Some important Trickster-type gods combine one or more of the aspects implied below.

Special Trickster Divine Spells

Become [Other Shape] (Shapechanger aspect) 3 points

self, temporal, nonstackable, reusable

This spell comes in many forms. It turns the user's shape into that specified by the spell. The user retains all his old characteristics and skills, except for SIZ, which he chooses. His new SIZ cannot be larger than usual, but it can be smaller. He gains all the abilities (or lack of same) of the new shape. Each shrine has only one type of shape the trickster can turn into. The shapes vary tremendously. The spell often turns the user into an animal, but some spells turn him into a type of tree, a rock, or even (in Naskorion, a city of Ralios) a dirty shirt or (in Pent) a pile of dung.

Charisma (Seducer aspect) 1 point

ranged, temporal, nonstackable, reusable

This spell doubles the basic APP of the target. No matter how high APP goes, the target remains recognizable.

Conceal (Thief aspect) 3 points

ranged, temporal, nonstackable, reusable

This spell makes the user invisible by attracting the enemies' attention to a spot other than where the character is. He remains unnoticed unless he wishes to draw attention to himself, or he is detected by magic. If he makes a noise, an enemy could try to strike him by ear, subtracting 50% from chances of success.

If the character protected by the spell attacks with missile, weapon, or magic, he becomes visible in the first strike rank of the round in which he attacks or acts and disappears again after the last strike rank of that round unless engaged in melee. In any round the character disengages from melee, he disappears again at the end of the round of disengagement.

Crack (Destroyer aspect) 2 points

ranged, instant, nonstackable, reusable

This spell must be cast at a non-living, non-magical object, including a piece of armor or a weapon. The targeted object immediately breaks into pieces. A Repair spell can fix the broken object.

Group Laughter (Jester aspect) 1 point

10m radius around caster, temporal, stackable, reusable

This spell ensures that everyone within the radius sees the point of every joke told, and is even capable of enjoying practical jokes played on themselves. Even old jokes that everyone knows seem funny when told to those affected by this spell. Additional points of this spell increase the radius of effect by 10m.

This spell's effects cannot be resisted. The caster can boost it with magic points to help penetrate Countermagic or similar defensive spells.

Hide Fire (Firebringer aspect) 2 points

ranged, temporal, nonstackable, reusable

This spell is cast upon a container of any type or size, including a man's hand, a burlap sack, or a pail. It permits the container to hold an appropriately-sized fire without burning or putting the fire out. Thus, a man could pick a candle flame off its wick and hold in his palm for the duration of the fire. He could also close his fist and hide the flame-when he opens his fist, the fire is still there.

Lie (Rogue aspect) 2 points

self, instant, nonstackable, reusable

This spell is undetectably cast at the same time that the trickster tells a lie. Anyone hearing the lie automatically believes it to be true, no matter how outrageous. They continue to believe it until they have incontrovertible evidence of its falsehood, or for at least one melee round in any case. For instance, if a trickster used this spell to tell his friends that the Sun wasn't going to rise tomorrow, it would elicit a great deal of panic until next morning or until a Yelm priest performed Divination and asked his deity what had happened.

Those who hear the lie second-hand are not forced to believe it, and can talk the original hearers out of their misled faith.

Panic (Fright aspect) 2 points

ranged, temporal, nonstackable, reusable

If the user overcomes the target's magic points with his own, the target is seized with an overpowering terror. He cannot cast any spells or attack in melee, though he can parry or dodge normally. Usually, he runs away.

Remove [Body Part] (Dismembered aspect) 2 points

self, temporal, nonstackable, reusable

This spell allows the user to pull off the specified limb or organ without damage or pain. The detached limb can be moved by the user, and he receives normal sensory input from it. If he had Remove Hand, he could take off his hand and send it crawling away. Even if the user cannot see his limb, he can still control it and feel what it feels, though he may not be able to tell where or how far away it is.

If the separated limb is damaged, all normal rules ensue as if it were not detached-the owner can become incapacitated, take general hit points damage, or even be poisoned. The user cannot grow a new equivalent part with a Regrow Limb or Regenerate spell, until the old part is destroyed.

The user can return the detached part if he brings it back within the spell's duration. If the spell ends before it is restored, it must remain separated until he casts the spell again.

Hallucinate (Truant aspect) 1 point

self only, temporal, stackable, reusable

Each point of this spell acts as 12 points-worth of any divine Illusion or combination of Illusions including Motion, Odor, Sight, Sound, Substance, or Taste. The hallucination is perceived only by the spell's user (and those in mindlink with him) and is completely undetectable to anyone else. A Second Sight spell shows that the magic affects only the caster.

Strike (Murderer aspect) 1 point

touch, temporal until used, nonstackable, reusable

This spell is cast upon a weapon. The next blow by that weapon ignores all armor except parry armor.

Swallow (Glutton aspect) 1 point

self, instant, stackable, reusable

Each point of this spell allows the user to swallow an entire SIZ point of any substance. Thus, a 4 point spell would let the user swallow an average dog whole. The caster remains unharmed even if he swallows actively dangerous substances such as fire, acid, or poison. Any living being swallowed by the caster dies.



Triolina

MOTHER OF LIFE

Triolina is the Mother of Sea Life, and all sea creatures owe their existence directly to her. She is worshipped by mermaids and other intelligent sea creatures.

Triolina's cult has all sizes of temples available in the ocean deeps.

Shrines teach Command Undine.

Initiate Membership

Requirements: must be an intelligent sea-dweller. If neither of the candidate's parents were initiates of Triolina, he must succeed in a POW x3 roll to be accepted as well as donate 100 pennies worth of goods. All initiates must sacrifice a point of POW to Triolina.

Spirit Magic: Coordination, Detect Magic, Dispel Magic, Endurance, Heal, Light, Mindspeech, Mobility, Protection, Second Sight, Shimmer

Acolyte Membership

Requirements: as per priests.

Special Triolina Divine Spells

Meld Form 1 point

ritual enchant spell, reusable

This ritual must be undergone to make the spell of Proteus effectual. A living creature of the type desired by the supplicant must be provided. The ritual takes six hours to complete. When the ritual ends, the creature vanishes completely, and the supplicant gains the ability to turn into that creature by use of the Proteus spell. Thus, the ritual requires the sacrifice of a living creature. The creature's soul is not destroyed, and goes to whatever afterlife it deserves when its body vanishes.

Any living thing can be used for this ritual, except for creatures lacking POW or permanent SIZ. Thus, a vampire, chonchon, nymph, or ghost could not be used for the Meld Form ritual.

Proteus 1 point

self only, temporal, stackable, reusable

This spell allows the caster to change his shape into that of one creature with which he has undergone the Meld Form ritual. Each point of the spell allows transformation into another such creature. The user's INT and POW do not change, but all other characteristics become identical to those of the creature used in the Meld Form ritual. The user can also use special innate powers of the creature he has become.

For the duration of the spell, the user can transform back and forth between his usual shape and the chosen creature's. Each transformation takes one melee round, during which the caster can do nothing else. If the caster uses more than one point, he can alternate between his available shapes.

Example: Bremildalker has 3 points of Proteus and can turn into a sardine, an octopus, and a sea serpent. If he uses all three points, he can switch back and forth between his own shape, the sardine's the octopus's, and the sea serpent's. Thus, he could become a sardine, then an octopus, then himself, then the sea serpent, then the octopus again, if he wished, for the spell's duration.

Priesthood

Requirements: standard. Skills-Animal Lore, First Aid, Plant Lore, World Lore

Common Divine Magic: all

Special Divine Magic: Command Undine, Heal Body, Meld Form, Proteus, Restore Health [DEX]

Associated Gods

Magasta: provides Breathe Air/Water.



Tsankth

GOD OF RAPACITY & PIRACY

Tsankth is the god of the pirates of Vormain. He incarnates the rapacity of mankind, the deadly speed of the barracuda, and the crushing grip of the great squid. Vormain has a very insular culture, and this is the only god of Vormain regularly contacted by the outside world.

He has all sizes of temples on Vormain. Outside that home island, only shrines are available.

Shrines teach Call Barracuda.

Initiate Membership

Requirements: standard. Skills-Boating, Cere-

Special Tsankth Divine Spells

Bind Ship 1 point

range 1 km, temporal, stackable, reusable

This spell must be cast upon a ship. Each point of the spell either increases the spell's range by an additional km or generates 1D10 points which are matched versus the target's structure points in a resistance roll. If the ship is overcome, it slows at the rate of 1 knot per minute until it is completely stopped. When the spell expires, the ship may begin moving normally, though it must accelerate from a stop.

If the ship has sails, they are strained by this deceleration. The chance of breaking or damaging the ship's rigging is equal to the Wind STR or less on 1D100, rolled when the ship comes to a complete halt.

Call Barracuda 1 point

ranged, instant, stackable, reusable

This spell causes the nearest barracuda within range to cease whatever it is doing and race to the spell caster. Each additional point can either call an additional barracuda or increase the spell's range by 100m.

Living Blade 3 points

ranged, temporal, stackable, reusable

When the target is under the influence of this spell, he moves with lightning speed and has 3 combat options each round instead of merely 2. He may still Dodge only once in a round, and cannot parry or attack twice with a single weapon.

Water Skating 2 points

ranged, temporal, nonstackable, reusable

This spell allows the target to skim atop water as if it were a solid surface. He moves at normal walking speed.

mony, Swim, Weapon Attack, Weapon Parry

Note: the pirates of Tsankth are forbidden to learn more than one point of the Heal spell.

Spirit Magic: Bladesharp, Coordination, Disrupt, Endurance, Heal

Acolytes

Requirements: as per priests,

Priesthood

Requirements: standard.

Common Divine Magic: Armoring Enchantment, Binding Enchantment, Command Cult Spirit, Extension, Magic Point Matrix Enchantment, Spell Matrix Enchantment, Spellteaching, Strengthening Enchantment, Worship Tsankth

Special Divine Magic: Bind Ship, Call Barracuda, Command Barracuda, Float, Living Blade, Water Skating



Ty Kora Tek

GODDESS OF THE DEAD

Ty Kora Tek is the Goddess of the Underworld. She rules the dead and is worshiped by those who prepare the dead for burial and who prepare the sick and dying for death.

Ty Kora Tek's cult is small, but she has at least a shrine in most great earth temples.

Shrines teach Bless Grave.

Initiate Membership

Requirements: must be a woman past the age of child-bearing (50+ years old) and have a 90% skill in Prepare Corpse. Must also sacrifice 1 point of POW to Ty Kora Tek.

Spirit Magic: Detect Magic, Dispel Magic, Extinguish, Second Sight

Special Ty Kora Tek Skill

Prepare Corpse Knowledge (10%)

This Craft allows the user to properly lay out a corpse and prepare it for the final rites. It also allows the user to know what rituals or spells are traditionally performed over the corpse.

Acolytes

Requirements: as per priests.

Priestesshood

Requirements: standard, except that the skill requirements are to have 90% each in Ceremony and Read/Write Own Language.

Common Divine Magic: all

Special Divine Magic: Bless Grave, Command Ghost, Summon Dead

Associated Gods

Asrelia: provides Hide Wealth.

Babeester Gor: provides Great Parry.

Ernalda: provides Command Gnome.

Maran Gor: provides Blast Earth.

Voria: provides Invigorate.

Special Ty Kora Tek Divine Spells

Bless Grave

1 point

ritual Summons spell

This ritual summons an invisible aspect of Ty Kora Tek to escort to Paradise the soul of a dead believer; a successful ritual ensures that the soul will not return as a bad ghost.

Summon Dead

2 points

ritual Summon Spell

This ritual must be performed over the corpse, grave or other remains of the individual being summoned. The name of the individual must also be known. If the person being contacted presently resides within Ty Kora Tek's vast Caverns of the Dead, his ghost rises from the earth at the end of the summoning, which acts in all other ways as a normal Summon spell.



Uleria

GODDESS OF LOVE

Love is the invisible Life Force energy which can fill and permeate anything physical, spiritual, or magical. Uleria is worshiped by anyone wanting her blessings.

Uleria's temples are mostly shrines. A few minor temples exist in large cities. A shrine might teach any one of the three cult special spells.

Initiate Membership

Requirements: must not be chaotic and must sacrifice one point of POW to Uleria.

Spirit Magic: none

Special Uleria Skill

Courtesan

Communication (100%)

Courtesans are skilled and professional craftspersons whose tools and media are human bodies. The techniques of love are multiple, but all are contained under this *RuneQuest* Communication Skill. It includes the fine points of verbal enticement, coercive seduction, titillating entertainment, tasteful foreplay, subtle manipulation, erotic carnality, exuberant climax, and satisfying after-play. Increased competency in the skill indicates increased finesse.

Special Uleria Divine Spells

Community

2 points

ranged, temporal, nonstackable, reusable

This spell guarantees rapid and easy communication of ideas, and facilitates the sharing of new or troubled thoughts. It does not aid in spell teaching, and doesn't help in mind reading or other mind-affecting effects.

The spell affects every individual within range who belongs to one of the same communities as the caster. All attempts at communication skill rolls are automatically effective when made to other individuals under the effect of the spell. Only skills in which the user is at 0% fail.

A "community" is defined as any social group or class with common interests. People living in the same small village, worshipping at the same shrine, or belonging to the same extended family could all qualify as a community. Larger communities are less personal, so any group with a thousand or more members does not qualify under this definition.

Erotocomatose Lucidity

2 points

touch, special duration, nonstackable, reusable

The intended recipient may not resist this spell's effects. Both the recipient and caster experience, and remember to his and her best ability, the ecstatic Oneness experienced during the moment of sexual climax. The experience lasts a number of minutes equal to the magic points expended.

Acolyte Membership

Requirements: must succeed in a roll of APPx5 or less on 1D100.

Note: Acolytes may learn the cult Courtesan skill.

Priesthood

Requirements: must succeed in a roll of APP x 1 or less on 1D100, have an Orate of 90%, and have a Courtesan skill of 90%.

Note: when checking for Divine Intervention, a priestess of Uleria rolls 1D10, rather than 1D100.

Common Divine Magic: Worship Uleria

Special Divine Magic: Community, Erotocomatose Lucidity, Reproduce

Special Valind Divine Spells

Increase Wind

1 point

100m radius around caster, temporal, stackable, reusable

This spell increases the average wind STR for the duration of the spell. Its effects vary depending upon the season in which it is cast: if cast in winter the wind STR increases by 2D6 per point, if cast in summer the velocity only increases by 1 STR per point, and if cast in other seasons the velocity increases by 1D6 per point.

Each additional point can add either another increment to the wind's STR, or 100 m. to the radius of effect. This spell has no effect upon temperature or wind direction.

Snow

1 point

100m radius around caster, temporal, stackable, reusable

This spell must be cast when precipitation is present. If it is raining, the spell changes all the rain to snow, sleet, or hail (at the gamemaster's option) within the spell's radius of effect. If it is already snowing, the spell doubles the amount of snow falling.

Each additional point of this spell increases the radius of affect by 100m.

After the spell expires, both participants' Fatigue is reduced by 10 points per magic point expended.

Reproduce

2 points

touch, instant, nonstackable, reusable

This spell is cast upon a single living thing of any sort, and permits it to recreate itself through the natural processes of the Life Force. The being's next attempt at procreation succeeds to the greatest degree possible. If a corn shoot were blessed, the full-grown plant would be heavily laden with ears, and all kernels in each ear would be large, fertile, and capable of growing a new plant. A human would give birth to a healthy baby, possibly even twins or triplets. However, if reproduction is normally impossible, this spell does not render it possible.



Valind

LORD OF WINTER

Valind is God of Winter and god of the frozen northern wastes. He is worshiped mainly to propitiate his wrath, but some inhabitants of the north or the mountains worship him to invoke his might against their enemies.

His cult has mostly minor temples with rare larger temples.

Shrines teach Snow.

Initiate Membership

Requirements: standard, plus must live in a land subject to winter. Skills-Climb, Scan, Weapon Attack, World Lore

Spirit Magic: Bladesharp, Dispel Magic, Disrupt, Extinguish, Mobility, Second Sight, Shimmer, Speedart, Strength

Priesthood

Requirements: must undergo a special ritual in which he submits himself to Valind's fury. Chances of success are equal to the character's hit points or less on 1D100. Each 2 points the D100 roll is failed by delivers 1 point of general hit point damage to the candidate.

Common Divine Magic: all

Special Voria Divine Spells

Flowers

1 point

touch, temporal, nonstackable, reusable

This spell allows the user to create flowers. When she touches any surface and expends a magic point, a pretty flower or spray of leaves unfurls on the spot touched. If the site is suitable for a small plant's continued growth, it takes root and sprouts. If the site is not suitable (such as behind someone's ear or on a tile floor) only the flower or leaves and a bit of stem appears, unconnected to the surface. She can continue thus creating flowers as she walks along until she runs out of magic points or the spell's duration expires.

Special Divine Magic: Cloud Call, Command Sylph, Increase Wind, Snow

Associate Cults

Orlanth: provides Flight.

Storm Bull: provides Face Chaos.



Voria

SPRING VIRGIN

Voria is the Spring Virgin, goddess of new beginnings, youth, and innocence. She is mostly worshiped by children.

She has a shrine at every great earth temple. Unlike most cults, her shrines provide all cult divine magic.

Initiate Membership

Requirements: none. Anyone old enough to speak that has never belonged to any other cult or entered adolescence may join. No POW sacrifice is required. When another cult is joined, this cult must be left behind.

Note: initiates of Voria may not sacrifice for divine magic. Initiates receive neither POW gains or divine intervention.

Spirit Magic: none

Priestesshood

Requirements: must be an adult female virgin who has never belonged to any other cult.

Note: a priestess may abandon her cult voluntarily at any time, when her Voria rune spells become one-use.

Common Divine Magic: Worship Voria

Special Divine Magic: Flowers, Invigorate, Speak With Small Animals

Associate Cults

Voria is associated with Asrelia, Babeester Gor, Ernalda, Maran Gor, and Ty Kora Tek. She receives no Rune spells from her associates, but her cult is protected and nurtured by them.

Invigorate

1 point

touch, instant, nonstackable, reusable

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

Speak With Small Animals

2 points

touch, temporal, nonstackable, reusable

This spell allows the person on whom it is cast to talk with any small harmless animal for the duration of the spell. The creature cannot answer back, but understands what is being said. The spell does not instill any intelligence to the creature, so it can comprehend only with its natural awareness.



Wachaza

WAR LORD OF THE OCEAN

Wachaza is the sea god of death and war. He is the war god for the majority of Gloranthan mermen and for a few sea-going cultures of humans as well.

Minor temples to Wachaza are found everywhere that merfolk must fight, and major temples are found where war is a way of life. His temples are smaller among humankind-shrines are his largest land temples.

Shrines teach Drown.

Initiate Membership

Requirements: standard. Skills-Dodge, Net Attack, Scan, Weapon Attack

Spirit Magic: Bladesharp, Coordination, Demoralize, Disrupt, Mobility, Second Sight, Slow, Strength

Acolyte

Requirements: as per war masters.

War Masters (priesthood)

Requirements: must have a 90% skill in Net Attack, Weapon Attack, and 50% skill in Ceremony. Must pass the Test of Holiness (POW x3 or less on 1D100).

Common Divine Magic: all

Special Divine Magic: Command Undine, Drown, Fear, Seastrength, The Fang of Wachaza

Associated Gods

Magasta: provides Breathe Air/Water

Special Wachaza Divine Spells

Drown

1 point

ranged, instant, nonstackable, reusable

This spell is only effective on airbreathing targets. The target's lungs fill with water, doing 1D8 points of damage to his chest if his magic points are overcome. The Breathe Water spell renders the user immune to Drown, but does not heal damage already taken.

Fang of Wachaza

5 points

ranged, temporal, nonstackable, reusable

This spell must be cast upon a spear, javelin, dart, or trident. The weapon's point(s) take on the appearance of old ivory while under the influence of this spell. Anyone struck by the weapon must resist with his CON vs. the actual damage taken through armor. If he fails to resist, he dies. If he successfully resists, he simply takes the damage rolled.

Seastrength

2 points

ranged, temporal, nonstackable, reusable

This spell doubles the target's base STR, with no restrictions on maximum limit. The target must be in contact with seawater when the spell is cast.



Waha the Butcher

KHAN OF THE PRAXIAN GODS

Waha is the god of the animal nomads of Prax and the Wastelands. His cult provides the basic life style and survival needs for these folk. It carefully explains what each man must do to survive, and determines the social order within the tribe.

The size of his temples varies with the size of the clan. Large clans have major or great temples, smaller clans have only shrines or minor temples.

Shrines teach Command Spirit of Law.

Initiate Membership

Requirements: must be a male tribal member, have 50% skill in Ride and a tribal weapon, and know one spell. A point of POW is sacrificed to Waha. Outsiders must join the tribe before they may join Waha's cult.

Note: initiates may not learn more than one point of the Heal Spell.

Spirit Magic: Countermagic, Detect Spirit, Heal, Peaceful Cut, Protection, Slow, Vigor

Shaman Membership

Requirements: any Waha initiate who becomes a shaman qualifies for this status.

Note: a Waha shaman can learn divine magic reusably as if he were a priest. He must give up 90% of his time and income to the cult.

Common Divine Magic: Extension, Spellteaching, Worship Waha

Special Divine Magic: Command Gnome, Command Spirit of Law, Fix Intelligence, Release Intelligence, Shield

Khan Membership

Requirements: all potential khans must be of noble blood. This blood may be thin, coming from a long-dead ancestor, but it must be present. Tribal orators always know if a candidate is faking his genealogy. A potential khan must also have 90% Ride and 90% tribal Weapon Attack. He must have 90% in Butchery and know Peaceful Cut. He must have 50% in Orate and Track.

Note: The Khans of Waha are known as Impalakh, Bison-khan, and so on, depending on their herd. Khans are also priests.

Common Divine Magic: Extension, Spellteaching, Worship Waha

Special Divine Magic: Call Founder, Command Gnome, Command Spirit of Law, Fix Intelligence, Release Intelligence, Shield

Waha gave men that greater consciousness which allowed them to become more than the herd animals. He orders that men treat their animals as sacred beings. The herds are the life-blood of the tribes.

Special Waha Spirit Spell

Peaceful Cut

1 point

ritual Ceremony

This is the special ritual which herders perform to ensure that the soul of the slain beast returns to its mother, to be reborn properly. It includes a short prayer and ritual of thanksgiving.

This spell must be performed in conjunction with the Craft skill of Butchery. The user makes a single skill roll, attempting to roll under both his Ceremony skill and his Craft/butchery skill.

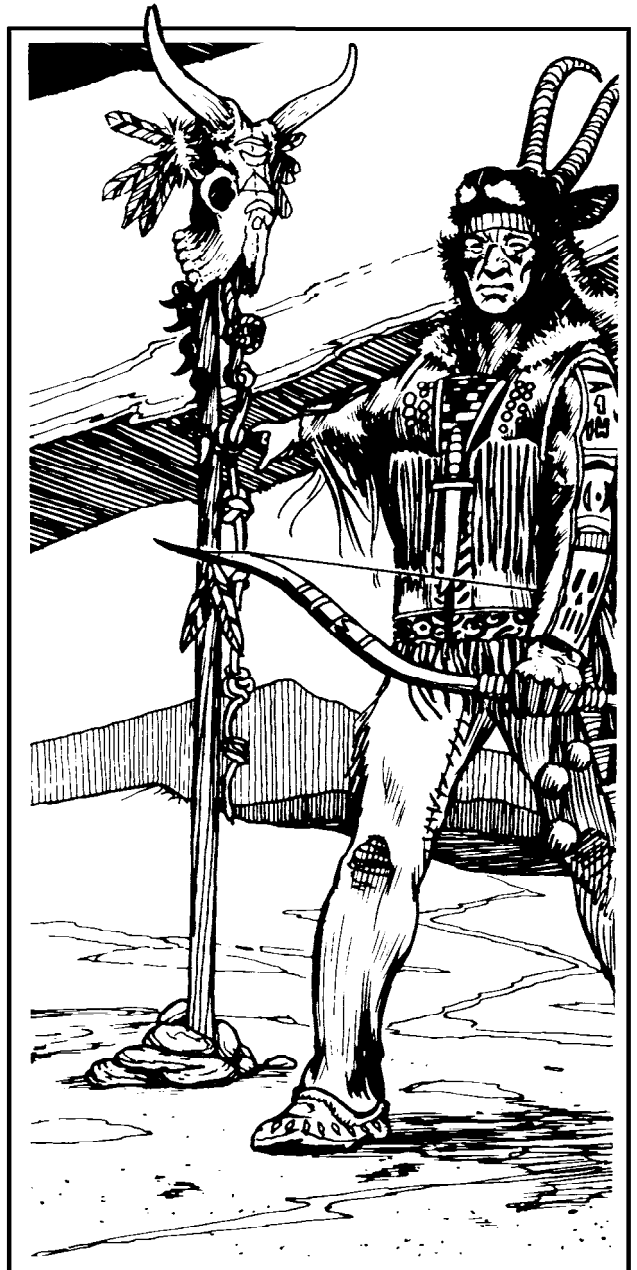
Special Waha Divine Spells

Call Founder

6 points

ritual Summon spell, nonstackable, one-use

This spell may only be cast by the legitimate khan of an entire tribe. It takes all day to prepare. The being so summoned is of awesome power, far beyond the normal scope of play, appearing as a human with the appropriate herd animal's head, with a STR and SIZ equal to ten times that of the summoning khan. The being's POW varies between 40 and 110, depending on the tribe. It is called only for tribal emergencies.



Fix Intelligence

2 points

Touch, instant, nonstackable, one-use

This spell only affects complete creatures. If the target's magic points are overcome, his INT is transformed into fixed INT. The actual quantity of INT does not change-only its quality alters.

The victim is now ruled by instinct, rather than reason. He remembers his former life, and knows his friends and enemies. Essentially, he becomes a very cunning animal in human form.

He becomes totally incapable of using any knowledge or communication skills, or of using any magic (except that he can use magic items which automatically function). He still has full use of his weapons, agility, manipulation, perception, and stealth skills, and can increase in them through experience or training, though not research. He cannot speak, but can use gestures to indicate his wants and desires.

If this spell takes effect on a shaman, the shaman's fetch takes over the body, dominantly possessing the shaman and replacing his INT and POW with its own. However, the new person no longer has normal shaman powers, including the ability to disincorporate or see via Second Sight. The fetch can maintain spirits already bound to it. All spells held in the

shaman's mind remain accessible to the fetch. An additional casting of Fix Intelligence on such a shaman has no effect.

If this spell is cast on a member of a divine cult, that member retains his ability to call for Divine Intervention, but cannot use any other magic.

All familiars of a sorcerer affected by this spell are freed from his control, exactly as if he had voluntarily released them. They do not lose their special characteristics unless he dies. If he ever regains normal INT, his familiars return to his control.

Release Intelligence

2 points

touch, instant, nonstackable, one-use

This spell only affects creatures which are complete except for the possession of fixed INT. If the target's magic points are overcome, his INT is transformed into normal INT. The actual quantity of INT does not change-only its quality alters.

He is now ruled by reason rather than instinct. He remembers his former life, and knows his friends and enemies.

He gains the ability to use and learn knowledge and communication skills, and to use magic.

This spell completely cancels the effects of the Fix Intelligence spell.

Associate Cults

Eiritha: provides Speak With Herd Beasts.

Storm Bull: provides Impede Chaos.

Spirits of Law

Spirits of Law have no INT and a POW of 2D6+6. They can engage in spirit combat but only against chaotic targets. Any chaotic being which is reduced to 0 magic points by a spirit of law is immediately and permanently destroyed.



Xiola Umbar

SOLACE OF THE DARK DEEP WITHIN

Xiola Umbar is the goddess of protective darkness. Xiola Umbar preserves and heals. Even mighty queen trolls recognize her help. Oppressed peasants, grandmothers, and despised trollkin revere her name.

Her cult is not enormous in size, and fosters mostly shrines, with occasional larger temples in areas of troll concentration.

Shrines teach Healing Trance.

Initiate Membership

Requirements: standard, plus must know Heal 4.

Skills: First Aid, Plant Lore, Treat Disease (new skill), Treat Poison (new skill)

Note: Xiola Umbar initiates are forbidden to learn Ignite, Light, Lightwall, Firearrow, Fireblade, or any other fire- or light-based magic.

Spirit Magic: Countermagic, Darkwall, Heal, Protection, Shimmer, Spirit Screen

Special Xiola Umbar Skills

Treat Disease

Knowledge (05%)

Successful use of this knowledge skill doubles a victim's chances for success at his next recovery CON roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. Victims of mild diseases need only be tended for one day per week. A critical roll indicates that the victim's chances to recover are tripled. Specials mean nothing. A fumble indicates that the victim's disease progresses to the next stage (i.e., acute becomes serious or serious becomes terminal-a terminal victim dies).

Treat Poison

Knowledge (05%)

A successful use of this knowledge skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken. A special roll purges the victim of 4D6 POT, and a critical roll purges him of all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Acolyte Membership

Requirements: as per priestesses.

Priestesshood

Requirements: standard.

Common Divine Magic: all

Special Divine Magic: Attract Attention, Command Shade, Couvade, Group Defense, Healing Trance, Regrow Limb, Turn Blow

Chief and High Priestesses

Requirements: a priestesses who runs a minor temple is titled a chief priestess. Priestesses heading major or great temples are termed high priestesses. Immediate aides to the high priestess of a great temple may also be called chief priestesses.

Common Divine Magic: all

Special Divine Magic: Attract Attention, Command Shade, Couvade, Group Defense, Healing Trance, Regrow Limb, Shield of Darkness, Turn Blow

Associate Cults

Kyger Litor: provides Darksee.

Zorak Zoran: provides Shield.

Special Xiola Umbar Divine Spells

Attract Attention **3 points**

ranged, one melee round, stackable, reusable

When this spell is cast, the priestess makes a magic point vs. magic point resistance roll. Everyone whose magic points are overcome must look at the priestess. For example, if a priestess with 18 magic points threw this spell and rolled a 65, everyone within 100 meters with 15 or fewer magic points would be affected. This spell does not affect initiates of Xiola Umbar.

The practical effects are that affected enemies of the priestess must direct all attacks towards the priestess that round, and that her affected friends may not attack anyone. If the priestess is inaccessible to attack by a particular foe, the foe cannot attack at all that round, though he may still parry or dodge. This spell may be stacked with magic points to blast through defensive spells such as Countermagic.

This spell may be stacked with Turn Blow.

Couvade **2 points**

ritual Ceremony, duration length of pregnancy, nonstackable, reusable

Xiola Umbar uses this spell for midwifery. It is always cast upon a pregnant woman, and it affects the father of her unborn child. Both father and mother must consent to be included in this spell and be present at its casting. It must be performed within the first season of pregnancy. All the pains and sicknesses of pregnancy affect him instead of her, effectively shielding the child from harm. At childbirth, the woman suffers only minimal pangs, but the husband is prostrate. But pains of the husband cause him no lasting injury, and the spell ensures the safety of both mother and child.

This spell is especially important for trolls, as they have much difficulty in childbearing, especially with the large great troll births and with trollkin. This spell does not, unfortunately, enable the mother to be safe from birthing trollkin, but they are born alive and healthy.

Group Defense **3 points**

ranged, duration till dropped, stackable, reusable

This spell is active, maintained by the will of the casting priestess.

It creates a veil-like barrier which encloses a sphere 5 meters in radius centering on the priestess. All those contained within the barrier lose one magic point into this barrier when it forms—they may not choose to withhold the magic point or to add more points.

Any creature attempting to pass the barrier automatically takes damage directly to a random hit location, ignoring armor, equal to the number of magic points in the barrier.

This spell is stackable, in which case each person within the barrier spends 1 magic point per spell stacked, and the damaging effect is accordingly increased.

Healing Trance **1 point**

touch, duration as needed, nonstackable, reusable

The target of this spell falls into a deep trance, during which time his bodily processes speed up by a factor of 8:1. Thus, a wound which would normally take eight weeks to heal takes one. General hit points build back up from poison, etc. Also, diseased characters can get their healing (or failure to do so) finished within a much shorter time. It also affects healing spells such as Regrow Limb.

The caster of this spell and the recipient both remain in an unawaking trance state until all healing is done. Both patient and healer must be fed and cared for as if they were cata-

tonics during this period. The spell's target must either be unconscious or voluntarily accept this spell.

Shield of Darkness **1 point**

ranged, temporal, stackable, reusable

The spell acts as 2 points of Protection and 2 points of Shimmer per point. Additionally, it always creates a Dark-wall effect.

Turn Blow **3 points**

self, duration 10 strike ranks, stackable, reusable

If the priestess is struck by a blow or missile weapon while under this spell, any damage penetrating and damaging her gives her attacker an equal amount of general hit point damage. Armor does not help against the damage reflected to the attacker, though it acts normally for the priestess. Even poison and damage-increasing spells like Bladesharp are reflected. This spell can be boosted to assist it in penetrating defensive spells such as Countermagic.

Example: Ramba the priestess casts this spell in a fight against an elf. The spell takes effect on SR 4 and the elf impales with his Bladesharped spear on SR 4 as well. The elf does 18 total points of damage to Ramba's abdomen, where she has 4 points of armor. Ramba takes 14 points of damage to her abdomen and the elf takes 14 points of general hit point damage. His 6 point armor plus Protection 4 spell do not count and he dies.

This spell may be stacked with Attract Attention.



Yelm

SUN GOD & EMPEROR

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. He brings a divine social order and those that do not accept it bring their own condemnation. Yelm is the god of chieftains and rulers. His cult is divided into several subcults. 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.

Great temples are found in large cities, and lesser temples in smaller ones.

Shrines teach Cloud Clear.

Yelm the Youth

Requirements: if a candidate's father is an initiate of Yelm in good standing, the candidate may automatically join this subcult by sacrificing a point of POW and paying the priest a fee of 100 pennies or the equivalent.

Note: Members of the Youth subcult cannot sacrifice for divine spells nor can they obtain divine intervention. They need give only 1% of their income and none of their time to the cult.

Spirit Magic: Farsee, Light, Lightwall

Yelm the Warrior

Requirements: must have been a member of Yelm the Youth in good standing for a year. He must also

have a skill of 50% or more in each of the following skills: Bow Attack, First Aid, Search, Scan. Acceptance is automatic.

Note: members of Yelm the Warrior receive all normal initiate benefits and must fulfill all normal requirements.

Spirit Magic: Befuddle, Coordination, Detect Enemies, Disruption, Extinguish, Farsee, Firearrow, Fireblade, Heal, Ignite, Light, Lightwall, Mind-speech, Mobility, Multimissile, Slow, Speedart

Sun Lords

Requirements: must have been a member of the Warrior in good standing for five years. He must be 90% in Bow Attack and Ride Horse, and in three of the following skills: First Aid, Hawking, Human Lore, Orate, Play [Instrument], Ride Griffin, or Speak Own Language.

Note: A Sun Lord must give 10% of his time and 20% of his income to the cult.

Yelm Imperator

Requirements: must be a noble or chieftain and have been a Sun Lord in good standing for at least five years.

Note: when checking for Divine Intervention, a member of Yelm Imperator rolls **1D10** rather than 1D100. Yelm Imperator includes priest status. A member of Yelm Imperator must give up 50% of his income and 10% of his time to the religion.

Common Divine Magic: all

Special Divine Magic: Bless Worshipers, Command Eagle, Command Hawk, Command Griffin, Com-

mand Salamander, Cloud Clear, Fight Disease, Resurrect, Shield, Sunripen, Sunspear

Yelm the Elder (priesthood)

Requirements: an initiate of Yelm Imperator can join this subcult automatically upon retirement. A Sun Lord can join this subcult if there is a vacancy, he has a 90% or better Ceremony skill, and he succeeds in the Test of Holiness (POW x3 or less on 1D100).

Note: members of Yelm the Elder function as normal priests in every way, including the need to give up 90% of time and income to the cult.

Associated Cults

Aldrya: provides Accelerate Growth.

Chalana Arroy: provides Restore Health [INT].

Dendara: provides Heal Body.

Lodril: provides Earthwarm.

Lokarnos: provides Hie Wagon.

Yelmalio: provides Sunbright.

YO

Yelmalio

SUN GOD OF THE FRONTIER

Yelmalio is the god of the Sun Dome—the shining light of the sky when both the sun and night are absent. He is the only sky god worshiped among the hill barbarians of the Orlanthi. Yelmalio is popular among elves.

This cult also survives by the training and hiring of pike-armed soldiers as mercenaries—the famous Sun Dome Templars. Most Yelmalio-worshipping tribes support at least a minor temple. The famous Sun Dome temples are all great temples.

Shrines teach Catseye.

Initiate Membership

Requirements: those born to a Yelmalio initiate can automatically join by sacrificing a point of POW. Those who have served with the temple mercenaries for over two years must choose either to leave or to be initiated automatically by sacrificing a point of row.

Note: at his option, an initiate may accept a gift and its geas. Only one gift and its concomitant number

Special Yelm Divine Spells

Bless Worshipers 1 Point

ritual Ceremony spell, stackable, reusable

This spell may only be cast on initiates of Yelm or of his associated deities. The initiate must voluntarily accept the spell. It must be stacked with another rune spell. For each point in Bless Worshipers, the other spell takes effect on an additional target.

The spell stacked with Bless Worshipers is lost permanently. If the spell was one-use, then the Bless Worshipers spell is eliminated as well.

For instance, if a Shield 2 were cast with a Bless Worshipers 5, up to 5 extra individuals would be protected at once. The Shield 2 would be lost, and the priest would have to sacrifice more POW to regain it.

Fight Disease 1 Point

touch, instant, nonstackable, reusable

This spell is cast upon a sick individual. It doubles his effective CON for his next disease resistance roll. If the character enters spirit combat with a disease spirit, it doubles the appropriate statistic for resisting the spirit for the duration of the spirit combat.

Sunripen 1 point

20 meter radius, duration one year, stackable, reusable

This spell must be cast on the first day of spring. It allows the newly-awakened plant life to draw upon the sun's powers to help it grow without mold, rust, or disease. The sun helps it resist insect parasites and ripen to its richest. Each extra point increases the radius of effect by 10 more meters.

Special Yelmalio Spirit Spell

Lantern variable

ranged, duration 5 minutes per pint, passive

This spell must be placed upon a flat surface (such as the ceiling or the front of a shield). It illuminates a 10-meter radius for 180 degrees in front of the surface, giving off glow like a torch.

Special Yelmalio Divine Spells

Catseye

1 point

touch, duration 12 hours, nonstackable, reusable

For 12 hours this spell affects the target's eyes so that he can see by any amount of available light. If the recipient is unwilling, the caster must overcome his magic points with his own. This light gives the effect of full daylight, and so affects creatures such as cave trolls. It Demoralizes vampires, ghouls, and other intelligent undead as per the spirit magic spell. It also gives the recipient the equivalent of a Shimmer 2 spell.

Sunbright

2 points

ranged, temporal, nonstackable, reusable

This spell puts a 50-meter-radius circle of light around the recipient of the spell. If the recipient is unwilling, the caster must overcome his magic points with his own. This light gives the effect of full daylight, and so affects creatures such as cave trolls. It Demoralizes vampires, ghouls, and other intelligent undead as per the spirit magic spell. It also gives the recipient the equivalent of a Shimmer 2 spell.

Each round a shade remains within the influence of a Sunbright spell, it takes 1D3 points of damage. If a Sunbright spell is successfully cast directly upon a shade, the shade dissolves.

Yelmalio's Gifts

1d20	gift	required geases
1	+ 10 in any skill, chosen by initiate	1
2	permanent ability of Farsee (as per the spirit magic spell).	2
3	immediate raising of Bow Attack to 90% (including skill modifiers)*	3
4	immediate raising of One-handed Spear Attack and Parry to 90% (including skill modifiers) *	3
5	immediate raising of Two-handed Spear Attack and Parry to 90% (including skill modifiers) *	3
6	immediate raising of Javelin Attack to 90% (including skill modifiers)*	3
7	gain Catseye as a reusable spell.	2
8	Communication (automatic Mind-speech) with all horses.	2
9	Gift of Languages (training or research take half normal time)	1
10	+1 to STR, no limits	1
11	+1 to CON, no limits	1
12	+1 to POW, no limits	1
13	+1 to DEX, no limits	1
14	+1 to APP, no limits	1
15	+1 to INT, no limits	2
16	+1 or -1 to SIZ, no limits, at option of initiate.	2
17	gain Understand Birds as a reusable spell.	1
18	protection (take only 1/2 damage) from all forms of fire.	1
19	recover magic points at twice normal rate**	2
20	recover fatigue points at twice normal rate**	1

*if this gift is received a second time, then replace it with gift 1.

**if rolled again, increase recovery rate to triple normal, the quadruple, and so forth.

Note: Yelmalio cult weapons are defined as all spears, all bows, except crossbows, and all javelins and darts.

Gifts and Geases

Gifts are received randomly, never chosen by the recipient. The Yelmalo's Gifts table lists the most common gifts (roll 1D20), though others have been granted within living memory. After each gift listed on the table is an indication of the required number of random geases which the recipient must assume. These geases are found on the Yelmalio's Geas table.

Yelmalio's Geases

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

1d100 geas

01	avored by Yelmalio; 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	remain celibate every Fireday
21-24	remain celibate every Truth week
25-28	remain celibate every Fire-season
29-30	all celibacy requirements above
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	never wear non-metal armor on legs
42	never wear non-metal armor on torso
43	never wear non-metal armor on arms
44	never wear metal armor on legs
45	never wear metal armor on torso
46	never wear metal armor on arms
47	never wear any armor on legs
48	never wear any armor on torso
49	never wear any armor on arms
50-52	never wear any head protection
53-54	never use any shield but hoplite shield
55-57	never use any axe
58	never use a flail or whip of any kind
58-60	never use a sword of any kind
61-64	never use a mace or maul of any kind
65-67	never use any but cult weapons
68-70	never flee or surrender to worshipers of Zorak Zoran
71-72	never flee or surrender to any Darkness creatures
73-77	never speak to or help trolls in any way
78-79	never speak to or help dwarfs in any way
80-81	never speak to or help non-Light worshipers in any way
82-84	never speak to or help Orlanth worshipers in any way
85-86	never permit an elf to suffer needlessly
87-88	never eat the meat of horses
89-92	never love any but Earth cult worshipers
93-95	never bathe
96-97	roll twice more
98	roll thrice more
99-00	gamemaster's choice or roll again

If one roll results in a minor prohibition, and another in a major prohibition, count each as a roll, but simply follow the major prohibition. There is no need to roll again for the lesser prohibition. Thus, if both "wear no metal armor on legs" and "wear no armor on legs" came up, it would count as two separate geases.

*if both come up on rolls, then eat no meat at all.

of geases are given at the initiate level. If an initiate does not take a gift upon himself when he first joins the cult, he does not get another chance to take a gift until he reaches the level of Light Son, Light Servant, or Light Priest.

Members of Yelmalio are forbidden to learn Bludgeon, Darkwall, Fireblade, or Firearrow.

Spirit Magic: Coordination, Detect Gold, Farsee, Lantern, Light, Lightwall, Repair

Light Son Membership

Requirements: Light Sons lead the temple warriors. A candidate must have 90% in Bow or Javelin Attack, Scan, and any Spear Attack, plus 90% in two of the following skills: Listen, Search, Shield Parry, or Sneak. He must know the spell of Farsee. As with the Light Priests, there are no examinations to pass. A worthy candidate is accepted if an opening exists.

Note: when rolling for Divine Intervention, a Light Son rolls 1D10 rather than 1D100. A Light Son must take another gift and its concurrent geases upon achieving his status. He may take more gifts later in his life, but may not take more than one gift per year. He must give up 90% of his time and income to the cult.

Light Servants (acolyte membership)

Requirements: as per priests.

Note: a Light Servant need not take a gift and its geases upon gaining his status, but he may do so if he sees fit. Whether or not he takes such a gift, he cannot take any more gifts until he becomes a full Light Priest or Light Sun.

Light Priests

Requirements: must know Farsee and Lightwall, be able to read his native tongue at 80%, know Ceremony at 50%, and know 10 points of divine magic. There is no test to pass since the temple should already know the candidate well-enough by this time, and can reject or approve at need.

Note: he must take another Yelmalio gift and its concomitant number of geases at this time. He may take more Yelmalio gifts later, but no more than one gift per year. Light Priests are not allowed to marry after they become priests.

Common Divine Magic: all

Special Divine Magic: Catseye, Sunbright

Associate Cults

Aldrya: provides Heal Body.

Ernalda: provides Bless Crops.

Yelm: provides Sunspear to high priests of Yelmalio.



Zorak Zoran

GOD OF HATE & VENGEANCE

Zorak Zoran represents the mindless explosion of fear and frenzy against both law and chaos which finds its only justification and satisfaction in unlim-

Special Zorak Zoran Divine Spells

Create Skeleton

2 points

ritual Enchant spell, nonstackable, reusable

This spell creates animated skeletons, as described on page 34 of the *RuneQuest* Creatures Book. When the spell is cast, both magic points and POW must be expended. Each magic point gives the completed skeleton one magic point. Each point of POW gives the skeleton either 1D6 STR or 1D6 DEX, specified by the enchanter. For further information, see the *Creatures Book*.

Create Zombie

3 points

ritual Enchant spell, nonstackable, reusable

This spell creates zombies, as described on page 43 of the *RuneQuest* Creatures Book. Zorak Zoran zombies, however, do not have the spirit of the original owner bound into them. Instead, they are mindless magical constructs, much like animated skeletons. When this ritual is performed, both magic points and POW must be sacrificed. Each magic point gives the completed zombie one magic point. One point of POW must be sacrificed for each 6 SIZ points or fraction thereof which the corpse possesses. The completed zombie's statistics are identical to those in the *RuneQuest* Creatures Book, except that it has an INT of 0.

This zombie creation process is in some ways inferior to the spirit magic ritual, as the result has no INT at all, and must

be commanded to do anything. On the other hand, the corpse's name need not be known to the caster, and the caster does not need to engage in a dangerous spirit combat. For zombies of SIZ 18 or smaller, the POW cost is identical (not counting the original POW spent to obtain the Create Zombie spell).

Crush

1 point

ranged, temporal, stackable, reusable

Each point of this stackable spell adds 10% to the user's chance of hitting with the affected blunt weapon and adds 1D4 to damage done. Weapons so treated take on a black sheen.

Seal Wound

2 points

ranged, temporal, nonstackable, reusable

Damage done by the weapon this spell is applied to cannot regenerate or heal magically, but can only be cured naturally, in the normal time it would take. Thus, a Heal spell cauterizes a wound, but does not heal it. A sufficiently high Heal restores a limb, but does not mend it. First Aid is also ineffective, though it stops bleeding.

Sever Spirit

3 points

ranged, instant, nonstackable, one-use

This spell acts as a bludgeon to smash the spirit of the victim away from its body. The user must overcome the target's magic points on the resistance table. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to his general hit points.

ited violence. Zorak Zoran is the most popular war-god of the trolls. In any area where trolls dominate, he is an important god, and all generals and other leaders probably belong to his cult. Even in non-troll areas some war leaders may be initiates of this cult.

His temples are also military organizations and are usually at least the size of minor temples.

Shrines teach Crush.

Initiate Membership

Requirements: a candidate must be 75% in any blunt weapon Attack and must pass a test abstracted as his (POW + STR) times 2 or less on 1D100. He must also sacrifice a point of POW.

Spirit Magic: Bludgeon, Darkwall, Demoralize, Detect Enemy, Dullblade, Extinguish, Fanaticism, Fire-arrow, Fireblade, Ignite, Protection

Death Lords

Requirements: these are both priests and war leaders. A Death Lord must be 90% with Mace and have a POW of 14 or more. He also must be 90% in three of the following skills: Any (non-mace) Weapon Attack, Conceal, Shield Parry, Sling, or Thrown Rock Attack. He must pass a test abstracted as STR + CON or less on 1D100.

Note: when checking for Divine Intervention, a Death Lord rolls 1D10, rather than 1D100.

Common Divine Magic: all

Special Divine Magic: Berserker, Command Ghost, Command Shade, Create Ghost, Create Skeleton, Create Zombie, Crush, Fear, Seal Wound, Sever Spirit

Associate Cults

Kyger Litor: provides Darksee.

Storm Bull: provides Face Chaos.

Xiola Umbar: provides Healing Trance.

Appendix A: Spell Lists

Spirit Magic

<i>spell name</i>	<i>deity</i>
Comprehension	Pamalt
Food Song	Aldrya
Heat Metal	Lodril
Hotfoot	Trickster
Lantern	Yelmatio
Pamalt's Touch	Pamalt
Peaceful Cut	Frog Woman (Homed Man), Hunter, Waha
River Eyes	River Gods
Sleep	Chalana Arroy
Sneeze	Malia
True Net	Krarsht

Sorcery

<i>spell name</i>	<i>sect or deity</i>
Clear Mind	Galvosti (Invisible God)
Drain Soul	Hrestoli (Invisible God)
Decrepitude	Brithini (Invisible God)
Neutralize	Rokari (Invisible God)
Damage	Borists (Invisible God)
Neutralize	Borists (Invisible God)
Poison	Dormal
Open Seas	Stygians (Invisible God)
See Rune Magic	Most al
Stabilize Glass	Most al

<i>spell name</i>	<i>deity</i>
Stabilize Heat	Mostal
Stabilize Life	Mostal
Stabilize Magic	Mostal
Stabilize Magic	Mostal
Point Matrix	
Stabilize Masonry	Mostal
Stabilize Mind	Mostal
Stabilize Potion	Mostal
Stabilize Weapon	Mostal
Worship Invisible	Invisible God God

Divine Magic

<i>spell name</i>	<i>deity</i>
Accelerate	Aldrya
Growth	
Analyze Magic	Lhankor Mhy
Animate	Aldrya
War Tree	
Arrow Trance	Aldrya
Asrelia's Cavern	Asrelia
Attack Soul	Subere
Attain Perfection	Path of
of Flame	Immanent Mastery
Attain Perfection	Path of
of Head	Immanent Mastery
Attain Perfection	Path of
of Limb	Immanent Mastery

<i>spell name</i>	<i>deity</i>
Attain Perfection	Path of
of Size	Immanent Mastery
Attain Perfection	Path of
of Spiritual	Immanent Mastery
Attain Perfection	Path of
of Tail	Immanent Mastery
Attain Perfection	Path of
of Viscera	Immanent Mastery
Attain Perfection	Path of
of Wing	Immanent Mastery
Attract Attention	Xiola Umbar
Axe Trance	Babeester Gor
Axis Mundi	Ancestor Worship
Bear Fruit	Flamal
Become	Trickster
[Other Shape]	
Bind Ship	Tsankth
Blast Earth	Maran Gor
Bless Animals	Eiritha
Bless Grave	Ty Kora Tek
Bless Home	Dendara
Bless	Orlanth
Thunderstone	
Bless Woad	Orlanth
Bless Worshipers	Yelm
Binding	Kyger Litor
Call Barracuda	Tsankth
Call Founder	Waha
Call Monster	Magasta
Carapace	B a g o g
Carry [Disease]	Malia

<i>spell name</i>	<i>deity</i>
Catseye	Yelmalio
Cause [Disease]	Malia
Chameleon	Aldrya
Chaos Feature	Primal Chaos
Chaos Gift	Seven Mothers
Chaos Spawn	Thed
Charisma	Trickster
Chomping	Krarsht
City Harmony	City Gods
Clairvoyance	Lhankor Mhy
Claws	Bagog
Coin Wheel	Lokarnos
Comfort Song	Chalana Arroy
Command	new common
Cult Spirit	spell
Command Spirit of Law	Waha
Community	Uleria
Conceal	Trickster
Consume	Pocharngo
Corruption	Pocharngo
Counterchaos	Kyger Litor
Couvade	Xiola Umbar
Crack	Trickster
Create Fissure	Maran Gor
Create Flippers	Grandfather Turtle (Hykim)
Create Gorp	Pocharngo
Create Great Market	Issaries
Create Market	Issaries
Create Shadow	Argan Argar
Create Skeleton	Zorak Zoran
Create War Tree	Aldrya
Create Zombie	Zorak Zoran
Cremate Dead	Lodril
Crush	Zorak Zoran
Cure Chaos Wound	Chalana Arroy
Dark Walk	Argan Argar
Darksee	Kyger Litor
Decrease Wind	Orlanth
Detect Truth	Humakt
Divination Block	Selarn (Thief God)
Dragon Life	Path of Immanent Mastery
Draw Beast	Hunter
Drown	Wachaza
Earthpower	Ernalda
Earthtouch	Pamalt
Earthwarm	Lodril
Enhance	Lodril
Gustbran	
Enhance Mahome	Lodril
Erotocomatose	Uleria
Lucidity	
Exchange Spells	Etyries
Face Chaos	Storm Bull
Fang of Wachaza	Wachaza
Fight Disease	Yelm
Find Enchanted Object	Lumavoxoran (East Isles)
Find Fresh Water	Lumavoxoran (East Isles)
Find Merman	Hobimarong (East Isles)
Find Octopus	Saliligor (East Isles)
Find Saliligor	Saliligor (East Isles)
Cultist	Saliligor (East Isles)
Find Shark	Saliligor (East Isles)
Firespear	Lodril
Flight	Orlanth
Flowers	Voria

<i>spell name</i>	<i>deity</i>
Free Ghost	Ancestor Worship
Gift Power	Ancestor Worship
Gift Spell	Ancestor Worship
Gnome-to-Gargoyle	Pamalt
Great Parry	Babeester Gor
Group Defense	Xiola Umbar
Group Laughter	Trickster
Guided Teleportation	Mastakos
Hallucinate	Trickster
Harmonize	Donandar
Healing Trance	Xiola Umbar
Hide Fire	Trickster
Hide Wealth	Asrelia
Hide Wagon	Lokarnos
Hold Course	Lumavoxoran (East Isles)
Impede Chaos	Storm Bull
Incarnate Ancestor	Ancestor Worship
Increase Wind	Orlanth, Valind
Invigorate	Voria
Jabbers	Bogog
Keenclaw	Basmol (Hykim)
Knowledge	Lhankor Mhy
Leap	Frog Woman (Horned Man)
Lie	Trickster
Lion's Head	Basmol (Hykim)
Living Blade	Tsanth
Lock	Issaries
Magnify	Magasta
Command	
Meld Form	Triolina
Mind-Read	Lhankor Mhy
Morale	Humakt
Oath	Humakt
Panic	Trickster
Passage	Issaries
Path Watch	Etyries, Issaries
Plant Spy	Aldrya
Plastron	Grandfather Turtle (Hykim)
Precision [Skill]	Hobimarong (East Isles)
Predict Weather	Dormal
Proteus	Triolina
Rebirth of Chaos	Thed
Reconstruction	Lhankor Mhy
Remove [Body Part]	Trickster
Reproduce	Uleria
Reverse Chaos	Thed
Ritual of Devouring	Bagog
Ritual of Rebirth	Bagog
Safe	Argan Argar
Sapience	Lumavoxoran (East Isles)
Seal Tongue	Lamsabi (Thief God)
Seal Wound	Zorak Zoran
Seastrength	Wachaza
Second Mouth	Gorgorma
Sever Spirit	Humakt, Zorak Zoran
Shake Earth	Maran Gor
Shattering	Black Fang Brotherhood (Thief God)
Shield of Darkness	Xiola Umbar
Silence Sphere	Aldrya
Sky Crater	Madman of Sky Crater (Horned Man)

<i>spell name</i>	<i>deity</i>
Slash	Babeester Gor
Snow	Valind
Speak with Herd Beasts	Eiritha
Speak with Small Animals	Voria
Spell Trading	Issaries
Spirit Guardian	Ancestor Worship
Spirit Melding	Ancestor Worship
Sprout	Flamal
Sprout Legs	Bagog
Strength of Basmol	Basmol (Hykim)
Strike	Trickster
Submerge	Magasta
Summon Ancestor	Ancestor Worship
Summon Dead	Ty Kora Tek
Summon Lodril	Lodril
Summon Minion of Snake-Eater	Snake-Eater (Horned Man)
Sunbright	Yelmalio
Sunripen	Yelm
Suppress Aether	Argan Argar
Suppress Oakfod	Lodril
Swallow	Trickster
Sweat Acid	Krarsht
Switch Places	Donandar
Tanglethicket	Aldrya
Teleportation	Mastakos
Translate	Lhankor Mhy
Truespeak	Lhankor Mhy
Turn Blow	Xiola Umbar
Turn Undead	Humakt
Turtle's Head	Grandfather Turtle (Hykim)
Venom Bite	Krarsht
Venom Boosting	Bagog
Waste Loins	Gorgorma
Water Skating	Tsankth
Whirlpool	Magasta
Wind Warp	Orlanth
Wind Words	Orlanth
Wither	Pocharngo
Wolf's Head	Telmor (Hykim)
Wolfhide	Telmor (Hykim)
Wolfrunning	Telmor (Hykim)

Appendix B: New Skills

<i>skill</i>	<i>deity</i>
Bargain	Etyries, Issaries
Charismatic	Path of
Wisdom	Immanent Mastery
Craft/Butchery	Hunter, Waha
Craft/Prepare	Ty Kora Tek
Corpse	
Courtesan	Uleria
Cult Lore	universal
Drive [Vehicle]	Lokarnos, Mastakos
Gloranthan Lore	universal
Sense Assassin	Humakt
Sense Chaos	Storm Bull
Treat Disease	Chalana Arroy, Xiola Umbar
Treat Poison	Chalana Arroy, Xiola Umbar
Understand	Eiritha
Beast Speech	

Once per tidal cycle, Annilla plummets from the top of the sky dome (via the Pole Star gate), through the atmosphere and straight down Magasta's Pool. Concurrently, the tides precipitously fall from highest to lowest in a single day. At this time she can sometimes be seen by keen-eyed observers who know where to look and which spells to use. As a result of these sightings, Annilla is also called the Blue Streak in various languages throughout the world.

Annilla is represented by her Pamaltelan descendants as a blue orb; by the Lunars as an elderly blind woman dressed in blue, with one arm behind her and leaning on a cane; and by the trolls as a smooth-skinned mistress troll holding a round stone in one hand and water in the other.

Aptanace the Sage (AP-tan-aes)

Eastern pantheon - the founder of civilization

Aptanace the Sage is the child of All-giver and Wild Man. His fourteen-hundred children began all the social classes and occupations of humanity. His seven hundred sons invented the seven hundred Divine Arts of culture, and his seven hundred daughters espoused their brothers and applied the Arts to real life.

He is portrayed as a tall, straight-backed old oriental man, bearded and bald, leaning on a staff and holding an armful of scrolls.

Arachne Solara (a-RAK-nee soe-LAHR-ah)

Nearly universal - goddess of nature; greatest of the greater gods

Some philosophers theorize about gods beyond the gods. Sometimes these theorizations are labelled as powerful impersonal forces, like Time. Sometimes they remain mysterious and unfathomable, such as Arachne Solara. Mystics and philosophers say that the web of Arachne Solara is the binding of the universe-the universal fabric which connects all parts of the world.

Her origin is unknown, though legends abound. She was unimportant until all the gods gathered together in the Land of Death, awaiting final annihilation by the chaos gods. As if they were merely puppets on a single set of strings, all the gods cooperated and aided Arachne Solara to fight entropy. Chaos metamorphosed, Time began, and the gods went about their old business.

Since then, Arachne Solara has righted the wrongs of the world twice. The first resulted from the making of the chaos-god Gbaji; the second when the Jrusteli overstepped the bounds of magic. Both times even the gods changed-the faithful and the just escaped her wrath while the evil and heartless were destroyed.

Few beings actively worship Arachne Solara, for her spells are beyond mortal

ken, and she does not respond to prayers and appeals. She appears when and where she desires. The results of her presence are sometimes benevolent and generous, at other times cruel and terrifying, but usually neutral and natural. She eats anything she catches in her web.

She is usually shown as a bloated black spider, or as a woman to the hips, mounted upon a spider's thorax and abdomen.

Araganthosas (AR-ah-gan-thoe-sus)

Eastern pantheon - East Isles god of the island of Faranvogath

The people of Faranvogath worship a type of gigantic plant which is indigenous to the island. Each worshiper is attached to one of these plants by a long tendril or vine. They are friendly and seem happy, though they can never leave their island. These plants are worshipped as the earthly manifestation of Araganthosas, god of the island.

He is never pictured since his worshipers know him intimately through their connection to their plant.

Aranea (AR-uh-NAE-uh)

Pamalt and Troll pantheons - spider goddess

Aranea is the goddess of spiders, who emotionlessly preys upon the helpless and weak. All spiders are her descendants.

Among the southern humans she is depicted as a stylized version of the most deadly local species of spider, or often as the common steppe pack spider. Trolls carve images of her from a soft spherical rock-a hole is bored for the mouth, and her legs are joined to clasp a victim.

Argan Argar (AR-gan AR-gar)

Troll pantheon - god of surface darkness

Argan Argar is a son of Xentha, and was a leader among the trolls during their stay on the Surface World. He is messenger and translator for the troll pantheon, and is also the god of troll merchants and interpreters. He is popular with trollkin, who claim that Argan Argar taught them how to use the spear.

He is graven as a dark troll (never as one of the mistress race) with large eyes. His right hand is extended and his left hand holds a spear. He is usually carved from igneous rock.

Arkat (AR-kat)

Malkioni, Orlanth, and Troll pantheons - ancient hero

Arkat is the most important ancient hero. His leading the epic struggle to destroy Gbaji, the Chaos God, ended the Dawn Age. Arkat discovered the means of deliberate heroquesting, and spread his knowledge among others. For years his cult controlled all active excursions onto the hero plane. Arkat

retired to Ralios and founded a widespread, peaceful empire.

Although he destroyed Gbaji, Arkat underwent unusual metamorphoses which alienated his followers. In the Second Age, political and magical enemies destroyed Arkat's empire. His cult was at first discouraged, then outlawed, and eventually became superfluous amidst the growing abuses of the Jrusteli God-learners.

Due to this persecution Arkat's cult went underground for centuries, but its remnants helped spearhead the destruction of the hated Jrusteli. Since then it has maintained a widespread, but scattered, existence.

Arkat is represented in many different forms. Western manuscripts describe him as a huge burly redhead and clothe him in sixth-century armor and fashions, including his coat of arms: a black shield with two gold crowns. Orlanthi barbarians depict the same man but carrying two swords and wearing barbarian clothing. Trolls carve images of him in marble, shaped like a dark troll but with prominent teeth, a heart shape on his chest, the sign of the Redstone Zorak Zoran temple on his back, and a bronze nail driven through him from head to foot.

Artmal (ART-mahl)

Pamalt pantheon - moonson, father of the Veldang, an Old God

Artmal is a son of the Blue Moon, Annilla. He came to Pamaltela during a time long-forgotten, and founded the fabulous Artmali Empire. Evil days befell his descendants when Artmal was maimed by wicked storm gods. The Empire became a wasteland and its people were enslaved by their neighbors and former friends. Artmal's blue-skinned descendants are now called the Veldang, and they still remember the glorious days when Artmal himself walked the earth and when Artmali ships sailed a lovely sea where the bleak Nargan desert now lies.

The blueskins of the land of Zamokil now dance to Artmal once a year. They costume themselves in his image, donning straw wigs with animal horns, strapping-on an extra pair of artificial arms, painting an eye on their forehead, and wearing woven grass skirts and leggings (a clothing fashion unusual to the region). In the city-states along the north coast of Zamokil, Artmal is portrayed as an enslaved god, emaciated and chained.

Asrelia (az-REE-lee-ah)

Orlanth and Troll pantheons - grandmother of wealth

Asrelia is the keeper and distributor of all which is good and desired (with respect to the culture in which she is worshiped). She is also the mother of Ernalda and Maran Gor.

Among humans she is pictured as an ugly hag bedecked in endless necklaces and rings, and cloaked in robes studded with precious metals. Shining jewels, sparking flints, living stones,

Pronunciations of Gloranthan Deities

Stressed syllables are capitalized. Consonants are always hard, and pronounced only one way. All S's are sibilant; all Z-sounds are written with Z. RR is a rolled R. The soft J is written ZH.

A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written U or UH; a long-U is written OO. The letter Y is always pronounced as it is in "yawn". OI as in "coin" is written for pronunciation as OY. An apostrophe indicates an extremely-compressed short-I sound.

fossils, and numberless coins blanket the ground at her feet.

Among trolls she is symbolized as a bowl carved from granite. On the bowl's exterior are stylized ears stuffed closed with wooden or dirt plugs. The bowl's lip is ridged and sharp, and the bowl's interior has three to seven undulating lines in concentric circles about the center.

Atyar (AT-yar)

Chaos pantheon - chaos god, the knowledge thief

see *Thanatar*

Atyar is a portion of a chaos god worshiped for centuries as a patron of occult thieves. In historical times his cult was reunited with another severed portion of the god into Thanatar. Atyar is still worshiped independently from Thanatar.

Atyar is symbolized by a wooden post, to which are nailed the hands of victims as offerings to this vile god. He is pictured by his foes as a silver ram-horned skull with blazing eyes.

Aurelion

-see *Caladra & Aurelion*



Babeester Gor (BAH-bees-ter GORE)

Elf, Orlanth, and Pamalt pantheons - the avenging daughter and sacred guardian

When the Gods War perverted the world, the earth brought forth its own grim defender. Babeester Gor was born from her mother's corpse, axes in hand, body ritually scarred to carry deadly magic. She destroyed all kin-slayers, all oath-breakers who swore by her mother, and everything which desecrated the sacred places of the earth.

She was merciless and cruel. Once she slew so many defenseless residents of Healing Valley that she waded breast-deep in the gore, drinking the blood of victory and slaughter. Eurmal saved some of the healers when he turned the blood to beer, which

Babeester Gor drank to blissful oblivion.

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 obtained by her initiates.

Bad Man

Chaos pantheon - First Enemy

The Bad Man is a powerful, maleficent spirit which can appear in many places at the same time. His existence causes people to fear contact between the spirit plane and the mundane world, for he seeks to halt the dissemination of magical knowledge. Now that the Horned God has spread the secret of shamanism across the world, the Bad Man has become the shamans' special foe, eternally trying to destroy shamans before their spiritual birth.

He appears in a variety of forms, usually becoming whatever the viewer fears most.

Bagog (ba-GOG)

Chaos pantheon - chaos scorpion queen

Bagog is a huge bloated monster that invaded the world during the Greater Darkness. She birthed millions of hideous hybrid monsters by hapless fathers, whom she devoured. The race of scorpion men still blights the world, and though not all this species worship her, all descend from her.

Images and pictures are rarely used by her crude worshipers. In prehistoric manuscripts she is drawn as a gigantic wrinkled scorpion woman.

Black Fang Brotherhood

Orlanth pantheon - assassin organization

The Black Fang Brotherhood is an organization of murderers-for-hire based in the ancient ruins of the city of Pavis, located in Prax. They worship Black Fang, the spirit of a ruthless bandit.

His temple image is reputedly a stiletto shrouded in a black hood.

Bolongo (boe-LONG-goe)

Pamalt pantheon - the false god, an Old God

This empty being haunts Pamaltela, pretending to teach and pretending

to mask secret wisdom behind his fooleries and mad actions. But there is nothing behind his mask. Those who are enthralled by him expend their lives in meaningless waste.

Whenever anything goes catastrophically wrong, people know that Bolongo had something to do with it. The Arbennan have a saying, "wearing Bolongo's mask," which is applied to anyone acting in an unusually stupid manner, to anyone who is possessed, and to that person chosen as the annual scapegoat.

Bolongo is always portrayed in art, myth, and legend as a mask.

Brastalos (BRASS-tal-ohs)

Merman and Orlanth pantheons - sea storm

Brastalos is the wife of Magasta and psychopomp of the sea pantheon. She personifies both the raging hurricane and the calm eye of the storm. Her home is located at the center of the world above the Homeward Ocean. The children of Magasta and Brastalos are deadly waterspouts and whirlpools which dot the places where the air and sea meet, a plague to the godless.

She is portrayed among men as a raging hurricane or a waterspout. Among mermen (as usual for that race) her image is not graven.



Cacodemon (KAK-oe-DEE-mun)

Chaos pantheon - chaos gods of anarchy, murder, and ogres

A cacodemon is a demonic remnant of the Devil, left over when Wakboth was smashed by the Block, a massive slab of truestone, in Prax. This being more resembles a huge monster than a demigod, but is the center of a loosely organized cult. It occasionally appears in person to aid or menace its few cultists.

A cacodemon is usually about twelve feet tall, winged, clawed, and tailed. Sooty dirt begrimes his thorny skin. He is accompanied by a stench of sulfur and carrion, and various other chaotic details.

Caladra & Aurelion

(k a h - L A D - r u h

a h - R E L - e e - o n)

Orlanth pantheon - volcano twins

The cult of Caladra & Aurelion is an example of a successful God Learner experiment. The God Learners took two independent cults with variant views of the universe and interlinked them to create a third, stronger religion. This religion still dominates portions of the Holy Country.

Caladra & Aurelion are gods of volcanic fertility and harmony. Twins and

diamonds are sacred to this cult, and they burn raw oil in their sacred lamps.

Caladra is always shown as a fiery, orange-skinned woman, and Aurelion as a handsome, black-skinned man.

Celestial Court

Yelm pantheon

see *Acos, Uleria, Larnste, Orenoar, Harana Ilor, Tylenea, Kargan Tor, Ratslaff, Dame Darkness, Sir Sea, Empress Earth, Lord Light, King Storm*

The Celestial Court was an assembly of specific deities who ruled the universe between its creation and the Gods War. Two types of deities were recognized within this assembly; the Powers and the Elemental Rulers. The Celestial Court was destroyed with the coming of chaos.

The Powers of the Court were: Acos, God of Law and Upholder of the Cosmos; Uleria, Goddess of Love; Larnste the Shaper, Lord of Change and Growth; Orenoar, Mistress of Truth; Harana Ilor, Goddess of Harmony and Peace; Tylenea, Mistress of Masks; Kargan Tor, God of War and Courage; and Ratslaff, Dupe of Disorder.

The Elemental Rulers of the Court were: Dame Darkness, order and pattern within shadow; Sir Sea, source of the waters; Empress Earth, broad and bountiful; Lord Light, the bright and fiery aether; and King Storm (Umath), an Elemental Ruler often not considered to be part of the court.

Chalana Arroy (chah-LAH-nuh a-ROY)

Orlanth and Yelm pantheons - the healer

This merciful goddess is both a Light-bringer and a member of Yelm's household. She knows how to heal all diseases and wounds, and even healed the sun and the world after the Great Darkness. Her worship is widespread, for everyone desires her blessings. During plague or famine she is even more popular.

She is usually rendered as a tall lithe woman, gentle and serene, dressed in a white gown. Her arms are open in a gesture of friendship and her hands are flexed into gestures for blessing or healing spells.

City Gods

Eastern, Lunar, Orlanth, Yelm pantheons

Most cities have their own protective spirits. Citizens worship their city's spirit to keep it strong and healthy, for it is the soul of the city.

The city god is usually represented by an idol fashioned as a typical wealthy native of the region. If the area is of mixed ethnology, the idol is usually shown as a member of the current ruling class.

Comb and Braid

Eastern pantheon - East Isles god of barbers and the island of Rathmorasomangon

This exotic deity's worshipers believe that properly grooming one's hair is an act of sacred import which can reveal mystical secrets. They know both how to regrow hair on a bald head and to destroy unwanted hair permanently. Their island of Rathmorasomangon is desolate, a wondrous contrast to the gorgeous coiffures of the inhabitants.

Comb and Braid is portrayed as a grossly hairy being whose shaggy locks cover his torso, head, and face, leaving only his limbs relatively bare. He wields a comb, scissors, brush, and mirror in his four hands in a ludicrously aggressive fashion. His priests usually wear the sacred comb thrust into their headdress.

Creator

Lunar and Malkioni pantheons

The Creator is the prime mover of the universe who created it and set its natural forces into motion. Creator is believed to have completed his work and gone far away, reachable now primarily through intermediaries (either shamans or saints). He is never pictured.

Cronisper the Wise (KRRON-is-per)

Pamalt pantheon - Grandfather Sky, an Old God

Cronisper is companion to Yanmorla and the Earth Witch, and advisor to Pamalt. His beard encircles Pamalt's holy mountain and his staff supports the sky dome. He knows the name and secret power of every being on Glorantha, but only shares his wisdom with madmen and gods.

Cronisper is rendered in wood as a thin old man with a pointed head, clutching a large staff topped by a sphere. His beard descends in a spiral about the staff.



Daga (DAH-gah)

Orlanth and Yelm pantheons - god of drought and famine

Daga is a spectre, a wan and frightening thing without substance to strike or force to scatter. He is imprisoned within a carefully sealed jar kept at Orlanth's bedside. When people sin and forget the gods, the jar is opened or broken and Daga swims out to blight the earth and bring people back to a remembrance of their gods.

He is pictured as a skeleton, a death-spectre, or as a dying child ravished by malnutrition.

Daka Fal (DAH-ka FAHL)

Orlanth and Praxian pantheons - judge of the dead

The Courts of Silence squat at the out-

skirts of Hell. Within this mighty, grim hall is a great dais upon which sit three entities. In the center is Daka Fal, robed in the holy garments of a judge. To either side are assistants, whose names and functions are uncertain.

Every person must someday confront Daka Fal, who knows all men's crimes and righteous acts. Those that are honest and fair will have their gods to plead for them. The wicked will stand alone, condemned. Guided or hounded by spirits, each judged soul leaves the Courts of Silence by a doorway into their own heaven or hell.

Daka Fal is usually depicted as a shrouded figure sitting high atop a chair or stool. Sometimes he is portrayed as a human whose face is a mirror.

Daliath (DAHL-ee-ath)

Merman pantheon - keeper of wisdom

Deep within the cosmic sea, past the wilderness of the hadal depths and near the bottom of Magasta's entire realm, lies the Well of Wisdom. Within that godly spring sparkles a magic nectar sought by even the greatest gods. Its divine properties defy description, but a small drop is considered a great treasure among the gods.

Daliath is the keeper of the well, and only he regularly imbibes of its potent wisdom. He creates and arranges the defensive obstacles which discourage questers, and doles out the precious fluid to those few who succeed.

As is common among mermen, he is not pictured.

Dame Darkness

Yelm pantheon - Celestial Court goddess of elemental darkness

Dame Darkness was born as a defense against the Oozing Chaos of pre-creation. She is a personification of the abilities of darkness. The Order within Darkness is alien to mankind and the Pattern of Darkness is kept secret by the dark trolls.

Danfive Xaron

(DAN-five ZAR-un)

Lunar pantheon - Bridge for the Seeker, one of the Seven Mothers

Danfive Xaron is a bloodthirsty outlaw who volunteered for the most dangerous task in the ritual of recreating the Goddess. His partial success earned him the position of Gatekeeper, Porter, and Night Watchman for the pantheon. He is the friend of the Ferryman of the Dead. His gloomy cult presents a last chance for society's most desperate dregs to rehabilitate themselves. Criminals of any sort can find refuge within his temples, but the cult sets harsh standards (e.g. looking at the opposite sex in the first year merits blinding and dismissal). Remaining in the cult pays off only after many years of hard effort.

Danfive Xaron is usually rendered as a scowling, middle-aged ruffian hunched into a position of submission, wearing chains and shackles.

Daruda (dah-ROO-duh)

Eastern pantheon - the Dragon Emperor

Daruda is a pre-Time ruler of Kralorela. He brought the dragon magic to the lands of the East and taught subsequent rulers the secret of turning their souls into the souls of dragons.-

He is usually depicted as a human with the head, tail, and wings of a dragon, carrying the imperial regalia.

Dayzatar (dah-ZAE-tar [Y is silent])

Yelm pantheon - holy and aloof sky god

Dayzatar, the shining sky, was once situated much closer to the world and was more accessible to his worshipers. During the Gods War Dayzatar retreated from the world, setting himself far away in space and worship. His monks now rely on secrets of mysticism beyond normal understanding to maintain their belief, but their rune spells are costly and seem silly.

Dayzatar is usually portrayed as the stary vault, or as a tall, enthroned bald man with a look of disdain on his face.

Deezola (dee-ZOE-luh)

Lunar pantheon - the Binder Within, one of-the Seven Mothers

Deezola was a ruler of lands on the Arcos river and a priestess of Arachne Solara. She is famous as a healer and is a favored patron of nobles and poets. She is also mistress of earth magic.

She is shown as a middle-aged woman, seated with various healing and homely artifacts upon her lap. An ornate comb, crenulated and with her special rune within a square, decorates her hair in an ancient fashion.

Dehore (dae-HOR)

Pamalt and Troll pantheons - the King of Below, an Old God

All the thousands of spirits which inhabit the senseless darkness answer the beck and call of this formless and shapeless deity. Cloaked ever in shadow and muttering in darkness, Dehore, commander of the shades, sends his minions to those who serve him.

His form is traditionally hidden in pictures, though one of his subject spell spirits or shades may stand in for him in ceremonies.

Dendara (den-DAHR-uh)

Eastern and Yelm pantheons - the good goddess, wife of Yelm

The faithful and beautiful wife of Emperor Yelm is the paragon of uxorial virtue. With magnificent pride and skill she commands her heaven-full of servants, and her sergeants carry out every task to prepare for the Emperor's needs, yet Dendara still beams happily in the radiant presence of her husband. As long as she remains content, the world of her worshipers is complete.

Dendara is usually represented as a lovely though matronly woman, her head bowed in respect to her husband,

with tiny figures of children gathered about her skirts.

Donandar (duh-NAN-dahr)

Orlanth and Yelm pantheons - god of minstrels and players

This god wanders the world incognito as an ordinary wayfaring songster, bringing warmth and cheer to the folk he meets. Everyone is careful to welcome and be hospitable to all entertainers in hopes that they may someday host Donandar himself, bringing good luck forever after to their house.

This minstrel is usually pictured as a locally popular musical instrument or as a human holding same.

Dormal (DOR-mahl)

Malkioni, Merman, and Orlanth pantheons - god of boats and sailors

Dormal, a humble craftsman from the city of Nochet, received inspiration from the god Magasta and instruction from Hunlarni the Wise. Galaaz the Shaper was shipwright, using old plans tiled upon his warehouse floor. Dormal said his prayers, raised his sail, and set out across the open sea on the first over-water voyage in over 400 years. Dormal's rites and ceremonies are used by all captains now, although other ship designs have been resurrected or rediscovered.

Dormal's image is always carved of wood with arms extended outward to hold a large shell which is daily emptied and replenished from the water under the ship's keel.

Drospoly (dros-POE-lee)

Merman pantheon - the Cold Death

The torn remains of anything that dies in the open sea sink downward, to the lair of Drospoly, who lives in the abyssal depths where sunlight never reaches and where the water is always freezing-cold. Only corpses and deformed monsters dwell there with him. Drospoly is a secret horror known only to the merfolk, who fear him greatly. Mermen do not make images of their gods.



Earthmaker

Hsunchen and Praxian pantheons - the Great Spirit

This entity lives beyond the realm of normal spirits and gods, being omnipotent and all-encompassing. He made the world and all things in it. He can be reached only through diligent effort and the magics of the Horned God. Earthmaker is never shown in pictures or sand paintings.

Earth Witch

Elf and Hsunchen pantheons - grandmother earth, an Old God

This elderly goddess does for the gods what the old woman who lives just outside town does for a village. She makes potions, blesses things, sends spirits, and preserves the old lore for those who need it. She sometimes has other names.

She is rendered as an elderly woman of the local race, decorated with a necklace and belt of charms, and holding forward a jar, gourd, or other container.

East Isles Gods

Eastern pantheon - insular gods

see *Araganthos, Comb and Braid, Hobimarong, Lumavoxoran, Saliliger*

Each of the East Isles has its own special god, who is worshiped by that island's residents. Each god is unique, and over a thousand are known though only a few are covered in this text.

Ehilm (EE-hilm)

Malkioni pantheon - the sun, a false god

Ehilm is the name by which westerners personify the sun. Their fairy tales describe a powerful sorcerer who gained the knowledge to create the solar powers. He refused to share his secrets and used them for selfish ends and was thus condemned to a life without Solace.

Ehilm is sometimes pictured in western manuscripts as a golden-armored knight bearing arms which show a yellow sun displayed on a white field,

Eiritha (igh-REE-huh)

Praxian and Yelm pantheons - herd mother

This is the cow-mother. She is the source of fecundity and rich milk for all hooved and horned creatures. Every farmer or herder calls her by whatever local animal he favors.

Eiritha is usually shown as a larger-than-life version of the popular local animal. Sometimes, especially among the Praxians, she is shown as a human-headed version of the beast, or as a beast-headed woman.

Elder Gods

Dwarf, Elf, and Yelm pantheons

see *Glorantha, Grower, Maker*

This is a collective term for a group of ancient deities, all of surpassing power, and all of whom are only vaguely understood by modern folk.

Empress Earth

Yelm pantheon - Celestial Court goddess of elemental earth

This goddess is the personification of the broad and bountiful earth, third-born of the elements. While she lay upon the Great Ocean she meditated upon the forms and powers within herself and bore a great number of children, often without the aid of a partner. So rich was the Empress that life teems within and upon her.

Ernalda (er-NAHL-duh)

Orlanth pantheon - earth mother

The bountiful mother of life is the source of all sustenance. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are her children. She is fruitful and generous. Even trolls are said to love her, because she is so good to rob.

She is usually depicted as a happy matron, typically with a bunch of keys at her belt, a basket overflowing with edible fruits and meats hangs from one hand, and with the seven Orlanthi wedding bracelets encircling her arm.

Etyries (eh-TEER-eez)

Lunar pantheon - messenger of the Goddess

Several humans became demigods and filled roles in the Lunar pantheon. One of these was the frustrated daughter of a southern merchant who went to hear the word of the Red Goddess. She listened well, learned what the goddess meant, and worked her way to become Etyries, goddess of merchants, messengers, and heralds. In becoming a goddess, Etyries usurped spells and skills possessed by other deities.

She is usually pictured as a wide-eyed woman thrusting a balance scale forward in her right hand, and clutching a sacred urn to her breast with her left.

Eurmial (YUR-mahl)

Orlanth pantheon - the trickster

This troublemaker is a jester and a fool, but armed with divine energy and power. His tricks change the world, his pranks create or destroy. Sometimes his jokes are harmless, such as when he attended an important banquet and made all the gods' clothing transparent. Eurmial can be helpful, as illustrated when he distracted the gate guards of Hell so that the Lightbringers could slip by. Often he is malicious, as when he ate all of the flying raccoon babies. He is as often the butt of jokes as he is the prankster.

Eurmial is a self-indulgent buffoon. Eating, drinking and fornicating are his favored activities; thievery and callousness are his entertainments. Every sensible deity throws this bum out of his pantheon if he can, and every sensible human throws any worshiper out of his house. Only Orlanth can (sometimes) control him.

Eurmial is usually shown provocatively dressed and impishly grinning, often with sharp teeth. With one hand he holds a leather bag of tricks while he makes an obscene gesture with the other.

The Exarchs (EKS-arks)

Eastern pantheon - masters of the cosmic mystery

The exarchs, also termed Lesser Dragon Kings, are a band of divine functionaries who govern the territories of the Kralorelan empire. Each exarch rules one province and, though a mortal man, is worshiped by the common

people. The exarchs themselves worship the current emperor. Through the worship provided by their subjects the exarchs attain great spiritual mastery with which to serve their people.

The exarchs garb themselves in elaborate regalia for public appearances. Each dominion of the Kralorelan Empire has its own distinctive fashion for the decoration of its exarch.



False Gods

Malkioni pantheon

see Ehilm, Humct, Worlath

According to ancient Malkioni history, wicked sorcerers learned to control great natural powers and intertwined their souls with Nature's forces to become creatures now worshiped by lesser beings. Those creatures are called the False Gods and they have cut themselves off forever from the Solace and Joy which Malkion and Hrestol make accessible to mankind.

Faranar (FARR-an-ahrr)

Pamalt pantheon - wife of Pamalt

Faranar is the daughter of Aleshmara and the wife of Pamalt. Several important chieftain dynasties trace ancestry to her. Faranar's power lies in her family. In myth she is almost always with her husband, mother, and other members of the family of gods.

Images of Faranar always show a woman of status and property, with a cloth skirt, a mother's headress, and many shell necklaces.

The First Four Companions

Hsunchen pantheon - Old Gods, friends of the Great Spirit

Most primitive societies recognize the existence of the First Four Companions, who assisted Earthmaker in the creation of the world. They are the overseers of the four compass directions and they are always depicted as having the form of animals of a watery origin. The most widespread story knows the Companions as Turtle, Loon, Otter, and Sea Eagle.

Flamal (FLAM-ahl)

Elf pantheon - father of seeds

One legend claims that Flamal was born from a piece of living amber which grew upon the pleasant seashore which surrounded the Spike. He was killed and eaten by Zorak Zoran, and for this the earth mother withdrew all her support from the world and weakened it prior to the war against chaos. When Time began Flamal was also reborn, bringing joy and fruitfulness to all in the world whether or not they worshiped him. With various brides, Flamal begat all the many crop- and plant-goddesses of the universe.

He is rendered as a wise old man or

elf with sprouts of all kinds branching from his body. He is usually carved from amber.

Foundchild

Praxian pantheon - hunter son

Foundchild was discovered as a squalling babe in the midst of the Great Winter. Helpwoman found and tended him to full manhood. He taught a straggling band of followers how to use the weapons of war-bows, spears, and stones to bring life by killing animals to eat.

He is usually shown as a man armed with a radiant bow or spear, with animal heads bound to his belt.

Framanthe

(fruh-MAN-thuh)

Merman pantheon - goddess of the deep

The brooding and mysterious power of the deep flows from this goddess. She is the soul of the primal ocean, the embodiment of its power and energy. Understanding her is a mystical experience. Although almost every prayer and ritual of the sea folk includes a thanks to her, almost no active worship of Framanthe exists.

As is common for mermen she is not depicted in any form.



Gagarth (guh-GARTH)

Orlanth and Praxian pantheons - the wild hunter

Gagarth rides across all the worlds seeking lost or lonely spirits as food for his hunt. He chases the devout off their predestined path to eternity. He runs down the lonely traveler on the moors. He dogs the trail of all who resist him.

The fierce winds which accompany Gagarth sting like red hot hail. He rides a demon steed which gallops upon air, land, or sea, and he is armed with a long-reaching barbed spear. His companions include slaving spirit wolves and a howling crowd of dead followers.

He is usually shown as a skull-headed man with glowing eyes. He rides an eight-legged steed like a horse with an eagle's beak.

Gark the Calm (GARK)

Chaos pantheon - chaos god of eternal peace, eternal life, and zombies

Gark's priests travel the world in many guises, promising the seemingly-impossible to the impoverished people of all civilizations: peace and solace from the miserable world. Gark's worshipers call him by many names, but every crowd of hopeful pilgrims disappears into ancient ruins or forbidden places. No one knows the fate of the souls, though a terrible odor rises from the zombie populations of those places.

Gark is rendered in whatever form is most pleasant to potential worshipers.

Gata (GAH-tah)

Elf pantheon - the primal earth

Behind the grandiose mythologies and powers of many deities looms a forbidding and formless entity: the primal earth. Myths reveal that the goddesses of old called upon her in their prayers. No human today is capable of reaching this being. She is variously called the Three, Six, Nine, or One Hundred Twenty Four Earths.

She is not usually pictured, but a simple clod of earth, sometimes blood-drenched, is used to represent her in ceremonies.

Gbaji (g'BAH-jee)

Chaos pantheon - the deceiver

Gbaji brought about the end of the Dawn Age and destroyed Genertelan civilization. His subtle chaos infected all cults and peoples from Peloria to Seshnela. At the peak of Gbaji's evil empire vampires walked openly, disease masters of Malia were as highly esteemed as healers, and the populace of entire cities sprouted chaos features.

Arkat the Liberator destroyed Gbaji and destroyed his empire. To this day, Gbaji's homeland, Dorastor, is infested by vile monsters.

No images of the living god survive. He is shown in western manuscripts as a demonic figure an evil parody of the human form. Pelorian manuscripts reveal an elegant radiant man-like being, almost always shown suspended off the ground and glowing from within. His handsome face is usually twisted with a snarl. He is usually also shown with leathery wings.

Genert (GEN-ert)

Praxian pantheon - the dead god

Genert once ruled the northern continent. During his life peace and plenty abounded. Since his death by the agents of chaos, the world has been worse off.

Genert was not resurrected by the Dawn because when he was slain his body and soul were eaten by chaos monsters. Anything so destroyed leaves the energy cycles of Glorantha forever. A great patch of land on the northern continent is harsh and barren because it used to be connected with Genert's personal life forces, which can never be recovered.

No images of Genert are known. Some cliff carvings reported in the wastelands beyond Prax show a giant before whom bow figures who are similar to known nomad deities.

Gerlant Flamesword (GER-lant)

Malkioni pantheon - warlord, saint of honor and right action

Gerlant Flameword was a king of Seshnela during the most important war fought by the Malkioni. He was Arkat's liege during the Gbaji wars and he used Arkat to save his land. When Arkat betrayed his principles Gerlant turned against him. This forced treachery has been a favored subject for

tragic epics for centuries. Sometimes Gerlant is declared to be Arkat's son. Gerlant's prowess and honor became so legendary that even before his death, he was worshipped as a saint.

He is pictured in manuscripts as a bearded king with black hair wielding his famous flaming sword. His arms consist of a flaming red sword upon a white background. A variant of this became the hated symbol of the God-learners.

Gloomshark

Chaos pantheon - chaos god of hunger

The gloomshark is a mighty fish that was blighted and blasted by chaos during the Gods War. Nothing it devours is ever seen again, in any form. Some benighted wretches attempt to appease this monster through sacrifice and worship, but it is as likely to consume its followers as it is the proffered gifts.

Gloomshark's human enemies show it as a gigantic armored shark with multiple fins and tentacles ringing its mouth.

Glorantha (glor-AN-thuh)

Dwarf, Elf, and Yelm pantheons - goddess of life, mother of the Celestial Court, an Elder God

Glorantha was born of a union between Maker and Grower and was the first life in the world. Scholars often claim that Glorantha is the mother of both the powers and the elements of the Celestial Court.

Glorantha is impossible to reach through worship. Most scholars claim she died with the rest of the Celestial Court. Others argue that she only changed her form. A few believe that she was the First Woman, or that she still lives, wandering the world.

Godunya (goe-DOON-yah)

Eastern pantheon - the current Dragon Emperor

Godunya is presently the Dragon Emperor of Kralorela. As such he epitomizes their life and salvation, and has reigned for almost two centuries.

In his rare public appearances, the Emperor has revealed himself as a smallish man. For the last hundred and sixty years his skin has acquired an increasingly golden hue until now he appears to be carved out of gold. According to his subjects this is a sign of approaching enlightenment. He is garbed in hundreds of yards of cloth-of-gold, satin, and glorious silken robes, and is attended by a train of special half-human servants. He wears no metal ornament.

Golden Bow

Yelm pantheon - patron of archery

Golden Bow is a son of Yelm who confers upon his worshipers archery skill and powers in his father's name. He is a great hero among the Pent nomads because he preserved them from trolls and established many noble families.

Among the Pentans he is rendered as

a gigantic, radiant warrior. Across his chest, arms, and legs are painted all the warrior runes. He carries a bow of gold and a quiver of arrows, but no other weapons. His riding horse is winged.

Golod (GOE-lod)

Merman pantheon - fish-father and god of ugliness

Golod is the favored husband of Triolina, the goddess of sea life. He is a huge fish which can take several shapes.

Long ago, Golod sought the love of an earth spirit, but Ernalda forbade her daughter to wed such an ugly god anywhere on earth. The young goddess tore away a tract of land and floated it upon the sea, thus creating Kyclerela, the Floating Land. Born there was one of the incarnations of Eurmal.

Golod is pictured by human fishers as a huge grotesque fish.

Gorakiki (GOR-ah-KEE-kee)

Troll pantheon - mother of insects

Gorakiki's progeny are spread over all the world. The cult allows the domestication of insects by its members and flourishes especially among trolls. There are two dozen exclusive subcults, each specializing in the breeding and study of a single type of insect. The timinits of Jrustela also worship this goddess.

Humans depict Gorakiki as an enormous and terrifying version of whatever insect wreaks the most havoc in their native land. Troll images of her are made of mud in whatever shape is appropriate for the favored species, and these troll images change through the year. In summer egg-like spheres are used. These are broken in autumn and remade into grubs, which are then wrapped each winter and unwrapped and revealed as adult insect shapes in the spring.

Gorgorma (gor-GOR-mah)

Eastern and Yelm pantheons - keeper of secrets, terror and eater

Gorgorma of the Two Mouths is a huge and wrinkled female horror, the awful sister of Dendara. Every evening after dinner, Gorgorma silently comes to the gates of Yelm's celestial palace and is always admitted. She lurches through the glowing halls until she reaches the tapestried chambers of Dendara, the Good Goddess. There, Gorgorma and Dendara sit together and play chess.

She is depicted as a wrinkled, deformed, fat old hag who squats to reveal wicked teeth in both mouth and vagina. Her hands are set in gestures of rending or curse-sending.

Grain Goddess

Eastern, Elf, Orlanth, Pamalt, and Yelm pantheons - queens of the land

Each region of the world has its own special grain or land goddess. All are similar and each has given birth to her own special grain.

They are illustrated as young women

clutching bundles of their sacred grasses. Alternatively, they are pictured as just a specimen of the ripe plant.

Grandfather Mortal

Orlanth pantheon - Old Man, father of all mortals

see *Old Man, Wild Man*

The first man was made through the cooperation of the gods as a creature to serve them all. Thus, humans have a touch of all the gods in them. But the whole was greater than the sum of the parts, and the gods found that they had wrought something new which they could not completely understand: the nature of humanity. Humans are still independent of the gods in many special ways.

The first man is called Grandfather Mortal and, at first, he was much like other gods. One day Humakt came to him and asked if he wished to test a newly discovered power. Grandfather Mortal agreed and so became the first creature to die-to have spirit and body separated. Due to this event all descendants of Grandfather Mortal now die. His spirit went to the Underworld, and all newly dead spirits go there still.

Grandfather Mortal has many descendants, for he was a popular plaything among the deities. Most intelligent humanoid species trace their descent from him, including humans, elves, trolls, and mermen.

He is pictured as a middle-aged or old man, dressed in whatever fashion local custom accepts as ancient clothing.

Grandmother Earth

Hsunchen pantheon - mother of life

Grandmother Earth's body is the world itself. Orlanthe philosophers theorize that she may be Gata or Ernalda masquerading under a different name.

When illustrated, she is carved as a stylized pregnant woman in stone, bone, or wood. The image is hollowed, filled with earth, and covered with various runes.

Grower

Dwarf and Elf pantheons - an Elder God

Grower is a primal elf concept, sometimes confused by humans with Aldrya. Grower took the raw stuff from which the world was to be made and quickened it, allowing it to grow into life. Cooperating with Maker, Grower caused all the world to be.

Grower is sometimes rendered as a titanic woman from whose hands pour all the life of the universe.

Gustbran (GUST-bran)

Orlanth, Pamalt, and Yelm pantheons - the bonfire, one of the Lowfires

Gustbran was born during the crisis of the world when all hope seemed dimmest. Until then he had lived within the folds of Mahome's cloak, and he can still be summoned from her in need. He is called the Source of Many Torches and his holyday lies

within the deepest part of winter. He is also the fire god of smiths.

He 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.



Harana Ilor

(hah-RAH-nah ee-LOR)

Yelm pantheon - Celestial Court goddess of harmony and peace

As the musician of the cosmos, Harana Ilor is noted mainly for the creation of the Harmony rune, fashioned to resemble the strings of her magical harp.

Heler (HEL-er)

Orlanth pantheon - god of rain

Heler, the blue god, is Orlanthe's loyal friend though subordinate to him. He is quite handsome, and at least one tale relates an affair between him and Ernalda, Orlanthe's wife. Heler is occasionally considered a militant deity, but rarely as an effective one. His name is a watchword for loyalty among Orlanthe worshipers, and to be called "staunch as Heler" is a high compliment. Sheep are sacred to him, and Daga is his eternal foe, ever-defeated by Heler's magic waters.

Heler is usually pictured as a handsome blue-skinned man, accompanied by or calling clouds. He is never armed, to show that his blue skin is not wood (worn only by warriors).

Helpwoman

Praxian pantheon - the matron

Helpwoman is the spirit of domestic activity for many Praxian tribes, sometimes considered to be the patroness of older women. She discovered and raised Foundchild during the Great Darkness.

Helpwoman is shown in skin paintings as a comely old woman bearing a chopping knife and cooking skins.

High King Elf

Elf pantheon - the defender

When all the universe was frozen or dead, High King Elf came to the rescue of the world's forests. He and his small band of followers defended their sterile woods vigorously and unselfishly until the Dawning came at last, when their work was rewarded by the reawakening of their goddess.

He is shown as a copper-armored elf king.

Himile (hih-MEEL)

Troll pantheon - god of cold

Himile is the brother of Subere and Dehore. There is a whole hierarchy of deities subservient to him and worshiped in cold places, but this hierarchy is unknown throughout most of the

world. In the darkest winters when the powers of the ice hells stir, the hollri and uzhim (ice demons and snow trolls) sometimes slither down from the Great Northern Glacier and are seen by unlucky mortals.

He is rendered as a squat, powerful god. Snow trolls chew his image upon the face of glaciers.

Hobimarong (HOE-bee-mah-RONG)

Eastern pantheon - East Isles god of Golden Mokato

Supposedly, Hobimarong has never made a mistake. His island ruled the enormous Eastern Sea Empire during the Second Age. At that time, the many East Isles worked together under Mokato's strict domination to rule half the world's oceans.

His idols are colored red on the right side and blue or yellow on the left, with a pearl in his naval.

Hon-eel the Dancer (hah-NEEL)

Lunar pantheon - Second Inspiration of Moonson, lunar goddess of rebirth

The Lunar Empire was desolated by horse barbarian attacks in its early years. After the barbarians were defeated, Hon-eel appeared and renewed the empire. She restored provincial lands which had drifted from Lunar rule as a result of the barbarian attacks, settled new lands, drove the last of the horsemen off, and discovered a new food grain, maize, for Peloria. Hon-eel danced her way to the end of the universe and brought back rich blessings of fertility for all who were wise enough to call on her.

Her images show a graceful, handsome woman. She is dancing, balanced on her right foot. Her left foot is on her right knee, and she holds forth a bundle of maize.

Horned Man

Elf, Hsunchen, Orlanthe, Pamalt, Praxian, and Troll pantheons - the great shaman

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

He is rendered as a human wearing an animal hide, often painted with runes, always accoutered with necklaces, bracelets, and belts of spell foci, and with horns similar to a deer's.

Hrestol (h'RES-tuhl)

Malkioni pantheon - hero of the Men of the West, saint of true knighthood, initiator

One year after the Dawning of Time, the holy and angelic prophet Malkion appeared to Hrestol, then a warrior of

Seshnela. Hrestol learned that the old Malkioni philosophies were destructive to man's eternal soul and happiness. He was taught how to achieve eternal salvation in the paradise of the Invisible God. All modern sects of the malkioni stem from Hrestol's original contact with the Eternal World.

He is usually shown as a blond man, hands clasped together. His arms consist of a shield divided into quarters which are alternately white and blue, with four gold crowns (one within each quarter).

Humakt (HUMKT)

Orlanth pantheon - god of death and war

Humakt is Death. He is the unyielding fate of all living creatures, both mortal and divine. To the Pelorians he is heartless, and can be circumvented only by following the resurrection paths of their god, Yelm. To his barbarian followers, Humakt is a frightening but necessary agent of eternal change who can be used in a courageous and noble way to preserve the world. Thus the Pelorians do not worship Humakt, but fear him, while the Orlanthe both worship and fear him.

His image is that of an ornate sword, sometimes made from exotic materials, or as a burly armed and armored man bearing a sword.

Humct (HUMKT)

Malkion pantheon - a false god

Humct was a western sorcerer who lusted for more power than even his fearsome magics could provide. He attempted to understand and master the ways of Death. His trial-and-error experiments killed hundreds of victims, and Humct was eventually driven from the western lands. The name Humct is now synonymous with the meaninglessness of a wasted life. Priests frighten initiates into obedience by telling them that Humct will carry them into a death of oblivion if they stray from Malkion's word. Humct is worshiped only by outcasts and evil-doers.

He is illustrated as a gaunt old man, unkempt beard flowing to his belly, dressed in a ragged robe. He is wall-eyed, dirty, and open sores splotch his face and hands.

Hunter

Universal - father of hunters

see Foundchild, Odayla, Rasout, Zong

Throughout the world people survive by hunting. Each tribe worships its own special god of hunting and follows its own rituals, but all know that somewhere beyond the sky dwells First Hunter, who sent his many children to man. Each of his children became the hunting god of a single region or folk, but all are brothers.

Hwarin Dalthippa (h'WAH-ren dahl-THIP-uh)

Lunar pantheon - the Conquering Daughter, lunar heroine

Hwarin Dalthippa is the favorite goddess of the Lunar provinces. Once mortal, she founded the famous and beautiful city of Jillaro, conquered the provincial barbarians and integrated them into the empire, and built the magical roads which today crisscross the region. She is also worshiped by women as a domestic goddess.

Her most famous temple image shows her standing helmeted, a third eye visible on her forehead, holding a spear and with shield and distaff at her feet.

Hyalor Horsebreaker (HIGH-ah-lor)

Yelm pantheon - famous hero, now god of horsemen

Hyalor Horsebreaker was a leader among men and a descendant of Yamsur. He once saved Hippoi, a crippled spirit, from death. Together they formed an alliance, Hippoi changed her name and identity, and now she is called Horse. Man got the better of the alliance, for ever since then her descendants have worked more for man than man has worked for the horse.

Hyalor also performed other great deeds among men, namely those which eventually set apart a gentleman from those of lower class. Among the horsemen of Pent Hyalor is the model chieftain.

He is always shown mounted, usually holding the bridle he used to bind Hippoi.

Hykim & Mikyh (HIGH-kim, MIK-yuh)

Eastern, Hsunchen, Orlanthe, and Pamalt pantheons - beast parents

As the Father and Mother of beasts, Hykim and Mikyh are sometimes reputed to be the children of the earth and a dragon. With different paramours this couple produced a large variety of children to populate the elements. They also had children together. The Blue Book of Zzabur presents a taxonomic classification of their children as a genealogy.

Hykim is usually shown as a draconic creature, often with different animal features from the local fauna. Mikyh is rarely pictured.



Ikadz (EE-kadz)

Chaos pantheon - god of torture

This entity receives the souls of misdoers and cleanses them before they can join the other dead. A few folk worship Ikadz directly, and they claim to receive magical power from their worship. Such cults are occasionally tolerated by the ruling bureaucracy of the region, but is rarely encouraged by any except the most corrupt. Ikadz is a deadly foe of Humakt.

He is pictured as either a set of pincers or as a round troll carved from

lava with six X's incised in a triangle on his back.

Immanent Mastery, Path of

Eastern pantheon - mystery cult of dragon power

The members of this secret organization can transform themselves into dragons. Initiates claim that their dragon powers prove the cult's power and verify its truth. God Learners relied upon this cult when they ruled in Kralorela.

The floor and walls of Path of Immanent Mastery cult buildings are inlaid with ivory and ebony, in patterns depicting writhing dragons.

Inora (ee-NOR-uh)

Orlanth, Praxian, and Troll pantheons - goddess of mountain top winter

Inora is the goddess of winter mountain tops. Her cool beauty descends to the lowlands, and in Prax sometimes brings water to the most arid regions. Her calm beauty shrouds an icy wrath which brings silent devastation.

Trolls use rock from mountain tops to carve a troll woman who is lone and thin, like an icicle. Special statues are carved from natural stalagmites naturally formed like the goddess. Praxians show her as a tall white goddess crowned with a castle. Orlanthe show a pretty woman with the same crown, but emphasizing her billowing white cloak.

Invisible God

Malkioni pantheon - the creator

The invisible god is, always was, and forever shall be. He is the God beyond the Gods. He provides salvation and purpose in existence to his minions. He only gives and never takes.

The invisible god is aloof and perfect. Since these traits render it difficult for his followers to determine the correct method of worship, he twice sent prophets to remind everyone of him. Malkion was the first prophet in bygone ages; Hrestol was a more recent prophet. Despite their guidance many conflicting heresies and rival sects have grown within Malkionism.

He is never depicted.

Iphara (ee-FAR-ah)

Merman and Orlanthe pantheons - goddess of fog

When beset by enemy gods, Iphara wrapped her power about her-for protection, like a thick grey cloak. Since that time she has always appeared as fog, and within her body are held fearful mist-monsters and the powers of illusion. Sailors especially curse her. Sometimes the unlucky hear her mumbling and chuckling over her gruesome tally of ships sunk with their crew.

She is usually not shown in images or illustration, though fishers use billowing clouds of vapor to represent her in rituals. The Waertagi also show a beautiful woman wearing robes of tattered mist.

Irippi Ontor **(i-RIP-ee ON-tor)**

Lunar pantheon - the Brown Man, one of the Seven Mothers

Irippi Ontor was an outlawed priest of Lhankor Mhy, god of wisdom. He came from Yuthuppa and was a friend of Yanafal Tarnils. He is the personification of wisdom and learning for the Lunar empire.

He is usually pictured as an elderly man, beardless but with bushy moustache, wearing the traditional robes of a Pelorian scholar.

Issaries (IS-sar-eez)

Orlanth pantheon - god of trade and communication

Issaries is Lord of Trade, Guardian of Roads, Messenger of the Gods, and the psychopomp of the Orlanthi. Initiates of his cult are merchants and heralds, protected by their god's reputation and power. The cult language, Trade Talk, was spread by the God Learners and is spoken as a second language in much of Glorantha. Issaries is often worshipped apart from the rest of the Orlanthi pantheon.

Issaries is rendered as a youth dressed in the local clothing style, hold ing one hand forward with the other behind his back. Other appurtenances are usually also added to his images as signs of his dominion.

Individualism

Dwarf pantheon - the heresy of self-worth

Individualism was founded during the Second Age by a dwarf later called Chark the Liberator, in response to the lethal results of Openhandism (another dwarf heresy) which culminated in the Gbaji Wars and dwarf civil war. These wars so disturbed Chark that he sought solace in religion and embarked upon a heroquest. He returned from his heroquesting with the secret of his heresy.

Individualists believe that all dwarfs have, or can have, a soul made in the image of Mostal. The implications of this philosophy shocked dwarf society when a number of formerly tame dwarfs decided to seek their own destiny and creativity. Individualist dwarfs commonly leave their ancestral strongholds to make their way on the surface world. By the very nature of the philosophy, no important dwarf citadels are ruled by individualists, though it is quite widespread.

Chark the Liberator is never portrayed by dwarfs. Historical accounts state that he was an unusually short dwarf, beardless, and that he was so pious that his bones turned to stone.



Jakaleel the Witch **(JAHK-uh-LEEL)**

Lunar pantheon - Spindle Hag, one of the Seven Mothers

Jakaleel was once a priestess of Zorak Zoran in the mountains of Jord. Her cult explores the diverse horrors and solaces contained in the secrets of darkness in its many forms, and she has close associations with the Blue Moon. Trolls who join the Lunar faith gravitate toward her cult.

Her statues portray a skinny old woman with withered arms, draped in a light colored shawl decorated with black stars.

Jeset the Ferryman **(JEH-set)**

Troll pantheon - guide to Hell

Jeset, the Ferryman of the Dead, built the first boat. He uses it to ferry souls across the River Styx to the far side. For this he charges a small copper coin, or else a small magic item of varying worth to the few living who wish to use his services.

His image is not often carved into images by trolls, though the image of his boat may be.

Jmijie (zh'MEE-zeh)

Pamalt pantheon - the homeless god, the wanderer

Jmijie is the spirit of travel who inspires Pamalt's people to wander across their vast, peaceful plains. Occasionally a worshiper of Jmijie is stricken and overcome by the wanderlust curse to travel from home to seek new places and experience.

Jmijie is illustrated by a figure with his left hand shading his eyes, and with a travel pack on his back.



Kajabor (KAHZH-ah-bor)

Chaos pantheon - chaos god of entropy, the Void

Kajabor wields entropy in the world. Often called God-Killer, he destroys all vestiges of matter or energy, annihilating all possibilities of individuality or unity. Entities slain by Kajabor have never returned to the world, and even their names, and memories of them, have been lost after their bodies and souls were eliminated from the universe.

Kajabor is the Great Fear, believed to drive people or gods to follow such corruption as Wakboth. For this reason Kajabor is as much an enemy as true evil, though he is utterly impersonal and, some say, as natural as the forces of creation.

In God-time, Kajabor was slain by Wakboth and went to Hell where he confronted the last of the gods, massed in their final stronghold. Arachne Solara there enmeshed him, wrapped him in her legs and struggled mightily, and at last devoured him alive. The resulting combination of entropy and

existence synthesized into the god Time, who rules the cosmos.

In every instance where a wall painting shows Kajaobr facing or destroying other gods, his image is always hammered out and destroyed, leaving a gaping ruin. Thus is he rendered.

Kargan Tor **(KAR-gan TOR)**

Yelm pantheons - Celestial Court god of conflict

As the god of conflict for the Celestial Court Kargan Tor's exact duties are not well understood, since death did not exist at that time. Current myth implies that he deserted his post at the Court and allowed the devil to enter the Immortal Palace and abuse the Empress Glorantha. A revolt followed which resulted in the destruction of the Spike, whereupon the invading forces of chaos swept across the world.

Keraun (kerr-AHN)

Pamalt pantheon - the Cloud-Bearer, the good wind

Keraun is the goddess of the east wind which blows rain clouds across Pamaltela. She is a friend, servant, or wife of Pamalt.

She is usually shown as a woman bearing waterskins and riding upon the swallows which fly before the storm.

King of Above

Hsunchen pantheon - Chief Star

This deity is the ruler of the Sky World. He is unreachable by shamans but his spirits, the beings of wind, rain, sunshine, and starlight, can be obtained without difficulty.

Sand paintings depict him as a bearded man haloed with a star. A sun is upon his chest and a cloud upon his abdomen. He wields whatever local tools are used to make sky magics.

King of Below

Hsunchen pantheon - Grasper

This being lives beneath the floating earth and is the counterpart to the King of Above. He rules darkness spirits, the dead, and monsters.

He is rendered as a beardless, empty-eyed man with a fury's face upon his chest and a skull upon his abdomen, reaching forward with one skeletal hand.

King Undine (un-DEEN)

Merman pantheon - father of water elementals

This is the child of Heler and Triolina, and all undines are descended from him. There are several upper echelons of these creatures who cannot be commanded by mere mortal priests or magicians. One of those is Tidal Wave, another is Ship Beater, a third is Island Gulper. One son of Tidal Wave is called Sog, who is famous for his many stations of worship where the ancient Waertagi used to land. Sog is also parent of the three Father Undines who spawned in turn the nine Giant

Undines whose clans are the source of the many different elementals of the Neleomi sea and its many rivers.

His portrayals show a wave, sometimes with a face or arms.

Kolat (KOE-laht)

Orlanth pantheon - father of winds

Kolat is the father of the Seven Winds: North Wind, South Wind, East Wind, West Wind, plus three secret winds (Higher, Lower, and No-wind) known only to a few living people. He is also called Umbrol, the parent of the Umbroli, fathers of sylphs. Kolat is as important for his place in the genealogy of the gods as for his deeds.

He is shown as a gust of wind, often with a puffy-cheeked blowing face and powerful arms.

Krarsht (KRARSHT)

Chaos pantheon - chaos god of hunger and traps

This creature's true name is still unknown. She is also known as the Waiting Mouth, the Hungry One, and the Devouring Mother. She invaded Glorantha with the Devil and fed on the refuse of the universe. When driven underground, she chewed great holes in the world.

Throughout Time, she has never held a surface kingdom. Instead, she tunnels through society as she tunnels through the earth. The cult serves as a clandestine network, a society of assassins, and a secret organization for the power-hungry. Even her own worshipers rarely know what they serve, and most never meet one of the awful tunnel-monsters which dig krarsht's traps and mazes.

Her temples have statues of a many-tentacled creature, like an octopus. It has multiple fanged mouths as well. In some troll rituals a foe is dressed like her for sacrifice, decorated with wire ropes for arms.

Krjalk (kur-JAHLK)

Chaos pantheon - chaos god of treason

The gods of chaos crawled out from the howling void left behind after the destruction of the spike. Krjalk was one of them. Billions of beings joined his empire of chaos mutants. Merely speaking his name or thinking of him was then enough to transform the speaker or thinker into a chaos horror—a slave in Krjalk's throngs. Krjalk was a dire terror and Zorak Zoran finally encountered him and devoured him. Only tiny particles of Krjalk escaped to seed the souls of traitors, parricides, and apostates everywhere.

He is shown in Zorak Zoran rituals in many forms, but always with a noose about his neck and a metal spike protruding from his chest.

Kyger Litor (KIGH-ger LEE-tar)

Troll pantheon - mother of trolls

Kyger Litor is the ancestress of all the troll races of the world and is almost

universally worshiped by them. When the sun was slain she invaded the surface world with her minions, conquered the land, and bore the brunt of the fighting against chaos. The cult is simple and primitive, often savage or brutal in the eyes of humans, but is satisfying to the equally primal trolls.

She is usually shown as a mistress troll, accoutered with crude regalia of power. Her statue can be chewed from any kind of rock, and is always the largest statue in any group.



Lamsabi (lam-SAH-bee)

Pamalt pantheon - criminal network

The Lamsabi are a nonviolent but highly effective organization of thieves and burglars extending through many cities of the Pamaltelan jungle coast. The name of their god is unknown, even to many cult initiates.

His only known sign is a peculiar rune made of silver or brass, which serves as his image in their hidden shrines, and which is invisibly tattooed on worshipers' left hands.

Lanbril (LAN-bril)

Orlanth pantheon - king of thieves

Lanbril was a near-human resident of the Spike during Godtime. He was scorned by more ancient and powerful gods who had vastly superior magic. In revenge Lanbril secretly robbed and inconvenienced the gods who had spurned him. Lanbril is now worshiped by thieves and other lowly types in most large cities of south-central Genertela.

Nobody knows the face of Lanbril, for he is the master of disguise. Priest-leaders take the part of Lanbril in cult religious ceremonies.

Larnste (LAHRN-stay)

Eastern and Yelm pantheons - Celestial Court god of change

As a member of the Celestial Court, Larnste fashioned the rune of movement and change. When death came into the world, Larnste initially took the responsibility of separating those dead spirits from those still living. The dead spirits he gave into the care of the various gods and goddesses of the underworld, who were just coming into being. For this he earned the nickname The Soul Arranger. Larnste's ultimate fate during the Gods War is uncertain, though some philosophers believe that he was able to transmute himself into another form, god, or power.

Lhankor Mhy (LANK-er MIGH)

Orlanth pantheon - lord of knowledge

Lhankor Mhy is the god of the Grey Lords, the sages of Glorantha. Keeper of the Laws, Scribe of the Immortals, and History Singer are his titles. He is one of

the Lightbringers, and during that epic quest he inherited, found, fought for, and stole many pieces of the old powers. He preserved them safely until Time began. He even holds the sacred Stone Scrolls, forged in the Underworld to hide the secrets of the Compromise from immature souls. Even so his knowledge is not complete, and he and his cult ever thirst for more.

Barbarians picture Lhankor Mhy as a man dressed in the local noble fashion, or in grey robes, always bearded. He wears the Arm Ring of Knowledge, and usually holds scrolls.

Lightbringers

Orlanth pantheon - fellowship formed to restore the Sun

see *Chalana Army, Eurmál, Flesh Man, Ginna Jar, Issaries, Lhankor Mhy, Orlanth*

Orlanth's killing of Yelm sparked the beginning of the Great Darkness. Orlanth realized the doom which he had brought to the world, and knew that he must right his wrongs by bringing Yelm back to life. He set off with his companions, later dubbed the Lightbringers, and they entered hell alive. Their quest was successful and, as a result, the world was reborn to its current state.

Lodril (LOE-dril)

Pamalt and Yelm pantheons - father of peasants and volcanoes

This god is brother to Dayzatar and Yelm, and father of the three Lowfires. Where Dayzatar sought mysticism, and Yelm suffered to prove his worth, Lodril always sought pleasure in common life. At his worst Lodril personifies carnal gratification, totally unhindered by civilized mores. At best he is the personification of the common man.

When Lodril came to earth he became Volcano God. During the Gods War, the Sky Spear pierced the earth trying to impale a slimy thing of chaos. Rather than holding firm, the Spear snapped and broke freeing Lodril, the god who lived inside the weapon. He is sometimes thought of as the source of heat without light. In Kethaela there exists an immense volcano called Lodril's First Home.

Lodril is usually depicted as a crude but powerful peasant among the solar worshipers, sometimes even portrayed as a slovenly, overweight sot. Among the Pamaltelans he is shown on baskets as a warrior carrying both a long and a short spear.

Lokarnos (loh-KAR-noes)

Yelm pantheon - god of wagons and trade

This god began his mortal existence as a simple peasant in the imperial land of the Golden Age. Through perseverance and hard work he earned a superior and rewarding position in life.

Lokarnos began his immortal life as god of the wheel, a magical token he created to honor Yelm. Through cleverness he made carts and wagons, loaded them with goods to help his lords, and afterwards earned the title of Merchant

of the Gods. He also invented money, and certain coins are called wheels in his honor.

Lokarnos is pictured as a trader in a traditional short tunic, beckoning with one hand and holding a pile of coins in the other. A gold wagon wheel or an oversized coin are used as temple images.

Lord Light

Yelm pantheon - Celestial Court god of elemental fire

An early member of the Celestial Court, this god of primal fire fashioned the light rune. One of his sons is Dayzatar, the shining sky.

Loon

Hsunchen pantheon - help from the north

see *First Four Companions*

Lorian (LOR-ee-an)

Merman and Yelm pantheons - Sky River Titan

Lorian is a sea god who invaded the sky and overcame the fire gods during the Gods War. Ever since then a celestial river has surrounded a part of heaven, and from there waters descend to earth.

Lorian is shown in solar temples as a blue god, tailed like a fish, but otherwise handsome and powerful.

Lowfires

Orlanth, Pamalt, and Yelm pantheons - servants of humanity

see *Gustbran, Mahome, Oakfed*

The Lowfires are those types of fire which are known to mankind: the hearth, the workfire, and wildfire. They are esteemed by primitives, valued by barbarians, despised by sun and sky worshipers, and revered as companions by commoners.

Lumavoxoran (loom-ah-VOKS-oe-ran)

Eastern pantheon - East Isles god of Haragala

Lumavoxoran is the god of a modern naval power, Haragala. His temple in Haragala contains a giant pool of liquid which changes colors depending on the god's moods and which is used for divination.

His image is that of a billowing sail upon which eyes have been painted.

Lunar Goddess

Lunar pantheon

see *Annilla, Red Goddess*

Two living goddesses of lunar energy are known. The Blue Moon reigned before Time and the Red Goddess has reigned since Time. A third moon, the White Moon, is prophesied, but receives no worship and little acknowledgement from existing cults.

Lux (LUKS)

Yelm pantheons - King of Above

The faraway sky is unreachable, but

lesser spirits from the Sky World sometimes visit the surface world. Sky worshipers call these spirits "angels," and recognize a vast hierarchy which serves their gods.

Lux is usually shown as a robed being surrounded by some representation of light, such as a ring of fire or a circle of rays.



Magasta (mah-GAH-stah)

Merman pantheon - lord of all sea gods, the Churner, and Old God

Magasta is the son of Daliath and Framanthe. He is the moving force of life in the waters. His vast family personifies the tremendous primal forces of the sea, but Magasta directs them. He is King of the Sea Gods, master of life and death within the depths.

He is not usually illustrated in merman religion.

Mahome (mah-HOE-may)

Orlanth, Pamalt, and Yelm pantheons - the Hearth Fire, one of the Lowfires

Mahome is the common fire. She has befriended man, but refused the beasts her comfort. She is the servant of the gods, and prepares the meals for their mighty feasting.

She is usually shown as a firepot used to store embers, or as a peasant woman holding the same.

Maker

Dwarf and Elf pantheons - an Elder god

Maker is a primal dwarf concept. Along with Grower, Maker helped form the universe. Maker took the raw materials of the universe and arranged them into purposeful constructions. He assigned the world's natural laws and built the Spike. He is sometimes confused with Mostal or the World Machine by non-dwarfs.

Maker is sometimes pictured as a huge man in a workman's apron.

Malia (MAL-ee-uh)

Chaos and Troll pantheons - mother of disease, one of the Unholy Trio

Malia was a fertile goddess who was either captured and enslaved by Ragnaglar, or freely joined his plot (depending on the storyteller). She was part of the spell made by Ragnaglar and Thed which allowed chaos into the world. Though she eventually broke from the alliance, she was transformed into a death goddess and has never freed herself of the taint. Her type of death seems unclean and vile. She is worshiped by the filthy broods and also receives propitiatory worship from the rest of the world.

Malia is pervasive and leads mortals to the halls of Hell even if they avoid every other fate. Not even her greatest

worshiper is safe from her embrace if he outlasts the span of years allotted to his species.

She is usually shown as a woman pocked and dripping with diseases, or as a headless body with a single huge maw in its belly, two stout legs, and many arms sprouting from about her torso, with which to snatch victims.

Malkion (MAL-kee-on)

Malkioni pantheon - first prophet of the invisible god

The creed of the men of the West states: "There is only the Invisible God, and Malkion is his prophet." Malkion came to men in the Darkness and taught them the ways of the Creator. He taught them to live and survive in a world which contained evil. The essence of his teaching is that the universe is not soulless for those who practice sorcery, and that they can enter the realm of Solace after death. All Malkioni regard Malkion's principles as essential to right action. He showed men the proper social classes and how to be happy with one's role in life.

Portraits show him as a stately man in robes of the current fashion, bearded or not as is currently in vogue, with his right hand raised in the gesture of solace.

Manthi (MAN-thee)

Merman pantheon - king of the seas

Manthi is the ruler of all water beings, though he is still subservient to his brother Magasta, who controls all the powers of the sea. Manthi fathered other spirits who oversee regional affairs and receive worship from local intelligent beings. Two children are important only in the sea: Sshorg of the Sea of Terror in the east, and Banthe of the Western Ocean. A third child, Lorian, is important to sky worshipers as well.

Manthi is not pictured by mermen.

Maran Gor (MAH-rahN GOR)

Orlanth and Pamalt pantheons - earthquake goddess

This goddess is often called the Earth Shaker. She is the sister of Ernalda, and was once generous and kind. Maran took no husband or lover. When the troubles of the Gods War came, 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. Now she is only actively worshiped by those that enjoy the carnage which is her most precious gift. Most great earth temples still include shrines to this deity, and prayers are sent to deflect her wrath.

Her statues portray a stout, blocky woman, hands clenched into fists and foot raised to stamp the earth.

Mastakos (mah-STAH-koes)

Orlanth pantheon - Orlanth's charioteer, the god with no home

Mastakos was captured by Orlanth at

Daliath's Well of Wisdom. Mastakos continually travels over all the world, but whenever he is called by Orlanth he instantly appears to serve him. He is rarely worshiped of his own right.

Mastakos is shown as a blue-skinned man driving a chariot pulled by dragon-flies or seahorses.

Mee Vorala **(MEE voh-RAH-lah)**

Elf and Troll pantheons - goddess of fungi and dark elves

The world throngs with two kingdoms of life: plants and animals. All members of these kingdoms eventually die. A third kingdom, the fungi, consists of members who breed on the decay of life. Thriving on death, multiplying in corruption, feeding even on their own death, the molds, mushrooms, and slimes of Mee Vorala recycle the necessary elements of life through the world.

Her images are shaped as various plants among the elves. The trolls carve her image from dead matter on which will grow fungus, always in the shape of a leg with feet in both directions, and topped by a shape like a seven-cusped tooth.

Metsyla (met-SIGH-lah)

Eastern pantheon - the Light of Enlightenment

Metsyla was created by Yelm to teach others spiritual truths. He never left the site of his creation, and he spread his influence over Kralorela. Though Metsyla was always clear-sighted in his enlightenment, he never learned to be close to things, or to be wise, or to search his inner feelings for their truths. Similar traits mark his worshipers and have plagued the region for all of its history.

He is usually shown as a perfect sphere dressed in voluminous billowing robes with seventeen red ribbons on the empty sleeves. Sometimes Metsyla is rendered in a human form though with three eyes; two closed but with the third, upper eye, open. He usually floats above the ground.

Mikaday (MIK-uh-dae)

Eastern pantheon - Watcher of the Populace

Mikaday was well-known for disguising himself and wandering among the Kralori people. He invented lawmaking and bureaucracy.

He is painted as a grinning old man with a wispy beard, wearing imperial robes and a peasant's straw hat. His left hand rests on the obelisk into which he first inscribed his laws (alternately, he holds an unrolled scroll), his right hand is planted on his hip.

Mikyh

Eastern, Hsunchen, Orlanth, and Pamalt pantheons - mother of animals
see Hykim and Mikyh

Mirintha (meer-IN-thah)

Merman pantheon - the sea nymph, ancestor of mertribes

Mirintha is more often known by her title Sea Nymph Mother. She begat hundreds of daughters by the Undine King who are called Mirinthe or naiads. By Phargon, a powerful person with an upper-body like a man and a lower half like a fish, she begat ten strong sons who looked like their father and became the founders of the mer-tribes which now people the seas.

As is the common custom among the mer-tribes, Mirintha is never represented in illustrations.

Molanni (moe-LAHN-ee)

Yelm pantheon - calm air

Molanni is the daughter of Vadrus, a dead storm god. While her kin are changable and violent, she is unmoving, like the air which is sleeping, hiding, stagnant, or ill. She took as her lover her kinsmen's enemy, Yelm. Their child Daga blights all the world.

She is usually rendered as a homely woman, bowed at the waist in a position of submission to a superior.

Mostal (MOS-tul)

Dwarf pantheon - the maker, god of dwarfs

Some of Mostal's titles include Machine God, Keeper of the World Mill, and Master of Stone. Mostal is believed to be a son of the earth and mighty Aces, god of Law from the Celestial Court. From his father he inherited power over stone, which is sometimes called the Lawful Element. He was skilled at all kinds of making and building, and possesses an inborn distrust and lack of understanding for Aldrya, the Grower. In the Godtime he and his brother Stone were slain by elves. Now, dwarfs work steadfastly to repair Mostal's machine, so that the world will work right again.

Dwarfs never make images of him. Other races picture Mostal as a broad strong dwarf.

Murthdrya **(murth-DRIGH-ah)**

Elf and Merman pantheons - goddess of sea elves

Murthdrya is also called Sea-Aldrya, and she is the mother of all ocean vegetation. When she mated with Grandfather Mortal she also became the mother of the sea-elves.

Never depicted in mer-culture, Waertagi sculpture show her as a sea elf, with fins of trailing kelp.



Natea (na-TAY-ah)

Merman pantheon - Queen of the Seas

Natea is the Queen of the Seas, She is the mother of a race of gods and demi-

gods who rule local waters and act as go-betweeners for worshipers trying to reach greater powers such as Magasta.

Natea is not depicted in merman culture.

Nelat (NEE-lat)

Merman pantheon - god of purification

Nelat is Purifying Water, and those who wish to be bathed and begin life anew must gain his aid. He is also one of those gods who must be passed if a worshiper wishes to gain access to his father, the Lord of Wisdom.

He is shown in Waertagi images as a bald man, robed, carrying two shells full of water.

Noruma (noe-RROO-mah)

Pamalt pantheon - the chieftain of magic

Noruma knows all the spells and spirits of the world. The Horned God creates shamans, but Noruma trains and teaches them.

He is usually shown as a man wearing an animal skin, carrying a tall drum, a double-gourd canteen, and wearing a string of flints.

Nyanka (n'YAHNK-uh)

Pamalt pantheon - mother of life and childbirth

During the Green Age, Mother Nyanka walked across the world and blessed the land. When the Bad Times came, the land dried up, and the people saw the true meaning of her blessing. Every place where Mother Nyanka had slept during her journeys became a green oasis. She also used her generative powers to teach people how to make children.

Her image is often carved into the living wood of a nyanka tree, consisting for the most part of bulging breasts and belly, a serene face, and distinctive pregnancy earrings.

Nysalor (NIGH-suh-lor)

Lunar and Yelm pantheons - the bright one, the illuminator, god of illumination

At the end of the Dawn Ages the hubris of mortals reached its ultimate form when they sought to create a perfect god. At his birth terrible portents shook the world and a great struggle began which lasted almost a century.

Nysalor is not now worshiped for Arkat the Destroyer killed and dismembered the god, and scattered the pieces across the worlds. The story of Nysalor is well known and often repeated as a moral tale. Most people know only parts of the whole story.

No images of the living god survive. He is depicted in Pelorian manuscripts as a radiant man, floating above the ground in a pose of cross-legged meditation.



Oakfed (OEK-fed)

Orlanth, Praxian, and Yelm pantheons - the wild fire

Oakfed, the god of Wild Fire, destroyed many forests and even burnt down stone palaces during the Gods War. He was tamed in Prax by Waha, in other regions by their ruling deities. Oakfed now sleeps, but can be awakened by priests who need his help.

Oakfed is worshipped as a fire. He is shown in statuary as a flame-headed god.

Octamonism (OK-tah-MON-izm)

Dwarf pantheon - the ancient way

During the second age many dwarfs saw how their own follies and heresies had led to the catastrophe of the Gbaji Wars. The Octamonists know that dwarfs cannot survive or repair the world by competing with younger races—they teach that dwarfs must leave the world behind and abandon such fripperies as diamond dwarf status and iron. The Octamonists are rock-bound conservatives. Their philosophy never threatens dwarfdom, but adherents exist in every dwarf stronghold.

The octamonists often use the symbol of an octagon as a symbol of their belief. Each section of the octagon is composed of one of the ancient dwarf minerals. Clay, iron, and diamond are conspicuous by their absence.

Odayla (oe-DAE-lah)

Orlanth pantheon - the hunter

Odayla is the son of Orlanth. The tales told of him are much like those told of other hunters. His companion is always a shadow cat, and Odayla's hunters are forbidden to slay these animals except in extreme need.

He is usually shown as a young man dressed in skins and carrying a bow.

Old Gods

Pamaltpantheon

see *Annilla, Artmal, Bolongo, Cronisper, Dehore, Lodril, Magasta, Yanmorla, Yelm*

The Old Gods is a collective term describing those deities which once ruled in Pamaltela. Most were crippled or destroyed, but a few remain as advisors or old friends of Pamalt.

Old Man

Hsunchen pantheon - the First Person

see *Grandfather Mortal, Wild Man*

In prehistoric times Old Man was a companion of Trickster and a friend of all the world. Whatever he did then all humans must do now.

He is usually shown as a middle aged man, unarmed and unencumbered by tools.

Ompalam (OM-pah-lom)

Chaos and Pamalt pantheons - god of coercion and slavery

This deity is the corruption of the powers of the Center, where all should be balanced and harmonious but instead are used by Ompalam for self-

gain and tyrannical exploitation. He is recognized in Pamaltela as the god of absolute rule, who teaches that slavery is the natural way of life and that each person owes his freedom to the man above him. The God-learners classed Ompalam as the "God of degenerative administration, of evil centralization."

He is usually shown as an obscenely obese, hairless figure, sitting and holding innumerable chains in his hands.

Openhandism

Dwarf pantheon - the merchants

Openhandist dwarfs are not afraid to deal with the outside world. Sometimes they do so by engaging in politics or taking slaves. Sometimes they trade peacefully with human neighbors. Openhandism helped lead the world into the Gbaji Wars, as openhandist dwarfs taught humans their secrets.

Their is no universal symbol for openhandism.

Orenoar (OR-en-OE-ar)

Yelm pantheon - Celestial Court goddess of truth

During the formative era of the cosmos, Orenoar was a companion of Larnste, the Changer. During that time the world grew well and quickly. Later, Orenoar took up residence with Acos, god of Law, and the world was strong and stable. During the Great Darkness the goddess of Truth was captured by the forces of darkness, and held captive until one of Dayzatar's sons rescued her. She now resides far from the mortal world, with Dayzatar in his sky-realm.

Orlanth (OR-lanth)

Orlanth pantheon - head of the Council of the Gods, storm god, chieftain, and warrior

Orlanth is the King of the Gods, Master of Storms, Death Wielder, and Bringer of Light. He is heir to great portions of his father's realms, and thus he is sometimes confused with Umath in the old manuscripts. He is one of the Seven Lightbringers, and usually considered the chief of those deities. His worship is widespread. He is a dire foe of the Red Goddess of the Lunar Empire.

His worshipers know of several incarnations of Orlanth, and when known as Orlanth Adventurous his skills as a poet, fighter, and lover are renowned. His Orlanth Thunderous aspect represents the power the god possesses over the natural elements of storm. As Orlanth Rex he is praised as the supreme King, and his worshipers strive to emulate his regal skills. He knows justice and leadership, fine rhetoric, and other skills needed to rule.

Many lesser spirits are attached to his cult. His religion is one of the largest and most complete in the world, as is only fitting the King of the Gods.

He is usually shown as a vigorous man of varying age, armed with the thunderbolt and other warrior's weapons, and wearing a chieftain's arm rings.

Otter

Hsunchen pantheon - help from the west

see *First Four Companions*

Ourania

(oo-RAEN-ih-yah)

Yelm pantheon - virgin mistress of Heaven

Ourania is the pristine mistress of heaven, epitomizing the etheric energy of heavenly power which she sends to the deserving. She is the model of the virgin worker, maintaining her holy religious devotion to a magical way of life. Servant of the unreachable Dayzatar, she is capable and loyal to the Higher Powers of her command.

She is usually shown kneeling, arms spread wide, face turned upward towards the distant heavens.



Pamaltpantheon (PAM-ahlt)

Pamaltpantheon - earth-king of Pamaltela

Pamaltpan, the ruler of the Southern Continent, is the son of the primal earth. His duties encompass those which keep the land alive, and his worshipers are devoted to aiding their god, accepting their share of his responsibilities in their own worlds. They are the working men of the plains.

In sand paintings, he always sits atop his royal seat and holds a staff topped by a chieftain's insignia.

Paslac (PAZ-lak)

Malkioni pantheon - the emperor

Paslac was the last true emperor of Arkat's Dark Empire. He fought steadfastly against the God-Learner heresy and was finally made a martyr through treachery. In his realm, all men were treated fairly and with honor.

Western manuscripts reveal him as a monstrous being, perhaps a half-troll. Ralian manuscripts remember him as a handsome, stern ruler with curly blond hair. His arms consist of a gold lion on a checkered red and black background.

Plant Brothers

Elf and Pamalt pantheon - children of the earth

These beings are the personification of an entire region. They can be a forest, a grassland, or a swamp. They appear when times are either especially bad or especially good, and they can be contacted by shamans.

When illustrated, each plant brother is shown as a person covered with leaves of the appropriate plant.

Phargon (FAR-gon)

Merman pantheon - the Founder

Phargon was the child of Mirintha and Grandfather Mortal, and his children are the ancestors of the mer-tribes.

As usual among the mer-tribes, no images are provided for their gods.

Pocharngo the Mutator (poe-CHARN-goe)

Chaos pantheon - the cosmic cancer

This god possesses a power which changes all that is good into that which is bad. Pocharngo corrupts from without-nothing which it touches is safe from degeneration. Like a growing, slogging swamp, it even turned the old world into a sickening tumultuous slough of cancer. Portions of things which Pocharngo touched ran before it and outside it, and some of these cancerous parts even now run free. In ancient times it was stopped only by Zorak Zoran, courageous fighter for the world, who shattered its whole body and turned it upon itself, changing the evil into impotency.

In Zorak Zoran rituals, the sacrifice who takes the part of Pocharngo is stripped and painted with a special, foul-tasting slime.

Polaris (POE-lehr-is)

Yelm pantheon - god of war, armies, and dance

Polaris led the armies of the Upper World in the Gods War. When the Spike exploded a hole appeared in the sky dome. Around that hole Polaris built a fortress to keep bad influences out of heaven. Other star captains created similar strongpoints from whence the forces of light sallied to aid the dark world below. Polaris also calculated the rock and tilt of the broken sky-dome to co-ordinate the movements of his forces in the heavens. He sheltered the goddess of dance and thus was born the harmony of the heavens, which reflects both the beauty of dance and the precision of military drill.

Polaris is noted for his courage and unswerving loyalty, and is worshipped as the General of Heaven. Commanding officers of many large civilized armies sacrifice to him for aid in battle.

He is usually shown standing stiffly upright, armored, crowned, and holding a rolled scroll in his left hand.

Primal Chaos

Chaos pantheon - the chaos ooze

Chaos itself is impersonal, less than mindless, naught but a primal force even to its own worshipers. Human philosophers perceive it as separated into six progressively more complex Planes or forms. The first is the Void, less than nothingness; the last is Gbaji, the seductive god who makes chaos appealing to outsiders.

In the cult rituals of chaos beings, any convenient lump of swamp ooze is used to represent Primal Chaos. At the conclusion of the worship ceremony, half the lump is crumbled into bits and the rest left behind on the altar.

Ragnaglar (rag-NAG-lar)

Chaos pantheon - the Mad God, leader of the Unholy Trio

Ragnaglar is sometimes called the kinsman of Storm Bull, driven to hatred and dishonorable acts by jealousy. His spouse was Thed, his mistress was Malia. Together the three formed the Unholy Trio. As proof of Ragnaglar's madness they brought chaos, the final catastrophe, into the world.

In recent times Ragnaglar survives as only a nursery tale, for he was slain by Storm Bull. Thed and Malia survive, but since the demise of their horrid master their outrages have not risen to such a magnitude as to threaten the existence of the universe.

In many troll and barbarian ceremonies a surrogate Ragnaglar is created for ritual combat. A mask with four different horns and two mouths is worn, and the legs of many different animals are draped from the neck.

Rasout (rrah-SOOT)

Pamal pantheon - the plains hunter

Rasout is the hunter god of the Pamaltelan veldt. Each of his worshipers will, at least once in their life, see the Runthing-the prey which can never be caught.

His carved image is that of a young man with runes carved upon his chest and arms. He carries a bow or spear.

Ratslaff (RATS-laf)

Yelm pantheons - Celestial Court god of disorder

Ratslaff was the buffoon of the Celestial Court and the Cosmic Dupe before the coming of Time. As the primal trickster many of his pranks were extremely crude, and they often backfired on him. Such was the case when he once flutulated with a tremendous roar and out popped the boggles, cosmic mice which made little poo-poops all across the vault of heaven, which nibbled upon the Veil of Mystery, and which once so frightened a pregnant Mother Mammal that she gave premature birth to that utterly unbelievable creature called Camel. Uleria befriended these creatures and, with the destruction of the Spike, the Disorderly nature of the boggles allowed them to stand against the initial onrush of chaos (even though the boggles themselves were nearly eliminated) so that the remaining gods could better prepare themselves to defend the world.

Ratslaff is not now worshiped. Legends imply that he died as he lived-he disappeared when a particularly cruel prank of his backfired, and he winked out of existence with a hilarious look of astonishment plastered across his face. He is never illustrated but the memory of him lives on in the ugly faces which parents make to their children and in the minor deformities or blemishes suffered by some people which cause them to be subjects of ridicule (such as wandering eyes, warts, stammering, buck teeth, mottled skin, etc.)

Rebel Gods

Yelm pantheon - destroyers and upstarts

Yelm ruled the world harmoniously until these deities became dissatisfied and overthrew his divine empire. Their leader is Orlanth, and the others include Death, Trickster, Grandfather Mortal, and the chaos gods.

Red Goddess

Lunar pantheon - goddess of the Red Moon

Moon Goddess, Mistress of Time, Sister of Chaos, and Lurker Upon the Veil are some other titles given to this unique goddess. She was born in the Gods Age but was broken and scattered during prehistoric wars-not quite dead but not quite alive either. After the world was renewed by the Seven Light-bringers and Time was begun, this goddess was reassembled and reborn after centuries of planning and trying by a band of secret worshipers. Although she was born inside of time, and therefore was mortal, she quickly developed her natural abilities and set off upon a dread Godquest which ended with her apotheosis only 27 years after her birth.

The Red Goddess founded the Lunar cult, a religion which is a strange mixture of mysticism and practical magic, of barbaric cruelty and dignified beauty, of freedom and of tyranny. Its philosophies are unique and complex. The Red Goddess worked, danced, and fought her way into the fabric of the world. She has taken for her domain the Middle Air, and so earned the eternal enmity of Orlanth and other air gods. Her cult spreads far beyond the bounds of her Empire and is very powerful, including many lesser deities within it.

She is often portrayed with red skin, sitting cross legged, draped in a white gown with a neckline which plunges in a V to her navel. Her hands are formed in the signs of welcome and of peace.

Rice Mother

Eastern pantheon - the generous one

The Rice Mother was discovered by the daughter of Shavaya, an early emperor of Kralorela. She provides her people with everything necessary for their culture, their cooking, and the worship of rice, their most important food.

She is usually illustrated as a short, extremely fat, grinning oriental woman sitting with her legs wrapped around a large jar of grain. A sacred centipede coils around one of her arms and she and her jar are mounted atop a divine eel-turtle.

River Deities

Universal

Most rivers are each inhabited by powerful spirit which rules the waterway from headwaters to mouth. River dwellers worship him or her. Those spirits which inhabit tributary rivers, streams, and creeks are usually the children of the main river deities.

The greatest rivers of Glorantha are all situated in Genertela. They are the



Janube in Fronela, the Osilir in Peloria, and the Tanier in Ralios and Arolanit.



Saliligor (sah-LIL-ih-gor)

**Eastern pantheon - East Isles
god of Homago**

This god is the divine offspring of a woman and a dolphin. His people are infamous cannibals, but they never eat outsiders. Uniquely among the inhabitants to the East Isles, they solicit converts to their way of life.

Saliligor is shown as a dolphin with a pair of human legs.

Sea Eagle

Hsunchen pantheon - help from the east
see First Four Companions

Seseine (seh-SAEN-ay)

Chaos pantheon - goddess of temptation

An intense desire for some object, emotion, or state of being can lead a person to use evil or corrupt means to gain such. Such vile, overwhelming passion is incited by Seseine, who rules demons of desire, incubi, and similarly horrible creatures.

She is illustrated as a beautiful man or woman, seductively dressed and posed.

Selarn (sel-ARN)

Yelm pantheon - thief god of Afadjann

The thieves of Afadjann, an important Fonritian kingdom, maintain traditions founded during the Great Darkness. Their secret society abides by ironbound rules, ruthlessly enforces the order's laws, and encourages a calculated hostility against whatever authorities currently rule Afadjann.

Selarn himself is shown as a tiny man gripping a large colorful cylinder.

Seven Mothers

**Lunar pantheon - the recreators of
the Red Goddess**

The spirits of the original secret council which restored the Red Goddess to the world receive popular worship throughout the Lunar Empire. Their worshipers feed the poor and proselytize among them for initiates. Along with potato bread and soup, they reveal stories which compare the downtrodden with the Red Goddess, who had her own humble beginnings in a poorhouse tended by the seven wise folk who guided her to godhead. The various subcults of this religion act in concert to familiarize outsiders with the stories of the Red Goddess. Just as the original mothers taught the Goddess, so do these holy folk teach people about her. Individuals are initiated into the cult of the Red Goddess and can enter any of the subcults.

Images of the seven mothers are described separately in each individual

entry. A popular image set into pottery shows the whole group sitting in a crescent shaped boat.

Shavaya (shah-VIGH-ah)

**Eastern pantheon - the Emperor
of Splendor**

Shavaya was the first human ruler of Kralorela—he was preceded by philosophical entities or universal deities. He ordained the Kralori way for the rest of eternity. He is regarded as the ideal ruler, both by his own people and by some cultures which exist outside his lands.

Tapestries depict him as an oriental man of middle years, bald but with a long moustache. He wears a yellow robe trimmed in red. Formal portraits show him with his left foot upon a dragon which vomits forth a river of silver water, and with his right foot upon an open lotus flower.

Sikkanos (sik-KAHN-oes)

**Pamalt pantheon - the bad wind,
the dust storm**

Sikkanos is the enemy of mankind; the deadly breath of the Nargan Desert. He sends flaming monsters or poison winds from the desert's heart.

In Pamaltelan combat rituals each spring one warrior dresses in this god's fashion—red ragged furs crusted with blood, carrying poison darts and leather bags full of poison wind.

Sir Sea

**Yelm pantheons - Celestial Court
god of elemental water**

Sir Sea was the second of the primal elements born to the universe. Within him lay all of the potential and possibility of the universe without darkness. He created many children, even giving birth to some of them himself, without having a wife. Among them are the minor seas and rivers of the land. He is the source of all water.

Slor (SLOR)

**Elf pantheon - god of the marshes
and red elves**

Slor is the ancestor of all ferns and related plants, and of red elves. He is of mutable gender.

Slor is depicted by worshipers in the form of their favored, most important, or ancestral plant.

Storm Bull

**Orlanth and Praxian pantheons -
berserker god, chaos-killer**

Storm Bull is a god of untamed animal power and passion—too unruly to be welcome in many pantheons. His wild and intense fury could beat even chaos, and so this berserk deity led the war of the Greater Darkness. He fought the Devil to a standstill and trapped him under a mountain of adamant. Thus he is grudgingly tolerated in many barbaric regions.

He is shown as a burly warrior with a bull's head, or as a gigantic version of the favored hoofed animal.

Styx (STIKS)

**Merman and Troll pantheons -
goddess of oaths and black waters**

The Styx is the Last Drop of Darkness, and gave birth to Zaramaka, the first true water. She is the main river of the underworld, though some texts call her a pool or a well rather than a river. A few legends even mention a great Black Sea of Hell where listless waves wash upon a lifeless gray shore. She is also known as the Garrotte of the Gods, for she can cause even immortals to choke and suffer if they swear upon her name and break their word. She is aided by several families of Furies. Mortals usually shun swearing by Styx, pledging their word instead by other oath-guardians.

Her troll-image is that of a flat stone with a depression in the center. A face with tiny ears is carved into both surfaces of the stone.

Subere (soo-BEER-ee)

**Troll pantheon - goddess of the
dark deep within**

She is the goddess of the Inner Dark and is also believed to be the wife of Dehore. The lords of the Seven Hells all worship her. She is also called the mother of Death, for that power was made or found within her cavernous being before it was brought into the surface world.

Her womanly image is usually carved in coal and wrapped with three leaden bands.



Talor (TAE-lor)

**Malkioni pantheon - the laughing
warrior**

This hero of Fronela gained his fame and power during the Chaos Wars, in a battle against Gbaji the Deceiver whose worshipers had infiltrated Talor's native land of Akem. Aided by a band of heroes from other lands, Talor commanded armies, led secret plots, plundered ancient secrets, and slaughtered all foes who dared defy him. Throughout it all he maintained a wry (some say mad) sense of grim humor which failed him only twice. This secret humor is the soul of his cult.

His device consists of a black dog's head on a gold background, with a thin horizontal red bar behind the dog's head.

Teelo Norri (TEE-loe NOR-ee)

**Lunar pantheon - Young Life,
one of the Seven Mothers**

The ritual through which the Red Goddess was restored apparently required a participant who was ignorant of the ritual's intent. Teelo Norri was chosen at random from the streets of Torang

for that purpose. She is cupbearer to the Red Goddess and also is the source of the Poor Fund movement. There is little real development of her cult, save for people interested in simple protection and innocence. She is revered as the Lunar goddess of youth.

She is always portrayed as a barely pubescent maid, sometimes bearing a cup and dagger.

Telask (teh-LASK)

Eastern pantheon - Vormain god, the warrior, source of cerulean magic

Telask is the Arm of the Emperor. When the Evil Ones came to destroy and enslave the beautiful islands of Vormain, Telask met them in war and slew all of them but the poets.

Telask wears blue-lacquered armor and stands upon a red and a blue eagle. His weapons are a mirror and magic lightning whip.

Thalurzni (thal-ERZ-nee)

Eastern pantheon - Balancer of the Elements

Thalurzni is one of the early rulers of Kralorela. He created the Kralori after-life, where the souls of common people go to await the death of the Dragon Emperor, at which time these souls will accompany him into the next world. He also extended the boundaries of Kralorela by battling hostile elemental beings. His most powerful enemies were the Shadow Cancer, the Earth Eater, the Star Permutator, and the Secret Waters, all of which were driven away into the Kingdom of Ignorance.

He is usually rendered as a dark brown man with long hair and beard, wearing a yellow robe with black stars, and holding a candle, a beggar's bowl, a cube, and an iron fan, A rainbow arches over his head and shoulders.

Thanatar (THAN-uh-tar)

Chaos pantheon - chaos god, the Severed God

In the Gods War, a chaos god named Tien commanded a colossal chaos swarm. He was captured by Storm Bull and broken into two pieces. Each of these two pieces survived and became the center of a small cult-Tien, god of headhunters; and Atyar, god of knowledge-thieves. In historical times the worship of the two small cults was combined into one cult worshipping one god, called Thanatar.

Thanatar is usually shown as a gaunt figure with many heads hanging from his belt. He often carries his own head under one arm.

Thed (THED)

Chaos pantheon - chaos source of the broos, goddess of rape, one of the Unholy Trio

Prior to the Lesser Darkness Thed was an important goddess. She was the wife of Ragnaglar and, with her husband and Malia, schemed to introduce chaos into the world. By Ragnaglar Thed had many children-the broos, scourges of the world.

The Praxians know Thed as a gigantic, slim figure with a long, tufted tail and two deformed clawed arms. Her head has four curved horns, ropy hair, and five antennae or tentacles arrayed about her mouth.

Thief Gods

Eastern, Lunar, Orlanth, Pamalt, Troll, and Yelm pantheons

see Black Fang Brotherhood, Lamsabi, Lanbril, Selarn

Many gods, such as Orlanth, the Red Goddess, and the Trickster, have thief aspects. Many thieves worship no gods at all, depending instead on their own skills and wit to evade detection. But there are a few small cults wholly devoted to robbery and thievery. These cults are always local and illegal, but they have proven their value to their worshippers time and again.

Tholaina (thoe-LAEN-ah)

Merman pantheon - queen of sea beasts

Tholaina is, by several mates, mother of all of the animals of the waters. By a darkness spirit she begat invertebrate things like worms, sea beetles, squid, or lobsters. With a lover from the earth she begat water lizards, sea snakes and lake snappers, and their more fearsome cousins such as Elasmosaurus and Mosasaurus. Through a captured sky being she bore a flock of sea birds, such as the ever-swimming boatbird and wingless giant sea cranes, or those which oft frequent the watery domains such as gulls, terns, ducks, and the blue-feathered sea eagles which can swim. With an arrogant air god she begat those sea creatures which breathe air, like dolphins and whales and seals. But most of all she loved Golod, who is Fish Father. Together they populated the depths and shallows, the cold and warm waters, the places where men frequent and those which they will never see. Thus is the cause of the profusion of fish.

By humans she is often shown in sailor and fisherman temples as a merwoman, arms held out to offer her wealth to their service. She is not depicted by mer-cultures.

Tien (t'YEN)

Chaos pantheon - chaos god, the headhunter

Tien was a headless corpse worshiped by monsters during the Great Darkness. He gives the ability to steal knowledge and magic from the heads of properly sacrificed victims. During the Gbaji Wars his cult merged with that of Atyar to recreate the dead god Thanatar. Tien is still worshiped separately.

Images of him are made by piling up the rotten heads and skulls of victims.

Time

Universal - the measurer and measurement

Time is nowhere worshiped as a deity, but almost everyone acknowledges its omnipotence. Before the advent of Time the divinities were free of constraints and acted as they wished. These actions

destroyed the world, which was saved only when Arachne Solara arranged the Great Compromise, devoured chaos, and gave birth to Time. The Red Goddess, reborn within recent history, sometimes claims to have special powers of Time but such boasts have never been backed by action.

Trickster

Universal

see Bolongo, Eurmal

Trickster has many names, shapes, and forms. If a man ever learned and understood all the stories about Trickster he would be either the wisest man in the world or the most foolish.

Triolina

(TREE-oe-LEE-nah)

Merman pantheon - mother of life

Triolina is called Mother Ocean and mother she is. All of the beings which live in the sea and know mortal life can trace their ancestry to her. For this reason she is one of the greatest deities of the sea. Most sea temples have at least a shrine to Triolina.

Merman religion does not portray her. In Waertagi idols she is shown as a breastless, fish-scaled woman with two tails instead of legs-one is a fishtail and one a cetacean tail. Her hair is composed of trailing kelp and her many fins are drawn from several kinds of fish.

Turtle

Hsunchen pantheon - help from the south

see First Four Companions

Tsankth (t'SANKTR)

Eastern pantheon - Vormain god, deity of rapacity and piracy

Tsankth strides across the water, leading bloodthirsty buccaneers to plunder and slay innocent travelers on the seas. His shoes are ships, his sword a flash of blinding light, and his greed eternal and insatiable.

He is shown as a barracuda.

Two-Headed Dragon and Kindly Swan

Eastern pantheon - East Isles king and queen of Porthramentos

These gods are found on a very large, flat island. Their seven children are worshiped by the seven clans of the island, who hold the dragon and swan in respect but do not worship them.

They are pictured in statues as a two-headed dragon and a swan, side by side. Their children are not portrayed.

Ty Kora Tek (TIGH kor-uh TEK)

Orlanth and Pamalt pantheons - goddess of the dead

Ty Kora Tek is sister to Asrelia, but is neither so beautiful nor so friendly. Within a vast grey cavern she rules over the dead who, forever gibbering in

the darkness, are subject to her laws of Silence and Subservience and are enfolded in her mindless comfort.

Her priests prepare the dead for burial, and frequently inhabit crypts. They occasionally wield the sacrificial knives when earth-rituals require it, especially when humans are the offering. They are also privy to terrible secrets of the afterlife.

She is usually shown as a gaunt old woman, wrapped close with a shroud, She often is given a skull's face.

Tylenea (TIGH-len-EE-ah)

Yelm pantheon - Celestial Court goddess of illusion

As one of the members of the Celestial Court, Tylenea is most noted for the creation of the Illusion rune. However, her powers and her reputation among the other gods were forever tainted by disorder after her failed attempt to tame, through flattery and false promises, the boggles-those cosmic mice extruded by Ratslaff from cosmic dung.

As with all of the other members of the Court, Tylenea now knows no active worship for she died with the explosion of the Spike.



Uleria (yoo-LEHR-ee-ah)

Orlanth, Pamalt, and Yelm pantheons - goddess of love and former Celestial Court goddess of life

Uleria represents Love in all its forms: eros, agape, lust, platonic, etc. She commands those powers which bring things or people together. She may be the only deity of the Celestial Court to survive the Great Darkness, though some believe that that being which is worshiped in her name is only a small portion of the whole of Uleria, or is actually another goddess with identical powers, attributes, and appearance. Uleria's cult is widespread but not politically powerful.

Uleria is depicted in different fashions for different pantheons, but always she is shown as a handsome, sexually mature man or woman.

Umath (OO-math)

Orlanth pantheon - the Destroyer

Umath fathered the many important air and storm deities, and his special attributes are strength and violence. He broke the universe apart to create a home for his children and is remembered as either a great villain or a great hero by everyone in the world.

He is usually shown as a squat, powerful figure holding up the sky,

Umbrol (UM-brahl)

Orlanth pantheon - father of sylphs

Umbrol has little mythos or worship, but holds an important place in the genealogy of the gods.

He is usually shown as a whirlwind, the form his sylph children appear in.

Unholy Trio

Chaos pantheon

see Malia, Ragnaglar, Thed

The Unholy Trio consist of Ragnaglar, Thed, and Malia. Together they created the ritual which allowed chaos to enter Glorantha and begin the destruction of the world.



Vadrus (VAE-drus)

Orlanth pantheon - the ill wind

Vadrus was a storm god of unrestrained violence and its attendant destruction. His nameless minions, the Vadrudi, are still called upon when someone wants a destroying wind. He had some famous and hated children such as Valind, Gagarth, and Molanni. Vadrus was killed by chaos during the Gods War.

He is not illustrated since he no longer exists.

Valind (VAL-ind)

Orlanth pantheon - god of winter

Valind is a son of Vadrus and a slave goddess. He is the source of the winter powers which sweep over the earth from the north. In the Storm Age he ruled most of the world and even today wields great power.

He is shown as a giant, with a frozen beard and dripping with ice.

Valkaro (VAL-kuh-roe)

Malkioni pantheon - the good sorcerer

Valkaro, disturbed at the perfidy of the Jrusteli Empire and the God-Learners, left his rich home and lands to travel to the distant East Isles. There he preached the Malkioni Liberation, and succeeded in converting all the inhabitants of one island to that philosophy. He defended his converts against the Eastern Seas Empire in a famous war instigated by Brithini diplomats.

He is shown as an elderly man in western dress.

Valzain (val-ZAEN)

Eastern pantheon - Vormain god, the emperor, god of loyalty

Valzain is the exemplary ruler of a pantheon of elegant though deadly deities. Where they are wiley, he is subtle. Where they are cunning, he is wise. He has earned their absolute loyalty through deeds, not words. He sits at the top of the universe, where he can see every act of treachery and disloyalty that man or god commits. Each such act earns Valzain's wrath and ultimate disaster for the sinner.

When depicted, he appears as a human with a white face and jet black armor.

Vangono

(vang-GOE-noe)

Pamalt pantheon - the Spear

Vangono is the expert warrior of Pamaltela. He is the master of the spear, and he can breathe three types of fire. He is always either at the right hand of Pamalt or in the midst of slaughter. He is the reason that both sides in wartime always reap destruction and he is worshiped by those destined to die in battle.

He is usually shown carrying a large shield and several spears.

Varchulanga (VAR-choo-LANG-gah)

Merman pantheon - Mother of Monsters

Varchulanga is the origin of both the common and of the unique monsters which live in the ocean depths. She can be fended off with propitiatory worship, and is often called upon to destroy foes of the sea.

She is not shown, as standard among the mermen. The Waertagi worship her, but also fashion no images of her.

Vegetarianism

Dwarf pantheon - heresy of growth

This heresy is restricted in extent to a few scattered citadels in Pamaltelan mountain ranges. Dwarfs adhering to this heresy believe that the natural growth process of the world are part of the design of the World Machine and should be incorporated into its structure. Hence, they plant farms to grow food and fuel for their workers and machines.

Despite the name, vegetarianist dwarfs sometimes eat meat as well. The term refers to acceptance of plant-like growth properties, not diet. There are no standard symbols for vegetarianism.

Vivamort (VEE-vuh-mort)

Chaos pantheon - chaos god, the vampire god

Vivamort is the god of undeath who willfully sacrificed his own soul to gain empty immortality. Because of this dark and hollow entity, corpses sometimes rise from the grave at night to suck the blood of sleeping persons.

He is shown as a human vampire, pale, with sharp teeth.

Voria (VOR-ee-ah)

Elf, Orlanth, and Yelm pantheons - spring virgin

Spring's Handmaiden, one of Voria's common names, was born of Ernalda and Yelm, begat in the joy of the underworld after the arrival of the Light-bringers. Her appearance alerts the crop goddesses to awake at the start of a new year, and persons seeking a propitiatory start in a venture sacrifice to her.

Voria is always portrayed as a youthful, (prepubescent or adolescent) human or elf woman, always appearing barefooted.

Vovisibor (vo-VEE-si-borr)

Chaos pantheon - Pamalt's foe, Filth-Which-Walks

Until it met Pamalt, this vile creature was undefeated in combat when challenged by a single foe. It was finally thrown down by the combined efforts of many gods, whose attacks were coordinated by Pamalt.

Vovisibor hobbles across the vast plains of Pamaltela each Sacred Time, only to be felled again by Pamalt. Each time it appears wrapped in rotten meat and degenerate plant parts, and caked with dung.

Vrimak (VREE-mak)

Yelm pantheon - Father of Birds

All avian life, from the mightiest sky-eagle to the smallest gnat-catcher, is merely a variation on great Vrimak, child of the Sky.

He is usually shown as a huge bird (usually an eagle), which is often aflame.



Wachaza (wah-CHAH-zah)

Merman pantheon - war god, son of Magasta

Wachaza is the son of Magasta and a dark demon, and brother and ruler of the feared waterspouts of the open seas. He is cruel and the death he deals is final. In modern times he is shunned, for even cruel sea-warriors can find Wachaza to be too violent. He is also shunned because he was the principle war god of the fallen God Learner empire.

Among seamen he is always shown as being a dark god, horrible of visage. His skin is either jet blue or black, and he possesses feral yellow eyes which sailors claim they can sometimes see glowing deep within the sea. He carries a long net and a wicked-looking trident. In his sack he carries hidden curses from the deep. Every sea god has called upon him at one time or another, and he is feared by them all.

Waertag (WEHR-tag)

Malkioni and Merman pantheons - father of the Waertagi

Waertag is the ancestor of an ancient, nearly extinct race of green-skinned beings who live in floating cities carved from the bodies of sea dragons. They ruled the sea in the First Age, but were virtually destroyed by the God Learners.

Waertag is worshiped in his temples as a handsome green man covered with fish scales, and finned, like the mortals of his race,

Waha the Butcher (WAH-hah)

Praxian pantheon - the khan of the Praxian gods

Waha is the son of Eiritha and the Storm Bull. He appeared in the Wastelands among the leaderless peoples of the area, teaching them new ways necessary to survive, and taking-wives from among them to breed new chiefs. Among his-many great deeds are the digging of the Good Canal to cleanse the earth; the taming of Oakfed, god of wildfire; and teaching people and animals each their proper stations in the new world.

Waha is pictured as a bearded god who sits upon his sacred throne holding a skinning knife in one hand. At his feet rest the sacred animals of Prax.

Wakboth (WAK-both)

Chaos pantheon - chaos god of evil, the Devil

Wakboth is the moral evil of the world. This senseless and terrifying entity is supported by all disregard for life, and he supports continuous and brutal destruction. Twisted and foul, Wakboth is the world defiler. His existence in the Godtime was pure insult, since the old world was doomed anyway, and he only worsened the pain for all involved.

Wakboth is portrayed in many ways, but always as gigantic in size, and foul of appearance.

Wild Man

Eastern pantheon - father of the four hundred sacred races

see Grandfather Mortal, Old Man

Wild Man was created by the gods and engaged in numerous unsuitable pairings. He begat dwarfs from mating with stone and metal; elves from mating with plants and foliage; Hsunchen from mating with various animals; and mer-men from mating with sea monsters. The resulting mortal creatures comprise the four hundred types of intelligent beings recognized by the Kralori. Finally, the gods pitied Wild Man and gave him a worthy spouse, Allgiver, by whom he had the first truly human child.

He is depicted as a hairy, dirty humanoid with oversized genitals and an angry grimace.

Worlath (WOR-lath)

Malkion pantheon - a false god

Worlath was a powerful sorcerer who imprisoned himself within a storm to escape the truth of Malkion. Since then he has been cursed to remain there, and he wars upon the world because he is angry and frustrated with this enforced exile. Only ignorant barbarians worship him.



Xemela (zeh-MEL-uh)

Malkioni pantheon - mother of Hrestol

When a terrible psychic and physical

plague, the Black Swelling, struck benevolent Xemela's people she gave her life, her health, and her own soul to save' the land.

She is usually shown as a beautiful dark-haired woman wearing a white dress.

Xentha (ZEN-thah)

Troll pantheon - goddess of night

When the darkness deities invaded the surface world, Xentha led them. She is a great and commanding goddess, with mysterious powers far beyond the ken of man or troll. Most beings recognize her, but worship instead her minions who can more easily be known. During the Darkness she ruled the upper and surface world, and now shares it with Yelm.

She is usually shown as a tall figure, carved from granite, with sweeping robes.

Xiola Umbar

(zee-OE-lah UM-bar)

Troll pantheon - the goddess of the Solace of the Dark Deep Within

This is the goddess of brute compassion. Among all of the troll deities she is the most gentle. She is also worshiped by humans. As the sister of Zorak Zoran she often seeks to right the wrongs which he commits. Although worship of her is somewhat disparaged by the common trolls, she fulfills an important place in their social structure by healing anyone who needs it, and by caring for the helpless (usually trollkin). For the former she is scorned, for the latter she is blessed by all trolls.

She is symbolized as a clay pot inscribed with a healing charm on the exterior, and a mouthless face on the inside bottom.



Yamsur (YAM-sir)

Yelm pantheon - the unknown god

This god of the heavens was killed and lost during the Gods War. Nothing else of him is known.

Yanafal Tarnils

(YAHN-uh-fahl TAR-nilz)

Lunar pantheon - Ram and Warrior, one of the Seven Mothers

Yanafal Tarnils was an exiled nobleman from Yuthuppa who still ruled his lands. He later defeated his master, Humakt, in battle. His cult resembles Humakt's cult in most respects, though it is less narrow-minded. High honor and bravery are upheld by the Yanafal Tarnils soldiery. He is the major war god of the Empire, though there are others that are nearly as popular.

He is shown as a soldier, armed and armored.

Yanmorla (yan-MORR-lah)

Pamal't pantheon - Grandmother Earth, an Old God

Yanmorla is the Wise Woman of Pamal't's Gods Council. She receives and comforts the souls of the dead and is sometimes paired with Cronisper. Her doorstep is guarded by the Earth Witch.

She is usually represented in basketry as an old woman wrapped in a red shawl, usually sitting upon a three-legged stool.

Yara Aranis (YAH-rah ah-RAHN-is)

Lunar pantheon - horse eater, goddess of the Reaching Moon.

This savage goddess, the daughter of the Red Emperor and Gorgorma, was conceived to terrorize and slay the horse nomads. The cult is more popular in the northern Lunar empire, but a shrine is included in all borderland temples.

She is shown sitting cross-legged, with four arms, each of which holds a weapon or makes a gesture to destroy her foes. It is her image which decorates the cover of the *Gods of Glorantha* box.

Yelm (YELM)

Yelm pantheon - sun god and emperor

Yelm is the god of the Middle Fire and brother of Lodril and Dayzatar. Yelm was not always bound to his path in the sky, but once traveled freely. His disastrous feud with Orlanth was one of the most important struggles of the Gods War, for when Yelm was slain by Orlanth his demise marked the Lesser-Darkness which filled all the cosmos with fear, allowing chaos to seep in.

Yelm is sometimes shown as the golden solar disc, often as middle-aged man clad in imperial garb, or in one of his lesser incarnations such as the spear god, horse god, etc.

Yelmalio (yel-MAL-ee-oe)

Elf and Yelm pantheons - frontier god

After the sun fell and the sky retreated from the surface world, when the volcanoes went cold the hearthfires were but glowing coals, Yelmalio remained. Wounded, robbed, and hounded from place to place, Yelmalio carried the spark of life throughout the Darkness. Frozen, limping through the leafless forests, the glow of Yelmalio warmed the elves and humans who clung to the light. He fought fiercely, and in the Greater Darkness even aided Orlanth, an old foe who grudgingly settled their feud.

He is shown as a warrior, carrying a long spear and armored in gold.

Yelorna (yeh-LOR-nah)

Yelm pantheon - star huntress

Yelorna is Yelmalio's sister and, like him, was one of the "sparks" left in the Great Darkness after the sun's death. Her worshipers ride unicorns, remain celibate, and enshrine holy axes

(though no cultist may ever lift an axe in anger).

She is usually shown as a young woman riding a unicorn. She is armored, with radiant star rays around her head.

Yinkin (YING-kin)

Orlanth pantheon - ancestor of shadow cats

The god of shadow cats is a half-brother to Orlanth, born of the same mountain mother. The lesser animal god served as Orlanth's friend and ally through all his wars, and is now honored in the storm pantheon for it.

His image is either that of the animal, or of a human with the animal's head.

Young Elementals

Lunar pantheon - source of primal magic

When the Spike exploded and left a jagged gap in the world, creation began anew within that gap just as it had occurred originally. This new creation expanded and grew, separated from the rest of the world by an impassable barrier of chaos. First darkness formed in this miniature new universe, then water, then earth, then sky. These were the Young Elementals. Air might have formed next, but the Gods War ended and the new creation ceased, trapped outside of Time.

When the Red Goddess came, she released the Young Elementals from their imprisonment. Their cults generally are unsophisticated and simple, fulfilling more mystical than religious interests. They are vulgarly named Damsel Darkness, Squire Sea, Lady Land, and Liege Light.

These deities are usually shown grouped as four columnar statues, black, blue, green, and yellow. They are sometimes shown as young men and women, skins colored as their elements, serving the red goddess.

Young Gods

Orlanth pantheon

The storm gods were the last of the elemental gods born, and they protested that they had been cheated of their power by those who came before. Many other spirits and deities joined in the protest, and collectively they were termed the Young Gods. Most Light-bringers are included within this term, as are most storm deities, and many local demigods.



Zaktirra (zak-TEERR-ah)

Eastern pantheon - Vormain god, source of viridian magic

The gods of Vormain dwell in a gigantic palace of magic and jewels. Each has his special chambers. In a squat black turret set off from the palace, and hidden from view by a glaucous wall of magic lurks Zaktirra, intoning his mon-

strous dirges. When need arises, the other gods call Zaktirra from his lair and send him forth, to poison earth and sea.

Statues of Zaktirra show an emaciated man with green skin wearing enormously expensive robes covered with metal hooks. His face consists of a single huge eyeball.

Zaramaka (ZAH-rah-MAH-kah)

Merman pantheon - the Great Deep

The most remote mysteries of the unfathomable deep reside in this god. He was the first of the entities to separate, centering upon itself first, then separating in the manner in which mixed oils separate in a bottle. He contains all the things and powers of the watery depths, and was both father and mother to the sea gods.

He has no images.

Zong (ZONG)

Troll pantheon - the hunter

Zong is the troll god of the hunt. He can catch every type of creature, from the smallest mosquito to the mightiest dinosaur.

His image is usually made from a sling ball with simple facial features cut into it.

Zorak Zoran (zoe-RAK zoe-RAN)

Troll pantheon - god of hate

Titled Lord Demon of the Legions of Death, Zorak Zoran is the primary war god for trolls, and his worship is even found among humans. Zorak Zoran is the mindless explosion of fear and frenzy against both order and chaos which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, this entity is one which helped save the world and whose powers may be needed again. He, too, is part of the Cosmic Balance.

He is illustrated as an old three-eyed man or troll. In one of his hands he holds a mace and with the other makes a magical gesture.

Zzabur (zah-BOOR)

Malkioni pantheon - the First Wizard

Zzabur is the master of the Brithini sorcerer-caste. His magic spells destroyed entire countries, closed off all the seas, and twice changed the nature of the world. Since the Second Age he and his island of Brithos have vanished from the mundane world, to no one's regret.

Pictures of him show a wizard with a shimmer of magic all around him.

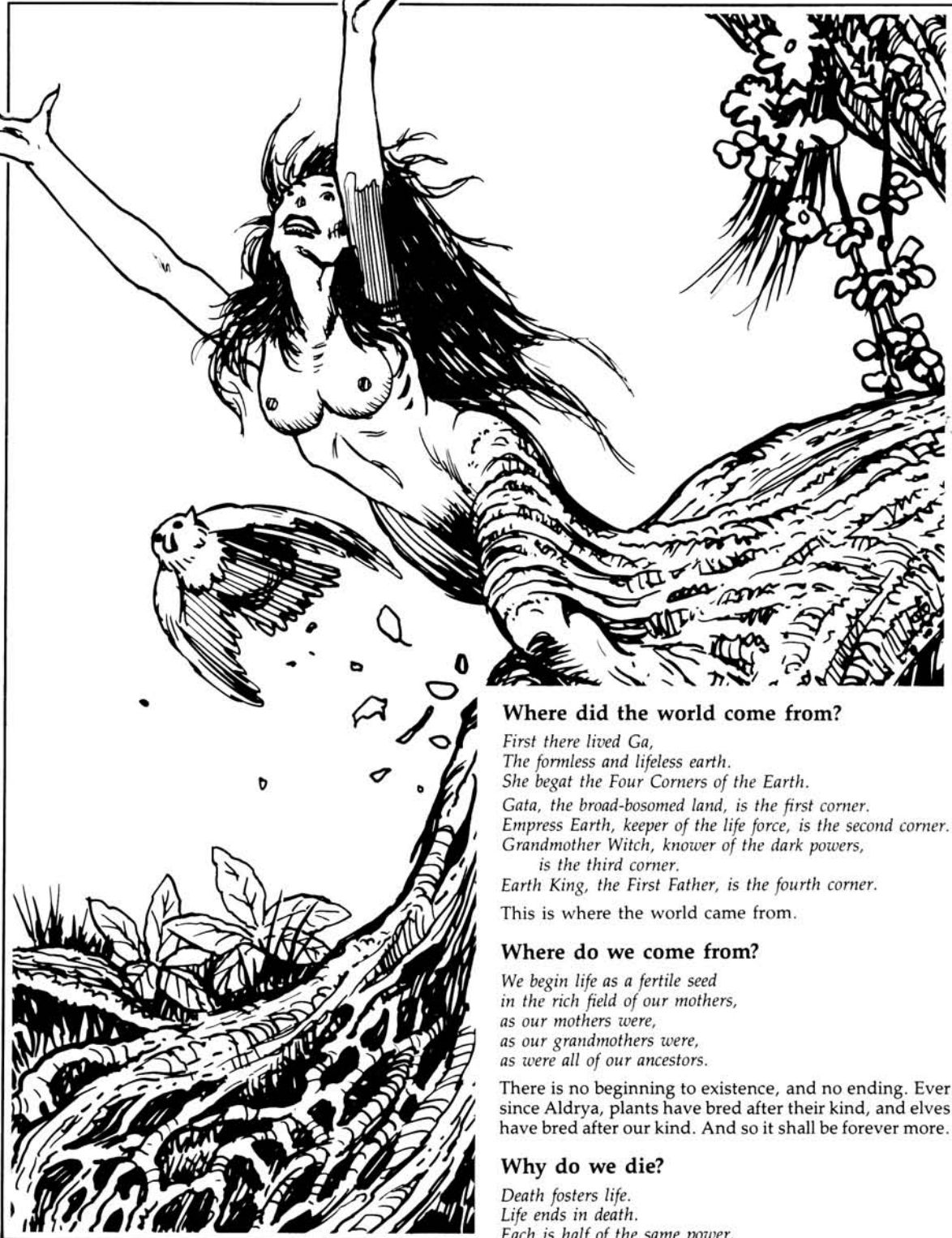


**The Avalon Hill
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Wisdom of the Woodwife

FACTS FOR YOUNG ELVES



Where did the world come from?

*First there lived Ga,
The formless and lifeless earth.
She begat the Four Corners of the Earth.
Gata, the broad-bosomed land, is the first corner.
Empress Earth, keeper of the life force, is the second corner.
Grandmother Witch, knower of the dark powers,
is the third corner.
Earth King, the First Father, is the fourth corner.
This is where the world came from.*

Where do we come from?

*We begin life as a fertile seed
in the rich field of our mothers,
as our mothers were,
as our grandmothers were,
as were all of our ancestors.*

There is no beginning to existence, and no ending. Ever since Aldrya, plants have bred after their kind, and elves have bred after our kind. And so it shall be forever more.

Why do we die?

*Death fosters life.
Life ends in death.
Each is half of the same power.*

In the forest, at every instant, dead logs and leaves can be seen. But living plants can also be seen. So death, like life, is omnipresent.

What happens after we die?

*Ty Kora Tek tends us.
We must learn to be unborn.
Then reborn.*

Our souls go to the secret holes of Ty Kora Tek under the earth. We will stay there many years, preparing for our reincarnation. Fearful Ty Kora Tek is, yet all must visit her.

Why are we here?

*The mind cannot fathom
what the heart knows.
Serve Aldrya.*

Without obedience to the forest spirit, our souls and lives wither. We cannot explain this to outsiders, the not-children of Aldrya. But aid Aldrya we must. It is part of us just as sap is part of a tree.

How do we do magic?

*Listen to the priestesses
to discover the fruits of your life.
Guardians of knowledge, your friends,
plant true wisdom into your brain
at night.*

Secret plant spirits can teach us magic, and Aldrya herself gives us her power. So our shamans and Wood Lords can make plants listen to their words and do their will.

What is the truth about . . .

. . . Chaos?

*Evil,
Anti-Life
Always dying,
Never dead.*

Chaos is the Last Enemy. It was brought against us by the forces of darkness and winter, and is the only foe which would destroy Aldrya forever.

. . . Kyger Litor?

*Enemies in the dark,
born in Hell,
Sworn to kill us.*

Trolls are fierce opponents. They hunt us in the winter and send armies against us in the summer. They eat our trees and poison our spirits with black magic. They are unnatural and do not belong here, on the world's green surface. We People of the Trees use our resources to kill them when possible, sending them back to their dark hells.

. . . The Lunar Goddess?

*An abomination who kills us
Wantonly,
without respect,
without reason.
We shall never forget Rist and Erigia.*

The Lunar people speak of friendship, of a time when all beings of the universe can live together in happiness, like that of the Green Age. But their deeds speak to us and we have long memories. Remember the burning of our forests. Remember Rist and Erigia. The Lunars may one day forget our enmity. Then they all will die.

. . . Magasta?

*An ancient friend,
half dead
half alive.
His children remember our friendship.*

The waters of the world are necessary to the survival of the forests of the world. There are submarine forests, just as there are terrestrial jungles. And there are elves of the oceans and lakes. We are their kin, and we know each other.

. . . Monotheists?

*Deluded forever.
Doomed.*

The wizards of the west are only humans. But they are often properly respectful to the People of the Trees. They have no knowledge of Aldrya or the spirit of the forest, but they also do not pretend to such knowledge.

. . . Mostal?

*A dead god whose followers
never realized he was gone.
They are jealous
of Aldrya.*

The dwarfs mindlessly continue their unceasing warfare against the forests. Their workshops poison the rivers and the air. Their foundries flame with the corpses of trees. If they all vanished, the world would be a happier place, and draw nearer to the Green Age.

. . . Orlanth?

The violent bring violence.

The Orlanth people are brutal and kill each other. They have no Tree Mother to organize them. When they are enemies, avoid them. When they are friends, do not trust them.

. . . Pamalt?

*The Burner is our foe.
Bringer of war,
Destroyer of jungle.*

In eons past, this monster god and his people brought about the end of the Green Age of Pamaltela. In the Second Age, he stopped the spread of the Elf Empire of Erinoru and his people cheered our loss. He does not send armies against us, but we can never be his ally.

. . . Primitive Spirits?

*Helpless souls
who have lost their way,
never knowing their fate.
They might be
our ancestors.*

These spirits can be friends or enemies, but they are always useful. Our shamans use them, especially the Plant Brothers, who recognize us as their kin.

. . . Yelm?

*Distant keeper
of the Cosmic Order.
His kin are our kin.
Friends in the Darkness.*

The Sun God is the Flowerbringer. He is strict and pure. He is a good god for the humans, and teaches them humility and harmony. His son Yelmalo is our ally.

Elf Deities

Aldrya

*Mother of all life,
the most splendid.
She rules all wooded domains,
and everything therein.*

Without Aldrya, our lives would become formless and void. We would be no better than humans, who know not their destination. We would be no better than trolls or dwarfs, whose lives are filled with hate. But we have Aldrya, and our souls have purpose.

Babeester Gor

*She does nothing,
save when the earth cries out in pain.
Then she is violent.*

Sometimes are born elves who cannot be happy. Babeester Gor takes them under her shawl and gives them an outlet for their fury. Honor them, for their lives are short and grim, and their service to Aldrya is great.

Earth Witch

*Old One,
Grandmother of Wisdom.
She can offer much,
but she demands much.*

The Earth Witch knows all the secrets of the earth. There are many truths that are terrible. The Earth Witch knows them all and tends them for Aldrya.

Empress Earth

*Stately queen,
Wielder of life.
She is the mind of Ga.*

Empress Earth rights the wrongs of the earth with her gifts, and she rules the earth with an easy hand. Her wisdom arranges the bounty of the world.

Flamal

*Father of all,
whose death caused
the Sleep.
Our King saved us.*

Sometimes an elf is born who cannot fight and struggle. These elves can find meaning in serving Flamal. Honor them, for Flamal is the Most Beloved of Aldrya and all the earth.

Gata

*Beautiful mother,
the source,
fruitful and generous.
All love her —
even trolls.*

Gata is the Six Earths. She has fled, sunk far beneath the earth. Only the elves can reach her through worship. But her bounty floods all the land and sea. She gives to all alike, elf, human, tree, and robber dwarf.

Genert

*Gata's spouse.
Wise and strong.
We mourn his passing.*

Genert is the father of all the goddesses of the land through his wife Gata. He is dead now, killed by Chaos. His home land is blasted, shunned by all the Elder Races. Aldrya now has taken his place as the ruler of the land's goddesses.

High King Elf

*Guardian
of the forest.*

He is the Defender who led a ragged band of survivors through the Great Winter. We are honored to be able to help him today by defending the woods from insects, fire, blight, or trolls.

Land Goddesses

*Princesses under Aldrya,
Mothers of Bounty.
Daughters of Gata.*

The goddesses of the land each bless their geography and the Great Trees know the name of their Princess.

Ty Kora Tek

*Tender of the dead.
Destroyer of the unfit.*

All our souls go to Ty Kora Tek when we die. She tends dead spirits in her bleak caverns. She is fearsome, but she is necessary. All of us have visited her many times, and will visit her many more times. Only our enemies need fear her.

Voria

*Young virgin of spring,
Keeper of youth
and new life.*

We who sleep all winter are awakened each spring by Voria's light touch. Young children sing and dance to her each spring. She is most harmless and innocent of all the gods. No evil is in her.

Yelmalio

*Unfailing light in the Darkness.
He preserves us
in winter.*

Yelmalio and his Light Sons are our friends. In the Darkness, Yelmalio stood by the side of High King Elf and made our enemies his enemies. His warriors guard our sleeping groves in winter.



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Tales of the Night Hag

SECRETS OF THE KINGDOM OF THE TROLLS



Where did the world come from?

The dark has always existed. Once, it spawned seas, the cursed heavens, and the harsh surface where we now live. Someday it will swallow everything back into itself. And we and the dark will go on forever.

Where do we come from?

Once we all lived in the harmony of Wonderhome, Kyger

Litor's wombplace. The burning horror of death drove us forth to the Hurtplace, the surface world. Now we struggle in agony to survive.

Why do we die?

Death is the natural state of the universe. Our gods are alive, and keep us alive. We must be grateful to have a chance at all. But we know that all life must end someday.

What happens after we die?

Fearsome death is, yet it is the only return to the underworld. When we die, our spirits meet with Kyger Litor in Hell.

Why are we here?

We are here to serve our masters, to be served by our slaves, and to feast upon our enemies.

How do we do magic?

All magic ultimately comes from the shadows. Our gods know all the secrets of night, and so we have the most powerful magic in the world. Our priestesses know secrets that would send members of other races screaming into madness. Our gods do deeds that would blast the souls of lesser deities. And our home, the darkness, has secrets of ultimate power that have never been revealed.

What is the truth about . . .

. . . Aldrya

This is a good food goddess. Her children can be annoying to the point of death, but they are well worth the killing and eating.

. . . Chaos?

When we were forced out of Wonderhome to the grim Hurtplace, Chaos came to rob us of even the miserable lands we had left. But we fought it, killed it, and ate it. Now chaos is driven into the hinterland.

. . . the Lunar Goddess?

New gods are being born all the time. This one consorts with vile gods who blasted our race with curses. She brings light where no light should be. Yet she tempers the harsh light of the sun. And she controls and subdues the monsters of chaos. We cannot yet say whether her rise has been for ill or well.

. . . Magasta?

The gods of the oceans are old, and they hide many mysteries. But their greatest mysteries are from the darkness, the oldest of all.

. . . Monotheists?

This is a burdensome human religion from a land near the setting sun. They are troubled with castes, strange rituals, and a plethora of confusing saints. Yet their worthless god gives no rune spells. Arkat came from their land and pillaged their religion's secrets for us to use.

. . . Mostal?

This is another good food god. Some of his children are immobile stone, and others, called dwarfs, can move around. They are often clad in poison metal and rarely come aboveground, but they are the tastiest of all. The sweetest meats are the dearest.

. . . Orlanth?

This human war god battled us when we came to the Hurtplace. When he could not win, he fled to the Underworld, seeking Death to wield against us. When he returned with the sun, we were stronger and could endure its weakened light. He and his worshipers fight us still. We have faced far grimmer foes than he and we still survive.

. . . Pamalt?

Pamalt and his legions of servant gods and peoples killed our warriors and maimed the hero troll Moorgarki. Now Moorgarki's children are the mutant jungle trolls, who cannot bear the clean cold of the mountains and glaciers. Someday all trolls shall take vengeance upon pitiless Pamalt for this misdeed.

. . . Spirits?

Some spirits are broken pieces of dead gods. The most powerful and useful of them come from the source of all magic—the Darkness. Other spirits are the souls of those that have died—our ancestors. Our shamans know how to deal with all types of spirits.

. . . Yelm?

This bad god forced us out of the primeval Wonderhome. He crippled our gods. When we fled to the Hurtplace, he followed us here to persecute us. But now he must flee around the universe, eternally pursued by Xentha, goddess of night. His sons have been eaten and broken by our gods. And Subere has shown us secret parts of Hell untouched by Yelm's burning presence.

Troll Deities

Argan Argar, god of surface darkness

The burning death destroyed Wonderhome, broke our gods, made us flee. When we came to the Hurtplace, everything was strange. We made many mistakes. Then came Argan Argar. He showed us the correct ways of surface life. He taught us our enemies' languages and ways. And he conquered fire gods and enslaved them for our benefit.

Arkat Kingtroll, killer of Gbaji, knower of sorcery

This is the cleverest of all trolls. He fooled humans, elves, and dwarfs, and stole their most precious secrets for our use. They are still being fooled by him.

Dehore, father of shades

There are many types of darkness spirits, shadows, and shades. All owe allegiance to Dehore. Our shamans know

Dehore well, and so we can command all the beings of darkness, too.

Himile, god of cold

Winter is our friend. We may walk openly, for there are none that dare hurt or make afraid. Himile's cold rushes down from his palace in the north. The weak gods of summer flee him and the holtri—his ice demons. Our enemies and our food hide away, paralyzed with fear of us and Himile.

Kyger Litor, troll ancestress

Kyger Litor, our mother, has given us much. Her secret magic protects us, gives us power, and cripples our enemies. Her divine family teaches us how to live, how to work, how to fight, and how to kill. We are her children, and we love her.

Kyger Litor, our mother, has suffered much. The dead sun burned her and drove her from Wonderhome. Chaos gods like Gbaji maimed her and crippled her children. Here in the Hurtplace, enemies battle us desperately and persistently.

We are strong, and feast on our foes. Gbaji is dead, and we have killed much chaos. The sun hides from us each night and each winter, when we roam the earth in might. We bless Kyger Litor for this.

We give our troll children Kyger Litor's blessing. We kill, fight, work, and live for her and our other gods, her servants. We give her our worship and Power, precious gifts. She is our mistress, and we must do her deeds all our lives.

Subere, goddess of hell darkness

When the sun came long ago, its unendurable brightness drove our gods and us from Wonderhome. Its fiery rays burnt and slew many inhabitants of the Underworld. But many creatures sought and found refuge in Subere. She still dwells in Hell, the only god never tainted or blasted by the sun's unholy light.

Xentha, goddess of night

Half the universe is ruled by Kyger Litor, and Xentha is her steward to blanket the world with night. Her shadows and children, such as Argan Argar, cover the world and make it safe for us. She brings us darkness, ever-chasing the sun around the world.

Xiola Umbar, goddess of protection darkness, mistress of the dark deep within.

Xiola Umbar is the weakest of our gods. The most inferior and helpless entities seek refuge in her. But she has healing powers that can help even the mightiest Zorak Zoran berserk, and which we all value. She is precious to us.

Zorak Zoran, war god

Zorak Zoran is the strongest of our gods. Only the mightiest warriors worship him and can survive the battle frenzy he grants. But, though he kills chaos and our enemies, he also sometimes kills trolls. He is dangerous to both us and our foes.



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The Chieftain Speaks

LEARNING THE RIGHT FOOTPATH

Where did the world come from?

The children of Yanmorla and Cronisper were the Old Gods: Lodril, Yelm, Bolongo, and the others. When their children fought, the elders fled into the sky and earth. Then the children each made their own parts of the world. This is where the world came from. From the family of the gods.

Where did I come from?

The Old Gods had great might and more free time than we do. Like us, they were amused by making beautiful and useful things. Sometimes they failed, and made things like jelmre or elves. One important thing they made was the first people: the fathers and mothers of we Agimori. When Pamalt was chieftain, those people learned to have children, and you are their descendant. That is where you come from. From your ancestor's success.

Why do we die?

When Pamalt was chieftain, the world was worse off than now. Sorcerers and evil gods invaded and everything was sick and dying. All the prophets prophesied only a lifeless universe. The Old Gods were helpless and lost all their powers. Only Pamalt was strong. He led the Agimori on the Right Footpath to our new world. Together we fought, and we wrestled Life back from the evil gods. So now everyone dies, just like in the old times, but we also come back to life again some day. That is why we die. Because the world was changed.

What happens after we die?

Everyone, like you, has four parts: your body, breath, spirit, and mind. As long as your spirit is on the Right Footpath, it is with Pamalt. Death is when your mind leaves your body, which is buried to sprout your lineage medicine plant. Your mind then rests with your breath in the Breath World. When you are ready, your breath dies too, and you go to sit on Pamalt's council, mind and spirit together. If Pamalt's council needs to, they may send you back to earth as a child again. This is what happens after you die. You visit the land of the gods and spirits.

Why am I here?

We are the Keepers. Pamalt gives us wonderful gifts and powers on the Right Footpath. We need to be born, live together, bear children, work in harmony with the world, and die. That is why you are here. To be happy.

How do I do magic?

We learn magic from the breath of the Right Footpath. The most wise among us can sometimes even contact the Old Gods this way. To learn magic, you must send your mind to the Breath World. There you meet a challenge to learn the magic. Bigger magics are protected by harder challenges. That is how you get magic. By struggle and courage, just as you get everything good.

I have heard of other powers. Can you tell me truly about . . .

. . . Aldrya?

The jungle goddess is our enemy. Her green hell is a lair for demons. Her minions always plot against Pamalt, and try to blanket our beautiful plains with steaming jungle. That is who Aldrya is. The enemy who mindlessly tries to kill beauty to replace your type of life with her own.

. . . Chaos?

These evil gods are our permanent enemies. If we tread the Right Footpath we can kill them, and make sure Vovisibor never rises again. But when we are lax and lazy, chaos returns, stronger than before. This is what chaos is. The thing that always returns.

. . . Kyger Litor?

When Pamalt was chieftain, monsters roamed the world. Kyger Litor was one, but she ran away when Pamalt killed her champion, Qualyorni. Finally, Pamalt gave her the north half of the world and she gave him the south. That is who Kyger Litor is. The bad enemy who is too far away to hurt you.

. . . Magasta?

He tried once to invade our land. But he failed, because Pamalt and his council were vigilant and brave. Now he is far away, and can only slay those foolish enough to cross his poison waters. That is who Magasta is. The enemy that has been beaten.

. . . Monotheists?

When we relaxed our watch against chaos, wicked men troubled us with an evil trick: religion without piety. Soulless sorcerers again crossed our land, and we have not rid ourselves of them yet. That is who the wizards are. People who care nothing for the Right Footpath and the Breath World.

. . . Mostal?

Mostal is one of the Old Gods. Like the others his time is over. His weird dwarf people still survive underground, and he rules them with a metal hand. That is who Mostal is. The chieftain who rules hard, but with no heart.

. . . Orlanth?

When the Old Gods quarreled this god shouted the loudest and used his fists and knives against his own family. He fought so hard that he was exhausted, and his heir, Keraun, joined Pamalt's Council. Orlanth's other child, evil Sikkanos, is just like his father. That is who Orlanth is. The bully who thinks strength is all that matters.

. . . Spirits?

When the Old Gods made beautiful things they made plants and animals and other spirits. Some of the spirits did not join Pamalt's Council, but they are still our friends and part of our trust as the Keepers of Nature. That is what the spirits are. The life of the Breath World.

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. . . Yelm?

When the Old Gods ruled, everyone enjoyed the sun god's wealth. But pride led to his downfall: he thought he could live without the help of everyone else in the world. He lost his powers, and now he is a slave, a bright orb of fire chained to an unyielding path, trapped by duty to his task. That is who Yelm is. You can always depend on him because he has no choice.

The Gods of Pamaltela

Aleshmara, the old woman

Aleshmara is Pamalt's sister and mother-in-law. She leads a pack of sisters who must approve the actions of Pamalt's Council. She holds the Basket of Life, a gift from Earth Mother when she left the world. She names those who sit on Pamalt's Council. Aleshmara owns all wealth, knows all lineages, keeps all womens' secrets, and rules her daughter Faranar, who lives in Aleshmara's tent with husband Pamalt. That is who Aleshmara is. The woman who gives you everything.

Artmal, god of the Veldang

Artmal fell from the sky in the days of the Old Gods. He set up the infamous Artmali Empire in the middle of Pamaltela. All beings that were deemed inferior, including our ancestors, were expelled or enslaved. Only the blue-skinned natives were free and happy.

But when trouble came from the north Artmal, with the other Old Gods, fell to ruin. His empire became the Nargan Desert. His people became the Veldang. That is who Artmal is. An old man, once strong, but now crippled and blind.

Bolongo, trickster

Bolongo is one of the old gods. He helped make the world. Sometimes his help was bad, like when he got Vangono drunk and took his place in the wedding to Enisoyo. Sometimes his help was good, like when he helped make the Necklace of Pamalt. Sometimes his help was just silly, like when he turned his head into an ant's, and could not turn back. This is who Bolongo is. The fool who cannot tell between right and wrong.

Cronisper, sky father

Cronisper is one of the two elders of the Gods Council. Like all deserving grandfathers, he sits in the back of the tent and smokes his pipe. He mostly speaks only in vague grunts and nods, but when he speaks clearly he should be heard. He lives in the sky, where the constellations are his dwellings, the planets are his servants, and the stars are his treasures. He is Grandfather Sky. That is who Cronisper is. The old man whose limbs are weak but whose wisdom is strong.

Jmijie, traveler

He is the Wanderer, for he cannot stay in one place. Sometimes people are hit by his invisible stick, and they get an unreasonable urge to travel. Jmijie created a system of invisible roads which crosses the world, and which magicians can travel on. That is who Jmijie is. The wayfarer, half-vagrant, half-pilgrim.

Keraun, wind and rain

Keraun is the ruler of the winds. She brings the rain and winds to blow upon us, and she rules the cloud spirits. Her home is in the northeast. Thunder and lightning are her brothers. That is who Keraun is. The strong bad person who has seen her wrong and is now your friend.

Lodril, fire

This god of fire is one of the Old Gods. Pamalt made him

raise the mountains of the north, which separate the realm of Pamalt from the rest of the world. His children include Gustbran and Vangono. That is who Lodril is. The man who is strong of thew, but not of brain.

Noruma, shaman

This god is the chieftain of magic. He is brother to the Horned Man. Noruma knows the strongest spells, even how to contact the Old Gods. He comes in dreams to call people to his path, and he communicates with the Breath World. That is who Noruma is. The medicine man.

Nyanka, good water, childbirth

Before the Agimori met Nyanka they were not able to have children. Nyanka gave of herself, and taught them the wisdom they needed. The clear, permanent oases are her favored spots, but the winter streams are hers too. That is who Nyanka is. The woman who gives without need of receiving.

Pamalt, Chieftain

Pamalt is headman of the gods' council. He is the only Old God to stay strong in the new world. He shows us the Right Footpath, and helps us on our way. He protects chieftains, and he also protects the helpless—orphans, hunchbacks, lepers, and even albinos, whom he created one day while drunk. That is who Pamalt is. The wise, good, and clever chieftain.

Rasout, hunter, god of men

It has always been the duty of men to hunt the beasts of the plains. Rasout teaches reverence for the kill, love of the hunt, and the arts of stalking, trapping, and the chase. That is who Rasout is. The hunter working hard to bring the best food.

Sikkanos, the bad wind

Far south, at the edge of the world, sits the Nargan, a parched land where evil lurks. The earth there burns your skin, the water there rots your innards, and the air there decays your mind. Filthy chaos things live there, and they send the bad god Sikkanos against us from the south. That is who Sikkanos is. The enemy you can never forget.

Vangono, god of war

Vangono found the first spear, shield, and bow, and he used them to destroy his enemies. He is fierce and bloodthirsty, and he sometimes even gets Pamalt, his chieftain, in trouble. He can breathe three kinds of fire and is terrible in battle. That is who Vangono is. The loyal warrior whom you love in war but who makes trouble when it is peace.

Vovisibor, Filth-Which-Walks

Vovisibor brings ignorance, cruelty, greed, and selfishness to us. He came from the hole left by the ruin of the World Mountain. He makes men be utterly alone; without lineage, family, or tribe. Only Pamalt can stop him. Vovisibor is like an evil counterpart to Pamalt; he, too, is a chieftain, but he rules the gods and peoples of hate. His councilors are Thed, Pocharngo, Malia, Ompalam, and other bad gods. That is who Vovisibor is. The bad man who has no good in him.

Yanmorla, Grandmother Earth

Yanmorla is one of the two elders of the Gods Council. She is usually too distant to bother with us. Her tent is deep inside the earth, and on the way to it you must pass the Earth Witch. All the breaths of dead animals go to her. She is called Grandmother Earth. This is who Yanmorla is. The wealthy old woman who has no use for her goods except to bestow them on her worthy children.

What the Dragon Lord Whispers

IMMORTAL WISDOM FROM SUN KING



Where did the world come from?

The venerable Cosmic Dragon was the sole inhabitant of the former universe. In its inenarrability, it comprehended that the many is superior to the one, and it dismembered its sacred form. From Cosmic Dragon's awesome breath came the First Ocean. From Cosmic Dragon's consecrated bones came the First Mountain. From Cosmic Dragon's exalted scales and hairs came animals and plants. From Cosmic Dragon's ineffable soul came Aether, holy spirit. First ocean properly apportioned itself into many oceans, seas, lakes, and sky waters. First Mountain broke into ranges of peaks and hills. The first creatures obediently bred to cover Cosmic Dragon's world. Aether formed the sky gods from his sacrosanct spirit.

Where did I come from?

From Cosmic Dragon's numinous heart came Wild Man. At first Wild Man knew no restraint. Plunging through the world, he basely mated with trees, rocks, and beasts. These miscegenations produced the Four Hundred Sacred Races.

Finally, Empress Earth pitied Wild Man, and created Allgiver, first woman. Wild Man was tamed to live in quietude with Allgiver. Their child is the venerable Aptanace the Sage, and we descend from his divine children. Aptanace's children each took his rightful place in society: one was the first potter, one the first builder, the first astrologer, tailor, herbalist, farmer, and so on. Thus arose the seven hundred Divine Arts of civilization.

Why do we die?

Death is the natural state of the universe. Wild Man was the first of all to die. Correct Thought teaches us that death is a transition, a change. Just as the Dragon Emperor retires his luminous crown to progress to the sixteenth stage of existence, we must discard our bodies to reach our ultimate goals. Hallowed Yelm shows us his path to the superior afterlife.

What happens after we die?

Most folk travel to the Excellent Palace of Pleasant Reward to await the Passing On of His Supereminence the Dragon Emperor. At that blessed time, their souls accompany him to the auspicious next stage of existence. Hence we must perform Right Action and support the Dragon Emperor, lest our souls be left behind when he Passes On.

Why am I here?

Unrelenting service to Holy Ones is the secret for happiness. We exist to serve the Emperor, and he exists to serve us. Foreign lands are trapped in ignorance, knowing only inferior or false gods. The duty of all the Children of Heaven in our Kingdom of Splendor is to serve and emulate the superior man.

How do I do magic?

All life knows its own proper magic. Like eating and sleeping, it is part of existence. Our Exarchs know powerful dragon magic. City officials have strong and true magic from the Gods of Light. Farmers in their fields know potent secrets of the Rice Mother which I shall never know. Talk with me and I shall tell you what magic is meant for your life.

I have heard of other powers. Can you tell me the truth about . . .

. . . Aldrya?

She and her kind adore the Sun above all other gods, and are close to his presence always. So they are strong in summer and pitiful in winter, as is Yelm. So elves are tied to barren cyclicism, and can never be released to enjoy true spiritual progression.

. . . Chaos?

When the egregious Rebel Gods sought to overthrow the Divine Order they uncovered dreadful allies too powerful to control. Many gods struggled, but only the wisdom and sacrifice of our commendable land regenerated the pure universe.

. . . Kyger Litor?

The foul and bitter smoke which preceded true creation could have become transparent and sweet, but the deplorable Rebel Gods prevented perfect completion. This corrupt residue, fearful shadows upon the face of reality, still haunts the living and rules in the squalid lands of ignorance.

. . . Lunar Goddess?

Those unfortunates dwelling in sordid lands beyond our own certainly feel their lack. The Red Moon is an unconscious attempt by the inhabitants of Peloria to emulate our Divine System and to parallel our ever-virtuous

Dragon Emperor. The imitation is ever inferior to the reality.

. . . **Magasta?**

These monster gods are enemies of both sky and earth and ever seek to quench life with their liquid powers. Baneful secrets are hid within the lethal depths of the ocean and behind its blind banks of fog.

. . . **Monotheists?**

The refractory sorcerers of the West have failed to find the superior path. They witness the infinite truths of the Children of Heaven, but truncate these truths—cutting themselves off from divine sources. They are left with a parody of true religion. Their faith defies the truth of divinity and immortality, and replace true devotion with empty philosophy.

. . . **Mostal?**

This strange god is both friend and foe. As a friend he upholds cosmic order. But he woefully enslaves those who serve him and he mocks true life. Mostal is like an undead god.

. . . **Orlanth?**

Orlanth the Rebel is the fearsome usurper who once sought to tear down our benign Dragon Empire. He rules wild places and is the leader of foes. He destroyed the Golden Age with pernicious wars. Yet he was conquered through the purity of our celestial truth and is now tamed by compromise.

. . . **Primitive Spirits?**

These are broken bits of the old universe, cut off from contact with higher planes. These inferior entities are meaningless to us.

Gods of Kralorela

Aether, Keeper of the Whole

Aether is the immutable unity of all existence. When he dwelt in our Kingdom of Splendor, nothing else was here. He thought several sons and peoples into existence, then retired behind the sky.

Dendara, good goddess

Dendara is the Mother of Life. She serves her husband, Emperor Yelm, as the superior wife should serve her husband. She provides us with raiment, drink, and her daughter the Rice Mother.

The Dragon Emperors

Before a Dragon Emperor is permitted to Pass On, he must bless all subsequent posterity. Thus did Daruda bring about the wondrous dragon magics, thus did Mikaday teach correct laws and ordinances, and thus did Vashanti create the Web of Righteous Knowledge to unite our nation under one government.

Even as we worship our present Dragon Emperor, Godunya, to attain spiritual progression, so do we worship past Dragon Emperors to use their magic and skills to exalt our lives while we yet live. Their names tingle the tongue: Metsyla, Shavaya, Daruda, Thalurzni, Mikaday, Vayobi, and all the multitude of our Celestial Rulers, save for Shang-hsa May-his-name-be-cursed.

East Isles Gods

When the original puissant empire of Yelm was beset by vulgar and putrid hordes of barbarian gods, we main-

tained ourselves through the wisdom of our divine Emperors. But the heavenly land of Vithela was inevitably obliged to withdraw its perfection from the sordid wastes of the Gods War. As it withdrew, corpuscles or fragments were torn from it by savage, blind-hearted monsters. We now call these corpuscles the East Isles. Separated from the holy land of Vithela as well as from our own divine precepts, the unfortunate inhabitants thereof are forced to worship a multitude of interior beings and demons.

Godunya and the Exarchs

We Children of Heaven are most fortunate. Even as we dwell in the pleasantest of lands, we are served by the wisest of rulers. In our Kingdom of Splendor are many Exarchs whom we are blessed to worship. Through them, our souls touch the unattainable majesty of Godunya, our sacred Dragon Emperor. Through him, our souls attain progression to higher planes of reality in the afterlife.

Gorgorma, sister of Dendara

Gorgorma is a frightening mirage, a loathsome horror, noisome, squalid, and evil-shaped. She lurches through the nightmares of the Children of Heaven and besmirches the lovely robes of beauteous Dendara. Yet gladly would we embrace a thousand such lamentable horrors to retain Dendara's delightful presence.

Hykim & Mikyh

These are the sinister gods of the Beast People. These depraved races dwell in our mountains and their ways have plagued the Children of Heaven ever since holy Yelm's downfall at the hands of the terrible Rebel Gods.

The Path of Immanent Mastery

The thoughts of certain among the Children of Heaven are clumsy and untutored. They foolishly believe that true inspiration and pure dragon powers can be attained through a hasty and crude approximation. The superior man comprehends their system's vanity. Our divine Emperor permits them to persist as a lesson in the folly of impatience.

Rice Mother

Her neverending bounty blesses the basest of peasants and her generosity extends even to the scabrous and unclean. All the Children of Heaven are gifted with our lives by her kindly nature. Other lands are cursed by her absence, forced to consume abominable provender.

Vormain Gods

When the Rebel Gods assaulted the Divine Order, the isolated islands of Valzain were compelled to stern discipline and the worship of austere and cruel gods. In this way, they inhibited the destruction of the Gods War and preserved Valzain from utter ruin. They yet maintain their harsh regimentation. We are happy indeed that our Dragon Emperor and our Imperial Armies and Fleets have freed us from the necessity of such a grim existence.

Yelm, Emperor of the Cosmos and God of All Fire

Second ruler of Kralorela, his rule was the Golden Age of the world when all was perfect and grand. All of existence was his realm, and he organized the world into its parts.

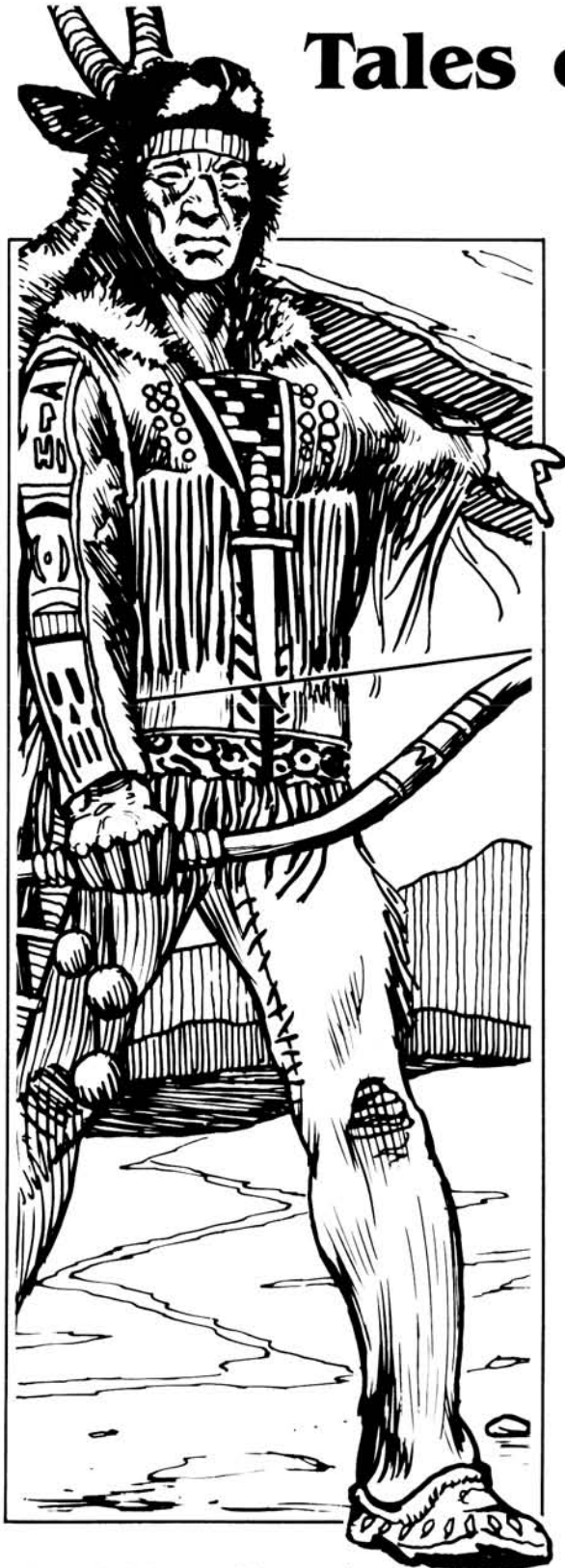
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Tales of the Wastes

WISDOM FROM THE TRIBAL SHAMAN



Where did the world come from?

The Dead Gods made the world so long back no one remembers. They were strong and made the golden age. Rabbits came freely to the eating. If you dropped a seed you had to jump back when the tree sprang up with much fruit. But the Dead Gods failed at last—they tried to deal

fairly with Chaos. Then the Great Darkness came. Chaos monsters melted the trees and turned the earth to stone. Only Storm Bull and his friends fought.

Waha is Storm Bull's son. He came out of the soil into a world of darkness and chaos haunts. People still walked the blasted land, dazed and dying of stupidity. But Waha the Tracker gathered us and showed new ways to live. Waha Khan-of-khans freed the Daughters of Eiritha from evil spirits so we could have herds. Waha Father-of-khans founded many families of his own blood. Waha Killer-of-chaos cleansed the land to make it safe.

Where did I come from?

At first, everything starved alike: bison, impala, alti-camelus, and human. There was too little food. Then Waha made the Survival Covenant. Some became animals able to eat thornbushes, weeds, and roots of the earth. Others, who became people, ate the plant-eaters. We drew lots to see who would eat and who would be eaten. In every case but the morocanth, who cheated, we humans won and became people. That is why we ride and eat the herd animals, and why morocanth are people also.

Why am I here?

You are a relict from the Golden Age—you hold the holy life force. Your fathers and mothers lived through the Great Darkness and so, through them, did you. They lived, and you live, to fight chaos and to spread life.

Why do we die?

Before Waha came, everything was dead or dying, and that is the way of the world. Waha taught us death's secrets; how to use it for life. He taught us the Peaceful Cut to return our sister-animals to bliss within the womb of Eiritha, supplying our tribe with food from the goddess. And Waha taught us the warlike blows, whereby we send our foes to dark hells.

What happens after we die?

Our souls go to the gloomy, silent Land of the Dead. Eiritha is there, with endless ghost herds, and Waha is there, too.

How do I do magic?

The Horned Man came many years ago and taught our shamans how to talk to spirits from lost ages. These spirits do mighty magic, but the mightiest magic is done by our khan, who can call the Founder of our tribe to war.

I have heard of other powers. Can you tell me the truth about . . .

. . . Aldrya?

Once the world was covered with lush plants, all of which stemmed from this goddess. She failed her people because she did not see what chaos would do to her.

. . . Chaos?

Everything bad, painful, and ugly in this world came because of Chaos. Chaos is evil and should be killed by every living soul. Bless Storm Bull who fights so ferociously.

. . . Ernalda?

Once this goddess was everything's mother. She did not fight chaos, thinking her peace would save her. It did not. Now only Eiritha, her best daughter, stays to aid us.

. . . Kyger Litor?

The Mother of Darkness is our friend and our foe. She helps us against chaos, for she hates it as we do. But she also wields the forces of shadow which plunder our herds and make our women barren.

. . . Lunar Goddess?

The Red Goddess is evil, brought by bad men to destroy us and our kind. She was born at the edge of the world, but reaches everyplace, even into our hearts, with temptation, lies, and fear.

. . . Magasta?

The sea khan was a mighty god before the Great Darkness. He tried to fight chaos through cunning and tricks but, like everyone else, failed. Now he is a shadow, pierced forever by the invisible spear of the evil gods.

. . . Monotheists?

These dupes are under the full sway of chaos, for their god teaches them no true god magic. They curse the name of Storm Bull who scours the world of chaos. They are fools and are without souls.

. . . Mostal?

This old god lost because he tried to fight chaos with tools instead of with his whole soul and body. Like the other gods of old, he is now dead and an empty hulk.

. . . Orlanth?

This god is dangerous. His tricks allowed evil into the world. He did great wrongs, but when he tried to fix them he made more mistakes which made the world even worse.

. . . Spirits?

All the world was hurt by the darkness of chaos. We escaped because of Storm Bull and his son. Others were unlucky and now only exist as bodiless spirits, neither living nor dead. Some are old companions, and some our ancient foes.

. . . Yelm?

This old god tried to fight chaos with high rules and distant powers. Like all the rest who did not fight the evil with their whole selves, he died and is now but a hollow glowing shell.

Nomad Gods

Daka Fal, guide to the ancestors

When the world was cursed by chaos, the people who survived were hard-pressed. They were beset by spirits and demons, and the living and dead mingled in a communal horror of confusion and fear.

Then Daka Fal walked the world and separated the living from the dead, setting each in his place, telling all their duties and affairs. This established order in the world, and was the first successful worship.

Eiritha, herd mother

Eiritha is our cow-mother. She sends us calves and helps cows and women make rich milk for our tribe. All of the people and herd beasts of Prax are her children. We love her and spend our lives to protect her.

Foundchild, the huntsman

Waha brought Foundchild when we were all starving and fighting each other. Foundchild taught us how to use the tools of war—spears, bows, and throwing sticks—to kill food animals instead of each other.

Gagarth, the wild hunter

The fierce winds which follow Gagarth sting like red-hot hail. He rides a devil steed which gallops upon air, land, or smoke, and he holds a long-reaching barbed spear. His friends are drooling spirit wolves and a howling horde of the dead. Gagarth rides in all the worlds, seeking food for his hunt. No one is safe from him.

Genert, the dead god

Genert ruled in the golden age, when our lands were a moist garden. Food was everywhere and chaos had not yet come. When chaos came, Genert mustered his clans: the golden people, the copper warriors, the sky-spears, the white elves, and our ancestors. And he fought as hard as he could and as well as he could. But he and his armies were destroyed and his garden turned into an acid bog. Now the old ways are gone forever.

Storm Bull, chaos-killer

Storm Bull is the best god of the universe, for he alone stopped chaos when he killed the bad devil. When everything else was dead and sick unto death, he bellowed his war-cry and charged across the universe to meet chaos with his strength. Now he rules the sky, and his storms forever scour the world. He lives in the ruins of the Dead Gods' palace and sends his winds in all directions, seeking chaos.

Waha the Butcher, Founder

Waha is the son of Eiritha and the Storm Bull, and all life must be grateful and give him respect. He saved us and made the world livable. His deeds are many—every one in our tribe knows them. Waha Flamebringer tamed Oakfed, the corrupt god of wildfire, and turned him into the friendly campfire. Waha the Wise taught us our sign language, and he taught us our knot language. Waha Father-of-khans is the father of all our chieftains. Waha the Restrainer made the earth be still. Waha Khan-of-khans freed the herd beasts' Protectresses and liberated the Founders of our tribes. Waha the Provider taught men the Peaceful Cut, which sends our beasts' souls back to the Mother of Beasts when they are butchered. Waha the Warrior taught us weapons work, so we can protect our herds. Waha the Protector dug a great canal and he ordered it to digest the foul body of the Devil which lay there. Waha the Teacher taught us to ride our animals.



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What the Wizard Says

TEACHINGS FROM THE WISE ONES



Where did the world come from?

The world is the result of interactions between impersonal natural powers. Many forces of nature exist, working in extremely complex patterns. We collectively name these forces the Invisible God, or Creator. These energies have always existed and always will exist, as we can demonstrate through methodical experimentation.

Where did I come from?

Your mother bore you as a result of natural reproduction processes. Everything in the world has a natural origin. What makes you different from an inanimate object is your spirit—that measurable part of you which gives you life.

Why do we die?

All natural mechanisms eventually break down. While our bodies can be maintained for many years, ultimately everything and everyone dies, even if only through happenstance.

What happens after we die?

Paths of knowledge have been discovered whereby we

can earn identity and consciousness after death. This is why we worship the Invisible God and keep the laws of Malkion.

Why am I here?

This is not a meaningful question. Each man has only one life, and it is his responsibility to live as well as he can. Only thus can we come to appreciate the works of the Creator and earn the right to eternal fulfillment.

How do I do magic?

Magic is the process of manipulating natural energies through skill and the authority of the soul. This requires natural aptitude and many hours of study on the part of the would-be sorcerer. In any formal society the services of professional wizards are available to all, for appropriate fees.

Lesser cultures derive magic power from otherplanar entities such as spirits or false gods. These alternate methods of magic impose limitations upon their practitioners—priests and shamans are slaves to their magic, even as we are masters of ours.

I have heard of other powers. Can you tell me the truth about them?

During the period of time now referred to as the Great Darkness, people were lost and frightened. In an effort to understand their world they imagined gods in their own image. By personifying their social desires, the forces of nature, or their emotional needs, they withstood the turmoil of the Darkness.

These gods are always carefully represented as benevolent forces, but each possesses a dark side which is revealed only when it is too late. The catastrophe of Gbaji's creation is the ultimate modern example of this god-making folly.

We are free of the self-imposed limitations induced by the personification of natural forces. We try to understand nature as it is. All other gods are, at best, lesser beings subject to the laws of nature and to worship any of them is folly, ignorance, and blasphemy.

... Aldrya?

This forest spirit is like a living soul of the woods and jungles. Elves are her children, enslaved within the vegetal cycles of her existence. They can never know the Invisible God.

... Chaos?

When grouped together the truly evil gods are called by this name. They are the product of the raw chaos from which Glorantha originally formed. Followers of these monstrous entities are evil and worthy only of destruction.

... Kyger Litor?

Trolls are a race of dangerous, brutal creatures who understand only strength. They feed the spirit Kyger Litor to gain divine spells. Trolls know about Arkat, from whom they stole the knowledge of sorcery.

. . . Lunar Goddess?

This goddess is a modern example of misplaced belief in artificial gods. Like the belief in Gbaji, belief in this manufactured goddess will drive her worshipers into suffering, degradation, and death.

. . . Magasta?

The deep and ominous sea holds a history a hundred times greater than the human world. The ignorant have personified their fears and emotionally feed monstrous entities, which are thus empowered to make real those fears.

. . . Mostal?

Dwarfs have no delusions about the reality of the universe, and have uncovered the same natural laws which we know. However, they lack the key truths of Solace in the afterlife, and so are doomed to senseless existence and meaningless death.

. . . Orlanth?

Another personification of natural forces, this time those of an aerial nature. This god's worshipers are like the wind: first blowing hot and hard, then wavering, and finally fading when needed most.

. . . Primitive Spirits?

The ignorance of savages is proverbial. Study of the petty beings they worship shows why. At best these creatures are minor in ability, of local importance, or are so vague and distant that they provide only pitiful magic.

. . . Yelm?

The shining orb of the sun has been an object of adoration since it rose into the sky. Primitive peoples seized upon the visible sun as the most obvious sign for the ruling power of their universe, and anthropomorphized it.

Holies of the Invisible God

Arkat, destroyer of chaos

In 374 S.T., a terribly misguided conspiracy of rulers created Gbaji the Deceiver to stop the spread of Malkionism. They would have obliterated our civilization but for the efforts of this man. Arkat's battle with Gbaji involved an epic, 75-year-long struggle. During this war he revealed and then reversed the spread of Gbaji's great evil.

Though he did kill Gbaji, Arkat's fanatical purpose eclipsed his reason. He suffered, and to escape his pain he underwent voluntary subjugation to false gods so that, though he succeeded in his task, he was a failure afterwards and condemned by all. His story is tragic, and a warning to everyone.

Creator

This is the title we give the Invisible God when we refer specifically to his role as the designer of the natural universe.

Hrestol, Knight Initiator

Hrestol is the second prophet of the Invisible God. In the year 2 S.T. Hrestol revealed crucial knowledge and rituals which enabled the followers of the Invisible God to maintain their contact with him in the new age. He taught the Joy of the Heart, even as Malkion taught the Solace of the Body. All modern Malkioni sects stem from Hrestol's teachings.

Invisible God, The Creator

The Invisible God is, was, and shall be. He is the force of nature, greater than all other forces. In the time since the world was formed, two great men have discovered secret truths of the Invisible God, and have tried to show other men the path to happiness.

Malkion, First Prophet

Sometimes, mankind has fallen away from union and understanding with the Invisible God. He then sent prophets to visit us to teach us again how to find God through body and heart. Malkion was the first prophet of the Invisible God.

During the Great Darkness Malkion discovered the ways of the Creator, spreading his knowledge among other men to help them survive amidst the evil of the era. Malkion's proofs are essential to intelligent action. He showed men the proper social classes and taught them to be happy with their lot in life. He taught us Solace.

Saints

Though there is but one true god, there are numerous individuals who have discovered certain truths about physical cycles, allowing them to intercede in worldly affairs to ensure the well being of the righteous who follow their ways. We term these individuals *Saints*.

There are many saints; Arkat, Hrestol, and Malkion are the most important. We Malkioni belong to many different castes and sects, but all of us recognize the divinity of a saint, no matter what sect he attained his sainthood through. It is notable that the Brithini, who profess no contact with the Invisible God, have produced no saints.

Dormal the Mariner came from afar to break the evil Closing, which vindictive Zzabur of the Brithini had brought upon the seas. He taught us the procedure we can use to send our ships again across the ocean depths.

Gerlant Flamesword is the famous comrade and liege lord of Arkat. He was forced to make the impossible choice between his people and his best friend, and he chose rightly.

Paslac the Ruler is the example of perfect rule, whom all kings and lords should attempt to emulate.

Talor, the Laughing Warrior, cleansed his own northern homeland and Fronela, even as Arkat cleansed the south. But when Talor was finished he left behind joy and light, where Arkat's gloom left only massacre and waste.

Valkaro the Good Wizard was father, king, defender, and nourisher of his people. But he never went outside his proper sphere. His land in the far east survives to this day.

Waertag, Father of the Sea People, was sacred to a hybrid branch of humanity who called themselves the Waertagi. These people lived entirely at sea aboard their great ships and so were nearly driven into extinction by Zzabur's great curse of the Closing. The Waertagi were indifferent worshipers of the Invisible God at best, and treacherous enemies at worst.

Xemela, mother of Hrestol, sacrificed her soul to save her people. One of Hrestol's first acts to prove his superiority and virtue was to free his mother from her soul's imprisonment and thus permit her to attain true sainthood, from whence she can bless all of us.



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Talking to the Moon Woman

WHAT THE LUNAR PRIESTESS SAYS



Where did the world come from?

The Creator made the world and everything in it. He made the two races of gods first, the Celestial Court and the Tribe of Chaos. Neither understood the other, but each tried to imitate the Creator and so made the imperfect world we live in.

Where did I come from?

The Celestial Court and the Tribe of Chaos fought each other to destruction, and where they died lay a heap of ashes and slag. From that matter Glorantha, goddess of compassion, created First Woman. She bore the ancestors of mankind, whether they came from stone, dirt, wood, animals, or some human demigod. The races of people grew healthy and numerous, and you are of their descent.

Why do we die?

The disharmony of the Celestial Court and the Tribe of Chaos created an illness which sickened the Creator unto death. As a result all the world must now die too.

What happens after we die?

All souls, living and dead, move within the compassionate harmony of the world. When you die you shed the gross matter of your life and ascend to a more pure plane of existence for peace and joy. When you are again purged and whole you are reborn into a new body for a new life.

Why am I here?

The races of mankind were created to restore health to the Creator and his works. We live to purify ourselves

and, thereby, purify the wretched parts of the world and reunite them with the Creator. Our duty is to restore unity, harmony, and joy to the world of the living and the dead, heal the Creator, and attain the bliss of immortality.

How do I do magic?

The world is filled with invisible powers. The Red Goddess places all those powers within your grasp, and you can integrate them in many ways: spirits may aid you, gods can help you, or you can manipulate energy with your own force of will. All the best magic can be used to heal the world.

I have heard of other powers. Can you tell me the truth about them?

All the gods who came before the Lunar Goddess are obsolete. These obsolete gods include the sky gods, earth goddesses, sea gods, darkness gods, and primitive spirits. They are stuck in their old ways, which once hurt the Creator unto death. The Red Goddess is the part of the Creator which has already been healed. We worship her and the New Gods.

. . . Aldrya?

Aldrya is the wild goddess, untouched by civilization, untamed by any human. She is all which is wild—both the dancing light and the sinister dark. Her children are innocent people, simple servants to the spirit, born of wood. Aldrya and her subject spirits adorn the metaphysical Body of the Goddess. They are the Goddess' hair and clothing.

. . . Chaos?

The Life/Death duality of the mortal world is mirrored in the Chaos/Divine duality of the immortal world. The gods of Glorantha fear Chaos in the way that living mortals fear death. But even chaos can be conquered and harnessed, as proved by the Red Goddess. Each thing, monstrous or metaphysical, has its place for those who understand the entirety of the cosmos, even if its place is only to be a precautionary tale.

. . . Kyger Litor?

Within us all lurks a frightening shadow, hiding and ready to pounce upon us in a moment of fear. The Red Goddess has conquered those inner secrets, so no longer fears. Kyger Litor herself must be cured to no longer fear the world, so that the world will no longer fear her. In the metaphysical Body of the Goddess the trolls represent the stomach and bowels—digestion.

. . . Magasta?

The sea gods have always been secret initiates of the lunar way, for their erratic tides are caused by the ancient Blue Moon. The sea heals, and the fear that mankind feels of the sea is the fear of a health unknown to their mortal bodies. The sea is the blood of the goddess.

. . . Monotheists?

The god of the monotheists is visible to the Red Goddess. She alone has mastered his identity and secrets, and can use those natural powers called sorcery as her own. He is the unhealed Creator, weakened and abused by his worshippers.

. . . Mostal?

Just as some parts of your body are soft, like muscle and organs, so are some part of the goddess. Yet others are hard and unyielding, like your bone or the stone of the earth. That is Mostal, the bones of our Goddess.

. . . Orlanth?

Orlanth is the breath of the Creator, stale and wheezing out a trouble existence. His creed is change and freedom, yet he is unfree and unchangeable. He resists the goddess' liberation and suffers because of it, but with compassion the Red Goddess reaches out to him and will prevail. He shall be freed.

. . . Primitive Spirits?

The multitude of minor spirits of the world are like the other organs inside your body. Do not degrade them. When healed each, like you, will be a god. Some are important now, but all are equal before Eternity. Nurturing them brings equal healing and friendship to you. Help them.

. . . Yelm?

This proud god of emperors is regaining his divine strength and freedom through the liberation of his worshippers here in Peloria. Support him, praise him. The bright and shining fire of the universe is the keen mind and sharp eyes of the goddess.

Gods of the Lunar Pantheon

Annilla, the Blue Moon

Annilla is the secretive goddess of the blue moon, an unseen heavenly body which is responsible for the secret powers of Glorantha. She preserves the mysteries which empower the Red Moon.

Arkat, the western hero, the cleanser

We praise this misguided man who came from the western lands to destroy Gbaji the Deceiver, an evil spirit whom his allies called the Inward Shadow. Arkat destroyed that monster and scattered its fragments, liberating the pure light of Nysalor which had been imprisoned and locked away. Arkat, a god now, suffers terribly for his secrets.

Creator

This entity, now crippled and stunted, is the spirit of the cosmos. The Red Goddess, bless her, has taken up the task of his healing. When she has succeeded, she will be his bride and queen.

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Etyries, messenger

The goddess of communication and merchants was once a mortal being. She attained her status through the Red Goddess' magics. She is called the Tongue of the Goddess because of her eloquence.

Hon-eel the Dancer, Second Inspiration of Moonson, goddess of maize

Hon-eel is the goddess of maize. She discovered that wonderful plant and taught us how to use it. She is also important because, when still a mortal woman, she conquered enemies of the Empire who came from three directions.

Hwarin Dalthippa, the Conquering Daughter

This warrior woman led mighty armies and conquered the southern provinces for the Empire. She established a city of culture and beauty, made magic roads, and became the war goddess of her region.

Nysalor, the bright one, god of illumination

All humanity seeks to regain the immortality lost during the Gods War. The Red Goddess can show the way to it, thanks partly to the liberation offered by this bright god. Nysalor was created at the end of the Dawn Age and prepared the way for the birth of the Red Goddess.

Red Emperor

Our Red Emperor is one in a long line of wizard-kings, responsible only to their mother, the Goddess of the Red Moon. Our emperors are immortal in that no natural death can claim them, though they can be slain in combat. Because of our emperors' dedication and courage, many have been slain in defending and expanding the Empire. Each emperor maintains the policies of his predecessor, so that our empire prospers as if ruled by a single mind, which indeed is true.

Red Goddess, goddess of the Red Moon

Our ruling goddess exemplifies all which our religion teaches. She began as a lost soul, unknowing her own power. Once initiated by the Seven Mothers she undertook hazardous tasks to awaken and assert herself. She grew, changed, and blazed the path which she has since taught to many. Now she is the heart of the new universe.

Seven Mothers, the recreators of the Red Goddess

The goddess prepared all the world for her coming, and these seven individuals came together to bring about her rebirth. In return the goddess taught them all her secrets, and they have achieved immortality.

The seven may either be worshiped individually, or altogether. The seven branches of the cult act in harmony to familiarize outsiders with the stories of the Red Goddess. Just as the original mothers taught the Goddess, so do their holy folk teach people about her.

Yara Aranis, goddess of the Reaching Moon

This savage daughter of the Red Emperor was conceived with the intent to terrorize the horse nomads, and slay them if need be. The cult is more popular in the northern empire, but a shrine is included in all borderland temples.

Young Elementals

The Young Elementals are the servants of the Goddess. They are the raw material for the new world to be formed when the Creator is restored and the Red Goddess is accepted by all.

Staves from the Storm Priest

THE BARBARIAN PRIEST SPEAKS

Where did the world come from?

*Dead the word 'til Umath the Free,
Broke the sun's curse and moved the world.
Umathsons and stalwart liegemen set the world in its
present ways.
Now all feel the world's winds at their backs.*

Where did I come from?

*Humans are wind-born, freest of free.
Orlanth Breath-giver gives you first lungful.
Follow the winds, like Orlanth before you.
Yours is the path-choice, make it and live.*

Why do we die?

*Stale the world was, unchanging and solid.
No one could die, so no one could live.
Orlanth and Humakt, brothers in bravery.
Brought Death to the world and gave life an edge.
Slew they the monsters who undying plagued us.
First of them unchange, who binds us to sloth.
Now there is Death, who prompts us to live life,
Slayer of foes who brings respite to friends.*

What happens after we die?

*Death is a comrade, a tool for our needs.
Orlanth found it, and fought it in turn,
Defeated Death fully, and brought the Sun out,
Fulfilled is Quest, the Lightbringers' glory.
Death is the boatman, guide to last journey,
Carries you safe to the gods' brazen hall.
There presides Orlanth, his table for heroes,
Tell him your stories, take your right place.*

Why am I here?

*Life is for living, feel to your fullest.
Challenge the challengers, carve out your place.
Faithful to friends, relentless to foes,
Loving to kith, fulfilling your wyrd.*

How do I do magic?

*Great among gifters, storm gods gave magic,
Taught runes to priests, first among followers.
Priests teach wind spells, wise men learn them.
Magic lets all men work with the world.*

I have heard of other powers. Can you tell me the truth about . . .

. . . Aldrya?

*Great among goddesses, Aldrya gave forests.
Bulwark of old world, preserver of trees,
She holds her counsel, favors not good or evil,
Friend or foe at the change of a season.*

. . . Chaos?

Foulest of slime, curse of existence,

*Twisted the god gifts, bred many foul monsters.
Only the Lightbringers, conquerors of Chaos,
Could right the wronged world, restore the Law.*

. . . Kyger Litor?

*Mother of the trolls saw the world born.
Crawler in darkness, eater of dead.
Hungry and cruel, like the dark days of winter,
Lurking at gates, waits for men to grow slothful.*

. . . Lunar Goddess?

*Lover of Chaos, mocks the gods' blessings,
Tangles the wind in her secret shackles.
Gives blasphemous secrets to lure the unwary,
Destroy her now or the world is enslaved.*

. . . Magasta?

*Mover of Seas, changing forever.
Unlike other old gods, this god can change.
Orlanth fought him five times, and conquered,
Freed him again to rule his deep realm.*

. . . Monotheists?

*Barren-souled truthseekers, boast of great magic,
Work tawdry wonders in Malkion's name.
Woe to the atheists, they die without gods,
Spirits sink slowly, fall empty to hell.*

. . . Mostal?

*Deep in the earth, stone god sits rocklike,
Frozen like elder, wracked with age.
No winds for Mostal, no challenges met,
Pity the dwarf god, pity his people.*

. . . Pamalt?

*Ruler of plainsfolk, southland's green glory,
Wise is Pamalt, though he knows honor not.
No call to glory rings in his ear,
No hero's path calls him, his thoughts are too small.*

. . . Spirits?

*Great were the gods who fought Orlanth's gifts,
Many were broken or made to be small.
Now the survivors are spirits for bushmen,
Shamans coerce their small magic spells.
Notice and praise those spirits sundered,
Some can be helpful, perform useful deeds.
Do not give them worship, keep from them your soulforce,
That is for King Orlanth, their conqueror and liege.*

. . . Yelm?

*Yelm ruled a world that was stale and changeless.
Orlanth, his enemy, released freedom for all.
Yelm met Death, he fled down the dark path,
Only Orlanth and Lightbringers walk that path alive.*

*Orlanth the liberator, freed his foe Yelm,
Brought him to life into a slave's station.
Yelm follows his path, unable to break it,
But Orlanth is free to follow the winds.*

Gods of the Wind

Chalana Arroy, the healer

*Her touch heals all, Lightbringers' white lady,
No hurt can withstand her soft ministrations,
She healed our chieftain when pain made him mad.
She healed the world, made life come again.*

Daga, drought and famine

*Traitress sister Molanni, Umath's daughter,
Bore deadly Daga, sparer of none.
Orlanth confronted him, fought his grim nephew,
Beat down the foe, drove out the enemy.
Daga is sealed, trapped in the Jar.
But vile enemies conspire, open the Jar,
Daga swims out, to face Orlanth once more.
Death to the friends of pain and despair.*

The Earth Goddesses

*Three are the bounteous goddesses of earth,
Three the number of their dark sisters.
All are our allies, friends of the storm,
Orlanth claims all earth as his kin.
The giving goddesses; grandmother, mother, and daughter.
Asrelia the crone, keeper of good things.
Ernalda the mother, bride to great Orlanth.
Voria, spring's daughter, herald of youth.
The grasping goddesses; sisters to the kindly ones.
Ty Kora Tek, hag-lurker in darkness.
Maran Gor, violent sister to kindly Ernalda.
Babeester Gor, vengeful guardian, jealous of the
earth's rights.*

Ernalda, earth mother

*Mother of all, wise spouse to King Orlanth,
All hail and protect fair mistress of earth,
Every man must revere the arts of all women,
Mother and lover, her needs are our wants.*

Eurmal

*No jape nor trick too hard for the Trickster,
Stole fire from Yelm to warm all mankind,
Was both boon and trouble to his traveling companions,
Stands loyally by Orlanth his lord.*

Gagarth, the wild hunter

*Gagarth the foul wind, hot and fetid,
The Hunt seeking lost and lonely spirits,
Drives the devout off their path to eternity,
No one is safe if Gagarth learns their name.*

Heler, god of rain

*Orlanth took Heler from Magasta's dull lair,
Used him as weapon in wars against Daga,
Heler the staunch, his name is a by-word,
Sheep to him sacred, Daga his foe.*

Humakt, god of death and war

*Orlanth's fell brother, noble Death-Finder,
Humakt is guardian, protector from foes.
Humakt brought Death to ennobel and free us
Gave us struggle to make our lives full.*

Inora, the white princess

*When mountains extend their cold to the lowlands,
Inora, white princess, dances amongst us.*

Issaries, god of trade and communication

*Issaries found the way of the dead,
Broke Darkness of Silence which covered the world.
Issaries chose trails, was scout for the Lightbringers,
Now merchants and heralds worship his name.*

Kolat, father of winds

*Kolat's great progeny, Seven Winds of Glorantha,
Four names are known, North, East, South, and West.
Three names are secret, Upper, Lower, and None.
Honor them all, their life is your breath.*

Lhankor Mhy, god of knowledge

*Finder of riddles, he knows the world's secrets,
Rescued all wisdom from ignorance's gloom.
Helped save the world during the Gods War,
Now lawspeakers and elders call for his praise.*

Mastakos, charioteer of Orlanth

*Mastakos Mover, the God with No Home,
Vigorous god, drives immortal storm chariot.
He alone handles Orlanth's mighty steeds.
Servant of Storm God, mover of men.*

Orlanth, King of the Gods, Storm God

*Orlanth Adventurous makes change in the world,
Rescued us all from stagnation and death.
Orlanth Thunderous brings life-giving rains,
Blesses the plowman, blesses his herds.
Orlanth Lightbringer led the Seven,
Rescued all life, all earth lauds his name.
Orlanth Rex, King of the Gods,
Rules in the Heaven and takes tribute from all.*

Storm Bull, berserker god, chaos-killer

*Untamed beast, god of savage passion,
His mad berserk fury can even beat chaos.
So doth wild Storm Bull lead the war against Chaos.
He holds the vile Devil under mountains of stone.*

Umath, father of the storm gods

*He was born with great noise, deafening, disabling,
Like thunder in a cavern,
Like living in a horn.
His visage rolled over the earth with anger,
Rumbled across the sky with greed,
Filled the space with his gray brows and thunders.
Umath's five sons ruled the world after him.
But he made the place for his sons and us to live.*

Valind, god of winter

*Savage Valind, god of winter,
Sweeps the earth with ice from the north.
Ally to Orlanth, sometimes wayward and willful,
Each year takes the earth in his grip.*



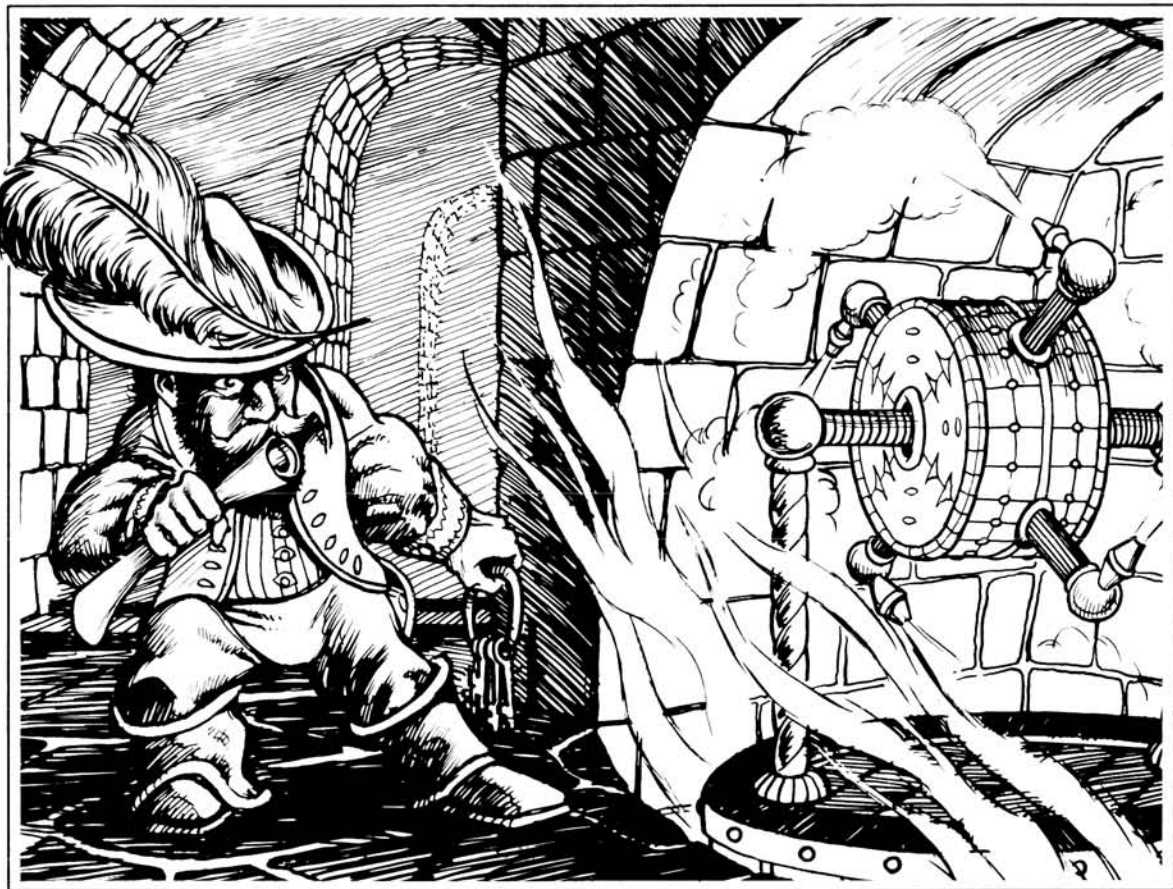
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The Foreman's Words

INSTRUCTIONS TO NEW WORKERS



Where did the world come from?

We made the world. We and the World Machine. Elves, trolls, Umath the Destroyer, all broke the Machine. They ended the world. Now is the time of the Gods War. We must work till the Machine is repaired. Then the old world shall be restored.

Where do we come from?

You were made like other tools. Like the World Machine itself. All true life comes thus.

Why do we die?

You do not have to die. Only bad dwarfs die. While you and I fulfill our appointed tasks, we shall live.

What happens after we die?

Non-dwarfs and broken dwarfs die. Their bodies recycle in the cosmic currents of the World Machine. Their personalities disintegrate. Their souls' force dissolves into the energy fields of Ty Kora Tek.

Why are we here?

We repair the World Machine. All our tasks, all our spells, all our tools, are for this task.

How do we do magic?

The old world was made well. Laws were forged for its operation. We know the world and its workings. We use that wisdom to create sorcery. All dwarfs learn the sorcery they need. You shall learn the sorcery you need.

What is the truth about . . .

. . . Aldrya?

Elves are tools of the evil principle of Growth. They fight us and they hate us. They can only have a part in the Machine when it is completed. Till then they must be kept under control. Or they must be exterminated.

. . . Chaos?

Chaos is a force of cosmic destruction. It comes from outside the Machine. So we must defend against it, not attempt to repair it.

. . . Kyger Litor?

These foul monsters come from Hell. They kill our laborers. They spill vats of potions. They shatter our Machines. They destroy creations which took eons of toil to make. One day the Machine shall be repaired. Then trolls shall be imprisoned in Hell or made extinct.

. . . the Lunar Goddess?

The rise of the Red Moon was prophesied long ago. It proves that the World Machine is being repaired according to schedule.

. . . Magasta?

The god of the deep waters has little to do with us. His mermen do not assist us. Neither are they important. Their god's purpose is to maintain the great ocean currents of the Machine. He does this admirably.

. . . Monotheists?

These humans scientifically examine the universe. They know some of our magic. But they delude themselves with lies about an afterlife. Like all beings, they find only oblivion after death.

. . . Orlanth?

This brute being and his minions led the attack on the World Machine. They broke it once. They would break it again. We shall never give them that chance. When the machine is finished Orlanth shall be kept firmly under control.

. . . Pamalt?

This is just another human god. He does not interfere in our affairs. So we can ignore him and his worshippers.

. . . Primitive Spirits?

There are many fragments of the old world left behind. Most are broken pieces of the World Machine, still mindlessly trying to fulfill their purpose. They are best ignored. When the Machine is completed they shall be recycled.

. . . Yelm?

The Sun's rise at the Dawn proves that the World Machine is coming together despite our enemies and the ravages of Time. The Sun is one part of the world which still works properly and obediently.

Dwarf Ancestors

Ancestral Mostali

The Mostali were made to assist in the world's care and building. Each of the eight original Mostali has special abilities. Diamond dwarfs contact them on the Godplane.

Glorantha

Glorantha was the guiding spirit of the World Machine before its breaking. Now the name is misused to refer to the world structure itself.

Grower

In the old world, Grower made raw material for Maker to refine. But Grower's warped descendants have forgotten their true purpose. Now Growth is evil. Would a plate of food be improved if something grew in it? When the World Machine is repaired, the now-cancerous principle of Growth shall be restored to its original purpose.

Individualism

Some dwarfs say that each must seek his own salvation, his own path. They are wrong. Would a hammer be useful if it changed itself, if it grew a pulsating brain? These heretics destroy their own usefulness. They harm the Plan thereby.

Maker

Maker is the name of those laws of the ancient universe which formed the World Machine. Once the World Machine was finished, Maker was subsumed by its operation.

Mostal

Mostal is the World Machine, now dead. One day it shall live again. Ignorant outsiders personalize Mostal and equate him with their own simple-minded religions. It is well that our foes do not understand us.

Octamonism

Some conservatives believe the invention of Iron and Diamond Dwarfs was evil. They deny their own creation. They seek to halt our progress on the World Machine.

Openhandism

This heresy is one of the most dangerous. These dwarfs claim that outsiders can be allowed access to our treasures. They say the benefit of such dealing outweighs the danger. They are fools. What can the surface world offer to surpass our secrets?

Stone

Stone is Mostal's brother. He is the matter of which the World Machine is made. In the old world, all stone was alive and magical. Foul elves slew Stone and made him cold forever. Only the rare truestone hints at what the original Stone was like. When the Machine is fixed, the rock shall return to life.

Vegetarianism

This belief is so far confined to Pamaltela. These dwarfs are infected by the cancerous principle of Growth. They actually produce food by breeding plants. This vile heresy brings its own destruction upon itself.



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Gloranthan Calendar

THE THEYALAN CALENDAR

The Theyalan Calendar begins measuring time at the Dawning, when Yelm rose into the sky. One Gloranthan day equals the time needed for Yelm (the sun) to now traverse the sky from east to west. A night is the time needed for Yelm to traverse the underworld from west to east. Seven days make up one week. Eight weeks (56 days) make up one Season. Five seasons (plus a 14-day interim called Sacred Time) make up one year. Thus a year is 294 days long.

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

SEA SEASON: Is comparable to spring. This season opens the new year and is a time for planting, birth, and gentle rains.

FIRE SEASON: is a hot, dry period comparable to summer. This is the time of warming, ripening, and growing. It is also the time of war when men are free from the toils of the soil.

EARTH SEASON: is the time of harvest, and the time when animals are slaughtered to prepare for the coming cold.

DARK SEASON: night and ice demons wander about the land bringing snow and storm upon hapless humans. Trolls are their most active during this time, while many elves sleep.

STORM SEASON: is the last season of the year, when life and darkness spirits wage battle. Sometimes the darkness spirits win the battle and the ice, cold, and snow of winter drag on for weeks. Sometimes the spirits of life win and springlike weather comes early, with new shoots and buds. While the battle rages, the weather of this season is violent.

SACRED TIME: a period of rebirth during which many great ceremonies are held to celebrate the coming of spring. Oracles are sought and spells are cast to protect the land. Many nations put aside strife, briefly. All religious persons participate in re-enactments of their creation myths. The massive release of energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts results in the seep of chaos into the world.



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STRATEGY



A dryad springs from the heart of her tree on Flamal's Day, the hollest day of the season for elves.

sea season

Freezeday Waterday Clayday Windyday Fireday Wildday Godday

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

Disorder Week

Harmony Week

Death Week

Fertility Week

Stasis Week

Movement Week

Illusion Week

Truth Week

Voria

• Gorgona

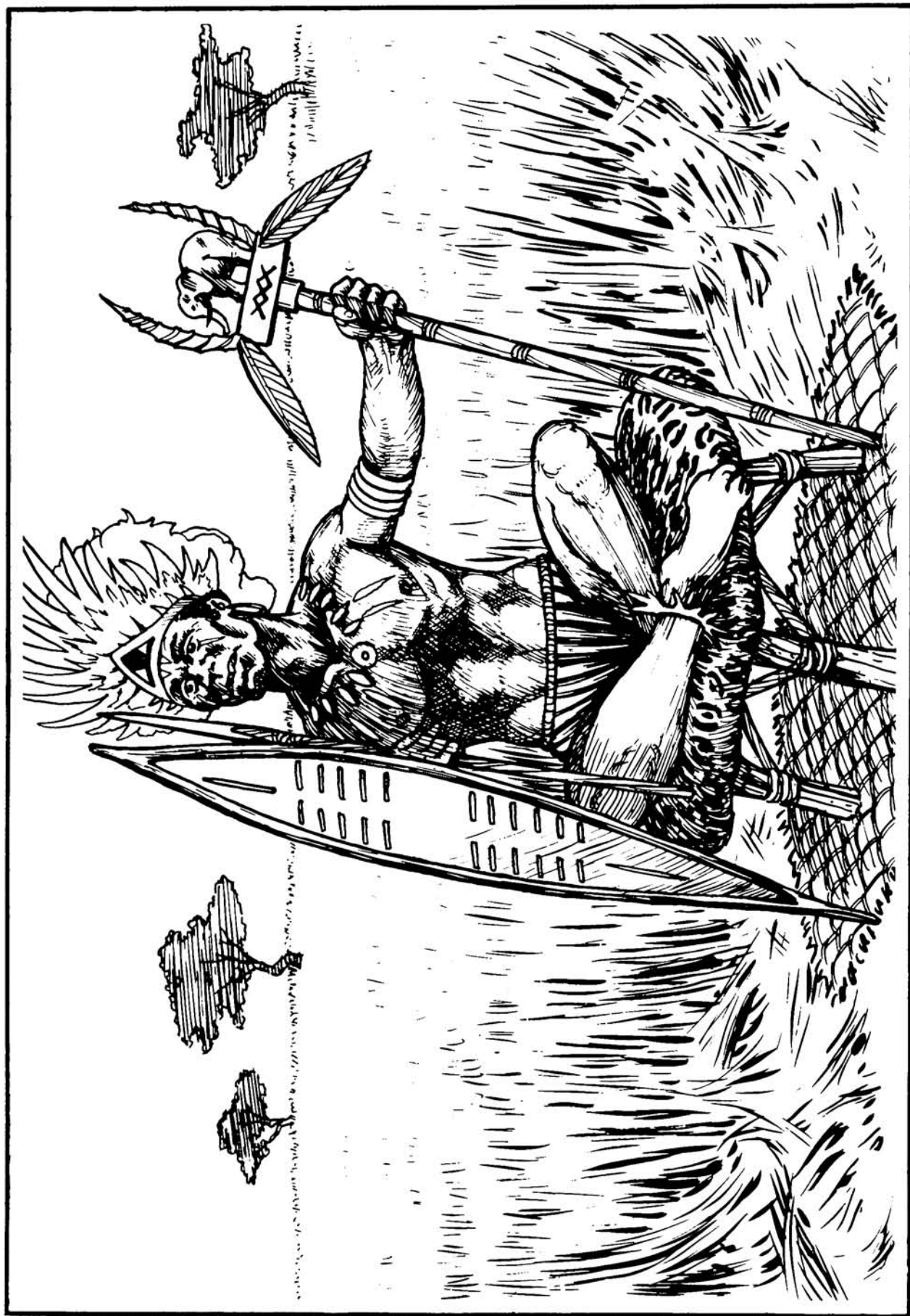
Utria

Fimal

Trolina

Dormal

• Bajox



A Doraddi chieftan presides over a meeting with tribal elders as they prepare to disperse across the endless Pamatelan plains for the summer hunting season.

fire season

Freezeday Waterday Clayday Windsday Fireday Willday Godday

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

Disorder
Week

Harmony
Week

Death
Week

Fertility
Week

Stasis
Week

Movement
Week

Illusion
Week

Truth
Week

Yelm

Invisible God

Red Goddess

Yelmlio



A diamond dwarf studies his aeolipile, a device used underground to mark the passage of time with split-minute accuracy.

earth season

Freezeday Waterday Clayday Windsday Fireday Wildday Godday

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

Disorder
Week

Harmony
Week

Death
Week

Fertility
Week

Stasis
Week

Movement
Week

Illusion
Week

Truth
Week

Pamali

• Babester Gor

• Axella
Dendara
Ernalda

Aldrya
Dendara
Eiritha
Ernalda
Grain Goddesses

Dendara
Ernalda

Dendara
Ernalda
Lodril

Dendara
Ernalda
Meran Gor

Dendara
Ernalda

Lokarnos



A Xyger Litor priestess gloats over the heads of foes captured this season, when trolls are their most active.

dark season

Freezeday Waterday Clayday Windsday Fireday Willday Godday

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

Disorder Week

Harmony Week

Death Week

Fertility Week

Stasis Week

Movement Week

Illusion Week

Truth Week

• Kyber Litor
• Seven Mothers

• Waha

• Waha
• Magata

Godunya

Godunya
• Path of
Immanent Mastery

Godunya

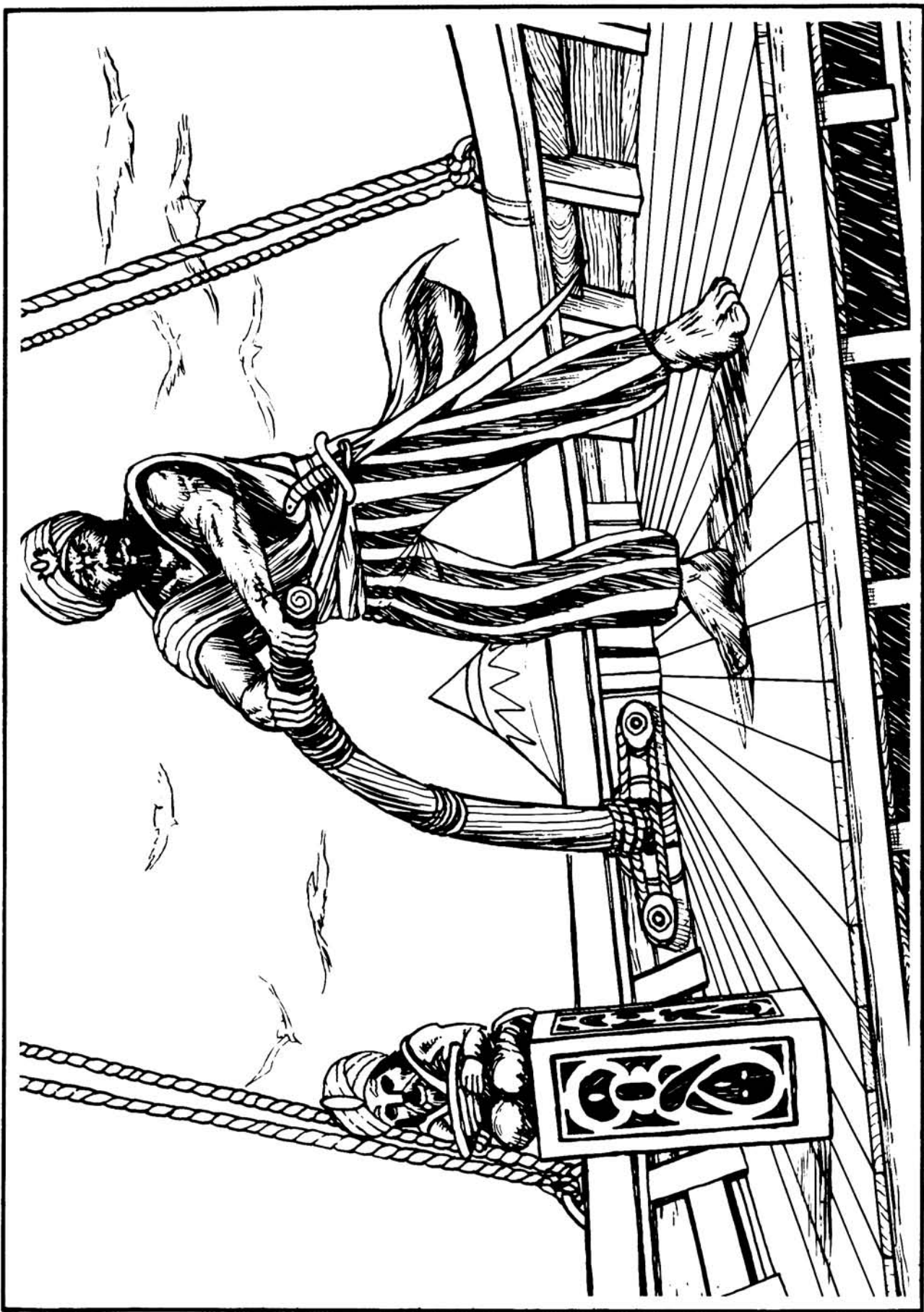
Valind

Godunya

Godunya

Godunya
• Subere

• Ty Kora Tek



A Fenritian ship captain sets sail in Storm season, hoping to reach his trading ports well in advance of his competitors. Storm season is much more calm a time in Pamaltela than it is along the northern continent of Genertela.

storm season

Freezeday Waterday Clayday Windsday Fireday Wildday Godday

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

Disorder
Week

Harmony
Week

Death
Week

Fertility
Week

Stasis
Week

Movement
Week

Illusion
Week

Truth
Week

Donandar

Humakt

•Krasht
Storm Bull

Mastakos
Orfianh

Tankth

sacred time

First Week/Day/Hour	1	2	3	4	5	6	7
	Malla Mostal Thud	Mostal	Mostal	Mostal	Mostal	Elyres Isares Mostal	Ubankor Mhy Mostal
Second Week/Day/Hour	1	2	3	4	5	6	7
	Chalana Atroy Mostal	Chalana Atroy Mostal	Chalana Atroy Mostal	Chalana Atroy Mostal	Chalana Atroy Mostal	Chalana Atroy Elyres Isares Mostal	Chalana Atroy Ubankor Mhy Mostal

GLORANTHAN CALENDAR NOTES

Celebration of the High Holy Day for cults marked with • begins at dusk of the indicated day and continues until dawn of the following day.

ANCESTOR CULTS: each Ancestor cult High Holy Day is constant, but the exact day differs for different families. Typically this day commemorates the birth or the death of an important ancestor, or it memorializes a significant event in the family's history.
CITY GODS: there are too many city gods to provide the High Holy Day for each one. Like the holy days for Ancestor cults, this day commemorates an important event in the city's history (typically its founding).

GODUNYA: according to the Kralori calendar, this is the week of Assured Credence, during the Month of Thought.
HORNMAN: this god has no High Holy Day.

HUNTER/HYKIM: there are too many hunter gods to provide High Holy Days for each.

POCHARNGO THE MUTATOR: he once had a High Holy Day, but it changed (and is now lost).
PRIMAL CHAOS: it does not matter which is the High Holy Day.

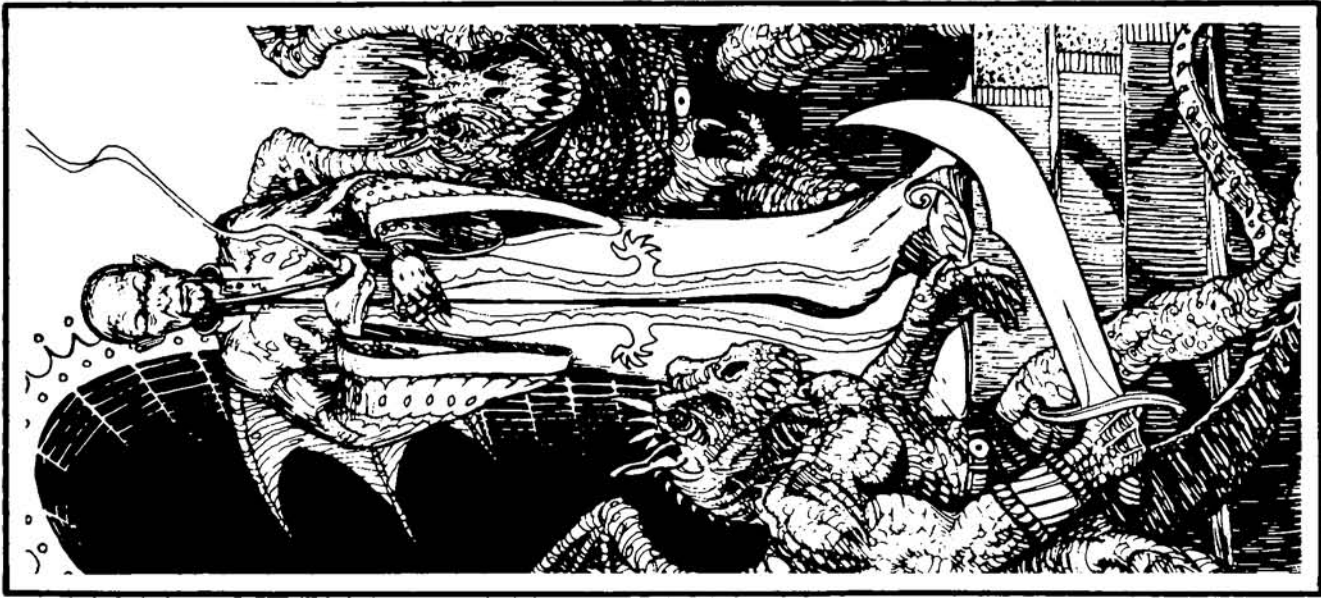
RIVER GODS: there are too many River gods to provide High Holy Days for each.

THIEF GODS: there are too many Thief gods to provide High Holy Days for each.

TRICKSTER: his High Holy Day is randomly determined by a process unknown to both priests and worshippers.

TSANKTH: according to the Kralori calendar, this is the week of Unpathed Waters, in the Month of Spirit.

ULERIA: that Uleria's High Holy Day does not fall on a Fertility week caused consternation among the God Learners.



A priest of Godunya reviews his congregation. His draconic guards are not dragonwits but humans who have advanced along the Path of Immanent Mastery, and have now assumed the form of dragons.

