



Glorantha

THE SECOND AGE



PLAYER'S GUIDE TO
GLORANTHA

RuneQuest



PLAYER'S GUIDE TO GLORANTHA

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INTRODUCTION

There is not another world in existence quite like Glorantha. With its rich background, varying levels of fantastic and realistic mixed liberally with heroism and villainy, there is no true way to explain it all in one sitting.

The *Player's Guide to Glorantha* is a handy guide to both new and seasoned players looking to look beyond the races, cultures and plot hooks unveiled in earlier *Glorantha* products. It is not necessary for all Games Masters and players to have this book on hand at all times, but the information contained within will be useful for both.

What You Need to Play

You will need the *Runequest* and *Glorantha - The Second Age* books in order to make full use of the material in this book. The *Runequest Companion*, *Runequest Monsters*, *Cults of Glorantha I*, *Cults of Glorantha II* and *Magic of Glorantha* are not required but will be useful and are likely to enhance your game.

What Will You Find?

This book is divided into several chapters, with each focusing on a different aspect of what players may need to know in order to further enjoy the *Glorantha* game setting. Much of the information and game rule adjustments and changes that can be found in this book are to further expand upon the world and Games Masters have the final say as to whether they should be used at all in their campaigns.

Beyond the introduction, this book begins with the *Player's Primer to Glorantha*. The primer is a point-by-point discussion about what the different facets of playing in a Gloranthan campaign mean.

What follows are the rules additions of the book, beginning with a series of new backgrounds for Gloranthan characters to choose instead of the commonplace ones found in the *RuneQuest Main Rulebook*. There is so much more to describe a Gloranthan upbringing than simply saying 'noble' or 'peasant' that the original backgrounds are simply inadequate. In this chapter you will find background packages that include more specific backgrounds like the Orlanthi or the Aldryami.

Beyond augmenting the backgrounds of the main rules set, there is also a wide variety of new professions that expand dramatically upon those previously used. From the Knowledge Questers of the God Learners to a Waertagi Corsair package, this chapter tries to give players in Glorantha a multitude of options that are far more focused than those offered in the core rules. This is not to say that the original professions cannot be used, merely that having a few dozen more specific options may fit better with a Gloranthan character idea.

In Glorantha's wilds and hidden places there are several races and cultures that could produce would-be heroes and world travelling adventurers just as well as any Mostali or Aldryami community could. Inside is racial and cultural information on a number of the minor races of Glorantha to give players an opportunity to expand into new societies and abilities.

Glorantha is a world that breeds heroes, should they live long enough, and tests them against titanic beasts and tyrannical villains. Although there is no weapon better than a sharp mind, players are forever questing after new and more powerful tools in which to fight their battles. To help them, we have included a number of new Gloranthan Legendary Abilities for more experienced characters to work towards and eventually purchase. Some of these Legendary Abilities, like Wyrms Gift or Tidal Warrior, are specific not only to Glorantha – but also to a specific race or culture.

Just like the new Legendary Abilities, the next chapter discusses a variety of new Gloranthan spells that grew up from common Rune Magic to become very specific

uses of magical energy. Although the Runes of Power are the same ones from the core rules for runecasting, there are several new and interesting ways to use them. Taught by each culture or race that has mastered it, these spells vary what the possession of certain runes can mean for each player.

In addition this book includes a Gloranthan Catalogue, consisting of items, weaponry and armour that might suit characters from this world (especially those made from the races and cultures of this book) better than a simple broadsword or target shield. Not only does this catalogue cover new tools of war, but it offers a variety of very interesting items.

Finally rules for Folk Magic, the most common of all the types of magic practised in Glorantha, is included. This is the magic that even the lowliest slave of peasant is likely to have access to. Simple chants and incantations to help make their roles in life that much easier.

Overall, this book is designed to give players and Games Masters a great deal of new information and enjoyable angles from which to see Glorantha. Whether this book is used solely for its new equipment or if a player grabs it to make sure that his Games Master has all of the background for his Duck's home village; everyone should find something of worth inside the *Player's Guide to Glorantha*.

What of Other RuneQuest Settings?

As thoroughly covered in *Glorantha – The Second Age*, Glorantha is a very diverse world that is likely to be drastically different than the worlds of other settings. It is unlikely that even other *RuneQuest* game settings will have the same feel as a game set in Glorantha, which would make it decidedly difficult to simply pick up this book and apply it to other game settings, such as *Lankhmar* or *Warlords of Briton*.

That is not to say it is not possible. In fact, the *RuneQuest* rules system is designed to allow for those sorts of crossovers and adaptations quite easily – on

a rule mechanics level. Many of the facts and rules found in this book would work just fine in another campaign set in a different *RuneQuest* world, and this could be a very entertaining option for some Games Masters. However the information in this book is designed quite specifically for Gloranthan characters, making some things much more difficult to transfer to a different setting.

Welcome to Glorantha...

As you begin to turn these pages and walk your imagination through all of the information laid out for before you remember one thing above all else: Glorantha is not your basic fantasy setting.

There might be damsels in distress and monsters to be slain, just like in the stories and games you have read or played in before – but there is so much more. Politics, religion, cultural differences and heroism share the moral scale with villainy, scandal, skulduggery and treachery. Wars are fought, secrets told and legends made.

Even amongst its own peoples, Glorantha and its bits and pieces are seen differently, a fact which causes most of the problems between empires and communities. The God Learners see things vastly differently than the Wyrms Friends; the Waertagi view the world with a lean that is drastically alien to that of the Aldryami – there are countless ways for the peoples of Glorantha to come up with their own beliefs and put their lives on the line to defend them. Good versus evil, Chaos versus Order, Darkness versus Light...Glorantha has found more ways to divide its peoples than fallen leaves in the Ballid Forest.

Glorantha offers a library of questions and it is up to us to answer them.

— Illofos, Emperor of Land and Sea

PLAYER'S PRIMER TO GLORANTHA

Glorantha is a unique game setting. Being thrown into such a world without warning can be daunting and off-putting; some might even say they would shy away from Glorantha because it is so different from other fantasy worlds.

This primer is to prepare players for Glorantha. This chapter covers topics which are the most significant things to keep in mind as a Glorantha player.

Pick a Side

There is one point first and foremost point for any Glorantha player to come to terms. If players get nothing else out of this chapter, they must know this – Glorantha is a setting ruled by its many fractious sects, from the teachings of the God Learners to the Empire of Wyrms' Friends, the Cult of the Storm Tribe or the totemic beliefs of the Hsunchen.

Glorantha as a world is in a constant state of great turmoil and danger – meaning that faith is a very big part of every character's life. The many cults of the various faiths, the teachings of the warring empires and the cultural beliefs that are passed on from generation to generation are some of the sources of faith in Glorantha. Having some kind of belief structure or faith to fall back on is not only helpful in Glorantha, it is a necessity.

'A thousand plagues on the homes of the godless! For those who cannot see the wonder and splendour of what the Great God has made for us are like parasites on Glorantha's hide! We, the faithful, will cut these mites from her flesh and send their souls beyond – where their blasphemous souls will float unclaimed for all eternity!'

— *Rekkirik the Grimspoken, Evangelist of Malkion*

Characters that do not have a religion will soon find themselves being ignored or scrutinised by the rest of the world, who will automatically distrust and possibly even hate those who do not have a personal mythos to which they subscribe. After all, if someone is not proud of their cult, order or patron...they may just be a servant of the enemy!

One of the first things that any player should do when creating his character is take a very close look at the many cults, sects, factions and so forth his character could be a part of. This will open options throughout the character's career and might well keep others from thinking the character must be some kind of servant of Chaos because he cannot say which faith has his backing. It pays to have friends, especially in Glorantha.

This also means that the character will automatically have enemies. As such diverse and zealous religions have immense strength of belief in their views – they also cannot help but oppose other beliefs. This may not cause any more of a problem than a simple 'too bad, you are wrong' and a shrug of the shoulders...but it could spark intense and bloody combat as well.

Magic is Everywhere

Glorantha is a very magical land, as shown by the fact that every single inhabitant capable of sentient thought can wield magic. The most common type of magic use is that Folk Magic, small incantations of little power that can help to individual achieve specific goals, the rules for which are included within this book.

The magic most likely to be used by a Player Character is Rune Magic (described in *RuneQuest*) and is usable by all. From the baker who might have a fire rune to help him in the kitchen all the way to the rune-laden priests and wizards that have tremendous amounts of magic at their fingertips.

Folk and Rune Magic are not alone in Glorantha. There can also be found Dragon Magic, Sorcery, Divine Spellcasting and the occasional Shamanic Spell folding the magic essence of the world into its peoples. Something as easy as studying the right text for a long enough period of time or devoting one's life to a temple of faith can be enough to unlock the mysteries of magic, if someone has the time, patience and (in some cases) money. Some spells are passed from teacher to student, or from parent to offspring; others are treated like prized possessions.

In Glorantha just because a character is a master swordsman or wearing a suit of armour does not mean he is not a master warlock capable of sundering entire villages with his magical power. Through the use of runes, divine teachings or arcane studies any character can learn to tap into great stores of magical energy.

Some players might look at this permeation of magic as a dwindling of its effects, or of its impact on the game. This is simply not so. Just because magic is everywhere

Magic is the lifeblood of the realms of Glorantha. It exists between the passing of a breeze between the branches of a World Tree. It washes the filth of Chaos from our streets and swells our gardens with fruit. Forges glow with the incantations of fire and bronze, while the skies rain at the beck and call of weather spells. Heroes and ancestors have taken hold of the mystic reins of reality through the use of magic for centuries upon centuries.

Here at the University of Eradinthanos, you can too.

— Professor Harrowbrook, Master of External Relations for the University of Eradinthanos

and even the most common of men can wield it, it takes a great deal of questing and practice to become skilled in its use. A powerful magician will make miracles look easy, showing adventurers exactly what it is to be one with the magic of Glorantha.

With so much magic around it is easy for a player to believe that he will quickly amass pouches full of runes and backpacks filled with magical items. However, just because magic is everywhere does not mean it should become mundane. It should be omnipresent, but not lacklustre or mediocre. That baker with his fire rune may have an interesting story about how his father quested to a volcano in order to get it and start his bakery. Magic is common enough, but unless a group of players steal rune after rune by killing their hapless owners who happen to cross their tracks – it should take some effort to get a great deal of magic in the adventurers' hands.

Players should not be surprised at a peasant's use of a spell, or what might seem like frivolous use of spells and magic powers in other settings. If it makes a hard Gloranthan life any easier, it will be exploited.

Personality Not Stereotypes

Entering the world of Glorantha, a player must recognise that a character cannot be judged by his appearance. Just because one sees a long-haired, barrel-chested man with a huge sword does not mean that he is not the finest



wizard in all the land, or that the smallish woman with a single rusted dagger is not about to be a character's deadliest foe. Glorantha breeds characters that step away from stereotypes.

With *RuneQuest's* progression system, each and every character grows in the direction desire and fate takes him – not just down a linear path on a progression table. This means that each and every character can be drastically different than the last. After meeting a pair of Aldryami with very high archery and tracking skills but low close combat should not necessarily put a player at ease when he sees another with a broadsword. Making such assumptions could be a fatal mistake.

This is not to say that there are not stereotypes that are rather constant in the world of Glorantha, but they are commonly based upon cult relations or political affiliations rather than career or class. Most Orlanthei will have similar stances, just as trolls will likely have their own views to be aware of when dealing with them. Philosophy aside however, they are all as unique as the Games Master wants them to be.

Ask a God Learner about his belief about a dragon and he will almost always tell you that it should be destroyed, but ask the same question of a Draconised Orlanthei and he will likely go on a long tirade about its role in the greater universe. The Uz see themselves to be a civilized species of many varieties, but the Hsunchen are far more likely to lump all of the 'trolls' in the same category – enemy. Just because a character has been taught to think one way about a specific type of person or species does not make it any truer than what the next culture believes. It is unlikely that any given stereotype is utterly true, or utterly false for that matter, but they are exactly as the term implies: stereotypes.

'I will handle this... they look like wise and noble types. Your brutish manners would only frighten them.'

— The last recorded words of Benjamyn Foller, explorer of the Basmoli protected lands

Living is Better Than Looking Good

The *RuneQuest* rules system is a dangerous one, and the *Glorantha* setting does little to dull that realistic savagery. Charging headlong into a horde of lesser combatants in Glorantha is an invitation for serious bodily harm. Bloody combats result in ragged scars, lost digits and shorn limbs – which should dissuade a sane adventurer from entering into them frivolously.

It does not take long for the common Gloranthan traveller to realise that his health should be far more important than the state of his appearance. Adventurers in Glorantha tend to come apart at the seams after a few years of hardship and adventure, having to pick themselves up and patch themselves back together. If this means replacing a damaged piece of armour with the next best thing that comes along, so be it. Some adventurers might want to wield the weapon of their homeland or culture, but after a parry shatters it they will pick up whatever it takes to survive. Patchwork armour and battered weaponry are constantly seen in Glorantha, and players should never look away from a tool of survival just because it does not 'look good.'

'Well, when I lost my right arm during a series of broo attacks last summer, I thought that I would never again baffle our enemies from the back of my family steed. I cannot tell you the number of broken bones and bruises I suffered trying to steer that mare with my knees, and it was only this spring that I was able to swing my axe while doing so.'

Now as I can hear the war drums of the broo approaching yet again, I have donned my armour and barded my steed. I will meet them once again in battle, and should I fall...I pray I take more of them with me when I go.

I only hope they kill me this time...as I do not believe I could learn to fight them nearly as well this time next year with no arms!

— Cinald Masyn, Orlanthei Storm Huntsman

With a world that can breed realistic and gritty personalities, players should not underestimate those who have suffered hardships. A swordsman may only have one hand but he might be able to best a dozen foes before being laid low. A one-eyed archer could still be the best marksman in all the land. Glorantha does not simply break its people's bodies and leave them as food for crows, but instead it gives them the impetus to grow, overcome and become greater than their injuries.

Although personal image and reputation is important to a blossoming hero, staying alive long enough to become the legend he wants to be can mean forgetting niceties and simply surviving.

Making the Myth

Players in Glorantha must know that they are in a world that revolves around myth, wonder and legends and that their characters are destined to be a part of it. The power of myth and the heroes that create it is vast in this world and adventurers do well to set their sights high when deciding on questing. It is a powerful thing to forge a legend and every player can try to become one.

Even if they only have supporting roles in a vast tale encompassing empires and nations, every character should do their part. Characters that take the reins of the story and become heroes are the real 'movers and shakers' of the Gloranthan world. Nations rise and fall on the deeds of the great and a common goal of characters should be to become a piece of living history.

Glorantha is not a world for the meek, nor is it a game setting that will reward those who sit back and wait for things to happen. The best adventurers, the finest quests – the real stuff of myth and legend – happen because characters make it happen. Players who want to be in the background may want to look again at the setting they are in and ask themselves, 'What am I lending to the story?' Lesser roles in the myth should be reserved for common folk and peasants that pale in comparison to the most mediocre of Player Characters.

The key is for a player to continually push the boundaries of what his character is capable of, making sure that the world feels some kind of impact from his decisions and adventures. Glorantha is a brutal world of constant conflict and a never-ending supply of goals.

Of course this does not mean that players should be suicidal with their characters in the pursuit of reputation and creating a legend. There is a certain level of risk in any adventure while playing in Glorantha and blindly pushing forward in the name of fame and myth-making is a good way of taking on too much risk at once.

Defining the Hero

There are no 'alignments' in the *RuneQuest* system, players decide their characters' moral codes. Under most circumstances, everyone makes their own choices to perform what they believe is right, whether that is slaughtering a village filled with infidel worshippers of an enemy faith or keeping vigil over the sleeping children of a patron lord. It is for this reason that *RuneQuest* and Glorantha do not force its characters to wear the mantle of 'good' or 'evil,' merely that a Player Character perform as its culture or beliefs would define as 'heroic.'

The game system itself rewards heroic activity with Hero Points, which are highly useful in any character's survival. The issue is that not every player, Games Master, character or culture agrees what heroism means. A dragonewt might think it is entirely acceptable to kill God Learner children in their beds before they can grow into true threats, while a waertagi might orchestrate the magical bombardment of a justeli shore camp without care for civilian lives. While these acts may seem morally reprehensible, as non-Gloranthans we do not know the kind of daily pressures and goals that make their cultures so drastically different from ours. It is up to the Games Master to truly decide if certain actions performed are heroic in the eyes of the character and his onlookers, because it is up to him to bestow Hero Points on the character.

It is this need to grow into a character's heroism that can drive many players to try and 'out do' other Player Characters, if possible and this can lead to the acts becoming cheapened. In the above examples of culturally-defined heroism, repetition of such acts would cease to be heroic – and instead become commonplace and trite. The dragonewt would eventually be looked on by his peers as a coward who fails to seek out worthy foes and the waertagi's continued siege on a shoreline would quickly become redundant.

There is a prevalent Order versus Chaos aspect to Glorantha, with the minions of Chaos being foes that all can agree are enemies. A player could easily find solace in his heroism by taking a stance against the creeping darkness of Chaos wherever it breeds.

Depending on the cult, order, faction or empire a character belongs to, his view on heroism might not be exactly what the player would call normal. But then again, a villain is only so-called by his enemies, because they do not agree with what he does, or why.

'I thought I was doing the right thing by running in after them...I mean...they were eggs! They were their young! Would any of you have just let them burn?

Gods protect me...you would! You monsters!'

— Paci Moonbud, Visitor to the God Learner's Empire

Honourable Surrender

Glorantha is a world filled with many factions that a Player Character can follow. These are, more often than not, very protective of their members. With few exceptions it is the role of the cult backing the character to make sure his deeds and quests continue to further the goals of the cult. To protect their people most cults and societies are willing to pay for the safe return of captives and the concept of honourable surrender has evolved, allowing even enemy cults to take prisoners.

Unless fighting Chaos minions or a rare bitter archenemy it is suggested to players and Games Masters to offer or accept an honourable surrender. Cults can gain power and prestige through victories over one another and if given the chance they will take captives and turn around and ransom them in order to gain resources and reputation. Unless particularly zealous a loyal cult or nation member should give an enemy the opportunity to give up; it can mean a lot to the cult on many levels.

Offering surrender might seem cowardly to some players, especially those who look upon fantasy roleplaying as a way to hack down enemies wholesale care of their own

characters' lives. Instead Glorantha offers the chance to throw down one's sword and be taken captive. From the confines of an enemy cult's cell the character could learn a great deal. It might cost a little pride to ask for quarter, but everyone understands what is meant by the saying 'living to fight another day.'

The idea of asking for or offering surrender can be awkward at first, especially in the heat of thick combat, but with how *RuneQuest* combat tends to be there can be room made for a pointed 'Submit!' Very few would choose death over a chance to continue his cult's work and some fights can end quickly after just a few blows. This increases the chance to roleplay with the surrendering party and superiors in the cult when it is time to work out a proper ransom. Not to mention, if a ransomed individual becomes a recurring foe that turns the tables on the Player Characters, perhaps he will receive the same courtesy the next time they meet.

Players should beware, however, that some surrenders might seem 'too easy' or 'cowardly' when otherwise unnecessary. There are some more devious cults and cultures in Glorantha that might use a planned surrender as a way to get an assassin inside enemy territory.



One thing to remember – just throwing down a weapon does not make a proper surrender. It must be voiced to be accepted and anything less than a concise surrender could end very badly!

'He mortally wounded three of our finest warriors before we brought him down and accepted his surrender. You must not only pay the wage for his release, but for the replacement of our men.'

'It was his rage. The Draconised Orlanphi have deep fires within them.'

'It is no excuse. We suggest an asking wage of two thousand silvers.'

'Two thousand! Are you mad? I will not pay it!'

'Fine, then you will find his bones in the...'

'Alright! Alright! He is my sister's husband, and she would kill me if I did not pay his wage.'

'We will send the wergild coffersman with him to you in the morning.'

— A ransom negotiation for Raspe, Orlanphi Wymfriend

'The clay never wants to be shaped until long after it has become a beautiful vase. Such is the same with the ignorant masses of this world.'

— Pompalic, High Missionary of the Rightness Army of Malkion

Expect the Wildly Unexpected

Glorantha's cultures are as different as night and day, its races break the boundaries of what might be seen as 'standard' fantasy and is coated in a layer of magic that defies what our reality might see as 'normal.'

Just when a player might think he is getting a firm grasp on what reality is for his character at the moment, things might shift in the overall myth and change the core of his quest. His cult could make a fantastic discovery, bringing new ideas into centuries-old beliefs. Although there are several constants that have been laid down as fact in both the past and present, Glorantha has a weird way of surprising people.

Adventure, heroism and tragedy await in equal portions. For the player that can make the most of Glorantha there will be nothing else like it.

Glorantha is Ever-Changing

The world of Glorantha is driven by magic and myth, powered by adventures and quests. The world can change, just as the characters within can change. Glorantha will reshape and reform into its many facets as the Second Age moves on. Some older fans of the Glorantha setting will see the roots of the myth and story they are so used to and enjoy, but they will also find new views and unexpected alterations that might seem odd at first. Glorantha is not stagnant or set in stone, what characters do can alter the greater myths.

'I must be going deaf. Are you joking?'

'No, milord...you heard me perfectly. The Ducks are rebelling in the streets as we speak, and the city guard were deployed an hour ago.'

'I take it that they have the matter well in hand?'

'Actually...the Ducks are winning.'

— The last conversation between Earl Dubrey and his Advisor Primary

NEW BACKGROUNDS

The cultures of Glorantha are very distinct and unique, and Player Characters that spring from those cultures are remarkably different from one another. A nobleman from the Malkioni will learn a completely different set of skills and talents than a nobleman from the Nomads of the Waste, just as a warrior from the God Learners is different than a dragonewt soldier. It is these differences that make each individual character in a Gloranthan campaign unique and interesting to play.

The following chapter covers a vast array of new Cultural Backgrounds from which players can choose to build their characters from the various areas of Glorantha. These are designed to make characters from specific locations more fitting to the areas and cultures that they were raised in and more like the ideals represented by the philosophies found there.

The chapter is divided into several smaller sections of backgrounds grouped together with those of their same culture so players can quickly flip to the area or culture they are looking for and choose from the options listed. Each section also contains a small description of the background.

The God Learner Empire

The following are the new backgrounds for characters created as members of the God Learner Empire, who were taught from an early age to be part of a Knowledge Quester group, or at least grew up in the Middle Sea Empire.

Ducal Noble: The character was raised in one of the ducal families found throughout the God Learner Empire, and is likely expected to fulfil some grandiose plan of the bloodline's patriarch. What money and influence cannot acquire, sheer guile and force of ambition can. The character likely has access to one of the Knowledge Quester acquisitions programs of the Empire, or perhaps trained to lead one.

Imperial Commoner: The character grew up in the Empire, learning about the mysteries of other cultures while being prepared for any number of Imperial professions. Many become sailors or navigators in order to see more of the world they have learned so much about, but just as many stay on the islands to perform a multitude of duties that are required for growth of the Empire, in every sense of the word.

Imperial Lower Class: The character was born to a poor family, and is likely to never grow out of such a social position without some kind of outside assistance. The Empire does not make it easy on the destitute, but does offer many labour-level jobs which a lower class character could make use of. Working as a dock labourer or a net-hauling fisherman's hand might only pay a few silvers a month, but it is a constant wage. Many lower class characters volunteer to travel abroad in the name of the Empire as Knowledge Questers, if only to have a chance of getting away from their banal lives on the islands.

Mercantile Citizen: The character was raised in a well-to-do family working with or as a force of trade and commerce. He may have spent time on a number of sailing vessels going to other islands, and may perhaps have even been a part in several trading meetings. The Empire uses these mercantile families to spread their influence secretly to other areas, and the character could easily be swept up into that subterfuge – willingly or not.

Religious: The character was raised in one of the Doctrines of Faith by a Missionary, Postponer, Inherent or Delayer. Regardless of who raised him, the character has a firm grasp of how the God Realm affects the rest of the world and will likely follow in his mentors' footsteps in order to further their work. This sort of background also makes for very effective Knowledge Quester leaders, as they will no doubt be able to decipher the twisting secrets of other faiths in light of the strength of theirs.

God Learner Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Ducal Noble	<p>Influence +10%, Lore (World) +10%</p> <p>Persistence +10%</p> <p>Pick Two +5%</p> <p>Boating, Dodge, Evaluate, Perception, Riding, Boating</p> <p>Pick Two +10%</p> <p>1H Sword, 2H Sword, Bow, Dagger, Rapier, Shield</p>	<p>Language (Native) +50%</p> <p>Lore (Regional), Lore (Theology)</p> <p>Pick Two</p> <p>Craft, Dance, Language, Lore, Play Instrument</p>	4D10x100 silver
Imperial Commoner	<p>Athletics +10%, Lore (Animal) +10%, Lore (Plant) +10%</p> <p>Pick Two +10%</p> <p>Boating, Dodge, Driving, First Aid, Persistence, Resilience</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Flail, 1H Sword, Bow, Crossbow, Dagger, Spear, Staff, Unarmed</p>	<p>Language (Native) +50%</p> <p>Lore (Regional), Lore (Theology)</p> <p>Pick One</p> <p>Craft, Dance, Lore Mechanisms, Shiphandling, Survival</p>	4D6x20 silver
Imperial Lower Class	<p>Perception +10%, Resilience +10%, Stealth +10%</p> <p>Pick Two +5%</p> <p>Boating, Lore (Animal), Lore (Plant), Riding</p> <p>Pick Three +10%</p> <p>1H Axe, 1H Hammer, 2H Axe, Bow, Dagger, Shield, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%</p> <p>Lore (Regional), Lore (Theology)</p> <p>Pick One</p> <p>Craft, Dance, Lore Play Instrument Survival, Tracking</p>	4D6x10 silver
Mercantile Citizen	<p>Evaluate +10%, Influence +10%, Lore (World) +10%</p> <p>Pick One +10%</p> <p>Boating, Driving, Persistence, Resilience</p> <p>Pick One +10%</p> <p>1H Hammer, 1H Sword, Bow, Dagger, Crossbow, Shield</p>	<p>Language (Native) +50%</p> <p>Lore (Regional), Streetwise Lore (Theology)</p> <p>Pick Two</p> <p>Craft, Dance, Language Lore, Play Instrument, Shiphandling</p>	4D8x50 silver
Religious	<p>Influence +10%, Lore (World) +10%, Persistence +10%</p> <p>Pick One +10%</p> <p>Boating, Dodge, Evaluate, First Aid, Lore (Animal), Perception</p> <p>Pick Two +10%</p> <p>1H Sword, 2H Sword, Bow, Crossbow, Dagger, Shield, Staff</p>	<p>Language (Native) +50%</p> <p>Lore (Regional), Lore (Theology) +10%</p> <p>Pick One</p> <p>Craft, Healing, Language Lore, Mechanisms Streetwise</p>	4D8x100 silver

By all the powers of Malkion the Wanderer, these lands will be defined. Chaos will be defeated, and it will be through our ways – not theirs.

— Vesharios, High Ecclesiast of the Malkioni

The Empire of Wyrm's Friends

The following are the new backgrounds for characters growing up as friends or allies of the Wyrm's Friends. Whether it is a dragonewt character that was hatched into the EWF or a member of a Draconised Orlanthi family, these backgrounds demonstrate the cultural leanings of the God Learner's primary opposition.

Draconised Orlanthi: The character was raised amongst the Orlanthi families that believe that their gods are different aspects of the Great Dragon and actively pursue the same goals as the EWF. Whether or not the character continues in this pursuit once he sees more of the world is truly the question, as the Orlanthi are a very passionate people capable of anything.

Draconised Trader: The character is a member of one of the Dragon-worshipping mercantile families. With additional access to funds and resources that other Wyrmfriends may not have, the character can expect to become quite an influential member of local politics and commoner functions. Some traders specialise in the commerce of Dragon items from the dragonewts to the rest of the EWF, but these merchants tend to be heavily protected by the soldiery – as they are often targets of dragonewt traditionalists.

Dragonewt Traditionalist: The dragonewt character was raised to honour and cherish the Old Ways. He likely hides his true faith from the more numerous followers of the Original Twelve, but there is a burning ember of the faith of the Great Dragon inside that drives him to destabilise the parts of the EWF that the character views as 'broken.' Eventually he may fall into others' way of thinking, but only if some greater truth is shown to him somehow.

Dragonewt Wyrmfriend: The dragonewt character is a member of the road of thought that led to the Original Twelve Dragonspeakers. Growing into a powerful foe of the God Learners, many new age dragonewts are responsible for the training and overseeing of the Uz and Dinosaur herds and other important functions of the battle for Draconic supremacy.

Uz Slave: The Uz character was either captured at a young age or bred in captivity to be used as a slave by the EWF. Some slaves are happy to be a part of something so great and large; others despise their masters and wish nothing but freedom. They are taught how to handle combat mounts and weapons so as to be used as foot soldiers, but are also occasionally used as expendable spies or scouts.

Wyrmfriend Soldiery: There is a great calling in the EWF for capable fighters to war against the Great Dragon's enemies. It is an old tradition and many are devoted to the furthering of warfare in the name of the EWF. The character was raised to be a warrior and knows very little about the world – except how best to smash whatever opposition presents itself.



Empire of Wyrms's Friends Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Draconised Orlanthi	<p>Athletics +10%, Perception +5%, Persistence +5%, Resilience +10%</p> <p>Pick Two +5% Dodge, Lore (Animal), Lore (Plant), Riding, Boating</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, Dagger, Shield, Sling, Spear, Staff, Throwing Unarmed</p>	<p>Language (Native) +50% Language (Auld Wyrnish), Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Draconic Illumination, Lore, Play Instrument, Tracking</p>	4D6x10 silver
Draconised Trader	<p>Evaluate +10%, Influence +10%, Lore (World) +10%</p> <p>Pick One +10% Boating, Driving, Persistence, Resilience, Riding</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Crossbow, Shield, Spear</p>	<p>Language (Native) +50%, Lore (Auld Wyrnish) +10%, Lore (Regional)</p> <p>Pick One Craft, Dance, Draconic Illumination, Language, Lore, Play Instrument, Streetwise, Survival</p>	4D8x50 silver
Dragonewt Traditionalist	<p>Influence +5%, Perception +5%, Resilience +10%</p> <p>Pick Two +10% Dodge, Driving, Lore (Animal), Lore (Plant), Persistence, Riding</p> <p>Pick Two +15% 1H Axe, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology)</p> <p>Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking</p>	4D6x50 silver
Dragonewt Wyrmfriend	<p>Influence +15%, Perception +5%, Resilience +10%</p> <p>Pick Two +5% Dodge, Driving, Lore (Animal), Lore (Plant), Riding</p> <p>Pick Two +15% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology)</p> <p>Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking</p>	4D6x100 silver
Uz Slave	<p>Athletics +15%, Perception +5%, Resilience +10%, Riding +10%</p> <p>Pick Two +5% Dodge, Lore (Animal), Lore (Plant), Persistence</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Polearm, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Lore, Martial Arts, Play Instrument, Streetwise, Tracking</p>	4D6x2 silver
Wyrmfriend Soldiery	<p>Influence +5%, Persistence +5%, Resilience +10%</p> <p>Pick Two +5% Boating, Dodge, Driving, Evaluate, First Aid, Lore (Animal), Perception, Riding</p> <p>Pick Two +15% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Bow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Language (Auld Wyrnish), Lore (Regional), Lore (Theology)</p> <p>Pick One Craft, Draconic Illumination, Engineering, Healing, Language, Lore, Martial Arts, Mechanisms, Survival</p>	4D8x25 silver

The Orlanthi

The following backgrounds are based on the free peoples of the Orlanthi Tribe(s), wherever they have gathered and continued the ways of their forefathers. They are raised as enemies of both great Empires, seeing in them a perversion of the Orlanthi faith.

Cityfolk Orlanthi: The character was raised in one of the few remaining Cityfolk clans, waging their hidden holy war against the great Empires from within the confines of urban areas. Taught to believe in the Storm King and the fight against Chaos, the character likely knows all of the best hideaways and secret places in the city from years of dodging both enemy clans and greater foes.

Nomad Orlanthi: The character grew up amidst one of the roaming Orlanthi clans that have either lost their homeland or chosen to become nomadic to better fight against oppression. Having no roots to anywhere specific, nomadic Orlanthi characters can hail from nearly anywhere in Glorantha. Their skills vary dramatically from clan to clan, but are likely to reflect their ability to be mobile, survive and ultimately do the Storm King's work.

Wilderness Orlanthi: The character was raised in the deep wilderness, far away from the clans on the forefront of the battle against the great Empires. The character is likely to have a deep admiration for the older, traditional ways of Orlanth. Wilderness Orlanthi tend to grow up with a more zealous application of their faith in comparison to even other Orlanthi!

Orlanthi Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Cityfolk Orlanthi	<p>Evaluate +10%, Influence +10%, Lore (World) +10%</p> <p>Pick Two +10% Boating, Driving, Persistence, Resilience, Riding, Sleight, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Crossbow, Shield, Sling, Spear, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Streetwise</p> <p>Pick One Craft, Dance, Language, Lore, Play Instrument, Shiphandling, Survival</p>	4D6x50 silver
Nomad Orlanthi	<p>Athletics +5%, Perception +5%, Resilience +10%, Riding +10%</p> <p>Pick Two +5% Boating, Lore (Animal), Lore (Plant), Lore (World), Stealth</p> <p>Pick Three +10% 1H Axe, 1H Hammer, 1H Sword, Blowgun, Bow, Crossbow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Survival, Tracking</p>	4D6x20 silver
Wilderness Orlanthi	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick One +10% Boating, First Aid, Lore (Animal), Lore (Plant), Riding, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50% Lore (Regional), Survival +10%</p> <p>Pick One Craft, Dance, Healing, Lore, Play Instrument, Tracking</p>	4D6x10 silver

The Malkioni

The God Learners are the major Malkioni sect in the second age. Outside of their Empire the dominant form of Malkionism is that of the Hrestoli. The Hrestoli are idealists in that they see each individual having to rise through the different castes of their society in order to become at one with the Invisible God. As such all Hrestoli start with the farmer background as they have to first master their skills in this caste before advancing to the next.

Malkioni Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Hrestoli Farmer	Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5% Pick One +10% Boating, Dodge, Driving, First Aid, Persistence, Riding Pick Two +10% 1H Axe, 1H Flail, 1H Hammer, 1H Sword, 2H Hammer, Dagger, Sling, Spear, Staff, Unarmed	Language (Native) +50%, Lore (Regional), Lore (Theology) Pick Two Craft, Dance, Engineering, Lore, Mechanisms, Play Instrument, Shiphandling, Streetwise, Survival	4D6x25 silver

The Pelorians

The following backgrounds are based on the people of Peloria, the Dara Happan bloodlines, who remain free and outside of the Empire of Wyrms Friends growing sphere of influence. They lost a great deal of their power when the Dragon passed the Ten Tests and grasped the regalia, but many amongst them aspire to one day overthrow the vile serpent and regain control of their homelands. Although far less substantial, there are also a handful of less-zealous cultures from Peloria, but they are sometimes 'polluted' with EWF beliefs.

Carmanian: The character was raised amongst one of the smaller cultures of Peloria, as a Carmanian worshipper of a dual-god version of the Malkioni faith. Likely having observed all levels of zealousness in his fellow Pelorians and the neighbouring EWF, the character has been forced to learn a number of different skills just so as not to be swept under by the religious undertow that threatens the entire area.

Dara Happan: The character was born to one of the noble families of Peloria, earning both an enormous financial resource pool in the form of the family

coffers and a deep hatred of the Dragon sitting on the throne. Likely raised to be a faithful servant of Yelm, the character will find himself taught to hate the Great Dragon and all of its tenets long before he can swing the sword used to fight them.

Darjini: The character was raised in the egalitarian society of heron-worshipping Darjini, likely learning that all things are created noble under the gaze of SurEnslib and her pantheon. The character should view himself and all other Pelorians as nobles by birth rather than faith, and will no doubt harbour a bit of a grudge against both the EWF and the 'true nobility' of the Dara Happens.

Pelandan: The character grew up amidst the finest culture of artistes in Peloria, arguably in all of Glorantha. Having likely learned at a young age artistic talents from his parents and other forebears, the character will have no problem making a decent living as an artisan or craftsman. Although he does tend to harbour some ill will toward the EWF, he is not as vehement against them as much as wanting to be left alone to learn the secrets of his own faith.

Pelorian Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Carmanian	<p>Evaluate +10%, Lore (World) +10%</p> <p>Pick Three +10%</p> <p>Athletics, Boating, Driving, Persistence, Resilience, Riding, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield</p>	<p>Language (Native) +50%</p> <p>Lore (Regional)</p> <p>Streetwise</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument, Shiphandling, Tracking</p>	4D6x50 silver
Dara Happan	<p>Influence +10%, Lore (World) +10%, Persistence +10%</p> <p>Pick One +10%</p> <p>Boating, Evaluate, Dodge, Perception, Riding, Sleight, Sing, Stealth</p> <p>Pick Two +15%</p> <p>1H Sword, 2H Sword, Crossbow, Dagger, Rapier, Shield, Staff</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology)</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument, Shiphandling</p>	4D10x100 silver
Darjiini	<p>Influence +10%, Lore (World) +10%, Persistence +10%</p> <p>Pick Two +10%</p> <p>Evaluate, Dodge, First Aid, Perception, Riding, Stealth</p> <p>Pick Two +10%</p> <p>1H Sword, 2H Sword, Bow, Dagger, Rapier, Shield, Spear</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology)</p> <p>Pick One</p> <p>Craft, Dance, Healing, Language, Lore, Play Instrument, Survival</p>	4D8x50 silver
Pelandan	<p>Influence +5%, Lore (World) +10%, Persistence +5%</p> <p>Pick Two +5%</p> <p>Evaluate, Dodge, Perception, Riding, Sing, Stealth</p> <p>Pick Two +15%</p> <p>1H Sword, 2H Sword, Crossbow, Dagger, Rapier, Shield, Staff</p>	<p>Craft (Calligraphy, Painting, or Sculpture) +10%, Language (Native) +50%, Lore (Regional)</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument</p>	4D6x50 silver
Pelorian Peasant	<p>Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5%</p> <p>Pick One +10%</p> <p>Boating, Dodge, Driving, First Aid, Persistence</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Craft (any) +10%</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument, Streetwise, Survival, Tracking</p>	4D6x25 silver
Rinliddi	<p>Athletics +10%, Perception +10%, Riding +10%</p> <p>Pick One +10%</p> <p>Driving, First Aid, Lore (Animal), Lore (Plant), Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, Blowgun, Bow, Crossbow, Dagger, Shield, Sling, Spear, Staff, Throwing</p>	<p>Language (Native) +50%, Lore (Regional) +10%, Survival</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument, Tracking</p>	4D6x50 silver

Pelorian Peasant: The character was born to a family that cannot claim the royalty of Dara Happan blood, or the teachings of any of the other subcultures of Peloria. Although useful as a labourer or skilled worker, the character can expect to be treated poorly by the 'true' Dara Happans. It is for this reason that so many Pelorian characters end up becoming vassals of the EWF, if only to escape the type of heritage-based caste association holding them down.

Rinliddi: The character grew up amidst the expert bird-riders of Peloria, learning that their pantheon of faith is led by an avian god that gave them their finest resource – the birds themselves. Taught very early on to respect the beasts' divinity through domesticating them, Rinliddi characters have a fierce alliance with the Dara Happans who oppose the Great Dragon. The character dislikes the EWF not for the religious reasons, but rather for the lack of respect the dragons give to their herds of riding birds...that are treated as a food source to be hunted in most EWF societies.

The Nomads of the Waste

The following backgrounds are for use by the peoples of the nomad nations and tribes. They are a wild people and could be the source of a variety of styles of Player Characters. They thrive on adventure and excitement in most cases, with each taking on his clan's spirit animal as mount, teacher and totem.

Bison Nation: The character was born to the militant and stubborn Bison Nation, growing up in a society where oaths, promises and vows are stronger than bronze. Unwilling to see how any outsider's point of view could be anything but a wedge between the character and the Great Spirit, the clansman has assured that he will fight strongly and bravely to defend the clan and its ideals – and only its ideals.

High Llama Nation: Born as a 'noble amongst nomads,' the character is a member of the High Llama Nation and was taught that his family deserves to sit higher on all things than the other clans of the Wastes. The character learned to ride the strongest and the most stalwart examples of this noble breed, and can outpace many other species of steed with ease. The



character is also guaranteed to have a high revulsion for those of the Horse Nation, as they are viewed as traitors and heretics to the totemic spirit faith that drives all Praxian tribes.

Impala Nation: The character is one of the small-stature pygmies of the Impala Nation, prizing large numbers and frenzied battle tactics over heroic stands and valiant sacrifice. The character learned group tactics and overwhelming force at an early age, and is highly unlikely to ever cease attacking unless the target is killed or there is a higher risk to his skin. There is leaning toward ranged weaponry and fast attacks, and the character is likely to seek a similar type of people to form adventuring groups.

Minor Tribe: The character was raised in one of the 'lesser' nomad clans, and could have a variety of skills depending on which one. Whether from the all-female unicorns and their leaning toward archery, the crude and martial Rhino Tribe, the unbridled rage of the Ostrich Tribe or even the savage Bolo Lizard Tribe – the character is likely to hold dear a few common beliefs concerning the totemic spirits, but he might see *everything* else differently.

Morokanth Nation: The character is a Morokanth, who alone amongst the various species of animals won their contest against a human tribe and hence they herd unintelligent humans rather than being unintelligent herd animals themselves. Larger than their beasts they are the only nomads of the waste go by choice into battle on foot.

Pentan Horse Nation: The character was raised amidst the 'urban' clan of the Pentans, teaching him the finest points of being a cavalryman and a proud member of the civilised Horse Nation culture. He is an excellent horseman and a skilled warrior – which he will have to be should he ever get around the 'lesser' tribes of the Waste. The character has been taught to despise the other nations, which could be a problem when in broader travels.

Sable Nation: The character grew up in a politically neutral nation with both God Learner and Wyrmfriend allies, believing survival is far more important than worrying about matters of faith that you have no care for. Your long-horned antelope spirits are sacrosanct to you no matter which Empire wins their conflict – making the road to that end irrelevant. It is better to survive and live to worship than worship in the face of an enemy that can surely crush you.

They call Prax a waste, claim it is not worth their attentions, and they wonder why we are stronger then they?

— Arel Cufswatthe, Warrior of Bison Nation

Nomads of the Waste Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Bison Nation	<p>Athletics +5%, Lore (Bison) +10%, Persistence +5%, Riding +10%</p> <p>Pick Two +5% Dodge, Driving, Lore (Animal), Lore (Plant), Resilience, Stealth</p> <p>Pick Two +15% 1H Axe, 1H Hammer, 1H Sword, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Tracking</p>	4D6x20 silver
High Llama Nation	<p>Influence +5%, Lore (Llama) +10%, Resilience +5%, Riding +10%</p> <p>Pick Two +5% Athletics, Dodge, Driving, Lore (Animal), Lore (Plant), Stealth</p> <p>Pick Two +10% 1H Axe, 1H Sword, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Language, Lore, Play Instrument, Tracking</p>	4D6x25 silver
Impala Nation	<p>Athletics +10%, Lore (Impala) +10%, Riding +10%</p> <p>Pick Two +10% Acrobatics, Dodge, Lore (Animal), Lore (Plant), Persistence, Resilience, Sleight, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Sword, Bow, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Tracking</p>	4D6x20 silver

Minor Tribe	<p>Athletics +5%, Lore (Animal) +10%, Resilience +5%, Riding +10%</p> <p>Pick Two +10% Athletics, Dodge, Driving, First Aid, Lore (Animal), Lore (Plant), Sing, Sleight, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Shield, Sling, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Healing, Language, Lore, Play Instrument, Tracking</p>	4D6x15 silver
Morokanth Nation	<p>Athletics +15%, Lore (Herdman) +10%, Resilience +10%</p> <p>Pick Two +5% Influence, Lore (Animal), Lore (Plant), Stealth</p> <p>Pick Two +10% Dodge, 2H Hammer, 2H Spear, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival +5%</p> <p>Pick One Dance, Healing, Lore, Tracking</p>	4D6x20 silver
Pentan Horse Nation	<p>Athletics +5%, Lore (Equine) +10%, Resilience +10%, Riding +15%</p> <p>Pick Two +5% Dodge, Driving, Influence, Lore (Animal), Lore (Plant), Sleight</p> <p>Pick Two +10% 1H Axe, 1H Sword, Bow, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Streetwise, Tracking</p>	4D6x50 silver
Sable Nation	<p>Influence +5%, Lore (Sable) +10%, Resilience +5%, Riding +10%</p> <p>Pick Two +5% Athletics, Dodge, Driving, Lore (Animal), Lore (Plant), Stealth</p> <p>Pick Three +10% 1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50% Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Language, Lore, Play Instrument, Tracking</p>	4D6x20 silver



The Kralori

The following backgrounds are for use by characters that were born to the strange and eccentric Kralori peoples, hidden away in their secret communities and recycling their *very old* views on the creation of the many pieces of Glorantha.

Kralori Dedicator: The character grew up in the sheltered life of a Kralori community, learning the old ways of the Wild Man. His parents and close relations likely instilled a deep distrust and almost laughable disdain for the beliefs of others and it will be very difficult for the character to ever think anything but his own thoughts are true. He will likely go as far as even bringing proven myth from elsewhere into question on the grounds that it was not what he was taught at all. Due to the blatantly aggressive tactics of the Empire of Wyrms' Friends and their views on the Dragon, the character has no love for the EWF – and it is more probable to be a stalwart enemy of their views.

Kralori Explorer: Although confident in the teachings of the Kralori, the character grew up amidst the chaos and illusions of the 'outsider lands.' Taught to show the world the truth in the tales of his history, the character must be focused on the defence of his beliefs, making him at least skilled in the martial

talents that his ancestors might have believed 'beneath them.' The primary goal of the character should be to survive no matter the cost, as the world must be shown its continual folly.



Kralori Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Kralori Dedicator	<p>Influence +10%, Perception +10%, Resilience +10%</p> <p>Pick One +10%</p> <p>Dodge, Driving, First Aid, Lore (Animal), Lore (Plant), Persistence, Sleight, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Sword, 2H Sword, Bow, Crossbow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology) +10%</p> <p>Pick One</p> <p>Craft, Dance, Healing, Language, Lore, Play Instrument, Survival, Tracking</p>	4D8x50 silver
Kralori Explorer	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick One +10%</p> <p>Boating, Dodge, Driving, First Aid, Lore (Animal), Lore (Plant), Lore (World), Persistence, Riding</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Flail, 1H Sword, 2H Axe, 2H Sword, Bow, Crossbow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Theology), Survival</p> <p>Pick One</p> <p>Craft, Dance, Healing, Language, Lore, Martial Arts, Play Instrument, Tracking</p>	4D8x25 silver

The Teshnans

The following backgrounds are designed for characters that serve the Celestial Flame in some form or another, making them zealous believers of one of the Teachings of the Flame. They are built for those characters that are devoted from an early age to the Teaching, and for whom their belief in that message is more important than anything else.

Babadi: This background can only be chosen by Mostali characters, as they are a Teshnan-taught subculture of dark-skinned dwarfs that are exceptional craftsmen of mystic devices. The character knows

nothing of gears or explosives and has a true and powerful fear of iron and diamond, but is set up to be a very good artisan of some kind. Babadi characters' rare talent with holy devices places a great deal of focus upon them with the God Learners, who are constantly researching the whole area.

Fethloni: This background can only be chosen by Aldryami characters, as they are a Teshnan-taught subculture of yellow-skinned elves that see the Celestial Flame in the jungles. The character has learned his role in the Flame, and knows much of the Elatian Teaching. One day he may command the Forest Spirits; he has

Teshnan Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Babadi	Evaluate +5%, Influence +10%, Persistence +5% Pick Two +10% Athletics, Dodge, Lore (Animal), Lore (World), Resilience, Sleight Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, Dagger, Shield, Spear, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Craft +10% Pick One Dance, Language, Lore, Play Instrument, Survival	4D6x50 silver
Fethloni	Athletics +5%, Influence +5%, Lore (Plant) +10% Pick Two +10% Dodge, Driving, Lore (Animal), Lore (Plant), Perception, Sleight, Stealth Pick Two +10% 1H Flail, 1H Sword, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	Language (Native) +50% Lore (Forest Spirits), Lore (Regional), Survival Pick One Craft, Dance, Language, Lore, Play Instrument, Tracking	4D8x25 silver
Goonda	Acrobatics +5%, Athletics +15%, Perception +10% Pick Two +5% Dodge, Lore (Animal), Lore (Plant), Persistence, Resilience, Sleight, Stealth Pick Two +10% 1H Axe, 1H Hammer, Bow, Dagger, Shield, Sling, Spear, Throwing, Unarmed	Language (Native) +50% Lore (Regional), Survival +10% Pick One Craft, Dance, Lore, Tracking	4D6x10 silver
Teshnan Believer	Athletics +5%, Resilience +5%, Riding +10% Pick Two +10% Athletics, Dodge, Driving, First Aid, Lore (Animal), Lore (Plant), Perception, Persistence, Sleight, Stealth Pick Two +15% 1H Axe, 1H Sword, Bow, Crossbow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Lore (Teshnan Teaching) Pick One Craft, Dance, Healing, Language, Lore, Play Instrument, Survival, Tracking	4D8x50 silver

seen his elders do so many times. The character knows his people have their own faiths, but believes that they are just another Teaching in the Flame.

Goonda: The character was born to the naked, orange-haired tribals of the Teshnan tree-tops. He likely knows very little of outside civilisation, and has a simple – almost animalistic – way of seeing the Teachings in everyday life. The character dislikes binding his body in anything but small loincloths or pouches, and would much rather be responsible only for the items in his hands at any given time.

Teshnan Believer: The character was raised amidst the zitrns and Seers of the Celestial Flame, learning the tenets of one of the Teachings long before he was old enough to choose what he would do with the rest of his life. The character may have been involved in some early raids on the Kralori, or a defence against attacks from other outsiders. He developed good martial skills at an early age, but also must keep a devout view on their Celestial Flame Teaching – else his allies turn against him for a lack of faith.

The Vithelans

The following backgrounds are for characters that hail from the shattered Eastern Isles, once known as Vithela. While there are many other races and peoples that dwell on the islands, these backgrounds are for the human cultures that formed on their individual isles.

Hanfarador: The character was raised in a culture dedicated to the hunting, finding and extermination of their demon-kind neighbours – the Arandinni. He was shown the best ways to kill another being at a very early age, and likely views combat as just another piece of life. Martial skills are of course primary to survival, but so are the teachings of how to deal with the spiritual ramifications of fighting demon-kin. The character probably has some strong faith in his beliefs, if only to be used as a shield against the weapons of Chaos and Darkness.

Haragalan: The character was born to a seafaring culture of sailors and raftsmen, and is at home on the sea as well as on land. He may have been a sea-birth, as women are not excluded from ship service if they wish not to be. Skills used on a boat or ship are



primary, but martial skills used as defence from the frequent Waertagi attacks were shown to the character as well.

Homago: The character was raised in a culture of tribal cannibals, hunting and tracking other humans that come to their islands. He should grow to be a consummate tracker, even if the primary tracks he looks for are those of man! For both spiritual and reasons of nutrition, the character does not view the eating of humans as wrong or criminal. In fact he considers it to be a great sign of respect for anyone to be consumed by the Homago.

Tamanjary: The character grew in a culture surrounding an odd worship of the marsupial. He was taught very early on in life that only the pouch-bearing mammals that live all over the Eastern Isles have flesh that will sustain him. The character learned hunting skills to gather his people's chosen 'prey,' and has possibly even been involved in raids on other islands to hunt and capture marsupials from their forests and plains. He may or may not know exactly why the faith states only the flesh of these animals is edible, but he also knows not to question the will of the gods.

Vithelan Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Hanfarador	Athletics +10%, Lore (World) +10%, Perception +5% Pick One +10% Boating, Dodge, Driving, Lore (Plant), Persistence, Resilience, Stealth Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Bow, Crossbow, Dagger, Crossbow, Polearm, Shield, Spear, Staff, Throwing	Language (Native) +50%, Lore (Regional), Lore (Demon) +5%, Tracking Pick One Craft, Dance, Disguise, Language, Lore, Play Instrument, Shiphandling	4D8x50 silver
Haragalan	Athletics +10%, Boating +10%, Lore (World) +10% Pick One +10% Athletics, Dodge, Perception, Persistence, Resilience Pick Two +10% 1H Hammer, 1H Sword, Bow, Crossbow, Dagger, Rapier, Shield, Spear, Throwing	Language (Native) +50%, Lore (Regional), Shiphandling +10% Pick One Craft, Dance, Language, Lore, Mechanisms, Play Instrument, Survival	4D6x100 silver
Homago	Athletics +10%, Persistence +10%, Lore (Human) +10% Pick Two +10% Boating, Dodge, Driving, First Aid, Resilience, Stealth Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Shield, Spear, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Tracking Pick One Craft, Dance, Healing, Language, Lore, Play Instrument, Survival	4D6x50 silver
Tamanjary	Athletics +5%, Influence +10%, Lore (Animal) +10% Pick One +10% Boating, Dodge, Driving, Persistence, Resilience, Riding, Stealth Pick Two +10% 1H Axe, 1H Flail, Bow, Dagger, Shield, Spear, Throwing	Language (Native) +50%, Lore (Regional), Lore (Theology), Tracking +5% Pick One Craft, Dance, Language, Lore, Play Instrument, Survival	4D8x50 silver

The Pamaltelans

The following backgrounds are for characters that live in the areas of Pamaltela that house several types of Agimori – the native culture based on reincarnation of life cycles. There are a high number of Timinit insect-men, but their backgrounds are covered later.

Arbennan: The character grew up in the culture of the ‘Walking People,’ building mud hut homes every fourteen days and worshipping the spirit of the Great

Termite. Hunting and gathering skills were taught while very young, so the character is a part of the greater cycle of birth-death-rebirth that every Agimori believes in. He might be interested in the views of other peoples, but he will not allow them to corrupt him preventing his rebirth if stained with false faith.

Doraddi: The character was born to the ‘Staying People,’ a tribe of Agimori that live on the shores of rivers and streams to irrigate their crops. The character is part of a specific bloodline that can trace its roots

back to the first of several Plant Mothers. This dictates what manner of plant the character has spent his life learning about. He is probably peaceful, but willing to shed blood for the crops if they must be defended.

Tarint: The character grew up as one of the ‘Thirsty People,’ and has been involved in the avoidance and then hunting of the great desert beasts each year. To be counted as an adult he has had to shed blood during their annual trample, making martial skill and the avoidance of harm primary in most childhood lessons.

Later in life the character could choose a particular sect of his society to become part of, but only *after* becoming blooded in the yearly Great Hunt.

Toray: The character is one of the strange, blue-skinned people that were once noted as slaves. Due to recent events, it is likely the character was part of the revolution against the oppression of the God Learners. This could leave him aggressive toward their allies, or perhaps just elated to be considered free from outside control. This harsh lifestyle has made the character tough and possibly bitter, but he is a survivor.

Pamaltelan Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Arbennan	Athletics +5%, Lore (Animal) +10%, Persistence +5% Pick One +10% Boating, Dodge, Driving, Lore (Plant), Perception, Resilience, Stealth Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Bow, Dagger, Shield, Spear, Staff, Throwing, Unarmed	Craft (Mud-wares), Language (Native) +50%, Lore (Regional), Tracking Pick Two Craft, Dance, Disguise Language, Lore, Play Instrument, Survival	4D6x10 silver
Doraddi	Athletics +10%, Lore (Plant) +15%, Resilience +5% Pick One +10% Athletics, Boating, Dodge, Perception, Persistence, Sing Pick Two +10% 1H Axe, 1H Hammer, Bow, Dagger, Shield, Spear, Throwing, Unarmed	Craft (Agriculture) +10%, Language (Native) +50%, Lore (Regional) Pick One Craft, Dance, Language Lore, Play Instrument Survival	4D8x10 silver
Tarint	Athletics +10%, Dodge +10%, Lore (Animal) +10% Pick Two +10% Boating, Driving, Perception, Persistence, Resilience, Riding Pick Two +10% 1H Axe, 2H Axe, Bow, Dagger, Polearm, Shield, Spear, Throwing	Language (Native) +50% Lore (Regional), Tracking Pick One Craft, Dance, Language, Lore, Play Instrument, Survival	4D6x10 silver
Toray	Athletics +10%, Influence +10% Pick Two +10% Boating, Driving, Perception, Persistence, Resilience, Riding, Sleight, Stealth Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, Bow, Dagger, Polearm, Shield, Spear, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Survival Pick Two Craft, Dance, Language, Lore, Play Instrument, Tracking	4D6x20 silver

The Aldryami (Elfs)

The following backgrounds are for characters that are members of the elfen race of plant-beings called Aldryami. Although many of the cultural-based backgrounds could easily apply to an Aldryami character, there are a small number of them that give the elves some additional choices.

Aldryami Pollen Carrier: This is a background only available to male Aldryami, as it means the character grew into the being he is in order to seek out the dryads in order to further the Aldryami species. He is built for travel and for survival, knowing that he might need to migrate a very long distance in order to find a dryad

to pollinate – at which point he will move on to find another, until he is cut down or finds that he must take root permanently.

Aldryami Warder: This is a background only available to an Aldryami character that had been grown into a very protective being that rarely ventures away from his forest community. The character learned some martial skills to be used to turn away lumberjacks and Mostali, but also learned how best to serve the forest in times of peace. He is likely to eventually get curious about other places, but only if his Song needs to be sung elsewhere.

Aldryami Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Aldryami Pollen Carrier	Athletics +10%, Lore (Dryad) +20%	Language (Native) +50%, Lore (Regional), Survival	4D6x10 silver
	Pick Two +10% Dodge, Lore (Animal), Lore (Plant), Perception, Persistence, Resilience, Stealth	Pick One Craft, Dance, Language, Lore, Play Instrument, Tracking	
	Pick Two +10% 1H Sword, 2H Sword, Bow, Dagger, Shield, Spear, Staff, Throwing		
Aldryami Warder	Athletics +5%, Lore (Plant) +15%, Perception +10%	Language (Native) +50% Lore (Regional)	4D6x10 silver
	Pick Two +10% Dodge, Lore (Animal), Lore (Plant), Persistence, Resilience, Sing	Pick Two Craft, Dance, Language, Lore, Play Instrument, Survival, Tracking	
	Pick Two +10% 1H Sword, Bow, Dagger, Shield, Spear, Staff, Throwing		

The Uz (Trolls)

The following backgrounds are for characters of the large race of trolls called Uz. Although many of the cultural-based backgrounds might easily apply to an Uz character, there are a small number of them that give the trolls some additional choices that might seem more appropriate for certain characters.

Enlo Free-born: This background is for a trollkin character that was born to a free-thinking Uz, and never knew the rigours of a slave's life. Even though he did not know the sting of a lash or the weight of a yoke, his was not an easy life. The character had to

learn how to fight well and early on, if only to keep any other trolls he might cross from trying to claim him as their property. He might harbour some deep hatred for the race that would put him in chains, or he could see it as just another facet of his ancestry.

Enlo Slave-born: This background is for a trollkin character that was born in captivity, or put into chains at a very early age. Used as forced labour, a cannon-fodder soldier and even as entertainment has made the character hard and bitter. He has no love for his captors, and hones his combat skills whenever he can...if only for the chance to one day battle his guards and earn his freedom.

Uz (Male): This background is for a male troll character. He was born to be a hunter and gatherer of food for the women of the community, venturing out perhaps with Enlo slaves in tow in order to bring back as many food beasts or fungus harvests as possible. Every Uz also knows that one day the Sun People of Yelm will come back to the Shadowlands to try their hand at a war again, meaning that everyone must be prepared to carve their mistakes into their flesh once more. Martial skills are obviously a primary focus in young Uz lives, and the character is no exception.

Uz (Female): This background is for a female troll character, which was born to grow up into one of the cornerstones of the Uz community. Taught many of the necessary skills to keep a community growing and healthy, the character likely knows many lesser skills that keep up much of her time until she waits for her brothers or husband to return from their daily hunting trips. Every Uz must be ready to defend the community from outsiders, or from the occasional Enlo uprising, meaning that even this character has learned a sufficient amount of martial skills.

Uz Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Enlo Free-born	<p>Athletics +5%, Perception +10%, Resilience +5%</p> <p>Pick Two +10%</p> <p>Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Persistence, Stealth</p> <p>Pick Three +10%</p> <p>1H Hammer, 2H Hammer, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional)</p> <p>Pick Two</p> <p>Craft, Healing, Lore, Martial Arts, Play Instrument, Streetwise, Survival, Tracking</p>	4D6x10 silver
Enlo Slave-born	<p>Athletics +5%, Perception +5%, Resilience +10%</p> <p>Pick One +10%</p> <p>Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Persistence, Stealth</p> <p>Pick Two +10%</p> <p>1H Hammer, 2H Hammer, Dagger, Shield, Sling, Spear, Throwing, Unarmed</p>	<p>Craft (any labour), Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One</p> <p>Craft, Healing, Lore, Martial Arts, Streetwise, Tracking</p>	4D6x5 silver
Uz (Male)	<p>Athletics +10%, Influence +5%, Resilience +5%</p> <p>Pick Two +10%</p> <p>Dodge, Lore (Animal), Lore (Plant), Perception, Persistence, Riding</p> <p>Pick Two +10%</p> <p>1H Flail, 1H Hammer, 2H Flail, 2H Hammer, Shield, Sling, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival, Tracking</p> <p>Pick One</p> <p>Craft, Lore, Martial Arts, Play Instrument, Streetwise</p>	4D6x50 silver
Uz (Female)	<p>Influence +10%, Perception +5%, Persistence +5%, Resilience +5%</p> <p>Pick One +5%</p> <p>Dodge, Evaluate, First Aid, Lore (Animal), Lore (Plant), Riding, Sleight</p> <p>Pick Two +10%</p> <p>1H Hammer, 2H Hammer, Dagger, Shield, Sling, Throwing, Unarmed</p>	<p>Craft (any domestic) +10%, Language (Native) +50%, Lore (Regional)</p> <p>Pick Two</p> <p>Craft, Healing, Lore, Play Instrument, Streetwise, Tracking</p>	4D8x50 silver



The Mostali (Dwarfs)

Most dwarfs tend to lead extremely sheltered and boring lives, at least in the eyes of non-Mostali. They will, day after day, repeat the same tasks again and again, toiling in their roles working towards the day that the World Machine will be repaired. These dwarfs are extremely content in perfecting the specific skills they need to perform their tasks, to the exclusion of all others. Out of mainstream dwarfs only iron dwarfs have anything resembling a full set of skills as warriors.

Player characters tend to come from one of two specific groups of dwarfs. The first are part of the heretical Individualist sect. As such they will often shirk off their normal tasks in order to learn a wider array of skills that will be of more use to the dwarf outside of his assigned role in Mostali society.

The second type of Player Character dwarf is an agent of the orthodox Decamony. These dwarfs have been assigned roles at all levels of Mostali society in order to root out heretics, especially Individualists. As such

they too, have much more rounded skills and often join adventuring groups pretending to be Individualists so they can track down these enemies of the Decamony for their eventual destruction.

These dwarfs can come from any of the cultural backgrounds that make up Mostali society. Both of these types of dwarf are very much in the minority in Mostali society. It would not even occur to a traditional dwarf to adventure, being content to continue their allotted roles time and time again.

Brass Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with metallurgy and high heat crafts. He is likely to follow in the footsteps of his family, learning the best ways to use metal in all its forms and shape it to the needs of the Mostali people.

Copper Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with manufacture of tools and storage devices for powerful magical energies. The character spent much of his childhood in a laboratory filled with energy-harnessing devices, and knows the true power of electricity.

Gold Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with teaching and learners. The character was taught a great deal of interesting information, churning a deep hunger and respect for facts and logic.

Iron Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with the hard science of forging metal and using it in combat. The character was shown how to

Where others seek knowledge they cannot attain, we already have all we need...we just need to figure out how best to use it. Mostal believed this to be true, and all foolishness about gods and such is just a fancy cover on a very old story.

— Kragimon Bendwilder, Golden Dwarf of the Decamony

Mostali Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Brass Dwarf	<p>Perception +5%, Persistence +5%, Resilience +10%</p> <p>Pick One +10%</p> <p>Athletics, Boating, Dodge, Lore (Animal), Lore (Plant)</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Staff, Unarmed</p>	<p>Craft (any smithing) +10%, Language (Native) +50%, Lore (Regional)</p> <p>Pick Two</p> <p>Craft, Dance, Language, Lore, Play Instrument, Survival</p>	4D8x50 silver
Copper Dwarf	<p>Perception +5%, Persistence +5%, Resilience +10%</p> <p>Pick One +10%</p> <p>Athletics, Boating, Dodge, Driving, Lore (Animal), Lore (Plant)</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Staff, Unarmed</p>	<p>Craft +10%, Language (Native) +50%, Lore (Magic), Lore (Regional)</p> <p>Pick One</p> <p>Craft, Dance, Engineering, Language, Lore, Mechanisms, Play Instrument, Survival</p>	4D10x50 silver
Gold Dwarf	<p>Influence +5%, Lore (World) +10%, Perception +5%</p> <p>Pick Three +10%</p> <p>Dodge, Evaluate, First Aid, Lore (Animal), Lore (Plant), Lore (World), Persistence, Resilience, Riding</p> <p>Pick Two +5%</p> <p>1H Axe, 1H Hammer, Crossbow, Dagger, Shield, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (any)</p> <p>Pick Two</p> <p>Craft, Dance, Engineering, Language, Lore, Mechanisms, Play Instrument, Survival</p>	4D8x50 silver
Iron Dwarf	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +5%</p> <p>Boating, Dodge, Driving, Lore (Animal), Lore (Plant), Riding</p> <p>Pick Three +10%</p> <p>1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Bow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed</p>	<p>Craft (any smith), Language (Native) +50%, Lore (Regional)</p> <p>Pick One</p> <p>Craft, Dance, Lore, Martial Arts, Play Instrument, Survival, Tracking</p>	4D10x50 silver
Lead Dwarf	<p>Evaluate +5%, Perception +10%, Resilience +10%</p> <p>Pick Two +5%</p> <p>Athletics, Dodge, Lore (Animal), Lore (Plant), Persistence, Sleight</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Spear, Unarmed</p>	<p>Craft (glassblowing or plumbing) +15%, Language (Native) +50%, Lore (Regional)</p> <p>Pick One</p> <p>Craft, Engineering, Lore Mechanisms, Play Instrument, Streetwise</p>	4D8x50 silver

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Quicksilver Dwarf	Influence +5%, Perception +10%, Resilience +10% Pick Two +10% Dodge, Driving, Evaluate, Lore (Animal), Lore (Plant), Lore (World), Persistence, Sleight Pick Two +5% 1H Axe, 1H Hammer, Dagger, Shield, Staff	Craft (Alchemy) +15%, Language (Native) +50%, Lore (Regional) Pick One Craft, Dance, Language, Lore, Play Instrument	4D6x100 silver
Rock Dwarf	Athletics +10%, Resilience +10% Pick One +10% Boating, Dodge, Driving, Influence, Lore (Animal), Lore (Plant), Perception, Persistence Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Polearm, Shield, Spear, Throwing, Unarmed	Craft (Construction or Stonemason) +10%, Language (Native) +50%, Lore (Regional) Pick Two Craft, Engineering, Lore, Play Instrument, Streetwise, Survival, Tracking	4D6x50 silver
Silver Dwarf	Perception +5%, Persistence +10%, Resilience +5% Pick Two +10% Dodge, Lore (Animal), Lore (Plant), Lore (World), Sleight, Stealth Pick One +10% 1H Axe, 1H Hammer, 1H Sword, Dagger, Rapier, Shield, Spear	Language (Native) +50%, Lore (Magical) +10%, Lore (Regional) Pick Two Craft, Dance, Language, Lore, Play Instrument, Sorcery†	4D8x100 silver
Tin Dwarf	Influence +5%, Persistence +5%, Resilience +10% Pick One +5% Boating, Dodge, Driving, Evaluate, Lore (Animal), Lore (Plant), Perception Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Dagger, Shield, Throwing	Craft +10%, Language (Native) +50%, Lore (Regional), Mechanisms +5% Pick One Craft, Engineering, Language, Lore, Streetwise, Survival	4D8x50 silver

† This can only be chosen once, and represents a single Sorcery Spell the character learned at a young age.

use ‘both sides of the hammer,’ meaning that he is comfortable in a forge or on a battlefield. When the community is threatened in some way, the character joins his brethren in its defence as a matter of training and instinct.

Lead Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with intricate designs and steady work. The character was likely an apprentice to a glassblower, a locksmith or another technical-minded professional.

Quicksilver Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with alchemy and its many secrets. The character grew up around powerful chemicals and has probably witnessed dozens of mistakes, catastrophic errors or fabulous miracles of science. With any luck the character might one day be at the command of such miracles, but it is something to be aspired to.

Rock Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with construction and masonry. The character may have been used as a physical labourer

while growing up, but has since learned a great deal about the use of marble and stone. He may also have looked deeper at the plans themselves, stepping out from the mason's shadow to become an architect in his own right.

Silver Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with the devotion of manipulating magical energies in grandiose ways. The character has been privy to some rather intense talk about multi-generational magical effects and Runes of Legend and so forth, brewing a deep hunger for all of the above from a young age.

Tin Dwarf: This background is for a Mostali character that was born into the sect of his people concerned with tools, containers and mechanical creations. The character has seen the 'birth' of many nilmergs and jolanti, and knows the basics of torque, revolutions, and other mechanical sciences. He may even be able to create new and interesting devices.

The Timinit's (Insect-Men)

The following backgrounds are for characters of the race of insect-men called Timinit's. Although some of the other cultural-based backgrounds might easily apply to a Timinit character, there are the basic backgrounds of each common species of Timinit that can also be chosen. This shows the power of the hive mentality and a fast reproduction rate.

Cerebresites

The sub-race of Timinit called Cerebresite has been left out of the insect-men backgrounds due to the 'recycled past' aspect of how they exist from body to body. This means that they could truly have backgrounds from all over Glorantha, especially those of other sub-races. We suggest that a different sub-race's background be chosen as this cycle's origins, and let the character grow from that point on.



Arachan: This background is for use by Timinit characters of the Spider Assembly. The character is social and straightforward in his thinking, seeing the logic in what was set before him and what it all means in the overall scheme of the world. He is likely to be an ally or servant of the God Learner Empire.

Ephemerae: This background is for use by Timinit characters of the explorer sub-race of the insect-men. The character knows that his life will be over in just over a year, and has learnt all that he will need to know for his brief lifespan.

Lucan: This background is for use by Timinit characters of the wood-boring beetle caste of the insect-men. The character learned how to cultivate

Yes, we are many. Do not be frightened, pink man. We have always been many. You merely did not notice us.

— Nokkachak, Arachan Ambassador to Seshnela

Timinit Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Arachan	Evaluate +10%, Influence +5%, Perception +10%, Resilience +5% Pick Two +10% Athletics, Dodge, Lore (Animal), Lore (Plant), Persistence, Stealth Pick Two +10% 1H Axe, 1H Sword, 2H Axe, 2H Sword, Dagger, Rapier, Shield, Staff, Unarmed	Language (Native) +50%, Lore (Regional) Pick Two Craft, Dance, Language, Lore, Play Instrument, Streetwise, Survival, Tracking	4D10x50 silver
Ephemerae	Athletics +10%, Lore (World) +5%, Perception +15% Pick One +10% Boating, Dodge, Driving, Lore (Animal), Lore (Plant), Lore (World), Riding Pick Two +10% 1H Axe, 1H Hammer, Bow, Dagger, Shield, Spear, Staff, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Survival +10% Pick One Craft, Dance, Language, Lore, Play Instrument, Tracking	4D8x50 silver
Lucan	Athletics +10%, Perception +5%, Resilience +10% Pick One +10% Dodge, Evaluate, First Aid, Influence, Lore (Animal), Lore (Plant), Persistence, Stealth Pick Two +5% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Crossbow, Dagger, Shield, Unarmed	Craft (any woodworking) +15%, Language (Native) +50%, Lore (Regional) Pick Two Craft, Engineering, Language Lore, Mechanisms, Survival	4D6x50 silver
Myrmidon	Athletics +10%, Perception +10%, Resilience +10% Pick Two +5% Boating, Dodge, Driving, Lore (Animal), Lore (Plant), Riding Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Crossbow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Martial Arts, Survival Pick One Craft, Language, Lore, Tracking	4D8x50 silver

rotten wood and woodcrafts at a very young age in order to contribute to Timinit society, not to mention in order to feed himself. He knows his place in insect-man culture as part of the labour caste, but might have some aspirations to going abroad in order to see other parts of the world – if only to avoid being used as fodder in the God Learner expansion machine.

Myrmidon: This background is for by Timinit characters of the soldier caste of the insect-men. The character was has a great deal of martial talent, instinctively knowing how best to defend the hive using a variety of methods. When not soldiering at the hive, the character is expected to venture out into the wilds to help bring Order to the Chaos found there.

The Ducks

The following backgrounds are for characters of the race of humanoid waterfowl known as Ducks. Although some of the other cultural-based backgrounds might easily apply to a Duck character, these are basic backgrounds of the Ducks that can also be chosen.

Duck Commoner: This background is for Duck characters born in a small or rural village, who must grow up learning a smattering of different skills in order to fulfil many different roles in his community. The character may have been part of trips to larger communities for trade or supplies, and he might eventually leave the Duck community in order to become one of the rare adventurers of his species.

Duck Craftsman: This background is for Duck characters born to a more civilised or urban family, learning the skills of his parents in order to possibly

take over the family business. Being a Duck in an urban environment is never an easy childhood, and is commonly filled with bullies, ridicule and overall aggression toward him. This may lead a character to odd combinations of skills for his own survival.

Ivory Mallard: This background is for Duck characters born with a specifically odd plumage – a yellowed white with a dark grey head. The character was hand-raised very early on to become one of the rare Chaos Hunters of the Duck people, learned of their ways and trained to kill their evil minions. He has always been sheltered of normal talents and skills, focussing instead on purely martial skills in order to get his people's revenge on the forces of Chaos that caused them to be cursed so long ago. Born to be a travelling adventurer, the character is destined to leave his community behind in order to fulfil his 'destiny.'

Duck Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Duck Commoner	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +10%</p> <p>Boating, Dodge, Driving, First Aid, Influence, Persistence, Sleight, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Flail, 1H Hammer, 1H Sword, Bow, Dagger, Sling, Spear, Staff, Throwing</p>	<p>Language (Native) +50%, Lore (Regional)</p> <p>Pick Two</p> <p>Craft, Dance, Lore, Play Instrument, Streetwise, Tracking</p>	4D6x50 silver
Duck Craftsman	<p>Athletics +10%, Evaluate +5%, Persistence +5%</p> <p>Pick Two +10%</p> <p>Boating, Dodge, Driving, First Aid, Influence, Sleight, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Hammer, 1H Sword, Bow, Dagger, Sling, Shield, Staff, Throwing</p>	<p>Craft +10%, Language (Native) +50%, Lore (Regional)</p> <p>Pick One</p> <p>Craft, Dance, Engineering, Lore, Mechanisms, Play Instrument, Streetwise</p>	4D8x50 silver
Ivory Mallard	<p>Athletics +10%, Perception +5%, Resilience +10%</p> <p>Pick One +10%</p> <p>Boating, Dodge, Driving, First Aid, Lore (Animal), Lore (Plant), Lore (World), Persistence, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Flail, 1H Sword, Bow, Crossbow, Dagger, Rapier, Shield, Spear, Staff, Throwing</p>	<p>Language (Native) +50%, Lore (Chaos) +5%, Lore (Regional), Survival</p> <p>Pick One</p> <p>Craft, Healing, Language, Lore, Tracking</p>	4D8x25 silver

The Centaurs

The following backgrounds are for characters of the species of half-man, half-equines collectively known as centaurs. Although some of the other cultural-based backgrounds might easily apply to a centaur character, these are basic backgrounds of the centaurs that can also be chosen if the players wish to use them.

Centaur Mare: This background is for female centaur characters, who are normally the tenders of the herd and the keepers of the community. The character was raised to be familial and to take care of several different aspects of keeping the herd active and ready for their nomadic movements. She may have learned any number of useful talents like the smithing of shoes, foraging or tending the foals. Due to centaurs' migratory travels across the forests, hills and plains, she has no doubt had run ins with several other cultures.

Centaur Stallion: This background is for male centaur characters, which are responsible for the protection and decision-making of the herd. The character learned techniques to use his large body to the best of his ability in combat, sacrificing many domestic skills in order to be the best stallion he can. Leaving those types of skills to the mares means that the character will either need to find a mate within his herd or – as it is in the case of adventuring centaurs – learn how to take care of himself while travelling.

Zebraur: This background is for centaur characters of the tribal sub-race of half-man, half-zebras. The character grew up in the territorial culture of the Zebraur, learning how best to survive amidst all of the dangers of the savannah. Both mares and studs are treated the same in Zebraur culture so long as they bring some form of useful skills to the herd, meaning that the character had to train early on to be a hunter, warrior or craftsman.

Centaur Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Centaur Mare	<p>Athletics +10%, Influence +5%, Perception +5%</p> <p>Pick Three +10% Dodge, First Aid, Lore (Animal), Lore (Plant), Lore (World), Persistence, Resilience, Sing</p> <p>Pick One +10% 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Bow, Dagger, Sling, Spear, Throwing</p>	<p>Craft, Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Healing, Lore, Play Instrument, Tracking</p>	4D6x25 silver
Centaur Stallion	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +10% Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Lore (World), Persistence, Sing</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Bow, Dagger, Polearm, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Lore, Play Instrument, Tracking</p>	4D6x25 silver
Zebraur	<p>Athletics +10%, Perception +10%, Resilience +5%</p> <p>Pick Two +5% Dodge, First Aid, Lore (Animal), Lore (Plant), Persistence, Sing</p> <p>Pick Two +10% 1H Axe, 2H Axe, Bow, Dagger, Shield, Sling, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50% Lore (Regional) Survival +15%</p> <p>Pick One Craft, Healing, Lore, Play Instrument, Tracking</p>	4D6x10 silver

The Minotaurs

The following backgrounds are for characters of the species of bull-men known as minotaurs. A few of the other cultural-based backgrounds might be able to be applied to a minotaur character, but these basic backgrounds of the minotaurs are far more common if the players wish to use them.

Minotaur Clansman: This background is for minotaur characters that were born as common members of a minotaur clan. The character knows that his species is commonly confused for Chaos creatures and attacked out of hand by outsiders, learning as a calfing how to defend himself and his clan. A life of territorial battles with other clans has hardened him, but also showed him how best to survive in the brutal wilds of Glorantha. The character was raised to despise the broo, especially the occasional bull-broo, who are the primary reason why so many outsiders think evil of the minotaurs.

Minotaur Longhorn: This background is for minotaur characters that grew up in one of the four primary clans, raised to be minotaur 'royalty.' The character knows that his clan is at the top level of the hierarchy and has been taught that the only way to keep that place is through martial prowess and the ability to shut down any lesser clans' coups. He is a warrior born and trained, studying with the eldest warriors in the clan in order to uphold their tenets and position.

The world of Men is a festering boil of the leavings of the Enemy, and we cannot allow it to befoul our holy places and holy mission.

I say to you now, find your rage and wash this world of its filth with the blood of your foes!

— Tyr Brzenboned, Grandest of Grand Bulls

Minotaur Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Minotaur Clansman	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +10% Dodge, Influence, Lore (Animal), Lore (Plant), Persistence</p> <p>Pick Two +10% 1H Axe, 1H Flail, 1H Hammer, 2H Axe, 2H Flail, 2H Hammer, Dagger, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Tracking</p>	4D6x25 silver
Minotaur Longhorn	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +5% Dodge, Influence, Lore (Animal), Persistence</p> <p>Pick Three +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Dagger, Polearm, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival</p> <p>Pick One Craft, Dance, Lore, Martial Arts, Tracking</p>	4D6x50 silver

The Hsunchen (Animal-Men)

The following backgrounds are for characters of the spiritualist animal-men collectively known as the Hsunchen. A few of the other cultural-based backgrounds might be able to be applied to a Hsunchen character, but the basic backgrounds of their individual tribes are far more common if the players wish to use them.

Basmoli: This background is for the lion-men of the Basmoli, hunting in prides in order to survive while learning how to stamp out Chaos wherever it can be found. The character has been an active member of the pride since he could walk – on two legs or four – and knows the best ways to carve out a living on the plains and savannahs. Male Basmoli leave the pride upon maturity, most joining bachelor clubs, although a significant proportion become adventurers and mercenaries.

Hsunchen Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Basmoli	<p>Athletics +10%, Lore (Lion) +10%, Perception +10%</p> <p>Pick Two +10% Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Persistence, Resilience, Sing, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, Bow, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Tracking</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Survival</p>	4D6x25 silver
Pujaleg	<p>Athletics +15%, Lore (Bat) +10%, Perception +15%</p> <p>Pick Three +10% Acrobatics, Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Sing, Stealth</p> <p>Pick One +10% 1H Axe, 1H Hammer, Bow, Dagger, Shield, Sling, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional)</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Survival, Tracking</p>	4D6x25 silver
Rathori	<p>Athletics +10%, Bow +5%, Lore (Bear) +10%, Resilience +15%</p> <p>Pick One +10% First Aid, Influence, Lore (Animal), Lore (Plant), Perception, Persistence, Sing</p> <p>Pick One +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Survival +10%</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Tracking</p>	4D6x25 silver
Telmori	<p>Athletics +10%, Lore (Wolf) +10%, Perception +10%</p> <p>Pick Two +10% Dodge, First Aid, Influence, Lore (Animal), Persistence, Resilience, Sing, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Bow, Dagger, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Tracking</p> <p>Pick One Craft, Dance, Lore, Play Instrument, Survival</p>	4D6x25 silver



Pujalog: This background is for the bat-men of the Pujalog, revering different breeds of bat as their totemic connections to the spirit world. The character knows the best ways to survive in the forests or caves he dwells in, and has been taught to be extremely observant. Some might call him paranoid, but he has survived as well as he has through paying close attention to his surroundings. He also longs for the times where he can soar on leathery wings, setting him apart from common men, but this often only leads to the character wanting to fly further and further away toward unknown horizons.

Rathori: This background is for the bear-men of the Rathori, living out the wishes of the Great White Bear by protecting the sacred lands and aiding the Aldryami whenever possible. The character could be from any number of the individual clans, but knows that all Hsunchen must obey the will of the spirits to survive the conflicts that are heralded in the future. The character was trained in the use of the Aldryami longbow as a child, and has no qualms about setting his defence against enemies of either people. He might even be a part of an Irgari envoy to the elves, making him part of a much larger project.

Telmori: This background is for the wolf-men of the Telmori, living side by side with werewolves and winter wolves like brothers. The character was raised to revere all stages of lupine life, knowing that their ilk mean them no harm – a blessing from Gbaji before the werewolves left his faith behind. He grew up as part of the pack, running alongside his wolf-blooded ‘cousins’ in order to hunt animals large enough to feed the whole of the Telmori pack-communities. The character could also be one of the rare ‘ronin’ wolf-men, raised away from the pack in an effort to make sure he grew up without chance of the Laughing Warrior’s curse. This can make a very selfish and reclusive character, and he might join with non-Hsunchen just to find some kind of allies in the wilderness.

The Waertagi

The following backgrounds are for characters of the semi-aquatic sea people known as the Waertagi. A few of the other cultural-based backgrounds could fit for a Waertagi character, but the basic backgrounds listed here are far more common, and are available if the players wish to use them.

Conquered Waertagi: This background is for Waertagi characters that were born to one of the families that were conquered by the God Learners, and have become numb to their status as an oppressed people. The character likely lives and works on one of the God Learners’ trade ships, or in one of their port cities. He knows how to get along in a society that looks upon him as slightly better than a slave, and could probably do well for himself in the outside world – but may never reach it due to the constant eyes on his people within his borders.

Free Waertagi: This background is for Waertagi characters that were born to one of the Corsair families, living as free rebels off the God Learners’ coasts. The character was raised to understand the Empire’s treachery and likely harbours a serious hatred for their peoples. He is skilled at serving on a fast-moving attack ship and could have been privy to more than a few attacks on God Learner ships and ports. The character knows how easy it is to be seen as kin to the Mer, and hopes to one day not have to worry about the colour of his skin in public.

Waertagi Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Conquered Waertagi	<p>Athletics +5%, Boating +10%, Resilience +5%</p> <p>Pick Two +10%</p> <p>Dodge, Evaluate, Influence, Lore (Animal), Lore (Plant), Perception, Sing, Stealth</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Sword, Bow, Dagger, Shield, Spear, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Shiphandling +10%</p> <p>Pick One</p> <p>Craft, Dance, Language, Lore, Play Instrument, Streetwise, Survival</p>	4D8x50 silver
Free Waertagi	<p>Athletics +5%, Boating +10%, Stealth +5%</p> <p>Pick One +10%</p> <p>Dodge, First Aid, Influence, Lore (Animal), Lore (Plant), Lore (World), Perception, Resilience, Sing, Sleight</p> <p>Pick Two +10%</p> <p>1H Axe, 1H Sword, Bow, Dagger, Polearm, Shield, Spear, Throwing, Unarmed</p>	<p>Language (Native) +50% Lore (Regional) Shiphandling +10% Survival</p> <p>Pick One</p> <p>Craft, Dance, Disguise, Lore, Play Instrument, Streetwise, Tracking</p>	4D6x50 silver

What if you cannot find a background that suits your character?

This chapter is large and packed with a vast number of backgrounds, but players sometimes have a very specific idea in their heads for their characters. This could mean that no specific Gloranthan background is quite perfect for the character as they envision them. If this is the case, try taking a look at the generic backgrounds found in both the *RuneQuest Main Rulebook* and the *RuneQuest Companion*. Those backgrounds are a bit less specific and could possibly suit the players' ideas better.

Also, there is no rule against coming up with a new background built with the Games Master's assistance. A background like this might be a little more unique, but if it fits a player's needs and does not tip the balance in favour of the character too much there is no reason not to expand on what is presented here.

Backgrounds are a good way of beginning to define a character and add skills that make sense to his early life. If that means the Games Master needs to do a little tweaking here and there to better fit his campaign, then that is fair and fitting in such a widely malleable world as Glorantha.

NEW PROFESSIONS

The cultures and races of Glorantha are understandably diverse, with every walk of life represented from one corner to the other. Just as there are countless hunters, merchants and woodsmen in Glorantha, there are also several new career paths and professions that are very distinct to specific places and cultures. This chapter gives a number of new professions designed to make Gloranthan characters special in their own way, and help them enjoy these specific roles in their varied social cultures.

The chapter is divided into several smaller sections of professions grouped together with those of their same culture so players can quickly flip to the area or culture they are looking for and choose from the options listed. Each section also contains a small description of what the profession means for the character in the world around him. Each section shows the various professions, which of that culture's backgrounds are the most applicable to the new profession and what sort of skill bonuses they grant to the character.

Also, at the beginning of each culture or race there are two lists: suggested and restricted professions. These are what we feel are the best and worst of the original professions (see page 10 of *RuneQuest*) to be chosen by a character from that culture. This is not a hard and fast rule, but an overall encouragement to Games Masters who want their characters to make sense in the overall world.

The God Learner Empire

Suggested Professions: Alchemist, Explorer, Merchant, Sailor, Scholar, Spy

Restricted Professions: Herdsman, Lord, Shaman, Witch

The following are the new professions for characters raised as members of the God Learner Empire:

Ducal Guard: The character is a hired or inherited member of the soldiers/guardians of one of the powerful Ducal Houses. It is his responsibility and honour to serve his Duke in any way asked of him. Most commonly this is to guard important places or members of the family, but could be much more detailed in some cases.

Imperial Trader: The character is one of the foregoing members of the mercantile association, likely part of a trading ship's crew, or even a storefront merchant. It is the role and career of the character to buy and sell secrets and objects of other cultures' faiths in an effort to secretly expand the Empire.

Knowledge Quester: The character is a member of the well-paid and provided for adventuring groups formed in order to travel across Glorantha acquiring the secrets of outside cultures and religions. It is a very dangerous job, but it is the character's responsibility to report in with his superiors as often as he can in order to preserve any knowledge he has learned in case he is killed.

Missionary of Faith: The character is one of the adventuring scholars in one of the Doctrines of Faith. Raised to venture forth and bring the message of the God Learners to those who are of lesser or false faiths, the character already knows a few of the secrets of magic and the God Realm. The character must now also beware allies of the Empire of Wyrms' Friends, as they will actively seek to do him harm.

Sorcerer: The character is a member of the God Learner's society of magicians, studying the effects that magic has in regards to the 'pagan' religions of Glorantha and where to find the most powerful pockets of this energy. He may or may not know the larger picture concerning the Empire, but is privy to many outsider secrets that other God Learners might not know.

God Learner Empire Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Ducal Guard	Ducal Noble, Imperial Commoner	1H Sword +10%, Athletics +10%, Dodge +5%, Driving +5%, Influence +5%, Perception +5%, Shield +10%	
Imperial Trader	Imperial Commoner, Mercantile Citizen	Boating +5%, Evaluate +5%, Influence +5%, Lore (World) +10%	Language, Shiphandling +5%
Knowledge Quester	Ducal Noble, Imperial Commoner, Imperial Lower-Class, Mercantile Citizen, Religious	Boating +5%, Driving +5%, First Aid +5%, Persistence +10%, Resilience +5%, Riding +5%	Survival +5%
Missionary of Faith	Religious	Evaluate +5%, Influence +5%, Lore (World) +10%, Persistence +5%	Lore (Theology) +5%, Runecasting ¹
Sorcerer	Imperial Commoner, Religious	Evaluate +5%, Resilience +5%	Lore (any) +10%, Runecasting ²

Pick One
Engineering, Mechanisms,
Runecasting (Other)¹

¹ Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

² Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

The Empire of Wyrms' Friends

Suggested Professions: Animal Trainer, Herdsman, Hunter, Priest, Soldier, Wizard

Restricted Professions: Diplomat, Lord, Miner

The following are the new professions for characters raised as members of the Empire of Wyrms' Friends:

Dinosaur Wrangler: The character is one of the EWF's specialists on raising, training and feeding the herds of dinosaurs used by the Wyrms' Friends as cavalry mounts. Whether a civilian, slave or simply an interested owner, it is the character's responsibility to domesticate the giant lizards as best he can for use later as attack animals or Uz war steeds.

Draconic Devotee: Only able to be chosen by a dragonewt, the character is a zealous learner of the Old Ways of the Great Dragon and studies its magics and lessons in private. It is the responsibility of the character to stay alive long enough to add his traditionalist ways to the Great Dragon, and to



Empire of Wyrms' Friends Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Dinosaur Wrangler	Draconised Orlanthi, Dragonewt Wyrmfriender, Uz Slave, Wyrmfriender Soldier	Athletics +10%, Driving +10%, Lore (Dinosaur) +10%, Riding +10%	Tracking
Draconic Devotee	Dragonewt Traditionalist	Athletics +5%, Influence +5%, Persistence +10%	Dragon Magic ¹ , Lore (Great Dragon), Runecasting ²
Dragon's Voice	Draconised Orlanthi, Draconised Trader, Wyrmfriender Soldier	Influence +10%	Language (Auld Wyrmmish) +10%, Lore (Theology), Runecasting ²
Lawkeeper	Draconised Orlanthi, Dragonewt Traditionalist, Dragonewt Wyrmfriender, Wyrmfriender Soldier	1H Sword +10%, First Aid +5%, Shield +10%	Lore (EWF Law) +5%, Tracking
Taskmaster	Dragonewt Traditionalist, Dragonewt Wyrmfriender, Wyrmfriender Soldier	Boating +5%, Driving +5%, Influence +5%, Lore (any slave race) +10%, Persistence +10%	Tracking +5%
Uz Dino-rider	Uz Slave	2H Hammer +10%, Driving +10%, Lore (Dinosaur) +10%, Riding +10%	Survival
Wyrms' Face Believer	Draconised Orlanthi, Draconised Trader, Dragonewt Wyrmfriender, Wyrmfriender Soldier	Evaluate +5%, Influence +5%, Persistence +5%	Language (Auld Wyrmmish) +5%, Lore (Theology)

Pick One
Engineering, Mechanisms,
Runecasting²

¹ See page 4 of *Magic of Glorantha* for full rules on Dragon Magic; otherwise assume integration with the Dragon rune, and character has that Runecasting skill.

² Choose one of the following: Dragon, Dragonewt, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of the *RuneQuest* for more details.

hopefully steer other dragonewts to the old and proper faith of their people rather than the perverted ways of the dragonspeakers.

Dragon's Voice: The character is a devout believer in the Great Dragon, and has taken it upon himself to spread the message of its ascension to non-Draconised people. While not necessarily a true dragonspeaker, the character is quite knowledgeable of the EWF's ways and the teachings of the Original Twelve.

Lawkeeper: The character is a police agent for the EWF, trained to find blasphemies and infidels in their own ranks and either cut them down or report them to higher authorities. It is his responsibility to know the laws of the Wyrmmen inside and out, as any error could cost a fellow his life if the lawkeeper is wrong.

Taskmaster: Only to be chosen by true dragonewt characters, the character is in charge of keeping slaves or herd animals. Most likely tending to Uz communities and dinosaur packs, the character knows how to best apply fear and intimidation to get results. It is the responsibility of the character to keep these 'lesser lifeforms' cowed and pacified unless being prepared for war – then they must be riled up properly, and at the right targets.

Uz Dino-rider: Only able to be chosen by an Uz (troll), the character is one of the dinosaur-riding or prodding warriors used to bring the EWF's dinosaur forces into combat. The character could be either a fast-footed herder or a strong-backed cavalryman, it is his responsibility to make the most out of the reptiles in combat – if only to avoid becoming their next meal.

Wyrms' Face Believer: The character is one of the ground-level members of the dragonspeakers, possibly already beginning to recruit the new members needed to ascend to the next rank. The character is devout and faithful, using leverage and powerful examples of dragonspeaker might in order to bring new members into the fold. It is the responsibility of the character to earn his next rank and eventually aspire to have Wyrms' Face Believers beneath him to create the foundation of his own pyramid of belief.

The Orlanthi

Suggested Professions: Craftsman, Explorer, Hunter, Mercenary, Priest, Spy, Woodsman

Restricted Professions: Courtier, Diplomat, Lord, Soldier

The following are the new professions for characters raised as members of the free Orlanthi culture:

We speak the only truth this world should ever know. The tragedy is, only those who will survive the Great Awakening can hope to understand us.

— Inganna Willowhair, Wyrmsfriend Converter and Council Member

Dragonslayer: The character is a practiced warrior aimed at killing the influence of the Great Dragon anywhere he can manage to set sword to it. This could pit him against his own people, or even against the dragonewts, making his a secret profession that can only be recognised by the hatred of the EWF inherent in it. The character's seeks to cause harm to the Wyrmsfriends and their allies before he is found out.

God Speaker: The character is well versed in the religion of Orlanth and his pantheon, taking his myth on the road to keep it alive in the devouring shadow of the Great Dragon. Using magic and personal charms to show the world that the Dragons have not destroyed the true Orlanthi faith, it is the character's responsibility to keep his religion alive in the hearts and actions of his people.

Storm Chaser: The character is a devoted soldier against the encroaching forces of Chaos. Likely a member or petitioning member to the Storm Bulls of Urox, the character focuses on seeking out the taint of Chaos wherever he can find it. Although not as blindly possessed as a Storm Bull, he has been trained to seek and destroy the true enemy of this age.

Tradesman: The character is a contributing member of an Orlanthi community, whether in an urban setting or as a member of a travelling family. He has learned some skill or talent that his people rely on him for, making him integral to the overall dynamic of his community.

Orlanthi Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Dragonslayer	Cityfolk Orlanthi, Nomad Orlanthi, Wilderness Orlanthi	2H Axe +10%, Athletics +10%, Bow +10%, Lore (Dragonkind) +5%	Tracking +5%
God Speaker	Cityfolk Orlanthi, Nomad Orlanthi, Wilderness Orlanthi	Evaluate +5%, Influence +10%, Persistence +5%	Lore (Theology) +10%, Runecasting ¹
Storm Chaser	Nomad Orlanthi, Wilderness Orlanthi	2H Sword +10%, Perception +5%, Persistence +5%, Riding +5%	Lore (Chaos) +5%, Survival
Tradesman	Cityfolk Orlanthi, Nomad Orlanthi	Driving +5%, Evaluate +10%, Influence +5%, Lore (World) +5%, Riding +5%	Craft Pick One Streetwise, Survival

¹Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

The Malkioni

Suggested Professions: Craftsman, Farmer, Merchant, Physician, Priest, Scholar

Restricted Professions: Diplomat, Shaman, Witch

The following are the new professions for characters raised as members of the culture surrounding the devout Malkioni:

Artisan: The character is a member of a Malkioni community and the practitioner of a craft or trade that produces saleable or tradable items to strengthen the community. Likely based in one of the harder sciences, the character can produce interesting items that might fetch a high price in the markets and bazaars of outsider communities. Strong in the faith of the Invisible God, the character knows his ideas are right but is far too busy with his own business to do any missionary work.

Labourer: The character is one of the lower-class members of the Malkioni social circle, and must use the best resource he has to make a living – his body. Lifting, carrying and porting for the occasional wage are common for the character. He lives a hard life, but stays in physically fit shape and is rarely far from others of his own kind. Such a harsh environment can leave openings for adventuring, if only to get away from menial day in and day out tasks.

Malkioni Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Artisan	Hrestoli Farmer	Evaluate +10%, Influence +5%, Persistence +5%	Craft +10% Pick One Craft, Engineering, Mechanisms
Labourer	Hrestoli Farmer	Athletics +10%, Driving +5%, Resilience +10%, Riding +5%	Craft, Streetwise
Apprentice Sorcerer	Hrestoli Farmer	Evaluate +10%, Influence +10%, Persistence +10%	Runecasting ¹ Pick One Runecasting (Other), ² Sorcery ³

¹ Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

² Choose one of the following: Metal, Motion, Plant or Stasis. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

³ See page 23 of the *RuneQuest Companion* for full rules on Sorcery; otherwise assume integration with either the Magic or Mastery runes, and the character has the accompanying Runecasting skill.

Apprentice Sorcerer: The character has been selected as one of the fully trained magic-wielding students. Taught to use some small magical effects discovered in the realms of logic and science, as ushered to him by Malkion, the character is well-equipped to take his magical prowess elsewhere in order to define the world. The character is not yet part of a sub-culture within the Malkioni dominated by sorcerers and warlocks, but he likely has only just begun to understand the greater plan of the God Learners.

The Pelorians

Suggested Professions: Animal Trainer, Bard, Courtier, Craftsman, Lord, Merchant, Priest, Woodsman

Restricted Professions: Alchemist, Explorer, Militiaman, Thief

The following are the new professions for characters raised as members of the cultures found throughout Peloria:

Avian Cavalry: The character is a trained rider of the huge land-birds of Peloria, and can fight from the back of one with remarkable skill. These animals are the lifeblood of the Rinliddi people, and the character is in charge of making sure that his comes home in one

piece if at all possible. He is thankful for the resources his sacred animal provides him with, and knows his society would be hollow without them.

Honour Duellist: The character is an old-minded member of a Pelorian culture, remembering back to the days of single-weapon duels for glory and family honour. With the expansion of the EWF into Pelorian communities the old duels are far and few between, but the character still holds dear to this tradition. Should a foe cross his path and not agree to the sanctions of a duel, his skills with a blade are no less potent in a free-formed skirmish.

House Worker: The character is a servant to a larger family or house, serving as any number of on-hand staff for large estates and homes. He is a cleaner, gardener, butler or even maid, placing him under the protection of a greater family in exchange for the menial duties and tasks he must perform.

Steward: The character is a representative for the noble estate of a Dara Happan. It is the responsibility of the character to make sure that the family is represented accordingly. This could be from announcing

introductions and entrances to polishing herald seals and signet rings. It is the character's role in life to make his employer look as important as possible.

Tenth: The character is one of the traditionally-named 'Tenths,' a magic-wielding runecaster that has significant bureaucratic power. They are the direct administration from the highest-ranking nobles, and they are the gears in the Dara Happan war machine that will hopefully one day grind the Dragons out of Peloria. The character has been taught and sheltered much of his young life to learn as much mystic knowledge as he has, but his responsibility is to returning power to Yelm through any means necessary.

I beg anyone to come and live a day in the shoes of a Dara Happan noble. Being so important to so many all of the time, well, it can drive a man insane. Peloria is lucky to us, even if they are rarely aware of it.

— Sir Gregori van Lightsson, Honour Duellist of Talasfar

Pelorian Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Avian Cavalry	Rinliddi	Driving +5%, Lore (Great Avian) +10%, Perception +5%, Riding +10%, Spear +10%	Survival
Honour Duellist	Dara Happan, Darjini, Pelandan	Athletics +10%, Dodge +10%, Persistence +5%, Resilience +5%	Lore (Heraldry)
		Pick One 1H Sword +10%, Dagger +15%, Rapier +5%, Shield +10%	
House Worker	Carmanian, Pelorian Peasant	Driving +5%, Evaluate +5%, Influence +10%, Perception +10%	Craft (any domestic), Streetwise
Steward	Carmanian, Darjini, Pelandan, Pelorian Peasant, Rinliddi	Influence +10%, Perception +10%, Persistence +10%	Craft (any domestic), Lore (Regional)
Tenth	Dara Happan	Evaluate +5%, Influence +10%, Persistence +5%	Lore (Nobility), Runecasting, ¹ Runecasting (Other) ²

¹ Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

² Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

The Nomads of the Waste

Suggested Professions: Animal Trainer, Explorer, Herdsman, Hunter, Shaman, Witch, Woodsman

Restricted Professions: Alchemist, Blacksmith, Courtier, Diplomat, Lord, Merchant, Militiaman, Physician, Sailor, Scholar, Wizard

The following are the new professions for characters raised in the clans of the Nomads of the Wastes of Prax:

Clan Rider: The character is one of the common riders of his clan, a sort of mix between warrior and hunter that forms the main body of each Praxian tribe. He ventures out for days at a time in search of food, resources and targets for the raiders on the backs of their sacred animals. Skilled in the best ways to survive in the wilds of Prax, the character may seem rather barbaric and primitive on the outside, but he could be quite complex beyond his outer demeanour.

Khan's Guard: The character is a war-skilled member of the elite guardians assigned to the khan of their clan. He is awarded some of the finest loot from raids and has the first pick of mates within his clan, making

Nomads of the Waste Professions

Profession	Cultural Background	Basic Skill Bonuses ¹	Advanced Skills
Clan Rider	All nations and tribes.	Athletics +5%, Lore (Animal) +5%, Riding +10%	Survival +10%
		Pick One Bow +10%, Spear +10%, Throwing +10%	
Khan's Guard	All nations and tribes.	Athletics +5%, Influence +10%, Lore (Animal) +5%, Riding +10%	Survival
		Pick One 1H Axe +10%, 2H Axe +10%, Bow +10%, Shield +10%, Spear +10%	
Praxian Raider	All nations and tribes.	Lore (Animal) +5%, Riding +10%, Stealth +5%	Survival, Tracking
		Pick One 1H Axe +10%, Bow +10%, Shield +10%, Spear +10%, Throwing +10%	
Spirit Warrior	All nations and tribes.	Influence +5%, Lore (Animal) +10%, Riding +5%	Lore (Waha), Runecasting ²
			Pick One Runecasting (Other) ³

¹Morokanth characters have the full range of backgrounds available to them as the other tribes of the Praxian wastes but due to their unique physiques, lacking an opposable thumb, have a more limited range of skills. A Morokanth's weapon options will always be chosen from 2H Hammer, Spear and Unarmed. Instead of the riding skill they will take either athletics or stealth instead to closer reflect their natural abilities.

² Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

³ Choose one of the following: Air, Cold, Earth, Fire, Heat, Fertility, Luck, Moon, Shadow or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

his role in the clan 'cushy' compared to that of a raider or clan rider. However, the character knows that he cannot, under any circumstance leave his khan (or his remains) in danger during a battle, lest he be blamed for the khan's demise!

Praxian Raider: The character is a specially trained member of a clan built for fast attacks and ambushes, which is sent out in small numbers to attack caravans and merchant shipments for supplies and resources. He spends long nights painted in resins and inks alongside his mount, waiting until the moment is perfect for a rapid hit-and-run raid. The character must do well in his efforts, because any raider that comes back empty handed after a raid can expect to be handed the most menial and tedious tasks until he proves his worth next time.

Spirit Warrior: The character is an acolyte of Waha, caught somewhere between shaman and warrior. He commands a surprising amount of magical power for a simple 'tribal,' and has no fear of running alongside the other clan riders and warriors when the khan commands him to action. It is his responsibility to bring these mystic abilities to the forefront of a battle or conflict, augmenting clan members and laying siege to enemies with equal measure. The character knows his relationship with Waha is strong, and is considered one of his more promised followers.

The Kralori

Suggested Professions: Acrobat, Courtier, Craftsman, Farmer, Fisherman, Scholar, Spy

Restricted Professions: Bard, Herdsman, Lord, Witch

The following are the new professions for characters raised in the strange Dragon-faith of the Kralori:

Exarch: The character is an accomplished teacher of the mandarin way and a student of the teachings of Daruda. It is his duty to know many of the equally schooled members of his community, keeping his fingers in every plot and scheme that boils out of the deep social twists of the Kralori. On the outside it is the character's responsibility to know the ancient ways, but he is also very much responsible for keeping tabs on his fellows to watch for heresy or sedition.

Patrician: The character is part of the owning and operating family revolving around a large business or trade, possibly learning some of that trade first hand. He is likely to be a local 'celebrity,' as the business employs several peasants and lower-class labourers, placing the character in a position to affect the bottom of the Kralori social circles.

Peasant: The character was born to a low class in the Kralori culture. He is a common worker or labourer, performing tasks on plantations and farms, or even in

Kralori Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Exarch	Kralori Dedicant	Influence +15%, Perception +10%, Persistence +10%	Streetwise +5%
Patrician	Kralori Dedicant	Evaluate +5%, Influence +5%, Persistence +5%	Craft +10%, Streetwise +5%
Peasant	Kralori Dedicant, Kralori Explorer	Athletics +5%, Perception +10%, Spear +10%	Craft, Survival +5%
Monk	Kralori Dedicant, Kralori Explorer	Athletics +10% Pick Two Acrobatics +10%, Influence +10%, Perception +10%, Persistence +10%, Resilience +10%, Stealth +10%, Unarmed +10%	Pick One Martial Arts, Runecasting ¹

¹ Choose one of the following: Dragon, Beast, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.



a local Patrician's business. He is well aware that he is on the lowest end of the social pecking order, giving him very little power in the community.

Monk: The character is amongst the students of the martial arts native to the Dragon-wizened monastic orders. He has learned how to use body, mind and spirit in conjunction to become a focus of powerful energies and internal calm. He has chosen to take his teachings beyond the sanctity of his temple and even the borders of his homeland – to show the world the true Dragon's teachings outweigh even those of the great Empire of Wyrms' Friends.

The Teshnans

Suggested Professions: Animal Trainer, Hunter, Priest, Shaman, Woodsman

Restricted Professions: Alchemist, Courtier, Miner, Soldier

The following are the new professions for characters raised in the jungles of Teshnos, who live time after time through spiritual reincarnation:

What spiritual cycle Teaching am I on now?

The following profession packages assume this is the first of the character's spiritual lives of this Remembrance, but if a player and Games Master wish to adjust them for new lives and reincarnations of the same character – go right ahead!

Chalan: The character is a farmer, a student of the Seer Chal, learning how to become one with the Celestial Flame through a humbleness of practical life in his first Teaching. He must turn the soil with hand or plough, or drive the beasts of burden in order to earn his position in the next Teaching. The character knows he must live his Teaching well, or else he will be destined to repeat it again and again.

Elatian: The character is a woodsman, a student of the Seer Elat, who teaches him that the forest-spirits and the Aldryami have it right in their Great Song. He must protect the forested places and ply them as a woodsman does to eventually earn the right to the Second of the Four Tough Survival Teachings. There are a very small number of students of Elat that do not see the Aldryami as better creatures, and some believe that they may eventually get reborn as one of the elves after completing the Fourth Teaching.

Jrudite: The character is a student of the Seer Jrudai, who grants him enormous wealth from the stores of the Teaching in order to learn the power of how spending feels. The character knows he must arrange for his great wealth to be distributed to his fellows by the time of his passing, so he may then return to the next Teaching with less to spend – all the way until he is reborn with nothing but the pureness of the Celestial Flame to give to his fellow Teshnan.

Sankusite: The character is a warrior, a student of the Seer Sankusa, who taught him the five schools of the Five Flaming Weapons. He is a consummate warrior of blade, bow and fist capable of standing defiantly against any enemies of the faith. Whether it is in defence from outsider raids or at the head of a war party attacking other cultures, he is ready to shed enemy blood. The best part is, even if the character dies

Teshnan Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Chalan	Fethloni, Teshnan Believer	Athletics +5%, Lore (Plant) +5%, Driving +5%, Perception +5%	Craft +10%, Survival
Elatian	Fethloni, Goonda, Teshnan Believer	Athletics +5%, Bow +5%, Lore (Plant) +10%, Perception +5%	Craft (any woodcraft), Survival +5%
Jrudite	Babadi, Teshnan Believer	Evaluate +10%, Influence +10%, Persistence +5%	Lore (Commerce), Streetwise +5%
Sankusite	Babadi, Fethloni, Goonda, Teshnan Believer	1H Sword +5%, 2H Sword +5%, Bow +5%, Influence +10%, Shield +5%, Spear +5%, Unarmed +5%	Martial Arts
Zonite	Babadi, Fethloni, Teshnan Believer	Athletics +10%, Influence +5%, Perception +10%, Stealth +15%	Runecasting ¹

¹ Choose one of the following: Fire, Man, Metal or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

enemy blood. The best part is, even if the character dies in the pursuit of holy warfare, he is surely guaranteed the next Teaching upon his spiritual rebirth!

Zonite: The character is magician, a student of the mysterious Seer Zon whose enigmatic Teachings unveil the use of magic through the hidden essence behind an invisible mask of secrecy. The character cannot explain exactly how he can look behind a mask that few others can even see, but the Teaching tells him the Celestial Flame exists beyond it – and so he pulls back the ethereal layer by layer, until he taps into the final Teaching. Zonites are never truly understood except by one of their own, and the character is no exception to this.

The Vithelans

Suggested Professions: Blacksmith, Craftsman, Explorer, Fisherman, Hunter, Sailor

Restricted Professions: Courtier, Farmer, Herdsman, Miner

The following are the new professions for islander characters raised on the Eastern Isles, living as much time on the sea as they do on dry land:

Crewmate: The character is trained to be one of several members of a ship's crew. He can perform a dozen or more minor duties on a ship or small boat and likely has at least one area of expertise. The character could be part of a constant crew for the same ship, or

perhaps is just one of many in a local port that answers a callout whenever he can. It is his responsibility to keep the boat or ship working as intended while he is aboard, as a single pirate attack or unfastened hatch could mean disaster for the whole crew.

Islander: The character is a member of an Eastern Isle community, rarely leaving his home for very long unless coerced. He lives off the resources the island provides or off what he can trade for with outsiders, occasionally taking a small boat or ferry to neighbouring ports to get hard-to-come-by resources. Depending on the other inhabitants of his island the character may very well have a degree of martial skill from defending his home, but a soldier he is not.

Manhunter: The character is one of the trained killers of the most difficult quarry ever – man. No matter why, he needs to know the best ways to trap and kill other humanoids. Using close combat weapons, ambush tactics or even cunning traps and snares, the character stacks the odds in his favour when hunting down his preferred targets. Manhunters are a creepy lot, and few stand in their way for long if they know what is good for them, making the character a bit of a social recluse.

Privateer Shipwright: The character is a craftsmen and crewman wrapped into one role and placed on a privateer vessel. The character and his friends are skilled sailors and talented construction hands – able to sail up, board and strip down a targeted vessel in very short order. Like a termite of the sea the character

Vithelan Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Crewmate	Haragalan, Homago, Tamanjary	Athletics +5%, Boating +10%, Lore (World) +5%	Shiphandling +10%
		Pick One Spear +10%, Throwing +10%	
Islander	Hanfarador, Haragalan, Homago, Tamanjary	Athletics +5%, Bow +5%, Perception +10%, Spear +5%, Stealth +5%	Craft, Survival
Manhunter	Hanfarador, Homago	Athletics +5%, Lore (Human) +5%	Survival, Tracking
		Pick Two 1H Sword +10%, Bow +10%, Dodge +10%, Shield +10%, Throwing +10%, Unarmed +10%	
Privateer Shipwright	Haragalan, Tamanjary	Athletics +5%, Boating +5%, Lore (World) +5%	Craft (Shipwright), Shiphandling, Survival
		Pick One 1H Sword +5%, Bow +5%, Shield +5%, Spear +5%, Throwing +5%	

whatever he wants off of it. Cargo, money, perhaps an extra mast...nothing is safe with the character on board.

The Pamaltelans

Suggested Professions: Animal Trainer, Craftsman, Farmer, Fisherman, Hunter, Shaman

Restricted Professions: Alchemist, Bard, Diplomat, Lord, Soldier, Spy

The following are the new professions for characters raised under the belief that they will return to Glorantha time and time again under a constant cycle of reincarnation and recycled life-energies:

Guerrilla Fighter: The character is an anti-God Learner warrior who fights them in the best way he can – via stealthy attacks on supplies and lone targets. He is trained to move in and cause damage to the religious usurpers, hopefully dissuading them from harming any more of the Pamaltelan peoples. The character has a deep hatred for what the God Learner Empire has done and is willing to risk everything to ensure this does not happen to his own tribe.

Homebuilder: Whether it is the mud huts of the Arbennan or the cavern shelters of the Tarint, the character is one of the skilled builders of his tribe's homes. He is one of the common tribal people in his community, making sure that no child goes unsheltered and no family must repair its living area alone. When no home is need of his skills he hunts for food and other resources, meaning that he must always be ready for outsider influence or predator attacks.

Mwalish: The character has come down with the spiritual disease of wanderlust. He has left his family behind in order to discover what has not yet been seen, gathering everything he can from the outside world to eventually bring it back to the tribe. Treasures, stories and all manner of interesting pieces of Glorantha call to the character, sending him to the four corners of the world. The character knows that he may eventually get over his mwalish infection, but this does bother him.

Savesoul: The character is among the elitist Toray who learned what the God Learners were up to, throwing off the shackles of their 'allies' in order to be free once again. He now has been chosen to help save all of the souls of his fellow Toray...by killing any outsider influence he can find! Whether it is from God Learner incursion, EWF scouts, or even the encroaching Timinit beliefs, the character is focused on keeping his people pure (and therefore able to be reborn anew).

Pamaltelan Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Guerrilla Fighter	Arbennan, Doraddi, Tarint, Toray	Athletics +5%, Evaluate +5%, Stealth +10% Pick One 1H Axe +10%, 2H Axe +10%, Bow +10%, Shield +10%, Spear +10%, Throwing +10%	Lore (God Learners), Survival
Homebuilder	Arbennan, Doraddi, Tarint	Athletics +5%, Resilience +10% Pick One Bow +10%, Lore (Animal) +10%, Lore (Plant) +10%, Perception +10%	Engineering +5% Pick One Craft (Mudwork), Craft (Claywork), Survival
Mwalish	Arbennan, Doraddi, Tarint	Athletics +5%, Driving +5%, Lore (World) +10%, Perception +5%, Riding +10%	Survival +5%
Savesoul	Toray	Persistence +5%, Resilience +5%, Stealth +5% Pick One 1H Axe +10%, 2H Axe +10%, Bow +10%, Shield +10%, Throwing +10%	Lore (Theology) +5%, Survival

The Aldryami

Suggested Professions: Craftsman, Farmer, Priest, Ranger, Woodsman

Restricted Professions: Bard, Blacksmith, Diplomat, Herdsman, Hunter

The following are the new professions for characters born amongst the Aldryami elves:

Ballid Forester: The character is one of the highly militant members of the Song of the Ballid Forest, protecting his home from the constant prodding of the enemies of his people from all around. Whether it be from Uz, God Learner, Mostali or a different threat, the character is ready to bend bow or unsheath blade to defend the World Tree and its children. He knows the Ballid far better than many others of even his own kind, and protects its Song with every fibre of his being.

Harmony Voice: The character is a faithful member of his community's Song. He holds a piece of the greater mystery in his voice, and enjoys a thorough understanding of his own people and how they affect each other. The character is totally in tune with the other

members of the Song, communing with them in ways that can find even other Aldryami jealous. Although not any more important to the overall community than any other elf, the character knows he has a special note in the Song that only he can sing – and so he does it with passion and pride.

Rootless: The character is one of the rare wanderers of his species, claiming no specific part of the Song and unable to harmonise with other Aldryami. Due to this separation (self-imposed or natural), the character cannot help but take on a slightly more violent aspect of the elfen people. He ventures to inflict harm upon those who would harm his people, sometimes even undertaking quests for the sheer thrill of it. He is looked upon unfavourably by his own kind and is probably feared by many others he has encountered, but his inability to let roots take hold in any given place makes him a perfect adventurer.

Songbearer: The character is a key voice in the Song of his people, and has been elevated to a respected position of his community. He is privy to a greater understanding of the magics that the Song allows,



and other Aldryami will often seek his guidance and wisdom. Interpreting the Song in all its forms, the character must stay within his people's forests and jungles in order to hear its subtleties. He is unlikely to have ever left the confines of his community and would only consider doing so if the Song instructed it – or to enforce its will upon intruders.

The Uz

Suggested Professions: Animal Trainer, Hunter, Mercenary, Shaman, Woodsman

Restricted Professions: Bard, Courtier, Diplomat, Lord, Merchant, Physician, Scholar, Wizard

The following are the new professions for characters born as any part of the Uz bloodlines, whether full-blooded troll or trollkin:

Dusk Herder: The character is one of the Uz responsible for the herding and training of the many forms of life that his community uses for pets, food and

Aldryami Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Ballid Forester	Aldryami Warder	1H Sword +5%, Bow +10%, Perception +5%, Shield +5%, Stealth +5%	Pick Two Craft (Forester), Lore (Ballid Forest), Tracking
Harmony Voice	Aldryami Pollen Carrier, Aldryami Warder, Fethloni (Teshnan)	Bow +5%, Evaluate +5%, Sing +5%, Stealth +5%	Craft (Forester), Survival Pick Two Lore (Aldrya), Lore (Seyotel), Treespeak ¹
Rootless	Aldryami Pollen Carrier, Aldryami Warder, Fethloni (Teshnan)	Athletics +5%, Dodge +5%, Resilience +5%, Persistence +5% Pick Two 1H Sword +5%, Bow +5%, Perception +5%, Shield +5%, Spear +5%, Stealth +5%	Streetwise, Survival
Songbearer	Aldryami Warder, Fethloni (Teshnan)	Influence +10%, Persistence +5%, Sing +5%	Pick Three Lore (Aldrya), Lore (Seyotel), Runecasting, ² Treespeak ¹

¹ See page 59 of this book for details on Treespeak.

² Choose one of the following: Beast, Communication, Plant or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

labour. He is a shepherd, butcher and trainer wrapped into one being, keeping the beetles, spiders and worms exactly as needed. The character knows the best ways to keep his beasts in line, fat for slaughter or hungry for the flesh of the enemy. Although a duty performed by slaves as well as proper trolls, it is viewed as such a necessity that sharing responsibility with the Enlo is overlooked in favour of having properly trained watch beetles and perfectly ripened mud worms.

Meatquester: The character is one of the trained specialists that do not simply venture out to hunt, but target huge beasts and large caravans in search of the finest meats Glorantha can offer the Uz. Although he knows his fellows will eat just about anything he brings back, the character would rather bring caribou,

Nothing is more satisfying than the wet and grisly snap of a sable's neck between your fists; it is the sound of many good meals to come.

— Drujk Crackmarrow, Meatquester of the Dangk Uz

Mostali and Pelorians for their excellent taste and spiritual nutritional value. His role is to acquire fresh meat from the world surrounding his community and the character is very good at what he does. The self-control not to eat it himself on the way back to the community...that is the hardest part!

Shadowtusk: The character, a true Uz blessed by Kyger Litor, is one of the chosen ones to go out into the world of flesh in order to bring vengeance upon the Sun People for their transgressions in the earlier age. She is not a member of any one troll community, but is instead welcomed by all of them. The character is recognised by her ritual scarring and ability to shape the magics of Wonderhome, granted all of the best meats and resources while visiting Uz communities. She is seen as an instrument that will bring a new darkness to this Age, even if she has no idea how other than to kill those who would worship the light.

The Mostali

Suggested Professions: Alchemist, Blacksmith, Craftsman, Merchant, Miner, Soldier, Town Guard

Restricted Professions: Acrobat, Bard, Fisherman, Ranger, Woodsman

Uz Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Dusk Herder	Enlo Slave-born, Uz (Male), Uz (Female)	Athletics +10%, Lore (Animal) +10%	Survival, Tracking
		Pick One 1H Hammer +10%, 2H Hammer +10%, Shield +10%	
Meatquester	Enlo Slave-born, Uz (Male)	Lore (Animal) +5%, Resilience +10%, Persistence +5%	Craft (Butchery), Survival
		Pick Two 1H Hammer +10%, 2H Hammer +10%, Shield +10%, Sling +10%, Unarmed +10%	
Shadowtusk	Uz (Female)	Dodge +5%, Resilience +5%, Stealth +5%	Lore (Shadowlands), Runecasting ¹
		Pick One 1H Hammer +15%, 2H Hammer +15%, Shield +15%	

¹ Choose one of the following: Beast, Darkness or Shadow. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

Mostali Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Decamonist Agent	Brass Dwarf, Copper Dwarf, Gold Dwarf, Iron Dwarf, Lead Dwarf, Quicksilver Dwarf, Rock Dwarf, Silver Dwarf, Tin Dwarf	Dagger +10%, Perception +5%, Sleight +5%, Stealth +10%	Lore (Decamony Law), Tracking
Guided Crafter	Babadi (Teshnan), Brass Dwarf, Copper Dwarf, Iron Dwarf, Lead Dwarf, Quicksilver Dwarf, Rock Dwarf, Tin Dwarf	Evaluate +5%, Influence +5%, Persistence +5% Pick One 1H Axe +5%, 1H Hammer +5%, Shield +5%	Craft +10%, Runecasting ¹

¹ Choose one of the following: Earth, Fire, Heat, Law, Metal or Stasis. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

The following are the new professions for dwarfen characters:

Decamonist Agent: The character is a secret watcher of outsider relations, as dictated by the Decamony itself. It is his responsibility to venture out after those silly Individualist and Openhandist dwarfs who have strayed from the original intent of their culture. He knows he must make sure that no true secrets of Mostal ever reach the ears of the enemy, even if it means silencing the speaker.

Guided Crafter: The character is a proud member of his community's crafting houses, and is considered a fine contributor to his guild's success. Through these successes he is granted the benefit of using one of the guild's runes to better service his craft. Through his understanding of magic and his well-practiced talent of the craft in question, the character is capable of great things in the workshop.

The Timinitz

Suggested Professions: Bard, Craftsman, Explorer, Merchant, Sailor, Scholar, Soldier

Restricted Professions: Animal Trainer, Hunter, Physician, Thief, Wizard

The following are the new professions for characters hatched of any of the several breeds of Timinit Insect-Men:

Collector: The character is devoted to the gathering of worldly goods, creating a massive collection of coin, gear and sometimes useless items that hold some form interest to him. Travelling far and wide in order to obtain a little of everything and anything, he has a particular leaning toward coins and gemstones. This makes him willing to go to great lengths in order to achieve more earthly goods, and he might just forego niceties in order to do so.

Student of Malkion: Likely a member of the God Learner Empire as well as a Timinit, the character believes wholeheartedly in the Invisible God and the logic he represents. As the Empire teaches its followers, the character can only truly understand the world and its many false faiths by travelling to outside lands to witness their paganism with his own compound eyes. He knows that they will all one day learn to bow to the mastery of faith that Malkion represents, and he must try to show them all exactly why if he can.

Traditionalist: The character hatched with what has become an anomaly inside his instinctual learning – the Old Ways of the original Timinit faith. The banal grasp of the Malkioni faith has not grabbed him, as he is far more interested in keeping with the ancient story of the First Egg, Phermaphor and Paskadala. Where he would have been the majority just a few generations ago, the character is considered to be a stranger in most Timinit communities anymore, and might receive unexpected opposition when visiting other colonies.

Timinit Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Collector	Arachan, Lucan	Boating +5%, Evaluate +10%, Influence +5%, Lore (World) +5%, Perception +5%	Lore (any), Shiphandling5
Student of Malkion	Arachan, Ephemerae, Lucan, Myrmidon	Boating +5%, Evaluate +10%, Influence +10%, Persistence +5%	Lore (Malkion) Pick One Craft, Engineering, Mechanisms
Traditionalist	Arachan, Ephemerae, Lucan, Myrmidon	Evaluate +5%, Influence +10%, Persistence +5%, Stealth +5%, Unarmed +5%	Lore (Timinit Egg Fable), Survival

The Ducks

Suggested Professions: Craftsman, Explorer, Farmer, Fisherman, Mercenary, Thief, Woodsman

Restricted Professions: Courtier, Diplomat, Lord, Priest, Shaman, Soldier

The following are the new professions for characters of the Duck race:

Chaos Hunter: The character has joined the unofficial ranks of the Ducks dedicated to the hunting down and killing of the Chaos forces that caused his people to be cursed ages ago. He is focused on discovering exactly what took place that changed their species and erased their past. The character knows his life will be one filled with travel and deadly combat with creatures that might simply defy logic, pushing his resolve to the utmost edge.

Townsduck: The character is a stable member of a Duck community, frequently travelling in and out of other races' settlements for trade and commerce. He knows that many eyes will be upon him when he is in the lands of others, and that he may not be taken very seriously amongst some. Especially in the lands of the God Learners, who have little patience or use for the godless Ducks, the character must find other ways to become important and influential.

Vagabond: The character has left the safety of his Duck community in order to see the world. Rarely letting his feathers fall upon the same area of ground twice, the character enjoys being on the move as often as possible. He makes for the perfect adventurer or sell-sword, as he has no loyalties to anywhere specific.

Duck Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Chaos Hunter	Duck Commoner, Ivory Mallard	Dodge +5%, Persistence +5% Pick Two 1H Axe +5%, 1H Sword +5%, Bow +5%, Crossbow +5%, Shield +5%, Spear +5%, Throwing +5%	Lore (Chaos), Survival, Tracking
Townsduck	Duck Commoner, Duck Craftsman	Athletics +10%, Evaluate +5%, Resilience +5%, Sleight +5%, Stealth +5%	Craft, Streetwise
Vagabond	Duck Commoner, Duck Craftsman, Ivory Mallard	Influence +5%, Lore (World) +10%, Persistence +5%, Stealth +10% Pick One 1H Axe +10%, Bow +10%, Perception +10%, Resilience +10%, Shield +10%, Spear +10%	Survival

The Centaurs

Suggested Professions: Animal Trainer, Explorer, Herdsman, Hunter, Mercenary, Ranger, Woodsman

Restricted Professions: Acrobat, Alchemist, Diplomat, Merchant, Miner, Sailor, Thief

The following are the new professions for characters of the half-man, half-equine centaurs:

Bachelor: The character is one of the centaurs who left behind his herd and family in search of ‘something more,’ perhaps even to start up his own herd. Whatever the reason, he is now alone in a world not all that kind to the four-legged. He knows his will not be an easy path to follow, nor will it be a terribly safe one.

Herd Guardian: The character is a typical member of a centaur community, lending many hours every day to keeping the herd safe and healthy. He needs to watch for predators and other dangers while physically protecting and driving his fellows, never leaving them for long. The character is devoted to the safety and success of his herd and family.

Muse: The character is one of the truly gifted children of the Wild, able to wield mystic energies in the form of runes found by other members of the herd. She knows that her place is always with her people, never



straying far from the other mares and foals. With her almost angelic control of the zither or reed-pipes she plays powerful and soothing songs that mingle with her mystic nature.

Centaur Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Bachelor	Centaur Stallion, Zebraur	Athletics +10%, Dodge +5%, Persistence +5%, Resilience +10%	Survival
		Pick One 1H Axe +10%, 2H Axe +10%, Bow +10%, Perception +10%, Shield +10%, Spear +10%	
Herd Guardian	Centaur Mare, Centaur Stallion, Zebraur	Athletics +5%, Bow +10%, First Aid +5%, Perception +5%, Shield +5%	Healing, Survival
Muse	Centaur Mare	Athletics +10%, Perception +10%	Play Instrument, Runecasting ¹
		Pick One Healing, Runecasting (Other) ²	

¹ Choose one of the following: Beast, Earth, or Motion. The character has integrated that rune and has that rune’s Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

² Choose one of the following: Air, Fertility, or Harmony. The character has integrated that rune and has that rune’s Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

The Minotaurs

Suggested Professions: Blacksmith, Craftsman, Hunter, Mercenary, Woodsman

Restricted Professions: Acrobat, Bard, Diplomat, Lord, Physician, Thief

The following are the new professions for characters of barbaric minotaurs:

Clanspeaker: The character is one of the more socially-minded minotaurs in his clan, sent out to speak the Grand Bull's wishes. A powerful warrior in order to survive these trips into possible danger, he knows that every mission could be his last.

Roaming Bull: The character is another example of pride and libido taking hold of a young, male minotaur. Leaving the clan for months at a time to experience as much as he can before he is paired, he aims to return with a sizeable dowry to attract the best mates.

Warhoof: The character is trained by the clan through several bloody rites and practice battles within its own ranks. He had to kill a fellow clansman in order to

claim the title of 'warhoof' and is the first to grind hoof to soil when the clan is threatened. Warhooves are the clan's finest fighters and deal with any sort of danger to the clan.

The Hsunchen

Suggested Professions: Animal Trainer, Explorer, Hunter, Shaman

Restricted Professions: Courtier, Diplomat, Merchant, Priest, Scholar, Wizard

The following are the new professions for characters hailing from one of the Hsunchen animal-men tribes:

Chosen: The character is one of his tribe's shamanic warriors, doing the work of the Great Spirits through the will of the tribal elders. He has been granted mystic powers beyond the gift of transformation, and is trained to hunt, fight and perhaps die in the name of the tribe. The character's place is higher than that of a common tribesman, but his role is not to lord over them. He protects the tribe, never fearing death in face of a threat to family or spirit.

new professions

Minotaur Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Clanspeaker	Minotaur Clansman, Minotaur Longhorn	Athletics +5%, Influence +5%, Persistence +5%, Resilience +5%	Survival
		Pick Two 1H Axe +10%, 2H Axe +10%, Perception +10%, Shield +10%, Spear +10%, Unarmed +10%	
Roaming Bull	Minotaur Clansman	Athletics +10%, Dodge +5%, Perception +5%, Resilience +5%, Unarmed +5%	Survival
		Pick One 1H Axe +10%, 2H Axe +10%, Shield +10%, Spear +10%, Stealth +10%	
Warhoof	Minotaur Clansman, Minotaur Longhorn	Athletics +10%, Unarmed +15%	Survival
		Pick One 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Polearm +10%, Shield +10%	
		Pick Two Dagger +5%, Dodge +5%, Resilience +5%, Spear +5%	

Savage: The character is among his tribe's best warriors, tapping into the will of the Beast inside. Driven by the gifts of the Great Spirits, he is pushed into combat with reckless abandon. The character has a definite bloodlust, loving nothing more than feeling a foe shudder out between his sharp teeth.

Totem Guardian: The character has a special connection with the spiritual side of his people, looking out for the sanctity of the beast rather than

the safety of the flesh. The character is detached from earthly things, often feeling things as if dreaming, but commands a powerful grasp of magic.

Tribesman: The character is one of the common members of his tribe, performing any number of duties alongside his fellows. It is his responsibility to make sure every member of the tribe is fed, safe and happy in their everyday travels and activities. The character is always ready to defend the tribe from any threat.

Hsunchen Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Chosen	Basmoli, Pujaleg, Rathori, Telmori	Athletics +5%, Influence +5%, Lore (Animal) +10% Pick One 1H Axe +10%, 1H Hammer +10%, 2H Axe +10%, Bow +10%, Perception +10%, Resilience +10%, Shield +10%, Spear +10%, Throwing +10%, Unarmed +10%	Runecasting, ¹ Survival
Savage	Basmoli, Rathori, Telmori	Athletics +5%, Dodge +5%, Unarmed +5% Pick One 1H Axe +10%, 1H Hammer +10%, 2H Axe +10%, 2H Hammer +10%, Shield +10%, Spear +10% Pick One Bow +5%, Dagger +5%, Perception +5%, Resilience +5%, Stealth +5%, Throwing +5%	Survival, Tracking
Totem Guardian	Pujaleg, Rathori, Telmori	Influence +5%, Lore (Animal) +15% Pick One 1H Axe +10%, 1H Hammer +10%, Athletics +10%, Bow +10%, Dodge +10%, Perception +10%, Persistence +10%, Resilience +10%, Shield +10%, Spear +10%, Stealth +10%, Throwing +10%, Unarmed +10%	Runecasting ¹ Pick One Survival, Tracking
Tribesman	Basmoli, Pujaleg, Rathori, Telmori	Athletics +5%, First Aid +5%, Lore (Animal) +5%, Perception +5%, Shield +5%, Spear +5%	Pick Two Craft, Dance, Healing, Play Instrument, Survival, Tracking

¹ Choose one of the following: Beast, Fertility or Man. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details

The Waertagi

Suggested Professions: Explorer, Fisherman, Mercenary, Sailor, Spy, Thief

Restricted Professions: Courtier, Diplomat, Farmer, Herdsman, Lord, Town Guard, Woodsman

The following are the new professions for characters of the Waertagi:

Corsair: The character is a crewman on board one of the Waertagi pirate vessels, constantly on the run to and from God Learner trade ships and ports. He is a capable seaman and more than handy in a fight.

Freebooter: The character is a crew-for-hire of sailing vessels, trying to make a living plying the trade lanes and military vessels. He climbs aboard ship after ship, having no loyalty to a single vessel for very long.

Oceanist: The character is one of the old-minded traditionalists that ignores the new sailing efforts of the Waertagi, instead enjoying the part of himself that is still mer. Tapping into the energies of the seas the character cannot help but become an eccentric oddity, even amongst his own people.

All things flow into the pool, and the father-god knows all of what we do in this world. When he is ready, he will fight Magasta's hold and the Oceans will rise again.

When the land-foes drown, all crimes against us will be punished.

— Cryssa Foamreader, Oceanist Speaker of Brifhos

new professions

Waertagi Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Corsair	Free Waertagi	Acrobatics +5%, Athletics +5%, Boating +5%, Evaluate +5%, Lore (World) +5% Pick One Bow +10%, Dagger +10%, Dodge +10%, Rapier +10%, Throwing +10%, Unarmed +10%, Undersea Combat ¹ +10%	Shiphandling +5%
Freebooter	Conquered Waertagi, Free Waertagi	Athletics +5%, Boating +5%, Lore (World) +10%, Resilience +5% Pick One 1H Sword +10%, Acrobatics +10%, Bow +10%, Dodge +10%, Perception +10%, Persistence +10%, Shield +10%, Stealth +10%, Throwing +10%, Unarmed +10%, Undersea Combat ¹ +10%	Shiphandling +5%
Oceanist	Free Waertagi	Athletics +5%, Lore (Oceans) +10%, Resilience +5%, Undersea Combat ¹ +5% Pick One 1H Sword +5%, Dagger +5%, Shield +5%, Spear +5%, Throwing +5%, Unarmed +5%	Runecasting, ² Survival

¹ See page 62 of this book for details on Undersea Combat.

² Choose one of the following: Air, Beast, Cold or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Rune Magic chapter of *RuneQuest* for more details.

NEW RACES

Inhuman Character Creation

Playing an nonhuman character in any fantasy setting can be a true thrill and a challenge for anyone, but playing some of the rather interesting and diverse inhumans of Glorantha can make for some of the most memorable moments in roleplaying.

Players may never have had the opportunity to play a sentient plant before, or perhaps they have not had the pleasure of being one of a race that will slowly turn into a gigantic winged dragon. How about giving a quadruped a try? Or perhaps an ocean-bound pirate who will drown if on dry land for too long? These are just some of the options set in front of the players of Glorantha.

This section provides the characteristics of the races covered in this book that are not to be found in *Runequest* along with any special rules to take into consideration when creating the character.

Aldryami Characters

What Gloranthan elves lack in physical strength and size, they make up for in their supple grace and instinctive attunement to living energies around them.

Aldryami Characteristics (Averages)

STR	2D6+3	(10)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+6	(13)
CHA	3D6	(11)

Special Rules

Herbanoid: Aldryami are mobile, sentient plants that have the same kind of life forces inside of them that common humanoids do. This means that spells that affect plants and humanoids will both be effective against the character, but it means he does not need to eat but one-tenth of normal foods – so long as he gets enough sunlight and water.

Preferred Inhuman Backgrounds

Race	Common Backgrounds
Aldryami (Elf)	<i>Aldryami Pollen Carrier</i> , <i>Aldryami Warden</i> , Barbarian, Civilised *, Noble
Centaur	Barbarian, <i>Centaur Mare</i> , <i>Centaur Stallion</i> , Nomad – Temperate *, <i>Zebraur</i>
Dragonewt	Barbarian, Civilised *, <i>Dragonewt Traditionalist</i> , <i>Dragonewt Wyrmfriend</i> , <i>Wyrmfriend Soldiery</i>
Duck	<i>Duck Commoner</i> , <i>Duck Craftsman</i> , <i>Ivory Mallard</i> , Peasant, Townsman
Enlo (Trollkin)	Barbarian, <i>Enlo Free-born</i> , <i>Enlo Slave-born</i> , Peasant, <i>Uz Slave</i>
Hsunchen (Animal-Men)	Barbarian, <i>Basmoli</i> , Nomad – Any *, Primitive *, <i>Pujaleg</i> , <i>Rathori</i> , <i>Telmori</i>
Minotaur	Barbarian, <i>Minotaur Clansman</i> , <i>Minotaur Longhorn</i> , <i>Wyrmfriend Soldiery</i>
Mostali (Dwarf)	<i>Brass Dwarf</i> , Civilised *, <i>Copper Dwarf</i> , <i>Gold Dwarf</i> , <i>Iron Dwarf</i> , <i>Lead Dwarf</i> , Noble, <i>Quicksilver Dwarf</i> , <i>Rock Dwarf</i> , <i>Silver Dwarf</i> , <i>Tin Dwarf</i> , Townsman
Timinit (Insect-Men)	<i>Arachan</i> , Civilised *, <i>Ephemerae</i> , <i>Lucan</i> , <i>Myrmidon</i> , Noble, Townsman
Uz (Troll)	Barbarian, Nomad – Any *, <i>Uz Slave</i> , <i>Wyrmfriend Soldiery</i>
Waertagi (Mer-Men)	Civilised *, <i>Conquered Waertagi</i> , <i>Free Waertagi</i> , Mariner *

* Backgrounds marked with an asterisk are in the *RuneQuest Companion*. Backgrounds written in *italics* are new and found in this book.

Lifesense: All Aldryami can tap into the energies of life, listening to the Song in all things with but a touch. If the character touches another being (plant or animal) and makes an appropriate Lore roll, he will learn of the target's current Hit Points, Health, Fatigue Points and if it is afflicted by poison or disease.

Treespeak (POW + CHA): Some Aldryami characters can communicate with a plant and ask it questions. If successful the character can ask a single question of the plant, which must answer to the best of its ability.

Dragonewt Characters

All dragonewt player characters start off as crested dragonewts, only later making the metamorphosis into the other stages of their life cycle (see *Glorantha – The Second Age* and *RuneQuest Monsters* for details).

Dragonewt Characteristics (Averages)

STR	2D6	(7)
CON	3D6	(11)
DEX	2D6+9	(16)
SIZ	2D6	(7)
INT	4D6	(14)
POW	2D6	(7)
CHA	3D6	(11)

Special Rules

Tailed Body: Crested dragonewt characters have one additional Hit Location on their body that makes their Hit Location chart look as follows:

D20	Hit Location
1-2	Tail
3-5	Right Leg
6-8	Left Leg
9-11	Abdomen
12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head

The Tail location has as many Hit Points as a normal Leg Location would.

Dragonscales: A dragonewt's body is covered in small, dense scales, adding a natural AP of one to all Hit Locations, which can stack with normal armour.



Hsunchen Characters

Characters from the Animal-Men tribes are generally barbaric and primitive, but have powerful myths that drive them and fuel their magics.

Hsunchen Characteristics (Averages)

STR	2D6+6	(13)
CON	2D6+6	(13)
DEX	2D6+6	(13)
SIZ	2D6+6	(13)
INT	2D6+2	(9)
POW	3D6	(11)
CHA	3D6	(11)

Special Rules

Gift of the Beast Skin: Every Hsunchen character has a totemic animal that they can shapeshift into using an ability called 'Beast Skin.' The character has a base skill of equal to 10% + twice his POW score and can only attempt to shift forms a number of times a day equal to his POW score. If successful the character shifts into a larger (+3 SIZ) version of the totemic animal of his tribe, with appropriate statistics and abilities (see *RuneQuest Monsters* for details on many

animals). None of the character's possessions apart from integrated runes shift with him and it requires another ability check to shift back to human form.

Tribe Adjustments: Every Hsunchen tribal has some animalistic qualities of their totem animal, even when in human form, making a few minor adjustments to their normal characteristic scores. For other tribes (like elk, wolverine and shark), the Games Master will need to come up with these adjustments using the four tribes in this book as a guide:

Basmoli: +1 STR, +1 DEX, -2 POW
Pujaleg: -2 SIZ, +1 INT, +1 DEX
Rathori: +1 STR, +1 SIZ, -2 DEX
Telmori: +1 CON, +1 DEX, -2 CHA

Minotaur Characters

Tough, mean and always ready for a fight – minotaur characters can pose a serious problem if other groups of heroes think him a broo or other beast.

MINOTAUR CHARACTERISTICS (Averages)

STR 3D6+12 (23)
 CON 1D6+12 (15)
 DEX 3D6 (11)
 SIZ 3D6+12 (23)
 INT 2D6 (7)
 POW 3D6 (11)
 CHA 2D6 (7)

Special Rules

Body for Combat: Minotaurs were built for battle, having tough hide and dense bones that offer them a natural AP of three to all Hit Locations that can be stacked with normal armour. They also have very sharp and hard horns that can be used in conjunction with the Unarmed combat skill to be used like a weapon that inflicts 1D6 base damage, but quadruple the cost of any headgear made for the character.

Bull's Rage: Every minotaur has a rage inside of them. If a minotaur character scores a critical hit in combat, he will go Berserk until all his foes are destroyed. While in this state, the character's Hit Points do not change, though he will automatically succeed any resilience test that does not result in an automatic failure. The minotaur feels no fatigue, cannot be rendered unconscious and suffers only minimum possible damage from poisons.

The character's Close Combat skills are doubled as long as he is Berserk. However, he may not parry, dodge or use any form of magic. The character may attempt to end the Berserk state early via a critical success on a resilience roll. No matter how it happens, the minotaur's fatigue level is immediately dropped to Debilitated at the end of the Berserk state.

Timinit Characters

The logical and alien Insect-Men make for interesting roleplaying opportunities. Timinit characters have very distinct abilities, body shapes and characteristics depending on which breed they are, so they are split into four separate entries below:

ARACHAN CHARACTERISTICS (Averages)

STR 2D6+6 (13)
 CON 2D6+3 (10)
 DEX 3D6 (11)
 SIZ 2D6+6 (13)
 INT 2D6+6 (13)
 POW 3D6 (11)
 CHA 2D6+3 (10)

Special Rules

Unique Body: Arachan characters have very distinct body sections, altering their Hit Location chart as follows:

D20	Hit Location
1-2	Right Leg
3-4	Left Leg
5-7	Abdomen
8-11	Chest
12-13	Upper Right Arm
14-15	Upper Left Arm
16-17	Lower Right Arm
18-19	Lower Left Arm
20	Head

Arachan characters have two extra arms, which have the same Hit Point allocation as normal humanoid arms. These are also longer than normal and can attack targets up to four metres away. All body locations have chitin plates that give the Arachan a natural AP of two that can be stacked with normal armour, but Arachans rarely feel comfortable wearing any.

Spider Blessings: The web of an arachan acts as an area-effect *glue* spell with a STR equal to the character's POW. The web's Hit Points are double its STR. When a web reaches zero Hit Points, a hole large enough to allow a SIZ 15 creature to pass has been created. Any weapon striking a strand of webbing will do damage, but may become stuck. Flaming weapons never become stuck and inflict double damage. However, webbing will not ignite. Arachan characters can spin a one metre by one metre web in a single combat round, so long as their Abdomen is uncovered.

An arachan character's venom has a Potency equal to his CON x 3. Opponents bit by the character can resist the effects with a resilience roll. If successful, there is no effect. If the character fails, however, he takes damage to his STR equal to half the Arachan's CON. If a character's STR falls to zero, he cannot move.

Ephemerae Characteristics (Averages)

STR	2D6	(7)
CON	2D6	(7)
DEX	3D6+3	(14)
SIZ	2D6+3	(10)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6+6	(13)

Special Rules

Unique Body: Ephemerae characters have very distinct body sections, altering their Hit Location chart as follows:

D20	Hit Location
1-2	Right Leg
3-4	Left Leg
5-7	Abdomen
8-11	Chest
12-13	Right Arm
14-15	Left Arm
16	Upper Right Wing
17	Lower Right Wing
18	Lower Right Wing
19	Lower Left Wing
20	Head

Ephemerae characters have four dragonfly-like wings, which have the same Hit Point allocation as the character's arms. Also, every Hit Location of an Ephemerae character have chitin plates that give him a natural AP of one.

Flight: Ephemerae characters can fly at a rate of six metres per Movement action, so long as at least two wings are not reduced to negative hit points.

Lucan Characteristics (Averages)

STR	2D6+9	(16)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	3D6+6	(17)
INT	1D6+3	(6)
POW	1D6+6	(10)
CHA	1D6	(3)

Special Rules

Unique Body: Lucans have very distinct body sections, altering their Hit Location chart as follows:

D20	Hit Location
1	Right Rear Leg
2	Left Rear Leg
3	Right Middle Leg
4	Left Middle Leg
5-9	Abdomen
10-13	Thorax
14	Right Front Leg
15	Left Front Leg
16-20	Head

Lucan characters have an additional Hit Location of 'Thorax,' which has the same Hit Point allocation as the character's abdomen. Also, the thick chitinous shell of the character offers a natural AP of six, but cannot be combined with other armour in any way.

Big Mandibles: Lucan Timinitis have huge mandibles that can be used as an Unarmed weapon that causes 1D8 damage with the possibility of Impaling a target.

Wall Walking: A lucan can move on vertical surfaces and even on a ceiling with no special equipment, at half the creature's normal Movement rate.

Myrmidon Characteristics (Averages)

STR 3D6+6 (17)
CON 2D6+6 (13)
DEX 2D6+3 (10)
SIZ 2D6+6 (13)
INT 2D6+2 (9)
POW 3D6 (11)
CHA 2D6 (7)

Special Rules

Unique Body: Myrmidon characters have very distinct body sections, altering their Hit Location chart:

D20	Hit Location
1-2	Right Leg
3-4	Left Leg
5-7	Abdomen
8-11	Chest
12-13	Upper Right Arm
14-15	Upper Left Arm
16-17	Lower Right Arm
18-19	Lower Left Arm
20	Head

Myrmidon characters have two extra arms, which have the same Hit Point allocation as humanoid arms. These arms allow them to attack targets up to four metres away. Also, every Hit Location of the character have a chitinous shell that grants him a natural AP of three, which can be stacked with additional armour.

Nasty Bite: A myrmidon's bite is an Unarmed weapon that inflicts 1D4 damage and injects an acidic venom into its victim. This venom automatically inflicts 1D4 damage to the location bit. The damage is immediate and cannot be resisted.

Wall Walking: The character can move freely on vertical surfaces and even move upside down on a ceiling with no special equipment. Such Movement is always at half the creature's normal Movement rate.

Waertagi Characters

Characters of this oceanic race will always remain near some form of sea or ocean, with travels deeper inland being impossible without magical assistance for these sea-folk. Games that can be based on ocean travel or coastal adventure are perfect for them, though.

Waertagi Characteristics (Averages)

STR 3D6 (11)
CON 3D6 (11)
DEX 3D6 (11)
SIZ 2D6+6 (13)
INT 2D6+6 (13)
POW 3D6 (11)
CHA 3D6 (11)

Special Rules

Excellent Swimmer: The character gains a permanent +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

Fates of Mer: Due to the blood of the Mer in the veins of the Waertagi, the character can hold his breath underwater for a number of minutes equal to 10 times his CON characteristic.

However, Waertagi cannot stay away from the sea for long. For every full day that the character is not within at least 10 metres of natural saltwater for at least an hour, he loses one point of CON. These can be regained by immersion in natural saltwater at rate of one point per hour, but if the Waertagi character's CON reaches zero in this way he dies from a dehydration.

Undersea Combat (STR + DEX): This Basic Skill shows the character's ability to adapt his fighting style while battling opponents from underwater. This skill can be used with any weapon, close combat or ranged, that the character already has at least a 50% skill in, using the Undersea Combat skill instead of the normal one – but suffering no penalties for being underwater.

NEW LEGENDARY ABILITIES

This chapter looks at a set of new Legendary Abilities players and Games Masters can choose from for their Gloranthan characters, showing the prowess and devotion some can have in the pursuit of their goals. With the abilities listed here characters can perform special and interesting actions, once they have earned the right to be taught these gifts in the first place.

The chapter is broken down into several smaller segments, showing where the Legendary Ability is from and which culture or race holds its secrets. If the Games Master allows, it is possible for outsiders to learn these abilities – but this would be an extremely rare instance that could spark off inter-cult or faction wars, as these abilities are strictly held in secret by their owners.

new Legendary Abilities

Gloranthan Legendary Abilities

Legendary Ability	Prerequisites	Hero Point Cost	Cultural Owner
All-Seeing	POW 15+, Perception skill 80%+	10	God Learner Empire
Battle Equation	INT 15+, Dodge skill 70%+	8	God Learner Empire
Sorcerous Foci	POW 15+, two Runecasting or Sorcery skills 70%+	12	God Learner Empire
Draconic Fear	CHA 15+, Influence skill 70%+	8	Empire of Wyrms's Friends
Magnificent Tongue	POW 15+, Language (Auld Wyrnish) skill 90%+	10	Empire of Wyrms's Friends
Wyrms's Gift	CON 15+, Resilience skill 80%+	10	Empire of Wyrms's Friends
Desemborth's Blessing	DEX 15+, Stealth skill 80%+	10	Orlanthi
Storm's Rage	CON 15+, three Weapon skills 70%+	10	Orlanthi
Numbing Logic	INT 15+, Resilience skill 70%+	12	Malkioni
Dragonslayer	STR 15+, any two Weapon skills 80%+	10	Pelorian
Noble Bearing	CHA 15+, Influence skill 80%+	8	Pelorian
Waha's Bond	DEX 15+, Riding skill 70%+	8	Nomads of the Waste
Honourable Blade	CHA 15+, 1H Sword skill 90%+	10	Kralori
True Stance	DEX 15+, Martial Arts skill 80%+	10	Kralori
Purifying Flame Within	POW 15+, Healing skill 70%+	8	Teshnan
Ferryman	DEX 15+, Boating skill 80%+	8	Vithelan
Hunter Reborn	CON 15+, Ranged Weapon skill 90%+	12	Pamaltelan
Woodshaper	POW 15+, Craft (Forester) skill 80%+	10	Aldryami
Scarred Hide	CON 15+, Resilience skill 90%+	10	Uz
Unseen Foe	DEX 15+, Stealth skill 80%+	10	Uz (Enlo only)
Master Artisan	CON 15+, Craft skill 90%+	8	Mostali
Underestimated	INT 15+, Weapon skill 80%+	10	Ducks
Trampling Charge	STR 15+, Athletics skill 80%+	10	Centaurs
Cold Rage	CON 15+, Persistence skill 70%+	12	Minotaurs
Totem Form	POW 15+, Beast Skin skill 80%+	12	Hsunchen
Tidal Warrior	DEX 15+, any two 1H Weapon skills 80%+	10	Waertagi

God Learner Empire Empire of Wyrms

The following Legendary Abilities are for characters in service to the God Learner Empire.

All-Seeing

Requirements: POW 15 or higher, Perception skill at 80% or higher

Hero Points: 10

The character sees everything in the world as a piece of a larger whole, finding the pattern and fabric of myths in everyday items. The character can no longer ever be fully surprised, nor can he ever fail to locate hidden traps or clues if he takes a minute to study the area visually. This does not mean the character cannot be tricked, fooled or mistaken in what he sees – just that he can see it.

Battle Equation

Requirements: INT 15 or higher, Dodge skill at 70% or higher

Hero Points: Eight

The character has studied so many different ways to be attacked in any given combat that his mind is a library of angles, thrusts, stabs and swings. The character can often see the tiniest of hints as to what sort of attack is coming, and his analytical mind forces his body to immediately counter it. When attacked by a target the character can see, his Dodge Combat Reactions he uses only one of his Combat Reactions if he fails the skill test. Otherwise, he gets a free Reaction.

Sorcerous Focii

Requirements: POW 15 or higher, two Runecasting or Sorcery skills at 70% or higher

Hero Points: 12

The character has practiced the pure sorcery of the only true myth long enough to bend multiple mystic forces to his will at once. If he wishes, the character can attempt to cast two spells in the same action, but must spend an additional Magic Point for each and roll their skill tests at -20% each. If the spells have ranged targets, the character must target the same thing with both spells.

Friends

The following Legendary Abilities are for characters in service to the Empire of Wyrms' Friends (EWF), or dragonewts native to the Empire of Wyrms' Friends' controlled area.

Draconic Fear

Requirements: CHA 15 or higher, Influence skill at 80% or higher

Hero Points: Eight

The character can tap into the part of him that is closest to the Great Dragon, able to bellow out a mighty roar. This touches the primal fears of Gloranthans, instinct making them freeze in place. Used as a Combat Action, the character gains a level of Fatigue due to the roar's exhausting nature and then makes an Influence versus Persistence opposed test against all non-dragonewts enemies capable of hearing him within twenty metres. If the character succeeds the opponent cannot perform any remaining Combat Actions against the character that round – but can react or target others normally.

Magnificent Tongue

Requirements: POW 15 or higher, Language (Auld Wyrnish) skill at 90% or higher

Hero Points: 10

The character knows so many of the Dragonspeakers' hidden words that he can string sentences together that can push the faithful of the Wyrmfriends to great heights. With a successful Influence roll, the character can speak perfectly in the true tongue of the Dragon, invigorating a number of EWF loyalists equal to twice the character's CHA. While invigorated, the Wyrmfriends gain the following bonuses:

- ☒ 1D4 Magic Points immediately
- ☒ +20% to any Weapon, Runecasting or Dragon Magic skill for 2D6 rounds
- ☒ Removal of all levels of Fatigue

The character cannot gain any bonuses from his own use of Magnificent Tongue, but can be affected by an ally using this Legendary Ability in his presence.

Worm's Gift

Requirements: CON 15 or higher, Resilience skill at 80% or higher

Hero Points: 10

The character is filled with the ancient energies of the Great Dragon, and is capable of tapping into them to perform the draconic miracle of transformation. Learning this Legendary Ability allows a character to pick any *one* of the following draconic gifts, chosen at of the time he learns the Legendary Ability.

- ☒ Scaly Hide – the character gains a natural AP of five.
- ☒ Dragon's Strength – the character's STR score is raised by three.
- ☒ Dragon's Speed – the character's DEX score is raised by two and his basic movement per action is increased by two metres.
- ☒ Natural Weaponry – the character chooses claws, horns or spiked tail, gaining the ability to use it as an Unarmed weapon that inflicts 1D6 damage. In the case of a tail, the character's Hit Location chart becomes that of a dragonewt (see page 59).
- ☒ Reptilian Command – the character can use his Influence skill freely against reptiles and dinosaurs to get them to obey his commands.
- ☒ Extrasensory Awareness – the character can feel the world through the vibrations of the air, and can fight and make Perception tests with no penalty so long as his target is no more than 10 metres away.
- ☒ Draconic Healing – the character's wounds knit very quickly, healing one Hit Point from any one location per minute.

These abilities can only be chosen once (except Natural Weaponry, which can be chosen three times), but require the character to acquire the Legendary Ability once for each.



The Orlanthi

The following Legendary Abilities are for characters from the tenacious and widespread Orlanthi.

Desemborth's Blessing

Requirements: DEX 15 or higher, Stealth skill at 80% or higher

Hero Points: 10

The character learned much from the myths of Orlanth, who walked hidden amongst other gods without fear of being caught or discovered, first taking the alias Desemborth when he stole from another god. Hiding behind thin saplings, ducking into short grasses or simply holding still in a surging crowd is enough to make the character invisible to the unwary eye. The character can make Stealth skill tests without penalty in the most unbelievable of circumstances and can move at full speed without fear of triggering extra Perception tests against him.

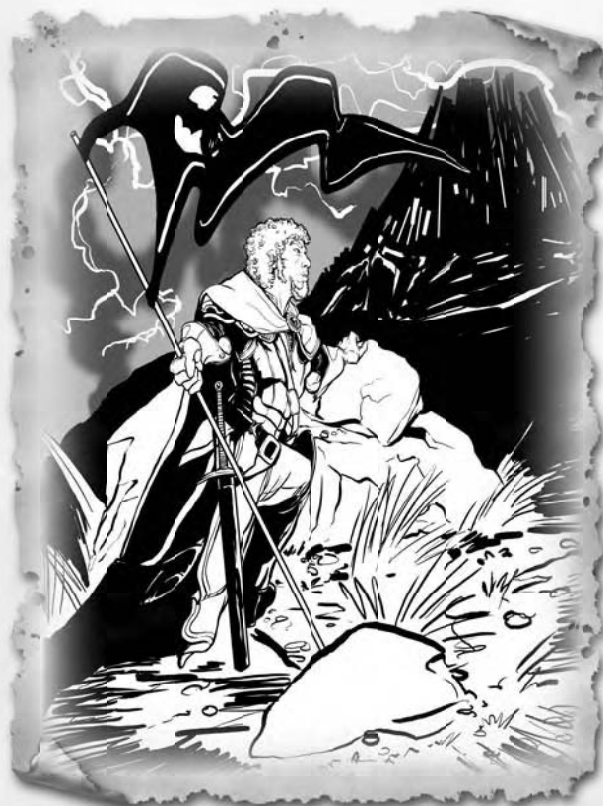
Storm's Rage

Requirements: CON 15 or higher, any three Weapon skills at 70% or higher

Hero Points: 10

The character can call upon the teachings of Urox, the Hot Bull Wind and become a deadly killing machine that knows only blood and destruction. Once called upon, this Legendary Ability will cause the character to go Berserk until all the character's foes are destroyed. While in this state, the character's Hit Points do not change, though he will automatically succeed at any CON Characteristic test that does not result in an automatic failure. The character feels no fatigue, cannot be rendered unconscious and suffers only minimum possible damage from poisons.

The character's Close Combat skills are doubled as long as he is Berserk. However, he may not parry, dodge or use any form of magic. The character may attempt to end the Berserk state early via a critical success on a resilience roll. No matter how the Berserk state comes to an end, the character's Fatigue level immediately drops to Debilitated.



The Malkioni

The following Legendary Ability is for characters who are among the logic-driven worshippers of Malkion.

Numbing Logic

Requirements: INT 15 or higher, Resilience skill at 80% or higher

Hero Points: 12

The character has somehow managed to explain away the feelings of pain or exhaustion in his own mind, ignoring the weight of labour, travels and even combat. The character has a natural AP of two that *cannot* be ignored for any reason, and does not suffer any effects of Fatigue until he reaches the Debilitated level.

The Pelorians

The following Legendary Abilities are for characters who are among the noble sun-worshippers of Peloria.

Dragonslayer

Requirements: STR 15 or higher, any two Weapon skills at 80% or higher

Hero Points: 10

The character has such a deep hatred for the draconic beasts that have taken over so much of Peloria and even now pervert the Sun Throne that he is emboldened and invigorated whenever facing any sort of draconic being (obvious members of the EWF count for this). While in combat against these foes, the character gains the following effects instantly:

- ☒ Double the Critical Hit chance of the character's highest Weapon skill (20% of skill instead of normal 10%)
- ☒ Ignores fear-based effects
- ☒ Ignores all Fatigue levels

It is up to the Games Master to decide if a character can use this Legendary Ability against certain 'dragonlike' foes.

Noble Bearing

Requirements: CHA 15 or higher, Influence skill at 80% or higher

Hero Points: Eight

The character has so much faith in his own noble blood that he cannot be shaken by the words of those he considers to be less than him – which may be a very large class of people in some cases. The character can roll a CHA x5 test anytime he is targeted by an Influence skill test from someone whom he believes is beneath him. If his CHA test is passed, he ignores the Influence test completely.

The Nomads of the Waste

The following Legendary Ability is for characters from the beast riding tribes from the areas surrounding Prax.

Waha's Bond

Requirements: DEX 15 or higher, Riding skill at 70% or higher

Hero Points: Eight

The character is so in tune with his current mount's movements whilst riding that he does not need hands or even words to command his mount – the beast simply knows the rider's intentions. While mounted, the character gains the following abilities:

- ☒ Automatically passes any required Lore (Animal) and riding skill tests concerning his mount
- ☒ Gains one additional Combat Reaction for both rider and mount
- ☒ Mount automatically passes any Persistence or Resilience skill tests

The Kralori

The following Legendary Abilities are for characters from the ancient far eastern realm.

Honourable Blade

Requirements: CHA 15 or higher, 1H Sword skill at 90% or higher

Hero Points: 10

The character is a student of proper sword fighting techniques that date back to the original Emperor's guards. The character, when fighting with a one-handed sword against any opponent not from Kralorela, gains the following special abilities:

- ☒ The character's 1H Sword strikes halve the opponent's Weapon skill when being parried.
- ☒ The character's 1H Sword skill doubles when parrying the opponent's attacks.



True Stance

Requirements: DEX 15 or higher, Martial Arts skill at 80% or higher

Hero Points: 10

The character knows the powerful forms and stances of the Imminent Way, and is able to combine them into one 'true' stance. This stance has no counter, and the best warriors of Glorantha can only hope to stay out of the way of his deadly attacks. To enter the True Stance the character must not move or take any Combat Actions for an entire combat round (but may react as normal), nor can he move while in the True Stance. The character can do any of the following while in True Stance:

- ☒ Dodge or Parry as a free Combat Reaction that does not subtract from remaining Reactions
- ☒ Ignore non-Natural Armour Points when attacking with Martial Arts skill
- ☒ Ignore Strike Rank order; using his Combat Actions whenever in the round he chooses – so long as he does not take two actions in a row

The Teshnans

The following Legendary Ability is for characters that believe in the many Teachings of the Celestial Flame.

Purifying Flame Within

Requirements: POW 15 or higher, Healing skill at 70% or higher

Hero Points: Eight

The character knows the secret of using the inner fires of the Celestial Flame to burn away the impurities and pains of the flesh, and can use the secrets of the soul to repair the body. Whenever the character meditates and takes twice the time normally needed to perform a First Aid or Healing skill test, he may triple the beneficial effects of the skill result.

The Vithelans

The following Legendary Ability is for characters from the Eastern Isles who live on the chain of small land masses.

Ferryman

Requirements: DEX 15 or higher, Boating skill at 80% or higher

Hero Points: Eight

The character is so used to rowing between the many Vithelelan islands on small boats that he considers the sea to be just as stable as hard ground. While the character is in control of any boat or small ship, the following effects occur:

- ☒ Travel times are cut by one-third, showing the character's skill at traversing the waters.
- ☒ Ranged combat attacks made from the boat piloted by the character suffer half normal penalties for rough waters or weather.

The Pamaltelans

The following Legendary Ability is for tribal characters from the troubled lands of Pamaltela.

Hunter Reborn

Requirements: CON 15 or higher, Ranged Weapon skill at 90% or higher

Hero Points: 12

The character has a particularly deadly talent for inflicting terrible wounds on any target larger than he is – such as the Great Beasts of Pamaltela. Whenever attacking a target of at least three SIZ larger than the character with a Ranged attack, he may ignore three Armour Points and double all damage to the target's Hit Points after reducing for armour protection.

The Aldryami (Elfs)

The following Legendary Ability is for characters of the sentient plant-elves.

Woodshaper

Requirements: POW 15 or higher, Craft (Forester) skill at 80% or higher

Hero Points: 10

The character is very much in harmony with the Song of Aldrya. With the right persuasion and physical attention, the character can create any non-mechanical item out of living plants and wood (Games Master's discretion) with a simple Craft (Forester) skill test. These items are semi-magical, cost the character a single Magic Point to create, and remain alive in their current state. Weapons and armour can be made in this way, but the character will receive a level of Fatigue after any combat in which they are used – from the Song's echo as the items are being damaged.

The Uz (Trolls)

The following Legendary Abilities are for characters of the mighty Gloranthan trolls and their kin.

Scarred Hide

Requirements: CON 15 or higher, Resilience skill at 90% or higher

Hero Points: 10

The character has seen so many battles and taken so many minor wounds that much of his flesh is a scrawl of scars and healed tissues. Very little can break through this layer of knitted flesh, and even when it does – the Uz probably does not even feel it anymore! The character can double the Armour Points received from his natural armour and ignores any Fatigue penalties assigned from pain or extended combat.

Unseen Foe (Enlo Only)

Requirements: DEX 15 or higher, Stealth skill at 80% or higher

Hero Points: 10

The character has lived such a hard life as a trollkin that he had to learn early how to battle smartly instead of with brute force. After a fashion, he became skilled



at fighting from the darkness – slitting throats and silencing foes long before they ever knew he was there. The character can double his chance for a Critical Hit when attacking while hidden with the Stealth skill, and can immediately make another Stealth roll to remain hidden after the attack has occurred!

The Mostali (Dwarfs)

The following Legendary Ability is for characters of many types of 'Clay dwarfs'.

Master Artisan

Requirements: CON 15 or higher, Craft skill at 90% or higher

Hero Points: Eight

The character is one of the best craftsmen in his field, and when he sets his mind to it he can make true masterpieces of design and splendour. The character

can use his Craft skills normally, but in half the time it would normally take. Conversely, he can try to make something especially difficult or fantastic (dragonscale armour, a reflecting glass that focuses sunlight into a heat beam and so on) by taking 2D4 times the normal amount of time and cost and passing a difficult (-20%) Craft skill test. If successful, the character has succeeded in making something wonderful, which will have statistics and rules designed by the Games Master.

The Ducks

The following Legendary Ability is for characters of the small and downtrodden Ducks.

Underestimated

Requirements: INT 15 or higher, Weapon skill at 80% or higher

Hero Points: 10

The character knows that the best way to get a blow by someone's defences is to get them to let their guard down long enough to do so. Ducks have never been known for their combat expertise and are often viewed as simply comical by those not familiar with their race. Using that instinctive reaction to a Duck combatant, the character can hide his true ability until it is far too late for the opponent. By first spending a Combat Action intentionally missing (do not roll to hit) the target, the Duck can then add the following bonuses to his next attack against the same target in the same round:

- ☒ Cannot be Parried or Dodged
- ☒ Inflicts double Hit Point damage, calculated after any reductions for Armour Points

The Centaurs

The following Legendary Ability is for characters of the herding half-man, half-horse people.

Trampling Charge

Requirements: STR 15 or higher, Athletics skill at 80% or higher

Hero Points: 10



The character knows how to build up tremendous force and speed behind his galloping charges, crushing his foes beneath his attacks in a devastating impact. So long as the character charges and attacks a single target with a Spear or Polearm, he may then spend all remaining Combat Actions immediately after the attack as Unarmed strikes with his hooves against the same target. These additional attacks cannot be parried, merely dodged.

The Minotaurs

The following Legendary Ability is for characters of the raging bull-men grandchildren of Storm Bull.

Cold Rage

Requirements: CON 15 or higher, Persistence skill at 70% or higher

Hero Points: 12

The character has made his rage so much a part of him that it is constantly just below the surface of his demeanour, ready to explode outward at his will. The character no longer has to wait until he inflicts a Critical Hit to call upon his special trait of Bull's Rage (see page 60); instead it can be activated by spending a Combat Reaction.

The Hsunchen (Animal-Men)

The following Legendary Ability is for characters of the totemic animal-men that worship the Great Spirits of the Korgatsu.

Totem Form

Requirements: POW 15 or higher, Beast Skin skill at 80% or higher

Hero Points: 12

The character has spent so much time in the Skin of Beast and the Skin of Man that he has discovered a powerful mix of the two that he can now assume. With a successful use of the Beast Skin spell the character becomes a large and powerful mix of man and beast that seems to be built for nothing but combat. The character can only hold this form for a number of combat rounds equal to his CON characteristic, after which point he will receive a level of Fatigue and assume the form he was in when the spell was first cast. During the time the spell is in effect, the following adjustments are made to the character:

- ☒ +4 STR, +4 SIZ, +2 DEX, -2 INT, -5 CHA
- ☒ Natural AP of five
- ☒ -50% to all Weapon skills, but +50% to Dodge and Unarmed skills
- ☒ Gains natural weaponry that inflicts 1D8 base damage and can impale a target

Anyone with this Legendary Ability is automatically considered to be of a massively elevated status in his tribe. Differing Hsunchen tribes can vary in the adjustments they receive, at the Games Master's discretion, although the abilities above are typical.

The Waertagi

The following Legendary Ability is for characters of the oceanic, green-skinned Mer-blooded folk.

Tidal Warrior

Requirements: DEX 15 or higher, any two 1H Weapon skills at 80% or higher

Hero Points: 10

The character has managed to bring the essence of the swells and ebbs of the ocean into his fighting styles, causing him to sway and attack with a strange awkwardness that makes him a deadly opponent. The character must choose two of his one-handed weapons to fight with, calling his on-hand 'High Tide' and his off-hand 'Low Tide.' The character may only attack with High Tide on his odd-numbered Combat Actions (one, three and so on) and with Low Tide on the even-numbered ones (two, four and so on). These attacks suffer no form of penalty for fighting with two weapons, and offer a cumulative +5% attack bonus per consecutive attack upon the same target after the first.

Example: Vyre the Corsair is a Tidal Warrior facing a God Learner merchant marine. He has placed his rapier as High Tide and his dirk as Low Tide. His first attack is with the rapier, rolled as normal. His next must be with the dirk, which receives a +5% bonus. The third attack is with the rapier, now with a +10% bonus. His fourth and final action is with the dirk again at +15%. Next round he will begin again with the rapier, and if he is striking at the same target – it will start at +20% to hit!

NEW GLORANTHAN SPELLS

Magic in Glorantha is the backbone of how the world works in most cases, with every culture using it in one form or another. It is what fuels many peoples' myths, and the reason why Empires stand as powerfully as they do. It should come as no surprise then that there are a multitude of special spells found all across the world in the hands of its peoples.

This chapter gives a small number of culturally or racially specific Rune Magic spells for players to acquire and, as with any other Rune Magic spell, they will need to find a teacher to instruct them. Due to the fractious nature of the Gloranthan peoples, there are several spells taught that have become very specific to a culture or race over the generations. This chapter offers a few of them for Player Characters of most of those cultures and races.

The God Learner Empire

Defined Action

Casting Time one, Instant, Magnitude three, Touch
Runes: Magic, Man

The enchanted target loudly and calmly explains outwardly exactly what it is about the action it is about to perform, a blank stare on its eyes.

When the spell is cast, the runecaster programs the target with the plain and simply ability to place any sort of action in a type of mental equation, drastically improving the chances of succeeding at that action. Using the plain understanding that myths and reality are sometimes just simple descriptions or plan, the action can be nearly guaranteed successful. Once cast, the target must declare in plain and simple terms what action he is going to attempt. If the Games Master feels that the description is simple

and straightforward enough, the declared action will have a skill bonus equal to the successful Runecasting roll used to cast this spell.

Emotion Nullification

Casting Time one, Instant, Magnitude one, Touch/
Resist (Persistence)
Runes: Law, Mastery

The enchanted target pauses in all actions, shaking its head as if waking from a dream.

If this spell is successful, the target is saturated with the cold and logical essence of the God Learners' beliefs, making it unable to feel intense emotions. This removes the effects of Bull's Rage, Storm's Rage, *Emotion*, *Fanaticism*, *Fear* and other related spells and abilities that use emotion as their focal point.



Patternsight

Casting Time three, Instant, Magnitude one, Progressive, Touch
Runes: Man, Mastery

The enchanted target's eyes shine for a split second, becoming two silvered mirrors, reflecting whatever it looks upon with perfect clarity.

When the spell is cast, the target of this spell receives a glimpse of the greater pattern surrounding one person. This allows the target to discover potentially revealing information concerning the person he first looks upon. For every level of magnitude of this spell, the target can ask a question to the Games Master about anything that would normally appear on the character sheet of who the target looks upon. Specific kill levels, Armour Points, Hit Points, current Fatigue – these are all good examples of what sort of information can be gleaned by the target of this spell.

Empire of Wyrms' Friends

It is important to note that the EWF use a great deal of Dragon Magic, which is covered in *Magic of Glorantha*.

Dragonscales

Casting Time three, Duration 10, Magnitude one, Progressive
Runes: Dragon or Dragonewt, Metal

The enchanted target's skin shimmers with glowing lines that trace out a scaled pattern, flash, then vanish – leaving behind actual dragonscales as hard as iron!

The target of this spell grows magical scales that protects the target from physical and magical harm for a limited period of time – a gift from the Great Dragon. These scales vary in colour depending on the target of the spell, but are harder and more durable if the spell is cast at a higher magnitude. For every point of the spell's magnitude the target gains one 'natural' Armour Point to all Hit Locations, which cannot be ignored by precise attacks.

The Orlanthi

Darkbane

Area five, Casting Time one, Duration 10, Magnitude two
Runes: Light

The enchanted targets close their eyes tightly, as if blinded, and then re-open them to find that their pupils now shine with pinpricks of white light.

Targets of this spell, when cast, gain a tiny piece of the aspect of Orlanth that defeated all the elements, Daylanus of the Conquering Wind. They are infused with the ability to ignore darkness in all forms, seeing perfectly as though it were perfect daylight. Many Orlanthi hunters, the Ormalayla, use this to stalk prey at night, when many beasts believe they have the upper hand against humans.

Urox's Spear

Casting Time one, Instant, Magnitude one, Progressive, Ranged, Resist (Dodge)
Runes: Magic, Disorder

The enchanted target's hair rises with the growing of static electricity immediately before a crackling blue-white bolt of energy comes streaking out of the runecaster's outstretched hand at it.

This is a tribute to the Hot Bull Wind that battles Chaos with his might and fury, inflicting terrible wounds on the runecaster's target – especially if that target is devoted to the eternal enemy of Chaos. Anyone failing to resist the spell is struck in a single hit location for 1D3 damage per magnitude of the spell that ignores metal armour. These dice become 1D6 if the target is a minion or creature of Chaos.

The Malkioni

It should be noted that this spell could also be chosen by most God Learners, but is not limited to their Empire.

Experiment in Duplication

Casting Time one, Instant, Magnitude three, Ranged, Resist (Persistence)
Runes: Magic, Harmony

The runecaster moves in exactly the same manner as his target, duplicating his motions and gestures, immediately before re-creating the spell it just cast.

This spell can only be cast upon a target that had cast a spell previously in the same turn. The runecaster will use his ability to decipher the fabric of magic and myth to duplicate the effects of that spell. When cast, the runecaster must spend Magic Points for this spell and for the spell he is duplicating. If the target fails to resist this spell, the runecaster can immediately begin casting the duplicated spell as if he were fully capable of doing so on his own – using the Runecasting skill of this spell as the spell's skill, but with a -10% penalty.

The Pelorians

Dawn's Healing Light

Casting Time five, Duration Special, Magnitude five
Runes: Light, Man

The runecaster sits in the warming beams of Yelm's rising, absorbing the god's wonderful light. The runecaster glows wherever he is injured, and as the glow fades it takes with it his wounds.

A gift from Yelm to his faithful, this spell uses the holy light of the rising sun to heal all wounds and Fatigue the runecaster has suffered. The caster must cast this spell before first light, then sit motionless in the rising sun for a number of minutes equal to the total number of Hit Point damage and Fatigue levels the spell is to remove. If disturbed in any way during this time, the spell fails and the runecaster takes an additional level of Fatigue instead.

Yelm's Blade

Casting Time one Duration 10, Magnitude one, Progressive, Touch
Runes: Light, Metal

The enchanted target begins to glow with the light and heat of the midday sun, turning it into a powerfully blessed weapon of Yelm's might.

The target of the spell is infused with the benefits of the *Light* spell (see the *RuneQuest Main Rulebook*, page 75) and inflicts 1D2 points of additional heat-



based damage per magnitude of the spell. Dara Happan warriors that wield Yelm's Blade will nearly always be contacted by his loyal cult for membership.

The Nomads of the Waste

Herding Call

Area 1000, Casting Time three, Instant, Magnitude two
Runes: Beast, Communication

The runecaster looks to the sky and calls out in the tongue of spirits to the rest of his clan, bringing their herd to him.

This spell is generally only used in times of danger or treachery, where the runecaster sends a magical summons a kilometre in every direction to the members of his clan. Waha claimed that each clan was responsible for itself, so this spell was formed to help

in their protection. Every member of the clan – both animal and man – will hear the call and know precisely where it came from. They are in no way forced to answer the call, but most clans know it is only used in dire need...so they often come very quickly.

The Kralori

Bodkartu's Inquisition

Casting Time one, Instant, Magnitude one, Progressive, Ranged, Resist (Persistence)

Runes: Shadow, Truth

The enchanted target is surrounded by flickering shapes of darkness that will either vanish or fear away at it depending on the answer given to the runecaster's question.

This spell is a powerful tool used by several of the secret followers of the Goddess of Secrets and Forbidden Lore, punishing those who would dare lie to a servant of the truth. If cast successfully the runecaster may ask one question, which must be answerable in three words or less, of the target and which the target must answer. If the target answers truthfully (to the best of its knowledge) the spell fades without further effect. If the target is knowingly deceptive, vague or dishonest – the shades summoned by the spell slash at 1D4 random hit locations of the target, inflicting one Hit Point of damage per magnitude of the spell that bypasses all forms of Armour Points.

True Dragon's Gift

Casting Time 10, Duration five, Magnitude six, Touch

Runes: Dragon, Mastery

The enchanted target's forehead opens to reveal the Runemark of Dragons; his eyes become the golden slits of the True Dragon and his body glows with the power of the first Dragon Emperor.

This spell is only usable by those runecasters that are utterly loyal to the Kralori way and are devoted against the coming of the Imminent Ways and God Learners to their sacred lands. Upon casting this spell, the target

is infused with a direct link to the Great Dragons of the past. While this spell is in effect, the following changes occur to the character:

- ☒ All Unarmed or Martial Arts attacks inflict double damage dice.
- ☒ The character is utterly immune to hostile Dragon Magic and Sorcery.
- ☒ The character regains one Magic Point for every Combat Action he sacrifices to 're-align his focuses'.

Immediately after the spell is exhausted, the target suffers enough Fatigue to be considered Debilitated.

The Teshnans

Fanning the Flames of the Soul

Casting Time one, Duration Special, Magnitude one, Progressive

Runes: Fire, Spirit

The runecaster is wrapped in the image of bright white fire for just a moment, which then recedes into his eyes for the duration of the spell.

This spell shows the runecaster's spiritual power of his own Celestial Flame, absorbing all other flames and fires into his spirit. The spell has a Duration equal to its magnitude, during which time all forms of flame, fire or heat inflict no damage upon the runecaster at all. His items and possessions are *not* immune, however.

The Vithelans

Arandinnish Boon

Casting Time one, Duration five, Magnitude three, Touch

Runes: Chaos, Spirit

The enchanted target is wreathed in an oily, transparent flame that shimmers several colours at once when looked upon, but burns a bright yellow when touched by blood or flesh.

This spell is a foolish tapping of the powers of the Arandinni island demon-kin, who are hunted by the Hanfarador. Some believe it is acceptable to use their agony-inflicting weapons against them, but most view this spell as vile and a sign of impurity. Any weapon enchanted with this spell inflicts its normal damage, but also inflicts a level of Fatigue upon the target while causing one of its Magic Points to be spent uselessly.

Mystical Immotion

Casting Time two, Duration 10, Magnitude one, Progressive
Runes: Magic, Stasis

The runecaster closes his eyes and takes three deep breaths, exhaling a cloud of sparkling motes that fade away almost instantly. While the spell is in effect he has an eerie fluidity to his movements that suggests perfect stillness of spirit.

This spell is taught by the elite amongst the learners of Larn Hasamador's Immotion mysticism. By finding the magical centre of Nothing within himself, the runecaster can remove himself from the magical properties of Glorantha. While this spell is in effect the runecaster is completely immune to the effects of any spell cast with an equal or less magnitude to this spell, but is completely unable to access his own Magic Points for any reason.

The Pamaltelans

Ancestors' Hands

Casting Time one, Duration Special, Magnitude two, Touch
Runes: Communication, Spirit

The enchanted target of this spell shakes and shudders for just a moment while the ancestor settles into him. While the spell is in effect, the target's hands and forearms have a ghostly shadow that trails behind its movements as a bluish tracer.

This spell calls forth one of the target's friendliest ancestor spirits, at least in part, to help in the completion of any one task. Calling out to the ancestor



best suited for a given skill test, the caster rolls a D100 – forming the skill level of the ancestor being called. Once cast, the spell lasts until the chosen skill is used. When used, the target can have the ancestor help him in order to use his own skill numbers with a bonus of half the ancestor's skill level. Conversely, the target can simply let the ancestor perform the test at his level instead. Either way, the spell is finished after the skill test is made.

The Aldryami

Dryad's Barrier

Area 10 (length) five (height), Casting Time three, Permanent, Magnitude one, Progressive, Ranged
Runes: Plant, Stasis

The runecaster hums a soothing tune that crescendos into a high-pitched whine, at which point the ground shudders and erupts with a wall of intertwined trees and vines.

This spell allows the runecaster to use a few bits of Aldrya's Song to call forth a barrier of living plants to bar the way of others. The barrier has an AP of four and can take a number of Hit Points of damage per square metre equal to five times the Magnitude of the spell.

The Uz

Nightmissile

Casting Time one, Permanent, Magnitude three, Resist (Resilience), Touch
Runes: Darkness, Stasis

The enchanted missile blackens and stays a darker version of itself, difficult to look upon directly, until it is fired. A target that succumbs to the magic in the missile has its eyes filled with inky blackness until it is dispelled.

This spell calls upon the connection that the Uz have with the Great Darkness. Touching any single slingstone, the runecaster infuses the essence of the night into the object. Anyone struck and harmed by the missile must try to resist the spell, success meaning that nothing adverse occurs. If the target fails, it is struck blind until the next natural sunrise.

The Mostali

Forger's Friend

Casting Time five, Duration POW x5, Magnitude one, Touch
Runes: Heat

The enchanted target's skin becomes darker and brassy, slowly fading back to normal as the spell progresses through its duration.

This spell calls upon the ancient abilities of the original Brass Mostali, who were Mostal's helpers and forgers of the highest calibre. The target of this spell can effectively ignore any source of mundane heat or fire-based damage that touches his bare skin, making intricate and delicate processes using a forge or furnace far easier. This is reflected in an additional

bonus during the spell's duration of +25% to any Craft skills that require a furnace, forge or similar heat-based process to be finished.

The Timinitz

Primal Hiving

Area 10, Casting Time two, Duration five, Magnitude five, Resist (Persistence)
Runes: Communication, Infinity

The enchanted targets all begin to make any minor movements in concert with one another, making them all eerie and disconcerting to look upon.

This spell connects the dormant hive mind connection in the Insect-men, forming for a limited time a powerful bond that makes them all act as one creature. Once cast, all Timinitz in the area of effect that wish to join the spell spend one Magic Point (the caster still spends normally) to join willingly. If unwilling, the Timinitz can choose to resist – failure meaning the Magic Point is spent and he is grouped into the hive mind regardless of his wishes. While in effect, all 'linked' Timinitz use the highest skill value of any member of the hive mind to perform skill tests and Combat Actions – but not Combat Reactions, as they occur too rapidly for the link to perform properly.

The Centaurs

Charger's Gallop

Casting Time one, Duration five, Magnitude one, Progressive, Touch
Runes: Beast, Motion

The enchanted target of this spell has his hooves glow a blazing red for a moment, which quickly fades as the spell does.

This spell is a powerful reminder that the centaurs were all in Tune at one time, allowing the runecaster to bestow the speed of the Charger's Herd to any hoofed target. For every point of magnitude of this spell, the target may add a multiplier (starting with x2 at magnitude one, x3 at magnitude two, and so on) to his Movement actions when travelling in a straight line across stable ground or terrain.

The Minotaurs

Bloodthirst

Casting Time one, Instant, Magnitude three, Ranged, Resist (Persistence)

Runes: Beast

The enchanted target's eyes turn a deep red and froth bubbles over the edges of its mouth, showing the bestial hunger for violence inside.

This spell allows a minotaur to focus his unbridled rage and violent nature upon a single target, causing him to regress to his most primal nature. The target will abandon weaponry and use only Unarmed attacks while enchanted, cannot Parry or Dodge attacks and will attack the nearest enemy every round. The target does however gain a +10% to his Unarmed skill and inflicts an additional 1D2 points of damage when successful. Every round, the target can make an resilience test to throw off the power of this spell.

This spell works differently on any target with Bull's Rage, Storm's Rage or a similar ability. Instead of affecting the target normally, it instead triggers these frenzy-like powers.

The Hsunchen

Spirit Shield

Casting Time one, Permanent, Magnitude one, Progressive, Touch

Runes: Beast, Spirit

The enchanted target has the glowing outline of the runecaster's totem form around him for the duration of the spell, flickering slightly whenever it is struck.

This spell calls upon the Hsunchen's connection to their Great Spirits and the power of the original Korgatsu, wrapping the target in protective spiritual energies. Once cast, the spell will absorb an amount of damage from any mundane sources equal to the target's POW characteristic plus the magnitude of the spell. Should the target get attacked by an animal of the Great Spirit protecting him, the attack will cause no damage and not deduct from the spell whatsoever.

The Waertagi

Raging Waters

Area 20, Casting Time two, Duration 10, Magnitude one, Progressive, Ranged

Runes: Chaos, Water

The water begins to churn and swirl against itself, becoming a deadly stretch of riptides, whirlpools and crushing waves.

This spell calls upon the water itself to become the best weapon the Waertagi have against their foes. Once cast, the area of water affected by the spell becomes dangerous and swiftly-moving. Any Athletics skill tests for Swimming, or Resilience tests to avoid drowning suffer a cumulative -10% penalty for each magnitude of the spell.



GLORANTHAN EQUIPMENT

Each entry gives a narrative description of the item, plus any special rules it might bring to *RuneQuest*, its ENC rating (for the purposes of carrying and encumbrance), and its cost. Weapons will have a statistic line that shows how much damage they do, the skills necessary to use them and how durable they are. Similarly, armour will have its protection rating included as well.

Common Gloranthan Items

The following items are easy to find all over Glorantha (with some exceptions) and the prices listed reflect an urban and rather well-populated community. Games Masters should feel free to drop or inflate prices to adapt them to local markets. The general items on page 31 of the *RuneQuest Main Rulebook* and the *RuneQuest Arms & Equipment Guide* are also normally available.

Common Gloranthan Items

Item	ENC	Cost
Courier Pack	1	210 SP
Seeing Glass	1	125 SP
Tergan Orlat Lute	1	400 SP
Wergild Coffe	2	100 SP

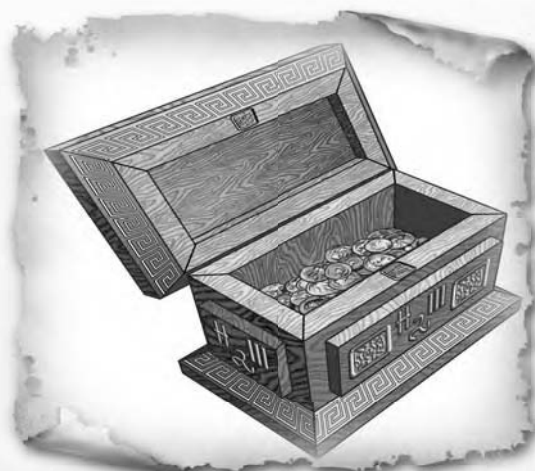
Courier Pack: In the Second Age of Glorantha the massive empires of the world employ many spies and highwaymen in search of each other's secrets. Messages that cannot be sent via magically secure means are given to fast-riding couriers. To better ensure these messages get to their destination unmolested, this wood and leather pack was invented. Designed to be lashed to a belt, the courier pack can carry up to one ENC worth of small items and comes with a very difficult latch and lock (-35% to Mechanisms skill to pick).

Seeing Glass: This is a simple leather tube with two pieces of expertly ground and polished glass, one at each end, used to magnify images far away. It was once

called a 'spyglass,' but with the treachery of spies found all over the world, it has been collectively re-named by most of Glorantha.

Tergan Orlat Lute: Made famous and popular by the mysterious minstrel of the early Second Age of the same name, the Tergan Orlat Lute is a simple wooden musical instrument that has a slender neck and only three strings. It is played with a small piece of bone or ivory, and is said to have an almost haunting sound to it. It has become instantly recognisable as the symbol of an accomplished musician, and it is said that it cannot ever be truly mastered.

Wergild Coffe: Payment of a wergild when a prominent member of a cult is killed or ransomed is a big part of the dealings of factions in Glorantha. Due to the dangers of bandits intercepting payments the wergild coffe was created. A simple locked latch (-10% Mechanisms) on a brass box, the coffe's most important feature is a small piece of glass that holds a smaller piece of parchment. Upon the parchment is written the name for which the Wergild is being paid. Only a fool would risk angering a cult's gods by stealing a rightful Wergild, nor would anyone use these coffes to shield their treasures for the same reason.



God Learner Empire Items

The following items are commonly found in markets all over the Middle Sea Empire and can appear elsewhere due to the extensive travels of Jrusteli merchants.

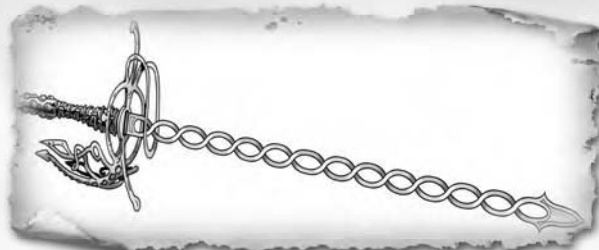
God Learner Empire Items

Item	ENC	Cost
Astrolabe	1	1,000 SP
Forgestone (two ENC worth)	2	50 SP
Jrustelan Rapier	1	500 SP
Litany Tome	1	350 SP
Mercantilist Scale	1	800 SP
Timinit Jelly (Six Doses)	—	500 SP
Trolling Lantern	1	225 SP
Waertagi Swimming Fins	1	300 SP

Astrolabe: This advanced item is the God Learners' most useful tool on board their vessels. It is a combination of swinging arms and aligning angles that help a trained user plot navigational courses while on the expansive nothingness of the sea. Using the sun, stars and weather patterns the astrolabe can show not only direction, but also speed and general steerage of the vessel. Using an astrolabe (once showed how by someone who knows) for an hour daily on board a ship adds +10% to the navigating character's Shiphandling skill tests.

Forgestone: Made of alchemically treated coal made to burn very hot and long and specifically created to create molten iron, forgestones are fist-sized lumps that can make any small stove or fire hot enough to use any of the metalcraft Craft skills, albeit with a -5% penalty. Also, anyone who touches a fully burning forgestone suffers 1D8 heat damage instantly.

Jrustelan Rapier: Created by great artisans skilled in both the sorcerous and weaponsmith arts this is another of the tools or implements 'claimed' by the God Learners in their expansion, this was the weapon of royalty found amongst the original Jrustelan peoples. Many of the ducal families now use them for honour duels and important matters, but never for common warfare or killing the unlearned. The weapon itself is remarkable in that two thin rods of bronze braid into one 'blade,' which automatically twists into a wound when it is plunged into flesh.



Litany Tome: A collection of gathered ideas and stories, each Litany Tome carries all of the collected and reported myths and knowledge concerning a single race, species, culture or area. The Litany Tomes are useful to anyone who wants to know how to defeat the myths and magic of other cultures. Anyone using a Litany Tome can either add +10% to a Lore skill test on the subject, or make skill tests as if they had an Advanced Lore Skill based on the subject at a skill equal to their INT x2.

Mercantilist Scale: This desktop device is frequently a standard piece of equipment for any God Learner trader. It is useful to determine the true worth of coins, as they can rarely be trusted to be pure gold or silver. Few question their duplicity when confronted with the scientific proof these scales provide, offering a +10% to any Influence skill tests made on behalf of the scale's user/owner when haggling.

Timinit Jelly: An interesting find when dealing with the teeming swarms of Timinitis, early God Learner alchemists discovered an amazing property of timigukipp, or 'Timinit jelly.' This jelly, which is the viscous substance left behind in the eggs when a Timinit hatches, is remarkably sweet and can be used like a heady honey in all sorts of cooking and drinks. When used in small amounts it is merely an appetizing gourmet ingredient, but when eaten in its purest form it has amazing healing properties. The thick substance is so sweet and overwhelming that it requires a simple (+20%) Resilience skill test to swallow the entire dose at once. If successful, the character will automatically remove one level of Fatigue and double all natural healing rates for the next 1D4 days. If failed, the character will vomit for 1D2 minutes.

Waertagi Swimming Fins: Waertagi swimming fins are calf-high leather boots made by Waertagi refugees for use by God Learner sailors and merchant marines. The boots are tight-fitting and have elongated flaps on the outside edges of the legs, like the fins of a ludoch

or dolphin. Although it takes several hours of practice to get used to a swimming style that uses the finned boots, anyone who has done so can add +20% to their Athletics skill rolls when using them.

Empire of Wyrms Friends Items

The following items are found throughout the Empire of Wyrms Friends and surrounding territories, much to the thanks of Dragonspeaker traders and Converters doing their best to spread the EWF's influence. These items are commonly found in markets all over Genertela, but rarely outside of the control of a draconised merchant.

Empire of Wyrms Friends Items

Item	ENC	Cost
Chokin†	—	50 SP
Draconic Long Bow†	2	500 SP
Drazduma†	3	400 SP
Gami	2	300 SP
Heppatti (one bottle; four pints)	—	500 SP
Ivory Trappings	3	1,000 SP
Klanth†	2	175 SP
Meditative Chimes	1	125 SP
Presenting Robes	2	300 SP
Qua†	—	200 SP
Riding Harness	5	250 SP
Samarin†	—	35 SP
Utuma†	1	225 SP

†This is an item that could alternatively be made from Dragon Bone

Chokin: Chokin are angular wedges of bone or wood used as small throwing weapons, which can impale. Characters may throw up to three chokin at the same target during a single Combat Action. For each additional chokin thrown at one time, the character must subtract 10% from the chance to hit for all chokin thrown.

For example, if a character with a Throwing skill of 65% throws one chokin, its chance to hit is 65%. If it throws two at one target, the chance to hit falls to 45% for each. If it throws three, it has a 35% chance for any of them to hit.

Dragon Items: Covered in this section are the somewhat mysterious and odd-looking 'Dragon Items' that are designed using the visions of Traditionalist dragonewts. Ignoring the use of metal in their construction, all Dragon items are made from stone, wood or – in especially magnificent examples – dragon bone. These items are awkward and strange and look relatively primitive at first glance; they are not, however, and are powerful reminders of the power and ingenuity of the dragonewts.

Any items on this list can be found made of dragon bone unless noted otherwise, but will immediately have their ENC cut in half (round up), double the item's Armour Points, and add half-again (round up) its Hit Points. These items will cost three times their listed value due to rarity, and are likely to raise a few eyebrows in the presence of EWF supporters – or enemies.

Draconic Long Bow: This is an enormous bow that is only usable by the largest and strongest within the EWF. It is carved from young wood or dragon bone and is strung with a piece of tendon from the wing of a pteradon, making it a difficult pull.

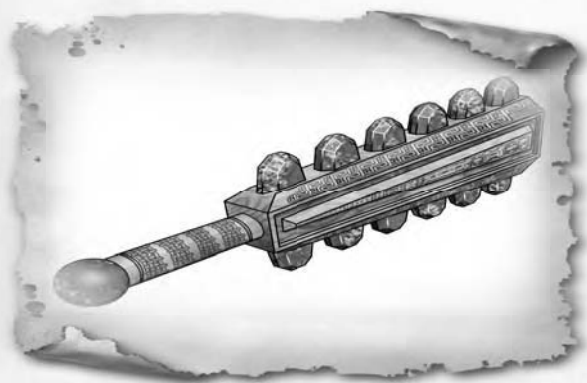
Drazduma: The weapon of War Dragon shock troops and dinosaur cavalry, the drazduma is a long-hafted spear of sorts that can be wielded like a lance or pike by mounted troops or held shorter and swung like a halberd while on foot. It is topped with a blade reminiscent of a five-pointed star, with the topmost point being slightly longer and thicker, like a spearhead. The four lower 'points' are wider, spade-like and obviously better suited for slashing attacks.

Gami: The preferred weapon of the Wyrmfriender duellist, the gami is always made from dragon bone and shaped by only the best weaponshapers. It is a three-pronged swordcatcher exceptionally effective at parrying, making it a favourite of fast-handed Orlanthi swordsmen and Crested dragonewts. A gami parries blows with double its Armour Points, quite a considerable amount of protection in battle.

Heppatti: Heppatti is one of the ancient dragonewt traditions unaltered with the rising of the Original Twelve. It is still brewed, bottled and drunk in the same ceremonial fashion by all dragonewts and any allies brave enough to do so. Heppatti is a mixture of oils, herbs and bodily fluids from deceased dragonewts that makes for a strong herbal tea. Dragonewts that drink Heppatti immediately add +10% to all of their Dragon and Runecasting Magic skills, an effect that lasts for twelve hours. Any other species that tries to drink Heppatti must make a Resilience skill test with a -20% penalty due to the strength and potency of the tea, with failure resulting in a level of Fatigue and twelve hours of painful cramping. Upon a successful test the tea will add +10% to any three Magic skills of the drinker's choosing for the twelve hours. Heppatti is drunk hot, always with the left hand and from wide-brimmed bowls often made from dragon bone. The ceremony is not necessary for the tea to work, using it any other way would be dishonourable and could invite scandal or violence.

Ivory Trappings: This is the final shroud a dragonewt, or similarly transcendent Dragonspeaker, should wear before he is put to rest or cremated. Consisting of a blank, carved ivory mask and two long chains of silver that are wrapped around the chest of the deceased, ivory trappings are said to guarantee a rebirth in the next life into a higher station or cycle in the Great Dragon's plan.

Klanth: The klanth is a weapon constructed of many short blades set into a flat wooden haft. It is the most common weapon of the dragonewt foot soldier, and therefore is very common in the EWF.



Meditative Chimes: Sound is a very large component of the Dragonspeaker faith, and the power of Auld Wyrnish is without question. When in deep contemplation, practicing the powerful words of Wyrnish and reflecting on their true meanings, some Wyrnfriends hang simple bone chimes from their shoulders to lie upon their chest and back. These chimes vibrate and hum slightly with the rasps and rattles of Auld Wyrnish, adding an even deeper spiritualism to the language. Anyone who uses meditative chimes properly can consider their POW score one higher (adding an extra Magic Point and adjusting the appropriate bonus to skills) for the duration of any day in which they start their morning with a one-hour meditation prayer.

Presenting Robes: There are some restrictive prejudices cast upon non-dragonewts in the EWF by some of the more traditional dragonewts. This cannot be an obstacle for a devout Dragonspeaker or loyal Wyrnfriend, who must constantly aspire to improve themselves as an the aspect of the Great Dragon. To this end, there are many styles of high-collared or hooded, long-sleeved robes that are made from reptilian skin used to hide what species someone is while performing official matters with dragonewts. These robes still mark the wearer as some form of non-dragonewt, so social penalties are not totally removed when wearing them – merely reduced by half (round up).

Qua: Although most dragonewts discourage the use of shields, the qua (pronounced **kyoo-ah**) is more weapon than shield, but is often used as an off-hand parrying tool. It is a slightly curved triangle of wood or bone covered in small studs of claw or bone. Whenever successfully parrying with the qua, the wielder can use an additional Combat Reaction to try and drag it downward against his attacker's hands, making an attack with an additional -10% penalty. As with other shields, the qua suffers a -10% to hit penalty as well.

Riding Harness: For the warriors of the EWF, the most prestigious position to be able to take and still remain part of a unit or platoon is that of the dinosaur riders. Too large to wear a conventional saddle and too thick-skinned to use a coachman's whip or common bit and bridle, the massive Thunderers and Crushers require this special harness to be ridden effectively. The harness is attached to heavy reins that normally wrap around and hook to the surprisingly sensitive 'ears' (actually depressions covered by thin skin) of the beast's head.

With the riding harness in place it takes only a small amount of pressure to the reins (STR eight or more) to steer a dinosaur without difficulty. A riding harness can carry up to 50 ENC worth of gear and rider without putting any stress on the straps.

Samarin: Samarin are tiny slivers of bone or stone used as small thrown weapons capable of causing an impaling hit. Characters may throw up to four samarin at the same target with a single Combat Action. For each additional samarin thrown at one time, the character must subtract 10% from the chance to hit for all samarin thrown. See the entry for chokin above for an example.

Utuma: This is the EWF's version of the shortsword. It is commonly made of fire-hardened wood or shaped flint, but dragon bone versions are not unheard of. It is short and straight with a slightly conical tip.

Orlanthi Items

The following items are commonly found in the Tula markets and wagons of Orlanthi traders. They have become common in the markets of the EWF as well due to the increase of Draconised Orlanthi.

Orlanthi Items

Item	ENC	Cost
Hunting Cloak	3	100 SP
Storm Charm	—	200 SP

Hunting Cloak: This time-tested 'cloak' is a wooden ring clasped about the neck with dozens (typically 75-100) of leather braids lashed to it. It is commonly worn by hunters as camouflage. The leather cords are dipped in honey or tree resin before being rolled around in ground detritus of the area common to the Orlanthi's hunting grounds. The resulting garment allows the wearer to blend in quite well, unclasping the heavy cloak before springing from his hidden ambush. Anyone wearing a hunting cloak that has been treated properly for the area and is standing completely still can add +25% to his Stealth skill tests until moving.

Storm Charm: The Orlanthi believe in the strength and power of Urox the Storm Bull, and carrying a special piece of his passing is enough to invigorate them in combat. This is a small wooden bottle carved from a

tree split by lightning, filled with rainwater gathered during a thunderstorm and worn on a leather thong around the neck. Any devout Orlanthi wearing a Storm Charm believes he is blessed to fight his enemies by the god himself and gains a +1 to his damage rolls in Close and Unarmed combat.



Malkioni Items

The following items are those found on the traders and merchants dedicated to the Invisible God, and can be found in many places throughout the Middle Sea Empire as well, if only due to their religious connection.

Malkioni Items

Items	ENC	Cost
Armour of Faith	6	1,100 SP
Wanderer's Kit	2	250 SP

Armour of Faith: This simple plated armour is marked with the symbol of Malkion in many places. It is said to protect the wearer with Truths, but most believe it is the sheet of bronze beneath the leather exterior that does more of the protecting.

Wanderer's Kit: Many Malkioni go on pilgrimages across the world through the lands of the godless heathens in an effort to bring the truths of Malkion to the followers of folly and myths. This kit includes a small book of blank paper, an ink vial, soap, a tiny engraving of the Malkioni holy symbol, an ounce of salt, two metres of silken rope and a dagger.

Pelorian Items

The following items are those found in markets and on traders from the Dara Happan nobility and their neighbours.

Pelorian Items

Item	ENC	Cost
Avian Saddle	2	125 SP
Noble Seal/Signet Ring	—	500 SP
Yelmite Lance	3	250 SP

Avian Saddle: This is a special saddle designed for the flightless birds ridden by the Rinliddi. It consists of a higher back and wider stirrup to make up for the birds' bouncing gait. It rarely comes with any sort of baggage capacity at all, but does have two small brass loops used to hold weaponry. Without this special saddle, riding one of these birds would suffer a -10% penalty to Riding skill tests.

Noble Seal/Signet Ring: Every noble bloodline has some form of crest that can be carved in reverse into a signet or seal. These seals are often built into a fine piece of jewellery, an expensive handle or chain necklace. Used by the Dara Happans to send messages via courier to each other, the symbols allow for the recipient to put a priority on accepting them – or not. Recognising a specific noble family or bloodline by its seal requires a Lore (World) skill test (modified as the Games Master sees fit). Also, anything that has been sealed in this way can only be opened by breaking the seal unless arcane methods are used.

Yelmite Lance: The warriors of the many Pelorian sub-cultures are often in patronage to the Sun God, and one way for them to give the respect and worship Yelmites deserves is by wielding one of these special lances in combat against their foes. A Yelmite lance is a long wooden shaft banded with brass and tipped with a large chunk of sharpened amber. While this does very little to make it any more effective of a normal lance, it does mark the user as a noble Yelmite to all onlookers, granting them a +10% bonus to Influence skills made to fellow followers of the Sun.

Nomads of the Waste Items

The following items are designed and crafted by the clans of Prax and the surrounding wastes, but could be traded for items clansmen might otherwise not be able to get on their own.

Nomads of the Waste Items

Item	ENC	Cost
Light Riding Strap	1	100 SP
Shaman Bag (10 doses)	—	500 SP

Light Riding Strap: The riding animals of the Clans of the Waste are sacred to them, as is their ability to ride them. Rather than weighing them down with heavy saddles and thick reins, the followers of Waha have devised a thick strap of leather or hide to be wrapped and buckled around the middle of the animal, with a small depression for the rider to sit and cupped stirrups for the feet. This 'saddle' does not allow for any sort of baggage other than what is carried by the rider, but the comfort added to the animal makes for an overall easier animal to deal with, adding a +5% bonus to any Lore (Animal) and Riding skill tests dealing with it.

Shaman Bag: The riders of the waste are heavily devoted to their belief and dealings with the many spirits shown to them by their god Waha, giving them a very powerful shamanic tradition. For those who consider themselves spiritualists and shamans, the nomads have these small pouches of 'spirit powder.' Spirit powder is a secret mixture of ground salts, fungus, plants and herbs that is rapidly inhaled to activate its power. Although inhaling this mixture does in fact replenish a single Magic Point, it also forces a Resilience skill test. Failure means 2D6 hours of fever dreams and hallucinations that occasionally show the user visions. Success means a 'waking vision' that slows the world down to tracers and shadows for the user, granting him an additional Combat Reaction per round and a higher connection to his mystic side, adding +10% to the Magic skill of his choice for 2D6 hours. After use of the shaman bag's, the user suffers 1D3 levels of Fatigue immediately.

Kralori Items

The following items can be found either in Kralorela or in oddity shops throughout the EWF.

Kralori Weapons

There are weapons that can specifically be found in Kralorela called 'folded metal weapons' that give the area its strange and wonderful feel when dealt with by outsiders. These include katana, ninja-to, no-dachi, tanto and wakazashi. These are covered extensively in the *RuneQuest Arms & Equipment Guide* sourcebook, starting on page 20.

For those who do not have access to that book multiply the cost of these weapons by five, add +1 to AP, +3 to HP and add the following special rules:

1) *Folded metal weapons upscale their base Damage Dice by one type (D4s turn to D6s, D6s to D8s and so on).*

2) *Although vicious when striking flesh, armour holds a problem for the easily deflected edge of folded blades, meaning that any target struck gets a +2 bonus to his non-natural Armour Points against folded metal weapon attacks.*

Kralori Items

Item	ENC	Cost
Assassin's Kit	1	1,000 SP
Dragon's Teeth	1	500 SP
Monastic Gi	1	150 SP
Scrolls of the Dragon	3	2,500 SP

Assassin's Kit: This small leather wrap is sewn together like a girdle and worn beneath the loose-fitting clothes common to Kralorela. It contains five small, envelope-style pouches perfect for holding a number of small items. For the kits purchased from the cults of assassins, these pockets already contain the following items:

- ☒ **Vial of Viper's Venom:** can to coat five small weapons with a Potency of 65 that causes 1D6 CON and DEX Damage lasting for 2D3 days

- ☒ **Three Throwing Stars or Darts**
- ☒ **Lockpick Tool:** +10% bonus to Mechanisms skill tests to open locks
- ☒ **Folding Dagger:** same statistics as a regular dagger but folds in half at the cost of a Combat Action

Dragon's Teeth: In the lands of Kralorela are many large reptiles that are considered to be the descendants of the True Dragon and are commonly referred to in conversation as dragons. These 'dragons' have become symbols of the True Beliefs, and wearing a charm made from seven of their fangs has a powerful effect on the Kralori. Anyone wearing a golden charm of Dragon's Teeth can re-roll any one POW-based skill each day, but must accept the second outcome no matter what.

Monastic Gi: There are many schools of martial arts and unarmed techniques across Kralorela. To best perform the movements and manoeuvres of these arts, there are many varieties of simple, loose-fitting clothing that somewhat protect the wearer without hindering movement in the slightest. Like a set of robes with sleeves and billowy pants, the monastic gi has several important areas sewn with additional leather or hide pads to protect vital organs.

Scrolls of the Dragon: The Scrolls of the Dragon are a collection of calligraphies kept in seven ivory scroll tubes each the size of a quiver. These scrolls depict the original faith of the area and are considered sacred. Anyone with a copy of the Scrolls can, with enough time, automatically pass any Lore (Theology) skill test based on the Kralori. The God Learners covet these writings and that they currently have copies of three of the seven scrolls.

Teshnan Items

The following items are found throughout the land of Teshnos, but also have wound their way into many Iruستي markets due God Learner traders.

Teshnan Items

Items	ENC	Cost
Fire Brazier	2	145 SP
Prayer Wheel	1	500 SP
Sankusan Spear	2	250 SP

Fire Brazier: This brass and copper bowl with an incense-smoking lid and four stout legs to hold it a few inches off the ground is used for meditation. Viewed by the zitr as the only way to find the inner Celestial Fire, these can be found in many homes and temples throughout Teshnos in great numbers. It is primarily used to burn incense, which could have any number of effects.



Prayer Wheel: Made by the crafty Babadi, these trigger-run clockwork spinning wheels are covered in a variety of symbols and prayer emblems. When a travelling Teshnan wants to send his prayers off to the proper piece of the Celestial Flame, he merely has to clutch the wheel in his hands and push in the trigger. The wheel spins, forming patterns that help the user contemplate on the inner mysteries. This may or may not have any effect on game play – but the Teshnans believe in the use of these devices very strongly.

Sankusan Spear: Used by the students of the Five Weapon teachings, the Sankusan spear is a short-bladed longspike that has two small flanges to either side of the head used to catch parries and push them back with tremendous force. The spear is designed for downward thrusts, especially from a mounted position. Whenever someone chooses to parry an attack from a Sankusan spear, he only gets to deduct half (round up) his weapon's Armour Points for that parry.

Vithelan Items

The following items are those scattered in village traders all along the Eastern Islands. These items are as different and varied as the people of the islands that house them.

Vithelan Items

Item	ENC	Cost
Mist Bell	1	150 SP
Scowling Mask	1	250 SP

Mist Bell: Travelling by small boat between the Eastern Isles can be a very dangerous ordeal with the morning or evening mists, especially if travelling in a flotilla of boats. The use of mist bells combats this danger. Tying a small brass bell to the bow of the boat allows the rowing boatman to strike the bell with each stroke, resulting in a constant sound. Also, the echo of the shrill bell can tell a boatman how far the boat is from shore or sandbar, but only to a trained ear. Anyone using mist bells can add +10% to any Boating or Shiphandling skill tests in thick fog or mist.



Scowling Mask: On the Eastern Islands, belief of inner mysticism runs very deep amongst all of the different branches of the Vithelan people. This item is a sculpted wooden mask painted in colourful and interesting enamels to look like one of the mythic Andin demons. Normally only those who have no fear of the demon-kind would choose to wear the face of their enemy; it is said to be terribly bad luck. Any Vithelan wearing a 'scowling mask' receives a +10% bonus to Influence skill tests to intimidate an opponent, a bonus that is doubled when targeting the skill against a fellow Vithelan.

Pamatelan Items

The following items are found spread across a very large stretch of land controlled by the many small tribes of men, many of whom defy the constant approach of God Learner myth-usurpers.

Pamaltelan Items

Item	ENC	Cost
Hunter's Paint (two doses)	—	35 SP
Tarint Snare	1	200 SP

Hunter's Paint: This pasty red substance is a mild skin irritant that is painted onto the bare skin of hunters before they go out on long trips into the wilderness. The paint seeps into the skin and does not hurt, but does make it almost impossible to stem the constant flow of adrenaline caused by the irritant. Anyone wearing hunter's paint will ignore their first three levels of Fatigue for 1D3 days, which will return all at once if the paint is ever washed off.

Tarint Snare: Having to stalk and hunt the huge lizard beasts on the Thirsty People's sprawling territories would be drastically more difficult without this item. The snare is a length of leather or rope that has dozens of arrowheads or sharpened stones braided along its whole length. Strung between two posts near a watering hole or laid bait and then camouflaged with dust and vegetation, the snare will wrap around and 'bite' into the legs of a beast coming to eat or drink. Even if the animal is not made lame by the slashing snare (1D6 damage), it is far easier to track due to the shed blood and dragging snare (+20% to Tracking skill).

Aldryami Items

The following items are made and used almost primarily by the Aldryami 'elves,' frequently allowing only friendly cultures like the Hsunchen or Thoskali to trade for them.

Aldryami Items

Item	ENC	Cost
Dryadic Gown	—	500 SP
Grower Kit	1	750 SP
Woodlife Armour Suit	4	1,000 SP

Dryadic Gown: Named for the elusive forest spirits, the dryadic gown is the title for any Aldryami-made camouflaged clothing. While wearing a gown in the forested area it was made for, the wearer can add an effective +20% to his Stealth skill tests. This bonus is cut in half in any other forest or wooded area.

Grower Kit: The Aldryami make it their priority at all times to keep the cycle of forest life as strong as they can in order to keep the Harmony of the Song. This kit is a mixture of powerful herbs and fluids used by farmers or foresters to triple the growth, yield and longevity of any common plants. This has no effect on any sentient plants at all – meaning that the Aldryami cannot use a Grower kit to become timeless or immortal.

Woodlife Armour Suit: The Aldryami do not often use large forges, leaving them decidedly low in hard metals – making it very hard to craft armour when arrowheads and swords use up so much. The answer to this dilemma comes from a selective group of Ballid Foresters, who taught others in the Song how to grow and sculpt a suit of living wood to the shape of a specific body. This armour thickens and grows over time, just like the Aldryami do. All it requires is the Craft (Forester) skill, one test of said skill weekly and enough water and sunlight to keep it fed. For each year the armour is treated in this way, increase the ENC and AP to all locations by +1.



Uz Items

The following item is generally found as loot in vanquished Uz settlements.

Uz Items

Item	ENC	Cost
Lead Plate Armour	Varies	Varies

Lead Plate Armour: While never particularly wealthy or advanced, the Uz do have a very good handle on the mining, smelting and forging of lead. Although it is very heavy, lead provides remarkable protection for its cost.

Mostali Items

The following items are just a few of the more common items that may be found at Mostali trading posts.

Mostali Gunpowder Weapons

The Quicksilver Dwarfs have the coveted secret of gunpowder in their tomes and workshops, giving them the ability to use firearms and the like that use the alchemical substance as propellant. These weapons are rather destructive and powerful, and are covered extensively in the *RuneQuest Arms & Equipment Guide* sourcebook, starting on page 20.

Mostali Items

Item	ENC	Cost
Brass Rune Coupler	1	225 SP
Helper's Shadow	1	150 SP

Brass Rune Coupler: Magic plays a very large part in the Mostali's everyday lives, with many of their highest ranking Decamonist crafters wielding many runes at a time. Designed by the Copper Dwarfs, the brass rune coupler is a small clockwork frame that clasps to the back of a runecaster's forearm. The frame holds up to six runes at once, allowing the wearer to quickly spin the mechanism to place whatever runes necessary into their hands for an upcoming spell. Although it makes using a shield on that arm impossible, it allows a character to put up to two runes in their hand at the cost of a single Combat Reaction.

Helper's Shadow: Named for the original tool 'Helper' that was made by Mostal himself, the shadow is a useful multi-purpose tool that has a dozen or more small but useful implements hinged together in a folding handle. With a few minutes to twist, crank, pull or tuck the tool into the correct shape, a craftsman is 85% likely to find a set of tools in the shadow that will be a huge help with any Craft or Mechanisms skill – offering a +10% bonus if the right tool is found.

Timinit Items

The following items can be found in the able hands of the Insect-men, whose traders and explorers have taken far and wide. It is unlikely that non-Timinit would ever want to use the items unless totally necessary, so they tend to be rare even amongst the God Learners.

Timinit Items

Item	ENC	Cost
Chitin Filler (six doses)	—	50 SP
Mandible Scrubber	1	115 SP
Myrmidon Weapon Harness	1	150 SP

Chitin Filler: The healing of a Timinit's hard chitinous flesh is difficult to do naturally, with many Lucans and Myrmidons being covered in small pocks and holes that never quite recover completely. This foul-smelling powder, when mixed with Timinit saliva, creates a thick orange paste that hardens in minutes. It is used by combatant Timinit to help heal their wounds and patch their cracked or rent carapaces. Using a dose of chitin filler on a wound will automatically heal it by one Hit Point after one hour of drying time.

Mandible Scrubber: The mandibles of the Lucans and Myrmidons can become filthy with organic detritus clinging to them. This hand-sized wad of oil-soaked wool is rolled in pumice or sand before being rubbed over the mandibles, cleaning them. Games Masters should socially penalise any Timinit whose mandibles are covered in rotten wood, decaying flesh or scabby blood – especially if dealing with non-Timinit.

Myrmidon Weapon Harness: Originally designed by the martially-minded Myrmidons, who find it extremely difficult to use normal sheathes and backpacks, the weapon harness is really just a simple crossing set of leather loops that buckle to it in two places. It can carry up to four ENC worth of weaponry on a variety of rings, notches and pockets while keeping them all very accessible to at least one of the Timinit's arms. Although designed for the Myrmidons, all Timinit have taken to using the harness.

Duck Items

The following items can be found in many 'Ducktowns' that have sprouted up in the cities of men across Glorantha, or in the wagons of nomadic merchant Ducks that have chosen to brave the roads of a world that seems angled against them.

Duck Items

Item	ENC	Cost
Duckweed	—	25 SP
Keet Spurs	1	150 SP

Duckweed: This plant grows along the edges of ponds and streams, and can be chewed or smoked to release its powerful and refreshing juices. Although it is quite tasty and aromatic for other species only Durulz gain its full benefit. When smoked or chewed, duckweed removes 1D3-1 levels of Fatigue from any Duck character, but can only be used once a week or the Duck will become immune to its effects.

Keet Spurs: A generation ago, the Ducks found their distant cousins – the militant Keets. Seeing their interesting ritual weaponry attached to their ankles, the Ducks took the idea and made a subversive weapon using the same principles. These items, leather bands with a short dagger-like blade on the outside edge, are often a surprise for anyone who faces a Duck in close combat. Many have fallen to a poisoned spur when trying to take a disarmed Duck into custody.

Centaur Items

The following items are made and used almost solely by the centaurs.

Centaur Items

Item	ENC	Cost
Blade Lance	3	500 SP
Centauran Zither	2	750 SP
Waist Satchel	1	75 SP

Blade Lance: Knowing how their advantage when fighting two-leg targets vanishes after the charge, centaur warriors have created this weapon. A combination of

axe and lance that gives them a single weapon to wield. What is a stout and thick haft with an oversized spade-like blade that dominates the front third of the weapon, the blade lance is both effective on the charge and once embroiled in the ranks of the enemy.

Centauran Zither: One of the most used instruments to play the Muses' part of the Tune, the Centauran zither is a widely recognised source of hauntingly beautiful music. It is a wide-necked stringed instrument that hangs by a strap over the shoulder of the player, resting against the chest and abdomen. It is designed specifically to use the extra lung and organ capacity of a centaur directly behind the instrument as additional acoustics, adding a quality to the music that is unmistakable. Centaurs playing the zither add a bonus to their Play Instrument skill equal to their SIZ characteristic.

Waist Satchel: With their build being as it is, it would be easier for a centaur to wear saddlebags instead of a common belt or backpack. However, their personal beliefs would never allow it. Thus the centaurs have instead a girdle-style leather satchel that buckles in the front, wrapping around the join between their upper and lower bodies. Not only does this carry up to 15 ENC worth of items, but it also adds +1 Armour Points to the centaur's abdomen.

Minotaur Items

The following items are made and used by the minotaurs.

Minotaur Items

Item	ENC	Cost
Honour Salve (six doses)	—	200 SP
Horn Sharpener	1	75 SP
War Shoes	2	125 SP

Honour Salve: This is a mixture of pepper oils, course salts and natural toxins that combine to make a thick jelly. When injured in a particularly memorable way, a minotaur will use this substance to ensure it becomes an angry scar to show off later. Anytime he suffers at least a Minor Wound, a character can rub honour salve into the wound. He suffers an immediate level of Fatigue from burning pain and must also pass a Persistence skill

test or take no actions for 1D4 minutes. Once this time has passed the wound will have healed one Hit Point and become a highly visible scar.

Horn Sharpener: This is a wooden cup lined with ground pumice and flint chips, the horn sharpener is a must for horn-battlers. Requiring a few minutes a day of use to keep his horns' sharp points, a minotaur that uses his horns in combat more than once a week will begin to suffer -1 Damage each week that he does stick to the daily sharpening routine, caused by dulling and chipping.

War Shoes: Used almost exclusively by Warhoooves, these are thick bronze rings of metal that lift slightly up at the 'toe' and support a row of sharp spikes, studs or even blades. These shoes make the minotaur slow down slightly (-1m per action), but they also protect the hooves from damage by attacks targeting them (add +2 Armour Points for such purposes).

Hsunchen Items

The following item is found in the hands of the craftsmen of the Animal-men tribes.

Hsunchen Items

Item	ENC	Cost
Dreamquest Powder	—	5,000 SP*

*This cost is for someone buying DreamQuest Powder on a black market, as only the Tribal Elders know the secret of its manufacture; otherwise it must be given by the Hsunchen Elder.

Dreamquest Powder: Hsunchen who want to discover the best ways to serve their Great Spirit will sometimes seek the wisdom of the spirits within themselves through the use of extremely powerful hallucinogen called Dreamquest Powder. Made from an assortment of plants and fungus, the substance is inhaled. For each inhalation the character must pass a Resilience skill test, which has a cumulative -5% penalty each inhale past the first. The character immediately falls into a 'Dreamquest' when the roll is failed. A Dreamquest is a comatose state that lasts for 3D6 days, after which the character receives 1D4 levels of Fatigue. No matter the result, a character may only ever go on a single Dreamquest in his lifetime.

To decipher what is learned in the Dreamquest, the character must roll 1D10 for each successful inhalation and add his POW score, comparing the total of their roll to the table below.

Dreamquest Score Total	Typical Vision	Game Effect†
five or less	Painful flashes and imagery of death	Character loses onepoint of POW permanently‡
six-10	Fuzzy bright lights and the sound of drums	+5% permanently to any Basic Skill
11-20	Images of tribal spirit protecting character from Darkness	+10% permanently to any Weapon Skill
21-30	Total darkness, but feelings of safety and security	+1 POW permanently
31-40	Images of running/flying/swimming as spirit	+5% permanently to Athletics, Beast Skin, and Unarmed Skills
41-50	Clear image of Orlanth stabbing Basmol in the darkness	+10% to Perception
51-60	The Great Sprit holds the character like a loved family member	+1 permanently to 1D3 characteristics of the player's choice
61-70	Character feeds from the teat of the Great Spirit	+1 permanent natural Armour Points to all Hit Locations
71+	Character sees the true form of the Korgatsu	Character automatically gains the <i>Totem Form</i> Legendary Ability (see page 71)

† These bonuses are cumulative, with a higher roll gaining all the benefits of the lower rolls as well.

‡ This is a penalty, and is not added to the cumulative benefits.

Waertagi Items

The following items are those that may either be found in the hidden communities of refugees and freedom fighters, or perhaps in the shops of the Middle Sea Empire – claimed from the conquered Waertagi.

Waertagi Items

Item	ENC	Cost
Oceanist Cloak	1	250 SP
Sea Bow	2	1,500 SP
Water Lantern	1	150 SP

Oceanist Cloak: These cloaks of shed greatfish scales help them survive Waertagi above and below water. Sewn to streamline the wearer and protect him from being seen while underwater, the cloak also offers one additional Armour Point to all non-Head Hit Locations. While worn above water, the cloak is simply an attractive garment. Once underwater it adds +10% to all Athletics skill tests for Swimming, and forces anyone trying to target the wearer from above water to defeat the wearer in an opposed Perception versus Stealth test each round due to the shimmering scales.

Sea Bow: This is a short bow carved from living coral and strung with the thinnest of shorn baleen from the largest of whales, which explains its exorbitant cost. The sea bow is designed not to offer any penalty for using a ranged weapon underwater, which is normally very difficult. By loading special undersea arrows (which cost double normal price) onto the bow, a character can fire normally into or underwater. The bow functions normally over water, but has slightly different statistics when doing so.

Water Lantern: This lantern uses a pair of alchemical fluids to create light, the water lantern has two small reservoirs of the expensive fluids that can be pumped into the central glass section with the twist of two knobs. The fluid gives off roughly as much light as a common torch, and lasts roughly one hour per crank of the knobs. The reservoirs hold enough for five cranks of fluid each before becoming empty, with refills costing upwards of 50 SP per chemical. The lantern gives off no heat or smoke, but must be emptied before being re-filled, as used fluid obtains the consistency of pitch tar rather quickly when allowed to sit.

Oddities

In Glorantha there are a host of interesting items that might seem odd. Some of these items are considered remarkably magical and are likely the result of sorcery, myth and adventurous deeds. Others could be horribly cursed items, plaguing the world for an entire age. A small sample if these items follow.

Blade of One Foe: This relic from the early days of the Jrusteli is an old-looking broadsword with a single round opal on the pommel. It now sits in a God Learner vault, waiting to be re-defined or liberated from the Middle Sea Empire.

The Blade of One Foe forces its wielder to choose a single opponent every round. Only that opponent may attack or be attacked by the wielder, with all attacks coming from any other opponents being parried by the blade itself without spending a Combat Reaction.

Storm Shields: Used by the worshippers of Urox the Storm Bull, these heavy tower shields are engraved with the runes of air, mastery and metal. They are only crafted and enchanted for the best warriors of the cult, as they allow them to push forward under withering attacks to bring the fight to their enemies.

So long as the wielder moves toward an opponent, he can deduct the Armour Points of the Storm Shield from any and all attacks suffered from in front of him.

Jade Pendant of Daruda: One of the holiest of artefacts amongst the Dragon worshippers of Kralorela, the Jade Pendant is an amazingly detailed carving of a coiled serpent twisted in upon itself. Said to have hung from great teacher's own neck, the Pendant is the sole symbol of the most powerful Master of the Art Draconic. It is only ever given to someone who can best the current wearer in three tests: unarmed prowess, calligraphy and meditation. This makes sure that the wearer is deserved of the power of the Jade Pendant.

Anyone wearing the Jade Pendant is immune to Dragon Magic and all its effects. Also, at the cost of one Magic Point, the character can temporarily call upon any of the following Legendary Abilities (those in italics are new to this book): Battle Fury, *Draconic Fear*, Heroic Aura, Slaying Touch, *True Stance*, *Wyrms Gift*



Antirius' Spear: Said to be the first Yelmite lance to exist, this weapon cast from pure amber and gilded in golden bands is a reminder to the Dara Happans that their gods fought alongside them in the Darkness.

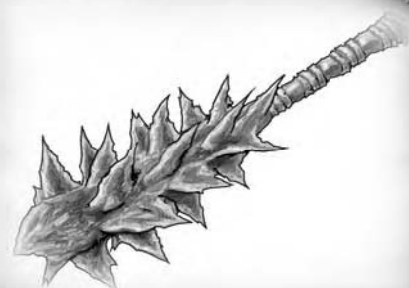
The Spear uses the same statistics as a normal Yelmite lance (see page 84), but has an AP of 20 and 100 Hit Points which automatically replenish every morning. Also, any target that is defined as a creature, minion or servant of Chaos or Darkness suffers triple damage from the spear.

Oakheart's Judgment: This ancient and powerful longbow was grown, sculpted and strung by the Aldryami hero Fwalfa Oakheart for use in the I Fought We Won Battle. Although it looks like a gnarled piece of twisted branch strung with a leafy vine, the Judgment is unlike any bow in existence. Arrows that leave the Judgment do not pause for metal or scales, finding the meaty flesh of the firer's target *every* time it is fired.

The Judgment is a longbow that inflicts 3D10 damage per attack instead of the normal amount and cannot be damaged by anything short of a Legendary Ability.

Uzuz Mauls: Only four of these massive (ENC 10!) two-handed mauls are said to exist in the current age. Brought with the trolls when they fled Wonderhome, these gigantic weapons are enchanted so that they can only be handled by a member of the Uz race. Only the most powerful Uz heroes will carry one.

Each Uzuz Maul is considered to be a rune of Darkness as well as a massive weapon. Any non-Uz who tries to wield an Uzuz Maul immediately suffers 1D6 levels of Fatigue and must drop the weapon immediately due to the enchantments upon it.



Brazenbone Warhorn: Made from the cracked horn of Tyrr Brazenboned, the first Grand Bull of the minotaurs, this brass-capped warhorn was made after he fell in ritual battle against his own son. The Warhorn can only be blown by a minotaur – and only one with blood on his breath at that.

When a minotaur blows the horn with blood (his or another's!) on his breath, the trumpeting call will become a massive thunderclap-like roar that will extend for a number of kilometres equal to the blower's POW score. Any minotaurs will automatically have all of their Fatigue removed and may double the damage from their next round's Close Combat attacks. Minions of Chaos in the area of effect automatically lose their next round's Combat Actions (but not their Combat Reactions). Blowing the Warhorn takes a lot out of the blower, who suffers 1D3 levels of Fatigue afterwards – which is not removed by the horn's effects.



Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Source
Jrustelan Rapier ¹	Rapier	1D8+1	8/14	1	4/10	God Learners
Drazduma Foot ²	Polearm	2D8	11/9	3	4/14	EWf
Drazduma Mounted ¹	Spear	1D8+3	12/7	3	4/14	EWf
Gami	1H Sword	1D6+3	11/9	2	8/12	EWf
Klanth	1H Sword	1D6	9/9	2	4/12	EWf
Qua	Shield	1D6+1	9/9	2	8/12	EWf
Utuma	1H Sword	1D6	5/7	1	3/8	EWf
Yelmite Lance ²	Spear	1D10+1	9/9	3	2/10	Pelorian
Sankusan Spear ²	Spear	2D6	9/9	2	3/10	Teshnan
Keet Spur ³	Unarmed	1D4	—/11	1	2/4	Ducks
Blade Lance ²	2H Axe	2D8	12/10	3	4/12	Centaurs
Blade Lance ²	Spear	2D6+3	13/9	3	4/12	Centaurs
War Shoe ³	Unarmed	1D6	10/10	1	4/6	Minotaur
Uzuz Maul	2H Axe	5D8	20/9	10	10/50	Uz

- 1 This weapon will impale an opponent upon a critical hit. See page 48 in the *RuneQuest Core Rulebook* for details on impalement.
- 2 This weapon can be set against a charge and can impale upon a Critical Hit.
- 3 This weapon cannot be used to Parry.

Ranged Weapons

Ranged Weapons	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Source
Chokin	Throwing	1D6	15m	—	—/11	—	1/5	EWf
Draconic Long Bow	Bow	2D10+2	200m	1	17/9	2	4/10	EWf
Samarin	Throwing	1D4+1	15m	—	—/9	—	1/5	EWf
Sea Bow (Air)	Bow	2D6	100m	1	12/9	2	3/10	Waertagi
Sea Bow (Water)	Bow	2D8	75m	1	9/7	2	3/10	Waertagi

Armour

Armour	AP	ENC	Locations	Cost	Source
Armour of Faith	3	2	Abdomen, Arms, Chest	1,100 SP	Malkioni
Monastic Gi	2	1	Abdomen, Arms, Chest, Legs	150 SP	Kralori
Woodlife Suit	2	2	Abdomen, Arms, Chest, Head, Legs	1,000 SP	Aldryami
Lead Plate Helm	4	3	Head	100 SP	Uz
Lead Plate Armlet	4	4	Arm	120 SP	Uz
Lead Plate Greave	4	5	Leg	140 SP	Uz
Lead Plate Girdle	4	4	Abdomen	150 SP	Uz
Lead Plate Chestplate	4	6	Chest	200 SP	Uz

FOLK MAGIC

Folk Magic is a simple magical power that all sentient beings in Glorantha have access to. It is often overlooked by those who have access to more powerful spells and enchantments, being seen as little more than worthless.

However it is this magic that the common peasant will often use, the spells are very specific in their use and of limited duration. Some of the enchantments will be cast over and over again in order to achieve a goal. There are simple chants to aid with planting seeds, easing childbirth or creating a culinary masterpiece, the number of possible spells are almost endless, although there are spells that are of more interest to adventuring types.

Folk Magic - A Brief Summary

Where rune magic is based upon an individual incorporating a rune and drawing magical power through it, folk magic is drawn solely from within the individual. In a world as magical as Glorantha everyone has a basic talent for spellcasting, however most will never get to own a rune, become powerful in a cult or have the resources to learn sorcery. Folk Magic, on the other hand, is easy to learn and cast. Each spell is little more than a brief chant learned by rote, even as an individual tries to do some other task they are able to use this magic simultaneously.

It is the simplicity of this form of magic that makes it so common and popular, it is also what limits its power.

Before a spell can be cast using folk magic, the following process must be followed:

- ☒ The character must be taught the spell.
- ☒ Once learnt the character can cast the magic by simply repeating the appropriate chant.

- ☒ Once cast the spell effects take place and a number of Magic Points equal to the spell's Magnitude are deducted from the spellcaster's total.

Acquiring Folk Magic

Folk magic is common throughout Glorantha and is easily taught. Even young children will occasionally have access to a minor chant or two to help them complete their chores. In a normal settlement of any size there will be a large number of different spells available, the spells a farmer might know will be completely different to those of a blacksmith or midwife.

Folk magic spells have a magnitude of either one or two points, this is an absolute limit. There are no three Magnitude (or higher) folk magic spells. The cost to learn a spell can vary but will not normally exceed 50 silver per point of Magnitude. Their simplicity means the spells are extremely easy to master, taking no more than a few hours of study to be able to use them.

There is no real limit as to how many different folk magic spells can be learnt by an individual, but if a spell is unused for a period greater than a year the individual will no longer be able to cast it, as he will have forgotten how to focus his own magical energy sufficiently to be able to cast the spell.

Starting Magic

All starting characters can start with either three Magnitude one spells, or one spell each of Magnitude one and two.

The spells available to the player character will have to be agreed with the Games Master, however they can not be spells that increase an advanced skill a character does not have.

The spells should also reflect the background and profession of the character. A herdsman from Dragon Pass is not going to have any folk magic that will improve his boating skill, it is highly unlikely that anyone in his clan would be able to teach him such a spell.

Casting Spells

A list of sample spells starts on this page as well as simple guidelines for creating other folk magic spells.

A character must be able to chant in order to cast the magic. Being silenced by the use of magic, a gag or removal of one's tongue will all prevent the casting of folk magic spells. The mantra will be a short phrase uttered a couple of times in order for the mystical energies to become focused. It is not necessary for the chant to be shouted out, it is possible to successfully cast the spell in a whisper.

The magic is so weak and subtle that it often can be cast without the notice of others, unlike other more elaborate magic systems in *Runequest*.

All folk magic spells normally only affect the caster of the spell, however if the caster does not perform any other action whilst casting the spell then the spell may be cast upon a willing recipient by touching him. It is far easier to focus this magic on oneself than on another person.

Casting Time

A spell can be cast in a single combat action, but casting such a spell does not prevent a character completing any other action simultaneously. The only things that a character can not do is speak, whistle, shout a warning, etc since to do so would prevent the chant taking place.

The spell will take effect the following combat action. All folk magic spells are either instantaneous or only have a duration of a single combat action. The duration can not be increased, even by other, more powerful, forms of magic.

Folk Magic Spell Construction

The effects of folk magic is extremely limited, which is why it is both very common and also why it is so often discarded by those with access to more powerful magic. Most spells affect specific skills and many others only apply in very specific circumstances.

A Magnitude 1 spell could add a 5% bonus to hit with a spear for a single blow, or a different Magnitude 1 spell could add a 10% bonus when using a spear against a specific enemy. A normal member of a village militia might have the former, whilst a man-at-arms continually fighting against the forces of an ancestral enemy may well prefer to learn the latter. The numbers of different spells are nearly endless and many are passed on from father to son or from master to apprentice.

Magnitude 2 spells, as a rule, double the bonuses received from the magic, either +10% to a skill for a more general spell or a +20% bonus for a spell cast for a specific task.

Each point of Magnitude a spell has will cost a Magic Point to cast. A long combat can very quickly drain a character of his Magic Points, as he uses spell after spell to try and overcome his opponents. This is another reason why the powerful move onto other forms of magic as soon as they are able, folk magic is a very inefficient use of Magic Points.

Folk Magic Spells

Listed here are examples of folk magic spells that can be found in Glorantha.

Bladesmith

The caster gains a +10% bonus per point of magnitude to his craft (metal) skill when working on a sword blade.

Bronzesmith

The caster gains a +5% bonus per point of magnitude to his Craft (metal) skill when working with bronze.

Darzunug Troll Slayer

In the combat action after casting the spellcaster gains a +10% bonus per point of Magnitude to his skill with any spear if fighting any type of troll from the Darzunug clan.

Deepen Wound

The caster gains a +1 bonus per point of magnitude to any damage he causes in the combat action immediately after casting the spell.

Ease Childirth

The caster gains a +10% bonus per point of Magnitude to any resilience rolls that need to be made during a difficult childbirth in the combat round after casting.

Healer's Touch

The caster is able to heal a single wound. The magnitude of the spell must equal or exceed the amount of damage caused by the injury otherwise it will have no effect.

A Magnitude two casting of Healer's touch will completely heal a one or two point injury but will not have any effect whatsoever on any injury that has caused three or more hit points worth of damage.

Identify Duckweed

The caster gains a +10% bonus per point of Magnitude to his lore (plants) roll if trying to identify Duckweed in the combat action after casting.

Identify Herbs

The caster gains a +5% bonus per point of magnitude to his lore (plants) roll in the combat action after casting.

Silver Tongue

The caster gains a +5% bonus per point of Magnitude to his influence skill when attempting to persuade a target to perform a certain action in the combat action after casting.

Spot Snares

The caster gains a +10% bonus per point of Magnitude of spotting a snare in the combat action immediately after casting the spell.

Spot Traps

The caster gains a +5% bonus to spotting a trap per point of Magnitude in the combat action immediately after casting the spell.

Strongarm

The caster benefits of an increase in his strength ability equal to the Magnitude of the spell for the combat action immediately after he casts the spell.

Swordstrike

In the combat action after casting the spellcaster gains a +5% per point of Magnitude bonus to his skill with any sword.

Trollbane

In the combat action after casting the spellcaster gains a +5% bonus per point of Magnitude to his skill if fighting any type of troll.

Withstand Pain

The caster gains a +5% bonus per point of Magnitude to his resilience roll if trying to avoid either death or falling unconscious as the result of damage being inflicted upon him in the combat round after casting.





THE SECOND AGE

PLAYER'S GUIDE TO GLORANTHA

Glorantha is a game setting unlike any other, with its rich blend of history and myth shaping the very world that characters live in. *The Player's Guide to Glorantha* allows players both old and new to step into one of the myriad roles available. No longer is the player limited by the basic character starting templates - now it is possible to be a Knowledge Quester of the God Learner Empire, a dinosaur wrangler troll of the Empire of Wyrms' Friends, a spirit warrior of the Praxian Bison Clan or even a duck Chaos hunter.

Besides character creation this book also contains rules for new legendary abilities, spells and equipment that are unique to specific cultures, now every background available to the player will have its own unique abilities.

Although weak compared to other available spell systems, the rules for Folk Magic are to be found inside. This is the magic that every starting character has access to. The simplicity and functionality of Folk Magic will mean that it always has a use, no matter how powerful a hero may become.

Enter the world of Glorantha and revel in its ability to astound and amaze.



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To use this supplement, a Games Master will require *RuneQuest*,
RuneQuest Companion and *Glorantha - The Second Age*.