

Equipment & Wealth

Coin Types

The standard coin used throughout Dragon Pass and Prax is the **Lunar (L)**, a *silver coin*. Other coins are:

bolg¹ (B), a *lead coin* = $\frac{1}{10}$ C

clack (C), a *copper coin* = $\frac{1}{10}$ L

wheel (W), a *gold coin* = 20 L

Standards of living

Destitute	less than 15 L per year
Poor	15-59 L per year
Free	60-199 L per year
Noble	200 L per year or more

Destitute

Absolute wretched poverty, with no appreciable possessions or money other than which is provided as charity or can be scavenged. Sustenance is unreliable and may consist of discarded food and water. Clothing is threadbare or even rags, and sleeping on the streets or in the wild is the norm.

Poor

The bare minimum standard of living for a poor household equates to around 15 L a year. Less than that is destitute. This permits a sparse diet of root vegetables and gruel. A poor household may go hungry for prolonged periods. Clothing is minimal, and housing is at best a tiny room or unfurnished hut for the entire family.

Free

The basic standard of living for a free household is roughly 60 L per year. It takes about 60 L worth of food, grain, and goods to maintain a free household for a year. This standard includes daily bread, cheese, and eggs, as well as better gruel. Meat and fish are available at least once or twice weekly, in addition to that eaten at cult feasts. Beer is common and wine is available for important occasions. Free households may go hungry, but rarely for long. Members of a free household can acquire a new set of clothes each year, and shoes or sandals. Housing is a furnished dwelling divided into rooms for people and for animals.

Noble

A basic standard of living for a noble household costs roughly 200 L a year. At this standard, meat and fish is eaten with most meals, along with wine at the table. The household home has multiple rooms and servants or slaves. Clothing is high quality and stylish. Mounts are maintained.

Measurement of Land

Farmland is measured in very practical terms by people in Dragon Pass—areas are measured in terms of how long it takes to work with a plow and a team of oxen. Most agricultural lands also include small fruit orchards and vineyards.

An **acre** is the amount of land tillable by one ox team in one day.

A **hide** is an amount of land that one ox-team can cultivate in a year and is considered sufficient to support a free household. It is between 80 and 120 acres and there are approximately two hides to the square kilometer. The Lunars value a hide at 25 W for census purposes.

Five hides is the amount of land considered sufficient to support a noble household. This much land typically requires four or five tenant families to work; the tenants are semi-free clients of the noble. Five hides are approximately two square kilometers of land. The Lunars value five hides at 125 W for census purposes.

Market

Cities have permanent markets (it's their defining feature). Town and villages generally have a weekly market. Markets serve as the local temple of **Issaries** and typically operate under the auspices of the merchant cult.

Note on Prices

Price is based on the cost to purchase the item in any large city in Dragon Pass. Prices for many goods may be more expensive in a small city and even more expensive in a town or village.

Iron weapons and armor are rare, prized, and extremely valuable, often possessed by only the wealthy or by fortunate adventurers. They are rarely available for sale, and instead are found, won, made to order, or gifted.

Encumbrance²

Every item has an ENC, measured more by how many "things" it is equivalent to, rather than by its actual weight.

The total amount an adventurer can carry and still function normally is determined by averaging the adventurer's STR and CON. The maximum limit of this, however, is the adventurer's STR. An adventurer cannot carry more "things" than they have the STR for.

Every point of ENC an adventurer carries *over their maximum ENC* causes them to suffer the following penalties:

- -1 from Movement (MOV)
- -5% from all skills in the Agility, Manipulation (which includes weapons), and Stealth skill categories.

Effect of encumbrance on Dodge Skill

An adventurer may Dodge at full value -1% off the skill per point of ENC carried *up to their maximum ENC*.

For each point of ENC *over their maximum ENC*, an adventurer suffers a cumulative -5% to their Dodge.

Coins and their encumbrance

If necessary, the encumbrance of coins carried is as follows: 300 B, 160 C, 160 L, or 100 W are equivalent to 1 ENC. An adventurer is assumed to carry the optimal distribution of coinage for the lowest weight unless some specific reason exists why this is not possible.

¹ The bolg is originally a troll unit of exchange made of lead. The lead bolg is unique as a unit of money, for it is designed for use as a sling stone as well as handy cash. *In my Glorantha, the bolg is commonly used everywhere (as money or as sling bullets).*

² Adventurers may not carry more than they could reasonably carry under normal conditions. ENC for weapons and armor should be tallied, for the rest use judgement of what is reasonable.

Expedition Gear

Back Pack	1 L
Blanket	2 C
Candle	1 C
Climber's Pack ¹	2 L
Cooking Gear	2 L
Firestarter	2 C
Lamp	1-2 L
Lamp oil /per load	1 C
Pot or pan /bronze	1 L
Pot /clay	2 C
Sack /leather, small	1 C
Sack /leather, large	2 C
Tent /five-man	10 L
Tent /one-man	2 L
Tent /three-man	8 L
Torch /wickers	1 C

Tools

Fish hooks	1 C
Hammer	4 C
Knife /stone	1 C
Lock /hasp	1-25 L
Mallet	6 C
Papyrus /per 40 cm sheet	1 C
Parchment /per 60 cm sheet	3 C
Parchment /hide, per sheet	1 C
Pick	10 L
Rope /15 meters	2 C
Shovel	1-5 L
Tools /stonemason	25 L
Tools /woodworking	20 L
Tools /writing	4 C

Melee Weapons

Axe /battle	20 L
Axe /great	30 L
Axe /small	15 L
Broadsword	50 L
Cestus /heavy	20 L
Cestus /light	10 L
Claw	25 L
Club /wooden	free
Dagger	10 L
Dagger /parrying	20 L
Dagger-axe	75 L
Greatsword	100 L
Hammer /great	15 L
Hammer /war	20 L
Javelin	35 L
Kopis	100 L
Lance	25 L
Mace /heavy	20 L
Mace /light	10 L
Mace /two-handed	25 L
Maul	20 L
Pike	25 L
Pole Lasso	7 L
Quarterstaff	5 L
Rapier	50 L

¹ 1 Rope (15 m) and bronze grappling hook.

Rhomphaia	50 L
Shortsword	25 L
Sickle	15 L
Sickle-sword	60 L
Singlestick	1 L
Spear /long	20 L
Spear /short	15 L

Missile Weapons

Arbalest	150 L
Atlatl	10 L
Axe /throwing	15 L
Bow /composite	150 L
Bow /elf	N/A
Bow /self	50 L
Crossbow /heavy	100 L
Crossbow /light	80 L
Crossbow /repeating	N/A
Dagger /throwing	20 L
Dart	25 L
Javelin	35 L
Javelin /Atlatl	10 L
Quiver /large (40 arrows or bolts)	16 L
Quiver /medium (24 arrows or bolts)	12 L
Quiver /small (12 arrows or bolts)	6 L
Sling	1 L
Sling bullet	1 B
Spear /short	15 L
Staff Sling	10 L

Shields

Small /hide /wood	8 C / 4 L
Medium /hide /wicker /wood	14 C / 1 L / 12 L
Large /hide /wicker /wood	25 C / 5 L / 40 L

Armor

Broad-brimmed Hat /leather	4 L
Cap /leather	5 L
Cuirass /bronze plate	175 L
Cuirass /disk plate	100 L
Cuirass /heavy leather	20 L
Cuirass /heavy scale	40 L
Cuirass /leather	10 L
Cuirass /light scale	25 L
Cuirass /ring mail	50 L
Cuirass /turtleshell	15 L
Greaves /bronze plate	120 L
Greaves /cuirboilli	40 L
Greaves /leather	15 L
Hauberk /heavy leather	40 L
Hauberk /heavy scale	65 L
Hauberk /leather	20 L
Hauberk /light scale	40 L
Hauberk /ring mail	80 L
Helm /closed /plate	30 L
Helm /composite /plate	10 L
Helm /full /plate	50 L
Helm /open /plate	20 L
Hood /leather	3 L
Linothorax /linen	30 L
Linothorax /quilted	20 L
Pants /heavy leather	20 L

Pants /leather	10 L
Segmented /bronze plate	300 L
Skirts /heavy scale	60 L
Skirts /leather	10 L
Skirts /light scale	30 L
Skirts /linen	20 L
Skirts /studded leather	20 L
Sleeves /heavy scale	50 L
Sleeves /light scale	25 L
Vambrances /bronze plate	100 L
Vambrances /cuirboilli	30 L
Vambrances /leather	10 L

Riding Beasts

Bison	30 L
Herd-man, trained	15 L
High Llama	55 L

Horse breeds

Daron (large horse)	75 L
Galana (pony)	50 L
Goldeneye	350 L
Sered (common horse)	65 L
Impala	10 L
Mule	35 L
Sable Antelope	25 L
Zebra	70 L

Cavalry Beasts

Horse breeds

Daron (large horse)	150 L
Galana (pony)	100 L
Goldeneye	700 L
Sered (common horse)	130 L
Impala	20 L
Sable Antelope	50 L
Zebra	140 L

War Beasts

Bison	90 L
Herd-man	45 L
High Llama	165 L

Horse breeds

Daron (large horse)	225 L
Galana (pony)	150 L
Goldeneye	1000+ L
Sered (common horse)	195 L
Rhino ¹	1000+ L
Sable Antelope	75 L
Zebra	210 L

Riding Gear

Saddle	1-15 L
Tack	1-5 L

Musical Instruments

Bagpipes	10 L
Castanet	2 C
Cymbals	1 L
Drums /skin	1 L
Flute	1 C-10 L
Flute /nose	1 C

1 Extremely rare.

Horn /lur	10 L
Kithara	50 L
Lute	10-25 L
Lyre	10-25 L
Pipe /reed	2 C
Rattle	1 C-5 L

Inns and Residences

Common Room Floor	1 C
Dormitory	3 C
Shared Room	1 L
Private Room	5 L
Hot Water /twice daily	1 C
Room Service	+1 C

Food

Cheese /1 kg	2 C
Barley and Meat pot	1 C
Daily Stew	¼ C
Entire Roasted Pig	2 L
Fatleaf Hotpot	½ C
Frybread w/minced meat	1 C
Grapes /in season	⅓ C
Leg of Lamb	5 C
Loaf of Bread	1 B
Midday Meal	6 C
Sausage	1 C
Spiced Meat Skewer	1 C

Drink

Ale /per cup	2 B
Barley Wine /per bowl	1 C
Mead /per bowl	1 C
Local Wine /per bowl	1 C
Pelorian Rice Wine /per bowl	3 C
Clearwine /per bowl	4 C
Vinavale Red Wine /per bowl	5 C
Amphora (40-liter)	1 L (amphora) + above price x 75

Clothing

Suit of clothes

Cotton	2 L
Hide, tanned	1 L
Leather	4 L
Linen	2 L
Linen, imported	5 L
Silk	20 L
Wool	3 L

Modifiers to clothes

Dye: red, orange, blue, yellow, green, brown, grey, black	x 2
Dye: purple, crimson, etc.	x 10
Fancy stitching/embroidery ²	x 2
Kaftan ²	x 3

Example: a tunic made of imported linen (5 L) that has been dyed blue (2x) and with fancy stitching (2x) would cost 20 L.

Other clothing

Belt, sword	1 L
Bodice, esrolian	15-35 L
Boots	1 L

2 Cumulative with dye, if any.

Cloak, grass	2 C
Cloak, hide	5 C-1 L
Dress, esrolian	15-35 L
Dress, esrolian sheat	10-40 L
Girdle	1 L
Hat, broad	10 C
Headdress, tall	10-100 L
Leggings	4 L
Sandals	5 C
Veil	2 C-5 L

Winter Cloaks

Antelope	2 L
Bison	3 L
High Llama	5 L
Impala	2 L
Wool	2 L
Woven Hair	10 L
Zebra	6 L

Jewelry

Armband, gold	750 L
Bracelet, bronze spiral	20 L
Bracelet, gold spiral	300 L
Bracelet, heavy gold multi-spiral	3,000 L
Bracelet, silver spiral	50 L
Earrings, gold	50 L
Earrings, bronze or copper spiral	20 L
Earrings, elaborate gold	100 L
Fibulae, bronze	10 L
Fibulae, silver	100 L
Necklace, beaded gold	300 L
Necklace, gold with hanging gemstone pendant	750 L
Pectoral, gold	1,000-2,000 L
Ring, simple silver	5 L
Ring, simple gold	25 L
Ring, heavy gold	50 L
Ring, gold with gemstones	60 L
Ring, gold with carved gemstone seal	100 L
Torc, bronze	20 L
Torc, gold	750-1,500 L

Cosmetics

Henna /per application	5 C
Kohl /per small container	5 C
Perfume /oil or salve container	1 C to 1 L

Meat Beasts

Cow	20 L
Bull	30 L
Sheep	3 L
Bison	20 L
Herd-man	6 L
High Llama	30 L
Horse	40 L
Impala	5 L
Sable Antelope	15 L
Zebra	45 L
Pig (yearling)	2 L
Domestic Duck	1 C
Chicken	1 C
Goose	3 C

Other Animals

House Cat	1 L
Kaga (insect-eating gecko)	2 C
Prax Hound	2 L
Song Bird	3 L
Wild Hawk	35 L

Slaves

Human Child	35 L
Human Male, unskilled	100 L
Human Female, unskilled	75 L
Human, educated	300 L
Human, skilled	200 L

Conveyances

Boat /ten-man	20 L
Boat /three-man	5 L
Cart /two-wheeled	4 L
Chariot /two-wheeled	200 L
Palanquin	5-20 L
Wagon /four-wheeled	10 L

Exotic Goods

Dyes /per batch	1-10 L
Hazia /per dose	1-10 L
Mordants /per batch	1-10 L
Salt /per 30 ml	1 L
Spice /sweetgrass	2 C
Spiceroot /praxian	4 C

Short Term Labor

Unskilled Manual Laborer /per day	1-2 C
Skilled Crafter /per day	3-10 C
Guard (common warrior) /per day	1 L

Sages and Scribes

Read Letter /per page	2-5 L
Research /per day	
Common Knowledge	1 L
Uncommon Knowledge	2 L
Rare Knowledge	5 L
Very Rare Knowledge	15 L
Translate Letter /per page	5 L
Write Contract	4 L
Write Letter /per page	2 L

Poets and Heralds

Compose an Insulting Poem	6 L
Compose a Love Poem	4 L
Compose a Praise Poem	10 L
Herald (sending a message) /per week of travel	5 L

Temples

Tithe on revenue	10%
Tax on harvest	20%
Storing treasure/non-initiate	5%

Temple spells

Casting cult magic to members	20 L per rune pt
One-time spell	× 10
Additional magic point spent	1 L per pt
Chalana Arroy heal all who ask	Varies

Axes

Broadsword	Sword 1H	10	9	7	1D8 + 1	12	1	1	2	CT	50 L
Dagger	Dagger	15	—	—	1D4 + 2	6	(4)	0.2-0.3	4	CT	10 L
Dagger, parrying	Dagger	15	—	—	1D4 + 2	8	(3)	0.2-0.3	4	CT	20 L
Greatsword	Sword 2H	5	11	13	2D8	12	2	1.5	1	S	100 L
Kopis	Sword 1H	10	9	9	1D8 + 1	12	1	1	2	S	100 L
Rapier	Sword 1H	10	7	13	1D6 + 1	8	1	1.2	2	CT	50 L
Rhomphaia	Sword 2H	5	11	9	2D6 + 2	10	2	1.2	2	S	50 L
Shortsword	Sword 1H	10	—	—	1D6 + 1	12	1	0.6	3	CT	25 L
Sickle	Dagger	5	—	—	1D6 + 1	6	1	0.5	3	S	15 L
Sickle-sword	Sword 2H	5	9	9	1D10 + 1	12	1	1.2	2	S	60 L

Club	Mace 1H	15	7	7	1D6	4	(2)	0.4	4	C	free
Great Hammer	Hammer 2H	5	9	9	2D6 + 2	5	3	1.5	1	C	15 L
Heavy Mace	Mace 1H	15	13	7	1D8 + 2	10	2	0.8	3	C	20 L
Light Mace	Mace 1H	15	7	7	1D6 + 2	6	1	0.6	3	C	10 L
Maul	Hammer 2H	10	17	7	2D8	12	5	1.5	1	C	20 L
Quarterstaff	Quarterstaff	15	9	9	1D8	8	2	2	0	C	5 L
Singlestick	Mace 1H	15	—	9	1D6	5	(2)	0.9	4	C	1 L
Two-handed Mace	Mace 2H	10	9	7	1D8 + 2	10	2	0.8	3	C	25 L
War Hammer	Hammer 1H	10	11	9	1D6 + 2	10	1	0.8	3	C	20 L

Javelin	Spear 1H	10	9	9	1D6	8	1	1.5	2	I	35 L
Lance	Spear 1H	5	9	7	1D10 + 1	10	3	3.5+	0	I	25 L
Long Spear	Spear 2H	15	9	7	1D10 + 1	10	3	3	0	I	20 L
Pike	Spear 2H	15	11	7	2D6 + 1	12	3	3.5+	0	I	25 L
Short Spear	Spear 1H	5	9	7	1D6 + 1	10	2	1.5	2	I	15 L
Short Spear	Spear 2H	15	7	7	1D8 + 1	10	2	1.5	1	I	15 L

Pole Lasso	Lasso	5	9	13	—	4	3	3	1/MR	—	7 L
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Claw	Fist	25	7	9	1D4 + 1	Arm	1	0	4	CT	25 L
Fist	Fist	25	—	—	1D3	Arm	0	0	4	H	
Grapple	Grapple	25	—	—	Special	Arm	0	0	4	H	
Heavy Cestus	Fist	25	11	—	1D3 + 2	8	1	0	4	H	20 L
Kick	Kick	15	—	—	1D6	Leg	0	0	4	H	
Light Cestus	Fist	25	7	—	1D3 + 1	4	(2)	0	4	H	10 L

3 There are five types of weapons, rough categories that describe the type of damage each does: C is Crushing, CT is Cut-and-thrust, H is hand-to-hand, I is Impaling, and S is Slashing. An adventurer using a CT weapon must state which aspect of the weapon she uses. Cut does Slashing damage and Thrust does Impaling damage.

Missile Weapons	Category	Base %	STR	DEX	Damage	HP	ENC	Range ¹	Rate ²	Type	Cost
Bows & Crossbows											
Arbalest	Crossbow	10	13	7	3D6 + 1	10	3	150	1/5R	I	150 L
Composite Bow	Bow	5	13	9	1D8 + 1	7	2	100	S/MR	I	150 L
Elf Bow	Bow	5	9	9	1D8 + 1	6	2	80	S/MR	I	N/A
Heavy Crossbow	Crossbow	25	11	7	2D6 + 2	10	2	120	1/3R	I	100 L
Light Crossbow	Crossbow	25	7	7	2D4 + 2	6	2	100	1/2R	I	80 L
Repeating Crossbow	Crossbow	25	7	7	2D4 + 2	6	2	100	1/MR	I	N/A
Self Bow	Bow	5	9	9	1D6 + 1	5	2	80	S/MR	I	50 L

Javelins, Spears & Darts

Atlatl	Atlatl	5	7	9	1D8 + 1	6	(2)	40	1/MR	I	10 L
Dart	Javelin	10	—	9	1D6	4	(2)	20	S/MR	I	25 L
Javelin	Javelin	10	9	9	1D10	8	1	20	1/MR	I	35 L
Short Spear	Javelin	15	9	7	1D6 + 1	10	2	20	1/MR	I	15 L

Thrown Weapons

Rock	Rock, thrown	15	—	—	1D4	—	(4)	20	S/MR	C	
Throwing Axe	Axe, throwing	10	9	9	1D6	6	1	20	S/MR	I	15 L
Throwing Dagger	Dagger, throwing	5	—	9	1D4	6	(4)	20	S/MR	I	20 L

Slings

Sling	Sling	5	—	9	1D8	—	1	80	S/MR	C	1 L
Staff Sling	Staff Sling	10	9	9	1D10	8	2	100	1/MR	C	10 L

Munitions

Atlatl Javelin							(4)				10 L
Large Quiver (with 40 arrows or bolts)							2				16 L
Medium Quiver (with 24 arrows or bolts)							1				12 L
Sling Bullet							(300)				1 B
Small Quiver (with 12 arrows or bolts)							(2)				6 L
Staff Sling Stone							(4)				free



Shield	Type	Base %	STR	Damage	HP	ENC	SR	Type	Hide	Wicker	Wood
Small	Hide or Wood	15	5+	1D3	8	1	3	C	8 C	—	4 L
Medium	Hide, Wicker or Wood	15	9+	1D4	12	2	3	C	14 C	1 L	12 L
Large	Hide, Wicker or Wood	15	12+	1D6	16	3	3	C	25 C	5 L	40 L

¹ Thrown weapons have no effective value beyond the Range shown. Missiles use full skill within the Range shown, ½-skill at medium range which is up to 1.5 × Range, and ¼-skill at long range which is up to twice the Range.

² S/MR: This rate means *as many missiles as can be fired as strike rank permits*, assuming 5 SR to reload. The first missile is fired at DEX SR. For example, an adventurer with an average DEX and a DEX SR of 3 can shoot two arrows in a round: shooting the first arrow at SR 3, he then spends 5 SR reloading and shoots a second arrow at SR 8. He then does not have SR enough to shoot again in this round (8+5>12). With a DEX of 13+ (SR of 1 or 2) an adventurer can fire three arrows per round.

Armor	Material	Absorbs	ENC	Move Qtly ¹	Cost
Head (19-20)					
Broad-brimmed Hat	Leather	1	(2)	0	4 L
Cap	Leather	2	(2)	0	5 L
Helm /closed	Plate	5	1	0	30 L
Helm /composite	Plate	3	(2)	0	10 L
Helm /full	Plate	6	2	0	50 L
Helm /open	Plate	4	1	0	20 L
Hood	Leather	1	(2)	0	3 L

Arms (13-15, 16-18)

Sleeves	Heavy Scale	5	3	-15	50 L
Sleeves	Light Scale	4	2	-15	25 L
Vambrances ²	Bronze Plate	6	2	-10	100 L
Vambrances ²	Cuirboilli	3	1	0	30 L
Vambrances ²	Leather ³	1	0	0	10 L

Chest (12)

Cuirass	Bronze Plate	6	3	-15	175 L
Cuirass	Disk Plate	5	2	-15	100 L
Cuirass	Heavy Leather	2	1	0	20 L
Cuirass	Heavy Scale	5	3	-25	40 L
Cuirass	Leather ³	1	0	0	10 L
Cuirass	Light Scale	4	1	-10	25 L
Cuirass	Ring Mail	4	1	-5	50 L
Cuirass	Turtleshell	4	1	0	15 L

Abdomen & Chest (9-11, 12)

Hauberk	Heavy Leather	2	1	0	40 L
Hauberk	Heavy Scale	5	3	-25	65 L
Hauberk	Leather ³	1	0	0	20 L
Hauberk	Light Scale	4	2	-20	40 L
Hauberk	Ring Mail	4	2	-15	80 L
Linothorax	Linen	3	1	-5	30 L
Linothorax	Quilted	2	1	0	20 L
Segmented	Bronze Plate	6	5	-50	300 L

Abdomen (9-11)

Skirts	Heavy Scale	5	3	-30	60 L
Skirts	Leather ³	1	0	0	10 L
Skirts	Light Scale	4	2	-15	30 L
Skirts	Linen	3	1	0	20 L
Skirts	Studded Leather	3	1	-5	20 L

Abdomen & Legs (9-11, 1-4, 5-8)

Pants/Trews	Heavy Leather	2	1	0	20 L
Pants/Trews	Leather ³	1	0	0	10 L

Legs (1-4, 5-8)

Greaves ²	Bronze Plate	6	2	-15	120 L
Greaves ²	Cuirboilli	3	1	0	40 L
Greaves ²	Leather ³	1	0	0	15 L

1 This shows how much the armor subtracts from an adventurer's Move Quietly skill. When several different types of armor are worn, use the noisiest as the modifier. Do not add all the different types together.

2 These are considered to cover the entire limb, although the actual armor which goes by these names only covers part of the limb.

3 Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth as it has the same qualities as described.

The World of Glorantha

Glorantha is not a globe, but instead is a slightly bulging, squarish lozenge, like the Earth Rune's shape. It floats upon Sramak's River, the **Primeval Ocean** that encircles the world. The Sky overhead is an off-center bowl, rotating about the Pole Star which marks its center and is the only stable point in the celestial dome. Between the Earth and Sky is the turbulent realm of the Air gods. Underneath both Earth and Water is the dark, silent **Underworld**.

Beneath the Sky and the Air, and sitting on top of the Earth, is the **Middle World**—the realm of mortals. It has a northern and southern continent, and many islands.

Genertela is the northernmost continent. It is colder than the southern continent, and the northern-most regions are uninhabited except by ice demons and snow trolls. The White Sea separates the permanent winter from the northern lands of mortals. The continent is temperate in climate, and in the south the seasons are moderate.

The great central oceans of Glorantha are mild and almost balmy, though seasons affect them. The many islands are pleasant places, semitropical in nature. Magasta's Pool, at the center of the world, is a gigantic whirlpool which draws all the waters of the world to it and drops them to the dark primordial sea below.

The inhabited lands of the southern continent, **Pamaltela**, developed independently from the north, though both cultures came into violent conflict during the Second Age. The northern coastal regions are extremely pleasant, but the temperature increases the further south one travels. Beyond the lands that men know are dense jungles and, finally, the arid and unlivable Burning Wastes.

Dragon Pass

Dragon Pass is probably the most important place in Glorantha. It is an extremely strategic location, sitting at the crossroads of Genertela. History has left it populated with numerous distinctive groups: many are remnants of bygone times. Recent history has brought in new invaders in the form of the **Lunar Empire**, and the near future doubtless provides more. Most important is the fact that Dragon Pass is an extremely magical region. It is the center of the world for many myths. Great events, magical and religious, occur there even now. Several demigods live there. Many prophets and scholars predict that the fuse of Dragon Pass will ignite the Disruption Keg of the **Hero Wars**.

The actual Dragon Pass is a narrow valley that crosses the continental divide near the sacred peak of Kero Fin, but over the centuries the name has come to be applied to the whole 225-kilometer-wide gap in the Rockwood Mountains, and to the region around this gap.

Dragon Pass is also one of the most militarily significant regions in Genertela. It offers the only passage suitable for armies to cross from Peloria (ruled by the Lunar Empire) in the north to the rich lands of Kethaela in the south. Much of the region is easily-defended terrain such as forests, hills, and mountains. Most importantly, its warlike population and many magical entities

make it a daunting region for any army to pacify or conquer.

Gloranthan Society

Glorantha has far more to do with Mesopotamia, ancient China, Homer's Greece, Robert E. Howard's Hyboria, and the Shah-nameh than it does with medieval Europe, *Le Morte d'Arthur*, or the Carolingian Cycle. Its heroes are the likes of Conan, Gilgamesh, Heracles, and Rostam, not Lancelot, Percival, and Roland.

Unlike some fantasy settings, there is no alignment, as such. People have **allegiances** to nations, cities, religions, and tribes, not to abstract concepts. It is also possible for people within the game to survive quite well with no allegiances whatsoever, except to themselves.

The gods, in the forms of their followers and cults, play an active and important part in most major events in Glorantha. However, most gods are complementary, and rarely oppose each other directly. Only the gods of Power are actively antagonistic; but only within their own spheres of interest.

Elder Races

The Elder Races of Glorantha predate the appearance of humans in the world. The Elder Races include many small, strictly local or otherwise insignificant creatures. Those powerful enough to dominate significant parts of the world are Aldryami (elves), broo, dragonewts, Mostali (dwarves), merfolk, and Uz (trolls).

Many obscure or lesser creatures live in Glorantha. Centaurs, giants, morokanth, newtlings, scorpion men, and Wind Children are only a few of the many lesser Elder Races.

Gloranthan Technology

Technologically, Glorantha is like the Bronze Age of Earth's history. This general statement is meant to illustrate the social development and cultural level of most of the people of the world. Bronze is common, and can be mined directly from the bones of the gods that died in the Gods War, which provide a ready source of the metal. Bronze is used throughout these rules to refer to the terrestrial metal to which it is most similar, but Gloranthan bronze also has some properties that are dissimilar from our earthly metal.

Unalloyed, or "pure" metals, such as iron, lead, tin, and copper, prevent a person from using magic unless the item it is made into is "sealed" to the Rune connected with that metal. Note that all coins are alloyed, as are gold and silver ornaments, and have no effect upon magic use.

Elemental Runes

The six Elemental Runes represent the raw essence of the cosmos. The elements bind adventurers to the conflicts of the Gods War, and are behind their most primordial drives.

An Elemental Rune may be used to increase your adventurer's chance of success with another ability. This is called an **augment**. The ability being augmented must be:

- A non-combat skill within the Rune's Skill Category
- The sense skill associated with the Rune (see below)
- A combat skill using a weapon associated with that Rune (see below)

Additional information such as the organs, color, metal, and animal phyla associated with each Rune have been provided.

● Darkness

The element of Darkness was the first to withdraw itself from Chaos, its birth attended by tales of primeval wars of Darkness against Chaos.

It is the element of the Underworld, the endless freezing darkness that preceded creation and still lurks and hungers under the earth and seas.

Characteristic: **SIZ**

Personality: *To have a strong affinity with Darkness is to be cold, cruel, patient, and secretive.*

Sense: **Listen**

Skill Category: **Stealth**

Weapons: **Club, mace, rock.**

Organs: Stomach, fat.

Color: Black

Metal: Lead

Phylum: Insect

⌘ Water

Within Water lies all the potential of the universe without darkness. It is the element of the seas, lakes, and rivers, and all the waters of the world.

Characteristic: **DEX**

Personality: *To have a strong affinity with Water is to be mercurial, capricious, and mutable.*

Sense: **Taste**

Skill Category: **Agility**

Weapons: **Net, trident, whip**

Organs: Heart, blood

Color: Blue

Metal: Quicksilver

Phylum: Fish

□ Earth

The element of matter and the terrestrial world, Earth is associated with the sensual aspects of both life and death. It is rich with life and gifts, sometimes terrifying and deadly.

It is the Rune of physical things, and all things that live and grow atop and within the earth.

Characteristic: **CON**

Personality: *To have a strong affinity with Earth is to be pragmatic, prudent, worldly, and sensual.*

Sense: **Search**

Skill Category: **Communication**

Weapon: **Axe**

Organs: Genitals, bone

Color: Green

Metal: Copper

Phylum: Reptile

☉ Fire/Sky

The element of Fire/Sky is purification. It destroys polluting matter and withdraws upward from the Material World. It is the Sky Dome and the stars, with its greatest manifestation being the fiery Sun that brings light and warmth to the world.

Characteristic: **INT**

Personality: *To have a strong affinity with Fire/Sky means to be pure, chaste, idealistic, and perceptive.*

Sense: **Scan**

Skill Category: **Perception**

Weapons: **Spear, bow**

Organs: Brain, sinew

Color: Yellow

Metal: Gold

Phylum: Bird

☿ Air

The element of strength and violence, Air forever separates Earth from Sky. It is the woe of the world and the savior of the cosmos. It is the element of weather, storm, wind, and the Middle Air.

Characteristic: **STR**

Personality: *To have a strong affinity with Air means to be passionate, violent, proud, and unpredictable.*

Sense: **Sense Assassin, Sense Chaos, Smell**

Skill Category: **Manipulation**

Weapon: **Sword**

Organs: Lungs, muscle

Color: Orange

Metal: Bronze

Phylum: Mammal

☾ Moon

The element of Moon was destroyed in the Gods War but was reborn within Time as the Red Goddess. Her secrets are woven into balance and time, resulting in the Lunar cycles laid upon the surface of this world. The Moon accepts Chaos as part of the Cosmic Balance, and thereby earns the enmity of much of the rest of the world.

Characteristic: **POW**

Personality: *To have a strong affinity with the Moon Rune is to seek spiritual liberation from the bondage of fear and ignorance.*

Sense: **None**

Skill Category: **Magic**

Weapons: **Curved blades such as the sickle-sword and the kopis**

Organs: Inner eye, pineal gland

Color: Red

Metal: Silver

Phylum: None

Power & Form Runes

The Power Runes represent the strength and nature of an adventurer's personality and their social impulses in Glorantha. They are rooted in the cosmic dualities of the Gods World but also

affect the Middle World. These Runes consist of four opposed pairs of Power Runes. They are not only essential to an adventurer's Rune magic; your scores in these Power Runes help you play your adventurer in a consistent manner, according to their actual activity in play.

Humans also have an opposed pair of Form Runes: Man and Beast. These Runes are handled identically to the Power Runes.

The Power and Form Runes are presented in opposed pairs. **The total value of the pair must always equal 100%**, and when one Rune increases the opposite side always decreases by the same amount. For example, if your adventurer has a Man Rune of 75%, their Beast Rune is 25%. The minimum is 1%, so the maximum is 99%.

A Power or Form Rune may be used by your adventurer to augment any skill being used for an action in accordance with that Rune.

III Harmony | I Disorder

To be strong with the Harmony Rune is to put the welfare of one's selfdefined community (which might be as small as a village or as large as their entire world) above one's own. Those aligned with this Rune are helpful, careful, compromising, generous, and compassionate—they make peace, not discord.

To be strong with the Disorder Rune is to place one's own welfare, advantage, or pleasure above all others. Such adventurers may be described as individualistic, impulsive, and contrary, or as greedy, thoughtless, and egocentric.

△ Stasis | ♯ Movement

To be strong with the Stasis Rune is to be resolute and unchanging.

Such an adventurer may be described kindly as determined or dogged, and less kindly as doctrinaire or obstinate.

To be strong with the Movement Rune is to be changeable, energetic, rebellious, and ambitious. Such adventurers can adapt quickly to changing circumstances, but are also impulsive and reckless.

Y Truth | ∴ Illusion

To be strong with the Truth Rune is to view the truth as something objective, and outside of individual biases, interpretations, feelings, and imaginings. Such adventurers describe things as they truly are, both in matters small and large, no matter what the consequences.

To be strong with the Illusion Rune is to distort truths or fabricate untruths, for one's own ends or on behalf of others, or in some cases simply for the sake of doing so. Such adventurers view reality as something subjective, and subject to their imagination.

⌘ Fertility | † Death

To be strong with the Fertility Rune is to enjoy the pleasures of the flesh, most notably sexual desire. Such adventurers are generous and giving, often without personal commitment between the persons involved.

To be strong with the Death Rune is to separate oneself from the material world and seek to deny or even destroy the world of the

senses. Such adventurers are relentless, ruthless, and ascetic, willing to deny others and themselves.

✠ Man | ♠ Beast

Human adventurers may also choose between a dueling pair of Form Runes: Man and Beast.

To be strong with the Man Rune is to be civilized, settled, sociable, and ethical. Such adventurers are uncomfortable in the wilderness, preferring lands tamed by humanity.

To be strong with the Beast Rune is to be bestial, savage, feral, wild, and untamed. Such adventurers are uncomfortable in cultivated lands, preferring the wilderness.

Calendar

Days of the week

The first five days of the week are named for one of the first five elements: ● *Freezeday*, ♯ *Waterday*, □ *Clayday*, ⚙ *Windsday*, and ☉ *Fireday*, then there is π *Wildday*, and ✱ *Godday*.

Weeks

There are eight weeks each seasons:

I Disorder Week

III Harmony Week

† Death Week

⌘ Fertility Week

△ Stasis Week

♯ Movement Week

∴ Illusion Week

Y Truth Week

Seasons

There are five seasons:

♯ Sea Season — *Spring*

☉ Fire Season — *Summer*

□ Earth Season — *Fall*

● Dark Season — *Winter*

⚙ Storm Season — *a cold monsoon, the time of greatest violence and danger.*

Sacred Time

At the end of the year there is the Sacred Time, composed of two weeks:

π Luck Week

✱ Fate Week

Throughout all Glorantha the Rebirth ceremony of the Sacred Time is of utmost importance. During the two week-long ceremony, most god-worshipping peoples act out their sacred myths of death and rebirth. Across the whole world everyone summons their spirits and gods, and the physical plane trembles with their presences.

The Orlanthi link the 14 days of Sacred Time with the Light-bringers' Quest, by which Orlanth and his companions resurrected the Cosmos.

SKILLS

Agility Skills

This category includes all skills dependent on muscular coordination. Most of these skills are trained into the reflexes of the user; an adventurer does not require profound intelligence or continual cogitation to be agile. Agility skills call for STR, DEX, and small SIZ, allowing good coordination and rapid response to subtle clues. A high POW helps as well.

ENC is subtracted from both Dodge and Swim.

Boat (05)

Boat provides the adventurer with a skill in handling oared or poled small boats such as rafts, canoes, and rowboats. Boat is primarily a physical activity, unlike Shiphandling, which is knowledge based.

In an unhurried situation, the player must succeed at the adventurer's Boat skill when they start a journey. The boat does not move until the roll succeeds. If conditions are smooth and placid, the gamemaster may allow the skill rating to be doubled until the conditions become more challenging.

In bad weather or hostile environments (rapids, shoals, whirlpools, etc.), the gamemaster should require use of the Boat skill. If the roll succeeds, the boat stays on course. If unsuccessful, it either goes off course or doesn't move at all, depending on the situation. If the roll is a fumble, the boat overturns, and the adventurer (and any other passengers) must make a Swim roll.

In chase situations (see Chases, page 151), the player's possible roll of a critical or special result adjusts the range categories and affects the outcome of the chase.

Climb (40)

This skill can be used to climb up or down walls, trees, cliffs, or any other surface. Ample hand- and footholds are assumed to be present. The gamemaster may impose penalties based on the surface being climbed. While climbing, an adventurer may not perform any other actions.

A successful roll allows the climbing of a 5-meter wall, a 15-meter slope up to 75 degrees or less, or a thickly-branched tree. A special result doubles the distance climbed to 10 meters up a wall, or 30 meters up a slope. A critical result increases the distance climbed to 25 meters up a wall, or 100 meters up a slope. If the player misses the Climb roll, the adventurer stays in one place, unable to find appropriate hand- and footholds. On a fumble, the adventurer falls.

Dodge (DEX×2)

A skillful dodger is rarely where the blow falls. Dodging is described more fully in the Combat chapter, as are special conditions modifying this skill. A successful Dodge roll means that the adventurer is not hit by the attack being Dodged. An adventurer's Dodge ability is decreased by -1% for each point of ENC carried.

Dodge takes no time when used against a hand-to-hand melee attack. It takes one entire melee round when used against missile attacks, and cannot be used in strike ranks while the adventurer is occupied with shooting a missile weapon. See Strike Ranks on

page 192 for more information.

Drive Chariot (05)

Drive Chariot covers the handling of a chariot team. Driving a chariot under race or battle conditions requires two hands. Using only one hand reduces the skill by -20% and limits acceleration. If both hands are taken from the task, the chariot behaves as if driverless.

Chariots are typically used as mobile platforms for missile fire or spellcasting. When an adventurer attacks from a moving chariot, the attack percentage cannot exceed the Drive Chariot skill of the driver. A moving target at the same speed and direction is treated as being a standard target. All other modifiers to missile fire apply.

Jump (DEX×3)

The ability to jump for height or distance over obstacles, such as bodies in melee. Jump is also the skill of falling (or landing) well, and can be used to mitigate falling damage (see page 156).

With a success, the adventurer can safely leap down vertically to their own height; jump twice their height horizontally; or up to their height vertically with a running start. A standing start reduces this distance by half.

A falling adventurer whose player makes a successful Jump skill may reduce the damage taken by step of distance fallen (equivalent to 1D6) and pick the hit location landed on.

With a special success, the adventurer can jump three times their height horizontally, or 1.5× their height vertically. A falling adventurer reduces falling damage by 1D6 and chooses what hit location they land on.

With a critical success, the adventurer can jump horizontally four times their height, or twice their height vertically.

If falling, the player chooses which location the adventurer lands on, reduces falling damage by 1D6, and then halves any remaining damage.

Should the Jump roll while falling be unsuccessful, the adventurer can attempt a DEX×5 roll as a last-ditch attempt to designate the hit location the adventurer lands upon. Failure means that the hit location is rolled randomly.

Ride (all) (05)

Riding a horse or other riding animal takes no skill while the animal goes no faster than a walk and is trained to accept a rider. To compel the animal to go faster than a congenial amble, an adventurer must learn the Ride skill. Each variety of riding animal (horse, bison, sable antelope, high llama, impala, rhinoceros, bolo lizard, riding beetle, etc.) must be learned separately; however, the Pavis zebra is identical to a horse for the purposes of the Ride skill.

By learning to ride, an adventurer (supported by a saddle) has a chance to stay on a mount at any gait. If the mount does something unexpected (bolt, shy, etc.), and the player fails the Ride skill roll, the adventurer has lost control. The player must attempt a Ride skill roll at the end of each melee round until the roll succeeds, at which time the adventurer regains control of the

or used to augment, the Act skill.

Fast Talk (05)

Successful use of Fast Talk causes the target to agree with whatever the fast talker is saying, deceiving the target into thinking that the user is logically correct. The skill can be opposed with Fast Talk, Insight, or an appropriate Rune or Passion. If successful, the target agrees to assist as the user needs. If allowed a moment's thought (perhaps if the victim is momentarily out of the Fast Talker's presence), the target's player may attempt an INT×5 roll to shake off the effects of the Fast Talk. Of course, if the talker was correct to begin with, the INT roll may simply confirm that the victim is doing the right thing.

This skill usually cannot be used to change the mind of a listener who firmly believes in an opposing view, or whose duty constrains his options (a hangman or bodyguard, for instance). However, an adventurer can talk their way out of an arrest (or similar situation), if the adventurer's player can invent a justification for leniency on the part of the authorities.

Fast Talk does not work on more than a handful of people at a time or on targets whose minds are made up; use Orate instead. However, where Orate might take hours to unify the listeners into full agreement with the speaker, Fast Talk can take only one full turn (five minutes) or less.

Intimidate (15)

Intimidation can take many forms, including physical force, psychological manipulation, and threats. It is used to frighten or compel a person to act in a certain way. Intimidate is opposed by Intimidate, Insight, or an appropriate Rune or Passion. Intimidate can be used to force down the price of an item or service. If successful, the seller may reduce the price or hand the item over free of charge, but depending on the situation, they will be convinced they were wronged and may later go to their clan or cult to seek redress.

Many conditions might influence the use of the skill, described in the Intimidation Modifier table. The gamemaster may add further modifiers, depending on the situation.

Intrigue (05)

Intrigue is the art of finding out what is going on inside a royal or imperial court, great temple, warlord's camp, bureaucracy, or a similar institution. Everyone has access to gossip, but hard work and clever conversations help pry out real facts. Skill is needed to know who to ask, when, what to say, and how to sift truth from lies.

Intrigue is not used to poison people in secret, foment rebellion, or to assassinate rivals. Such deeds must be roleplayed, not left to random dice rolls.

Orate (10)

Fast Talk appeals to (or confuses) the intellect; Orate appeals to the emotions. It is used to make reluctant listeners act or grant a request. Imagine an orator as a great speaker standing before the senate of their city-state and persuading the people to go to war over an imagined slight, or a tribal chieftain who convinces

their followers not to butcher their captives, or a politician who sways the populace into uniting to rebuild their devastated city.

Orate is implicitly a skill most useful against a crowd of up to 50 people, for a successful roll influences everyone without immediate chance for recovery, as with Fast Talk. However, Orate works just as effectively on a few people, or even on only one person.

If successful, Orate can be far more effective than Fast Talk, because it can grab and hold the emotions of the listener. Unlike Fast Talk, the targets do not get an INT roll to shake off the effects of an Orate. However, where Fast Talk can take only one full turn or less, Orate might require hours to unify the listeners into full agreement with the speaker.

Orate can be used to debate with others, with opposed rolls then coming from the other debaters.

Sing (10)

The Sing skill measures the adventurer's knowledge of poetry as well as their technical skill at singing or reciting poetry. Song is used in religious rituals as well as a way of remembering oral history, genealogy, and law.

Sing may be used to augment Magic skills or the chance of someone casting a spell. Furthermore, Sing may be augmented with the Dance or Play Instrument skill (or vice versa) to increase the chance of success of either skill.

The Sing skill is often used to augment Dance, Orate, and even Custom.

Speak Own Language (50)

An adventurer speaks their native language at 50%, plus whatever increases are gained through previous experience. Even if the adventurer has a particularly low Communication skills category modifier, they still have a Speak Own Language 50%.

Speak Other Language (00)

Speaking a foreign language begins at 00, unless that language is similar to a language the adventurer already knows, in which case the adventurer can speak the other language at a fraction of the skill in the known language. See below. *For example, an adventurer with Speak Heartling at 50% can also Speak Esrolian at 25%.*

Many of the languages spoken in Glorantha, and specifically Dragon Pass, are related to some degree, and speakers of one language might have some rudiments of another language due to these shared linguistic roots.

It is not generally necessary during the adventurer creation process to define starting ability in related languages, but whenever adventurers encounter speakers of languages other than their own, the gamemaster should consult the Language Equivalency table above determine if the adventurers have any basic proficiency.

Spoken Languages of Dragon Pass

Human Languages

The human languages of Glorantha fall into several families, such as Theyalan and Pelorian, roughly corresponding with the broad geographic distribution of their cultures. Languages within a family are similar enough that speakers of one language can

communicate with those speaking another to a limited degree. This is represented as a fraction of the skill rating in the related language.

Boatspeech

This is the cult language for all the rivers and river cults of the world, regardless of geographical separation. It is derived from the non-human tongue Seatongue, a language spoken only by mermen and undines. Speakers of Boatspeech understand Seatongue at 1/5 of their skill in Speak Boatspeech. Boatspeech is often known as Riverspeech and is spoken by many sailors of Glorantha as a common tongue.

Dara Happan

This Pelorian tongue is the daily language of the city-states of the Pelorian lowlands. It was the language of the Dara Happan Empire, although that has been supplanted by New Pelorian.

Speakers of Dara Happan know New Pelorian at 1/2, Firespeech at 1/5, and Pure Horse Tongue at 1/10 of their Speak Dara Happan skill.

Esrolian

This Theyalan tongue is used in the Holy Country land of Esrolia and widely used throughout the rest of Holy Country and Maniria. Esrolians generally learn Tradetalk as a second language. Speakers know Heortling at 1/2, Old Pavic and Tarshite at 1/5, and Aldryami, Stormspeech, and Earthtongue at 1/10 of their Speak Esrolian.

Heortling

This Theyalan tongue is the primary language for Sartar and Heortland. It originated with the Hendriki in the Holy Country. When the Sartarites moved northwards, they brought their language with them. It is the second language of the people of Alda-Chur and Alone, who joined the kingdom later than the other cities. Speakers are likely to know Tradetalk as a second language.

Speakers know Esrolian at 1/2, and Old Pavic, Tarshite, and Stormspeech at 1/5 of their Speak Heortling ability.

Old Pavic

Around 500 years ago, this now nearly-dead Theyalan language was spoken in the Empire of Wyrms Friends. The Empire ruled Dragon Pass, Peloria, and Prax in that age, but after its collapse the language was spoken only by the native humans of the ruins of Old Pavis. Now that the city is reopened, it is again known to the outside world. Old Pavic is also spoken in ancient religious ceremonies at Adari, but not spoken by the populace there.

Speakers of Old Pavic know Auld Wyrmish, Esrolian, Heortling, and Tarshite at 1/5, and understand Stormspeech at 1/10 of their Speak Old Pavic ability.

New Pelorian

This Pelorian tongue is the official language of the Lunar Empire, and the native speech of the people of the Oslir river valley. Throughout the Lunar Empire, educated people are likely to speak this as their primary tongue.

Speakers know Dara Happan at 1/2, and Pure Horse Tongue and

Firespeech at 1/10 of their Speak New Pelorian ability.

Praxian

The Praxian animal nomads use this language. It is spoken by all the tribes there, including the nonhuman Morokanth, and has also been adopted by the non-herding peoples, such as the Men-and-a-Half and the local Basmoli Berserkers.

Pure Horse Tongue

This is spoken as a primary language only by the Pure Horse People of the Grazelands. It is close to the language of the horse barbarians of Pent and northern Peloria. The natives use it only among themselves, preferring Tarshite, Esrolian, Heortling, or Tradetalk with outsiders.

Speakers of the Pure Horse Tongue know other Pentan languages at 1/2, Firespeech at 1/5, and Dara Happan and New Pelorian at 1/10 of their Speak Pure Horse Tongue skill.

Tarshite

This Theyalan language is the native tongue for the homeland of Old Tarsh, and of the Far Place in Sartar. The speech was imported when natives from Peloria moved into Dragon Pass. Lunar Tarshites generally know New Pelorian, Tarshite, or Tradetalk as a second language.

Speakers know Esrolian, Heortling, and Old Pavic at 1/5, and Stormspeech at 1/10 of their Speak Tarshite ability.

Tradetalk

The cult language of the Issaries trader cult. Tradetalk is spoken throughout Glorantha and is the closest thing to a common tongue Glorantha has. It may be learned almost anywhere, including nonhuman areas, and is the widest known second language.

Magical and Nonhuman Languages

Magical and nonhuman languages are listed here for convenience. They are known to many humans and can be studied. No families of languages are listed. This is not to say that families of nonhuman languages do not exist, but simply that humans do not normally distinguish differences within nonhuman languages. These languages may be used to augment magic associated with the Rune of the language.

Aldryami †

The language of elves and their kin; since the separation of the elf nations across the world, the different forests have developed local variations of Aldryami, but these are more like accents than different dialects. All Aldryami prefer to use Tradetalk to communicate with non-elves, even if the non-elves show off their knowledge of Aldryami. Speakers of Aldryami can speak Earthtongue at 1/5 of their skill.

Auld Wyrmish ⚡

Spoken by dragonewts and their kin, such as wyrms. Dream dragons almost always speak it, rarely knowing another language due to their peculiar origin. No human can ever attain a skill higher than 25% in the spoken language, although dragonewts seem to have little problem understanding other tongues.

Speakers of Auld Wyrmish know Old Pavic at half their Auld

Wyrmmish ability.

Beastspeech ▼

The language of wild animals and half-animals, such as Beast Men and baboons. It is very difficult for humans to speak it, but it is easier for people to learn if they can find a teacher. Beast-speech has no written form.

Darktongue ●

Creatures of Darkness such as trolls and their ilk speak Darktongue. It is very ancient, and writings in it exist from before the Great Darkness.

Earthtongue □

The speech of Earth cults, reptiles, and other earth-related creatures. Speakers of Earthtongue can speak Aldryami at 1/5 their skill and Esrolian at 1/10 their skill.

Firespeech ☉

Spoken by Fire/Sky cults, birds, and the inhabitants of the Sky World. Firespeech speakers can speak Dara Happan and Pure Horse Tongue at 1/5 their skill.

Mostali ▲

The tongue of dwarves and their minor created servitors. It is little used, and even dwarves prefer to speak Tradetalk when outside their mines.

Seatongue №

The watery races, including all Triolini (merpeople, intelligent beasts such as dolphins, and other water creatures), speak this. Speakers have 1/5 their Seatonque skill in Speak Boatspeech.

Spiritspeech ✕

This is a way of communicating with spirits through speech. Not all spirits are equally interested in or adept at communication.

Stormspeech ☉

Spoken by Wind Children and storm gods. Speakers can speak all Theyalan languages (such as Esrolian, Old Pavic, and Tarshite) at least 1/10 the skill in Stormspeech, and can Speak Heortling at 1/5 their skill.

Knowledge Skills

These skills usually depend on the ability of the adventurer to memorize and comprehend a body of knowledge, whether learned by rote at a campfire or deduced from endless pedantic lectures at a great library. Frequently they cannot be increased through experience, but must be trained or researched. They depend on the adventurer's INT and POW for modifiers.

Alchemy (00)

The knowledge of purifying, transmuting, and producing material substances through various processes, and the preparation of various elixirs, including acids, poisons, and medicinal potions. It includes information concerning herbal and chemical substances used in the creation of such potions.

This skill must be used with specific raw materials. This skill is a cult secret of Chalana Arroy, Lhankor Mhy, and certain Lunar cults. Their temples have supplies of such substances and sell them to initiates, at a cost of 50 L per point of potential potency.

A successful Alchemy skill roll transforms the raw materials into medicine or poison of the appropriate potency. A special success on the skill roll adds 1 to the POT. A critical roll increases POT by 1.5 times (round fractions up). A failure means that the product is ruined and the raw materials wasted. A fumble means that the resultant potion injures the creator for 2D6 hit points immediately.

Healing potions, poisons, poison antidotes, and medicine (curing disease) can all be made with this skill.

If a disease has been caused by a disease spirit, the medicine must match its POT vs. the spirit's POW. If the spirit's POW is overcome, its victim may engage it in spirit combat. If the victim reduces the spirit to 0 magic points, it is expelled. If the disease spirit is successful, it raises the disease's type by one level of severity.

Battle (10)

The Battle skill includes both the ability of an individual to survive a massed combat and the ability to lead warriors in such a conflict. The skill is used when an adventurer is in a battle, either large or small.

The Battle skill measures how the adventurers do during an engagement. During an engagement, roll D100 and consult the adventurer's Battle skill. The Battle Results table shows the results of the engagement for that adventurer. The Experience column lists all the skills that the adventurer may check for experience and possibly improve later (see the Between Adventures chapter).

Battles may result in spectacular and unpredictable outcomes, wherein occasionally one or both sides turn tail, leaving their backs open to pursuit and wholesale slaughter. In larger battles, as opposed to common raids, this is very important. Some battles have special modifiers added to them, positive or negative. These are awarded to either the winning or losing side, or both. Sometimes different modifiers are given to specific units.

Obviously, some battles result in increased casualties for both sides.

Bureaucracy (00)

In much of Glorantha, scribes keep the business, judicial, and historical records for kings, nobles, temples, and cities. With Bureaucracy, an adventurer can trace and document people and property from written records, understand and navigate the administrative system, and otherwise work with scribes and court officials. Note that an adventurer's effective Bureaucracy skill cannot be higher than the adventurer's Read/Write skill in the script the records are written in.

Customs (all) (25/00)

Customs represents the knowledge of the codes of behavior, traditions, and community standards of a given social group. It includes code of behavior, etiquette, and the basic law of a given people governing both individual and communal conduct. Customs encompasses laws that apply to daily life, as opposed to the bureaucratic texts that are accessible for only a small proportion of the population.

Adventurers start knowing their own Customs skill at 25%: all others start at 00%.

Evaluate (05)

With this skill, an adventurer can evaluate the monetary value of artifacts and goods (cloth, jewelry, art objects, etc.), and valuable natural materials (gems, land, exotic animals, etc.). If the adventurer has an occupational skill (see page 423), they have double that skill's normal rating to correctly evaluate materials associated with that occupation. For example, a jeweler has double the normal chance to evaluate the value of gemstones, and a swordsman has double the normal chance to evaluate the value of a sword.

If an object or substance is associated with a Lore or other Knowledge skill, and the adventurer makes a roll with the appropriate skill, the Evaluate chance is doubled.

Failure to Evaluate means that the adventurer doesn't know the worth of the item. A fumble with the roll means the adventurer has an entirely erroneous idea of an item's value. This idea will be either too high or too low—always in the direction more inconvenient for the adventurer. A critical success means that the adventurer knows the exact worth of the object.

Farm (05)

With this skill, the adventurer knows how to plow, plant, grow, and harvest crops, as well as care for common domestic animals. An adventurer with this ability can raise crops for themselves and for others.

The typical agricultural method in Dragon Pass and the Holy Country is for the men to plow and then sow half the available cultivated fields in Sea Season, which are reaped in Earth Season by the women and children; the other half is plowed and sowed in Earth Season, which is then reaped in Sea Season. The main crops are cereal grains (barley, wheat, oats, and rye), although grapes, apples, and other fruits are also grown. Vegetables and herbs are grown in small gardens.

A plow requires two oxen to pull. Among most farmers in the Dragon Pass region, only certain people may use the plow upon the earth, most commonly initiates of Orlanth or his son, Barntar the Plow God.

In the lowlands of Peloria, rice is the dominant crop. Paddy fields require a great deal of labor and materials to create, and need large quantities of water for irrigation.

First Aid (10)

This skill imparts a basic knowledge of what to do to help an injury or shock victim, and how to use materials at hand for that purpose.

First Aid takes one melee round if the intent is to stop an adventurer from bleeding or dying of their wounds. The success chance for this skill should be rolled immediately. If the roll succeeds, all bleeding stops and the victim is prevented from dying. If unsuccessful, the user may try again to stop the bleeding in the next round. An injury that immediately kills an adventurer cannot be treated with First Aid.

It takes five full melee rounds of First Aid to heal damage. At the end of that time, if the First Aid was successful the user has healed 1D3 hit points of damage to the patient. A special success allows the user to heal 2D3 damage points. A critical success allows the user to heal 1D3+3 damage points. The amount of hit points restored through a single use of First Aid cannot be greater than the damage suffered by the injury.

If anything else is done during the five melee rounds in which the user performs this skill, the recipient loses 2 hit points. This means that, even with a successful First Aid roll, rushing the job could do a point of damage to the recipient if a roll of one resulted from the 1D3 at the end of five melee rounds.

First Aid can only be used once against an injury to a specific hit location. However, a fumble with the skill causes 1D3 damage to the recipient, and no further attempts may be made to fix that injury by that First Aid user.

First Aid can be used on any living creature.

Game (15)

Game measures an adventurer's competence in common Gloranthan games of wits and chance, especially those where money is wagered on the outcome. It includes knowing the rules of games, and is also used to assess the odds of success or failure, or to spot when someone is cheating.

Common games include Enzestu (a dice game), Gambling Sticks (a game of chance sometimes used in worship), God's Eyes and Fingers (a board game), Luck and Fate (a chance game), Ouraneki (a board game thought to have magical effects), and Swords and Shields (a board game).

Herd (05)

Herd represents the ability to bring individual animals together into a herd, maintain the herd, and move the herd from place to place. It includes the ability to identify good pasture, and tell if a herd animal is in good health. It also includes the ability to train and use dogs or shadowcats to aid in herding.

Common herd animals in Dragon Pass include cattle, sheep, bison, sable antelopes, impala, and high llamas. The Pure Horse People of the Grazelands herd horses exclusively. Goats are not herded by the Heortlings because they are viewed as unclean, but other peoples herd them.

Library Use (00)

This skill allows the user to find a given document, scroll, tablet, codex, or other record within a library or other collection of documents, assuming the item is there. Each use of this skill marks four hours of continuous search.

With a success, the adventurer's inquiry bears fruit: they find a relevant written record and can glean one clue from it. If there are no clues to be found, the adventurer is reasonably sure they didn't miss anything.

With a special success, the adventurer finds 1D3 pieces of pertinent information. With a critical, the adventurer has hit the motherlode; the adventurer locates every clue available in the library (or up to their INT in useful and valid clues).

With a fumble, the adventurer gains no useful information and one piece of patently false information that the adventurer fully believes is correct.

Lores

There are many kinds of Lore, each being a specialized body of Knowledge. Each Lore skill must be learned separately and allows the adventurer to remember pertinent facts within its purview. Use a given Lore skill to analyze or identify clues, make logical suppositions, and to recall information about the specialty.

Many Lores require further specialization, which must be learned separately. Homeland Lore, for example, must be learned separately for each region of Glorantha, such as Sartar, Esrolia, Prax, the Lunar Heartlands, etc. Adventurers that gain similar lore about different regions or species will have to separate their lore into specialties, keeping track of their percentile chance for each.

Several common Lores are listed below. Others may be created with the gamemaster's approval.

Animal Lore (05)

Animal Lore represents knowledge of wild fauna. An adventurer making a successful Animal Lore roll can identify an animal, know what it eats, tell if an animal is in good health, and perhaps predict the animal's behavior.

Celestial Lore (05)

Celestial Lore is the study of the Sky Dome. The great starry bowl contains secrets, and the stars are the key to events that occur regularly upon their annual passage, as well as to long-term events and occurrences. Planets moving backwards, new stars, and strange heavenly confluences of wandering planets can inform the educated of cosmic events. It includes astronomy and astrology, but also includes knowledge of the celestial bodies and their influences, of the celestial areas, and of the various types of phenomena occurring in the sky. Finally, it includes interpreting unique or unusual celestial phenomena such as comets, meteors, conjunctions, and so on.

Cult Lore (05)

This is a knowledge skill that quantifies how much is known concerning the myths, beliefs, heroquests, sacred calendar, traditions, holy places, and personages of a specific cult. An adventurer must be at least an initiate of a cult to learn the secret lore of that cult.

The lore of each cult an adventurer belongs to must be learned separately: such as Orlanth Lore, Ernalda Lore, Seven Mothers Lore, etc.

Draconic Lore (00)

This skill quantifies knowledge of draconic mysteries, such as True Dragons and dream dragons, as well as creatures such as dragonewts and wyrms. It implies some knowledge of the Empire of Wyrms Friends and of draconic philosophy.

Elder Race Lore (05)

This skill quantifies knowledge of an Elder Race (including lesser Elder Races), their society, traditions, religion, history, and notable individuals.

The lore of each Elder Race must be learned separately: such as Aldryami Lore, Mostali Lore, Troll Lore, and even Beast Men Lore.

- **Aldryami Lore:** Knowledge of the Aldryami (dryads, brown elves, green elves, yellow elves, runners, and the great trees).
- **Mostali Lore:** Knowledge of the dwarves and their castes, and their creations.
- **Troll Lore:** Knowledge of the trolls (dark trolls, great trolls, trollkin, and cave trolls).
- **Ludoch Lore:** Knowledge of the Ludoch merfolk.
- **Beast Men Lore:** Knowledge of the various Beast Men of Dragon Pass, including centaurs, duck people, minotaurs, satyrs, etc.

Homeland Lore (30/00)

This skill measures one's knowledge of a Homeland, such as Sartar, Esrolia, the Lunar Heartland, etc. It includes knowing where things are in that homeland, local history, and the notable individuals, places, and temples in the region. The smaller the region, the more detailed the knowledge. An adventurer's local Homeland Lore starts at 30%: all others start at 00%.

An adventurer gets a bonus when the subject of the Homeland Lore roll is famous or otherwise important. At the gamemaster's discretion, the subject's Reputation may also earn a similar modifier.

With a successful Homeland Lore skill roll, the adventurer learns useful information. Special and critical results provide additional information. Fumbles yield erroneous information.

Mineral Lore (05)

This skill is used to understand geology and metals. A successful Mineral Lore skill roll allows the adventurer to recognize types of rock formations, determine if what glitters really is gold, determine if a green rock is a jade, an emerald, or jasper, decide whether a mine is valuable or not, or discover the best place for a copper deposit in the region.

Plant Lore (05)

Plant Lore is the ability to recognize the virtues of various plants and to locate those plants in a favorable environment or to recognize them if they are encountered.

If an adventurer's skill is high enough (see the Plant Lore Ability table), the adventurer may attempt to roll against Plant Lore to find specifically useful plants.

River Lore (00)

This Lore skill represents knowledge of river ecology. It combines knowledge of geology, physical effects, animals, and plants, and gives information not only about the normal attributes of the river, but also concerning the effects on the ecology from outside changes. It works equally well with rivers in any land.

Underworld Lore (00)

This Lore skill represents knowledge of the Underworld, its denizens, deities, and demons, its mythic geography, and the paths through the realm of the Dead.

Manage Household (10)

In Glorantha, property and resources— including farms, herds,

markets, workshops, temples, and palaces—are managed as personal households. The resources of a temple or palace, including its tenant farmers and herders, are managed in the same way as a farmer's household.

The skill lets the adventurer manage their property, followers, agents, and slaves in an efficient (and profitable) manner, determined each year during Sacred Time (see page 420).

Martial Arts (00)

This skill makes the best use of natural weapons, such as Fist or Kick. It is a physical and/or spiritual discipline that allows an adventurer to double the damage done by natural weapons. This has no effect on damage bonus. Using Martial Arts, an adventurer's player must roll a successful attack with a natural weapon. If the roll is also under the adventurer's Martial Arts skill, then the adventurer gets the benefit of two listed damage rolls with the natural weapon.

Martial Arts also affects an adventurer's ability to parry with their fist or leg. A successful parry roll that is also less than the Martial Arts skill means that the user's fist or leg blocks 6 points of damage and takes no damage from the attack, no matter what weapon is used. Damage over 6 points still reaches the defender. Different schools of Martial Arts exist in the Lunar Heartland, Loskalm, Seshnela, Teshnos, and Kralorela.

Peaceful Cut (10)

This skill is also known as butchering. It includes the ability to dismember an animal in the quickest and most efficient way, and the ability to divide up a prey animal in the traditional manner. With this skill, an adventurer also knows the rituals that ensure that the soul of the slain beast returns to its mother, to be reborn properly. These traditions include a short prayer and ritual of thanksgiving.

Read/Write (all) (00)

With this skill, an adventurer can read a script and write in it. The adventurer knows how to form written symbols so that another literate person can read them. In some languages, an expressive calligraphic hand is required to successfully communicate to anyone of any status or pretense to culture.

Reading must be learned separately for each script known. If unsuccessful in reading a written passage from some language, the adventurer cannot try again until they have been trained further or have researched enough to increase the skill. Again, it is often a good idea for the gamemaster to roll the dice when an adventurer reads a vital manuscript, as a fumbled roll provides misinformation.

Theyalan Scripts

All Theyalan languages (including Esrolian, Heortling, and Tarshite) are written using the three Theyalan Scripts. These scripts are written the same regardless of whether the writer speaks Esrolian or Tarshite. Adventurers learn all three scripts as part of the Read/Write Theyalan skill.

- Murnulvretan: Literally meaning "Cat-Scratching," this flowing and ornate syllabary is used to write on parchment or pa-

pyrus with ink.

- Kanvulvretan: Literally meaning "Dog-Scratching," this syllabary consists of distinct characters used for inscriptions in stone or metal.
- Elasa Script: This script is used for magical formulae. It has a complex vocabulary, and its meaning is dependent on a complex code system.

Auld Wyrnish

Dragonewts do not write, but during the Empire of Wyrms Friends clever humans devised a written form of Auld Wyrnish. Many Second Age documents were written in this tongue, and it is still popular among pedants. Even though humans can only learn to speak limited Auld Wyrnish, the written script has no such restriction.

Pelorian Scripts

- Firespeech: This sacred alphabet is used for secret Fire cult writings. Adventurers with Read/Write Firespeech can Read/Write Dara Happan at 1/5 and Read/Write New Pelorian at 1/10 of their skill.
- Dara Happan: This alphabet is simpler and more efficient than the Firespeech script. It was the official script of the Dara Happan Empire until New Pelorian supplanted it in the Third Age. It is now largely used by priests and pedants. Adventurers that can Read/Write Dara Happan can Read/Write New Pelorian at 1/2 and Read/Write Firespeech at 1/5 of their skill.
- New Pelorian: The official script of the Lunar Empire, New Pelorian was adapted from Dara Happan but is easier to use. Adventurers that can Read/Write New Pelorian can Read/Write Dara Happan at 1/2 and Read/Write Firespeech at 1/10 of their skill.

Darktongue

Dark trolls have their own written form of Darktongue. Written Darktongue must be carved into stone or metal, and can be read by feeling with one's fingers.

Shiphandling (00)

Shiphandling allows an adventurer to successfully command a ship that needs a crew of more than two. For smaller vessels, use the Boat skill (page 164). Shiphandling includes aspects of navigation, sail-setting, arranging watches, and the other knowledge necessary to perform as the master of a ship.

In chase situations (see Chases, page 151), a critical or special result adjusts the range categories and affects the outcome of the chase. A fumble has the possibility of damaging the ship.

Survival (15)

This skill covers surviving in a rural or wilderness environment where the benefits of civilization are absent: foraging, finding drinkable water, avoiding poisonous plants, building a fire, finding shelter or a safe place to sleep. When properly equipped, rolls are usually unnecessary since the adventurer may be carrying a tent, food supplies, and so on. Only when separated from their equipment or when environmental conditions turn bad does it

become essential to utilize this skill. A roll is usually made once per day in such conditions.

This skill can be augmented with other abilities such as Homeland Lore, Plant Lore, or even the Earth Rune.

Treat Disease (05)

Successful use of this skill doubles a victim's chance for success at the next CON recovery roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. A critical roll indicates that the victim's chances to recover are tripled. Specials have no effect. A fumble indicates the victim's disease progresses to the next stage (i.e., acute becomes serious, serious becomes terminal, or a terminal victim dies).

Treat Poison (05)

Successful use of this skill purges the victim of 2D6 POT of poison. It must be performed before damage is taken (see Poisons, page 157). A special roll purges the victim of 4D6 POT, and a critical roll purges all poison. A fumble indicates that the victim's chance of resisting the poison is halved. A skill attempt can be attempted only once per poisoning.

Magic Skills

These skills are used either to enhance or to create magical effects. They depend on POW, INT, and CHA.

The Spirit Combat skill is discussed on pages 366.

Meditate (00)

An important part of spiritual and magical activities, this skill allows the user to enter a semi-aware, trance-like state, attempting to achieve inner calm and restore serenity and focus. Meditate can be, and often is, used to augment spells and rituals (see page 244 for more information).

An adventurer may also attempt to Meditate as a means of restoring lost magic points, much in the same fashion that First Aid restores lost hit points.

- Each hour of successful Meditation yields the adventurer 1 magic point in addition to any restored through normal rest and recuperation.
- A special success rewards the adventurer with 1D3 magic points and a critical success yields 1D3+1.
- If the Meditate roll fails, the adventurer had a difficult time focusing, was distracted, or did not achieve a calm deep enough to hasten spiritual recovery. No additional benefit is accrued.
- If the roll results in a fumble, the adventurer loses 1D3 additional magic points, with the usual effects if magic points are reduced to 1 or 0.

To hasten the recovery of expended magic points, the adventurer must successfully Meditate uninterrupted for one full hour, during which time the adventurer can attempt no other skill rolls, make any movement, or communicate in any way with others. No spellcasting may be attempted, and if the gamemaster determines that a distraction might be enough to disturb the Meditate attempt, the adventurer must perform a successful POW×3 roll to resist being distracted and gaining no benefit from the Meditate

attempt.

A new Meditate attempt maybe be made every hour to receive the listed benefit. Periods shorter than one hour yield no Sk ills reward other than peace of mind. An adventurer can only meditate a number of hours a day equal to their CON characteristic.

At the gamemaster's discretion, Meditate may be used to augment a variety of Magic, Communication, and Knowledge skills, though it should only be allowed if the use of those skills would benefit from inner calm and reflection. Meditate does not teach an adventurer a language they do not speak, provide any knowledge they have not been exposed to, nor does it serve in any activity requiring rapidly adapting patterns of thought, such as Fast Talk or most forms of combat.

Prepare Corpse (10)

This skill allows the user to properly lay out a corpse and prepare it for the final rites. It also allows the user to know what rituals or spells are traditionally performed over a corpse.

In most cases, a properly-prepared corpse is resistant to being animated by a malign spirit (such as a ghoul) or used as an undead construct, unless, of course, that is the tradition of the user's cult.

Sense Assassin (00)

This skill can only be gained through a gift from Humakt. Successful use of the skill allows the user to sense that a nearby person (within 50 meters) intends to assassinate someone the Humakti is currently attached to, whether a clan member, part of a temporary adventuring party, a permanent fealty relationship, or even the Humakti themselves. This sense does not tell the Humakti who the intended victim is, but does point out the assassin.

Sense Chaos (00)

This special ability, available only to initiates and Rune Masters of the Storm Bull cult (see page 305), can only be increased by experience—not by training or research. It allows the user to sense the presence of Chaos in animate or inanimate form, including invisible spirits. The skill does not single out the source, but rather gives the Storm Bull cultist a sense of unease, or even pain, and the knowledge that Chaos is close at hand. The intensity of the feeling gives a rough estimate of the amount of Chaos present. It is effective within a 15-meter range.

Spirit Combat (20)

Spirit Combat covers contests of psychic energy, such as when a spirit tries to possess (or intrude into) a corporeal body, or a shaman tries to bind a spirit, or when two magicians enter a trance, disincorporate, and do magical battle. See the Spirits chapter for more information about this skill. This skill may increase from experience or from training.

Spirit Combat may take many different forms, depending on the magic technique used by the adventurer.

Spirit Dance (00)

Successful use of this skill enables a shaman to avoid a hostile spirit while disincorporate. The chance of success is reduced by the enemy spirit's magic points. A successful roll means that the

shaman returns to their body safely. A special or critical success means the shaman avoids the enemy spirit, and can stay in the Spirit World for more exploration, if desired. A fumble means the spirit attacks the shaman and receives one free attack prior to combat commencing.

See the Spirits chapter for more information about this skill.

Spirit Lore (00)

This is the chance to know something about a spirit encountered, such as its affinities, abilities, or what appeases or drives it away. If used in the Spirit World, this is an opposed skill against the spirit's POW×5. Special and critical results provide additional information. Fumbles yield erroneous information.

Spirit Travel (10)

Spirit Travel governs a disincorporate shaman's ability to navigate the Spirit World and track down specific spirits. The skill is also used for exploration and general navigation of the Spirit World. It can be increased by experience. Certain locations in the Spirit World reduce this skill and increase the chance of becoming lost. A special result reduces travel time by 1/3. A critical result reduces the travel time by half. A fumble results in the shaman becoming lost.

See the Spirits chapter for more information about this skill.

Understand Herd Beast (00)

This skill trains a person to perceive and interpret warning signs, movements, odors, and other gestures made by herd beasts. Speaking to animals is not possible with this skill.

Worship (deity) (05)

This magical skill allows mortals to contact the endless God Time. It is always linked to a specific deity—knowledge of the rites for worshipping Orlanth does not help one worship Humakt! A Worship ritual takes a full day to perform and must be held at a place holy to the deity or sanctified ground (see the Sanctify spell, page 338). A successful use of the Worship roll allows participants initiated into the secrets of the cult to replenish Rune points and even attempt a POW gain roll. See Replenishing Rune Points on page 315 for more information.

Sacrifice

Sacrifice is practiced by most cults, although most Gloranthan cults draw the line at the sacrifice of sentient beings. Sacrifice transfers energy from this world to the Gods World. Sacrifices are typically of magic points, of living things, or of goods. An adventurer gets a bonus to their Worship skill depending on the nature and the amount of sacrifice made during the ritual:

- **Magic Points:** Initiates and Rune Masters must sacrifice at least 2 magic points during a Worship ritual to their deity. No dice roll is necessary for that sacrifice. For each additional magic point sacrificed, they get a +10% bonus to their Worship skill during that ritual. Magic points sacrificed regenerate normally.
- **Living Things:** Sacrificing animals or plants (in the form of grain, bread, fruits, etc.) and then consuming them in a sacred feast provides the following bonuses:

LIVING OFFERINGS

OFFERING SIZE	EXAMPLE	BONUS
Small	Rabbit, bird, 1 liter of wine or beer, etc.	+5%
Medium	Sheep, pig, 40 liters of wine or beer, etc.	+10%
Large	Cow, horse, 500 liters of wine or beer, etc.	+20%

Valuable Objects

Sacrificing valuable objects desired by the deity provides the following bonuses:

VALUABLE OBJECT OFFERINGS

OFFERING SIZE	EXAMPLE	BONUS
Small	Dagger, axe, spear, or approximately 15 L of goods.	+5%
Medium	Sword, large shield, hauberk, full helmet, or approximately 50 L of goods.	+10%
Large	Plate panoply, magic item, or approximately 300 L of goods.	+20%

The item itself is ceremonially broken or rendered unusable, such as a weapon-blade being bent, armor being rent, or some other means of making it unusable. The priests will then dispose of the item through a fashion appropriate to the cult (archiving for Lhankor Mhy, burial for Ernalda, etc.). In some notable cases, the item may be taken by the god.

Descriptions of these weapons and armor are in the Combat chapter.

Sacred Times

An adventurer gets a bonus to their Worship skill by performing the ritual on a date sacred to the deity:

SACRED TIME MODIFIERS

SACRED DAY	BONUS
Weekly or other minor holy day	+10%
Seasonal holy day	+20%
High Holy Day	+40%
Sacred Time	+40%

Sacred Places

An adventurer gets a bonus to their Worship skill by performing the ritual in a place sacred to the deity:

SACRED PLACE MODIFIERS

SACRED PLACE	BONUS
Shrine	—
Minor temple	+10%
Major temple	+20%
Great temple	+30%

Manipulation Skills

Manipulation skills require fine hand control. Unlike Agility skills, they depend as much on INT as DEX, and SIZ is no penalty. A high POW and STR also aid in Manipulation.

Conceal (05)

This skill allows an object to be concealed so that it may be found only with a Search skill roll. The object may be of any size, and the act of concealing can be as simple as putting it into a drawer or as complex as rigging a false floor for a chest. The object may even be as large as a war machine or a horse.

To successfully use Search to find a concealed item, an opposed roll is made against the Conceal skill of the one who hid the item. The gamemaster must be prepared to modify this roll for the SIZ of the concealed object or for specialized information the searcher might have.

Conceal can be used in any area, outside or inside, to find a hiding place (either natural or constructed) for an object. It is assumed that anyone watching while the object is concealed can later go right to the object.

While the time to conceal an object depends on the object and facilities for concealment, as a guide the gamemaster may use a time scale of one melee round per SIZ point to be concealed to determine time spent on concealment.

A special or critical result adjusts for the SIZ of the item. A fumble means that while the concealer thinks the item is hidden, it is revealed in some obvious way that is not apparent to the concealer.

Craft (all) (10)

Craft is the ability to craft or make items out of metal, wood, stone, hides, wool, cotton, clay, etc. There are many different crafts. Each craft must be learned separately and knowledge of each craft is described on a different line of the adventurer sheet. The adventurer must have the appropriate tools to practice the craft, with the gamemaster having the final say when improvising.

The crafter states what item she is trying to make and then rolls 1D6 to determine how many full days are to be spent on the job. The gamemaster may adjust this based on the size, nature, and complexity of the item being crafted. At the end of the period, the Craft roll is made.

If the roll is successful, a functional item of the desired type is turned out. On a special success, the item is especially well-crafted and can command a higher price than normal. On a

critical success, the item is remarkable durable, useful, and/or beautiful as determined by the player and the gamemaster. A weapon might do an extra point of damage or have an extra hit point; a piece of armor might have an extra armor point; jewelry, clothing, or pottery might be worth twice what it normally is, etc.

If the Craft roll is failed, the item looks functional, but breaks, wears out, tarnishes, etc., after very little use. On a fumble, the item is spoiled in the manufacture.

Example Crafts include: *Bowmaking, Brewing, Carpentry, Jewelry, Leatherworking, Masonry, Pottery, Redsmithing, Vinification, Weaving.*

Devise (05)

This is the skill of both assembling and disassembling mechanisms such as traps and locks.

A successful Devise roll means that a set trap works as designed, that a trap is safely disarmed, or that a lock is opened without the proper key.

A fumbled result sets any trap off for maximum effect, or jams the lock so that it cannot be unlocked.

Melee Weapon (all)

Each melee weapon has its own specific skill. An adventurer may use their melee weapon skill to attack and parry with that weapon, unless otherwise indicated.

Melee weapons are listed by type on the weapons tables on pages 5. An adventurer can use any other melee weapons in the same weapon category (such as 1H Axe, Fist, 1H Sword, etc.) at 1/2 the skill rating of the best skill the adventurer has in that category. This represents additional training in related weapons, or applying the techniques and tactics of using one weapon to related types.

Missile Weapon (all)

Missile weapon is the use of a ranged weapon such as a bow, crossbow, javelin, or sling to shoot at a target or a person.

Missile weapons are listed by type on the missile weapon tables on page 6. An adventurer can use any other missile weapons in the same weapon category (such as Bow, Crossbow, etc.) at half the skill rating of the best skill the adventurer has in that category.

Play Instrument (all) (05)

This skill covers the playing of musical instruments, from a simple reed pipe to a complex stringed instrument such as a kithara. Each group of similar instruments requires a different Play Instrument skill:

- **Percussion:** This category includes various drums, bells, castanets, cymbals, and gongs.
- **String:** This category includes such instruments as kithara, lutes, and lyres.
- **Woodwind:** This category includes such instruments as bagpipes, horns, noseflutes, reed pipes, and trumpets.

A musician that can play a reed pipe with the Play (Woodwind) skill can also play a bagpipe or a horn because the fundamentals

are the same. However, that skill does not help the musician play the lute or the castanet. These categories can be split into sub-categories, if desired.

Play Instrument may use the Dance or Sing skills (or vice versa) to augment the chance of a successful performance, and may be used by one performer to augment the chance of another performer's skill.

Shield (all) (15)

Each size of shield—small, medium, and large—has its own specific skill. An adventurer may use their shield skill to parry or attack with that weapon. An adventurer can use any other shield at half the skill rating of the best shield skill the adventurer has or at their base chance plus any additional training and experience, whichever is better.

Sleight (05)

An adventurer can use this skill of quick hands and misdirection to hide or to take a small object while being watched by others. This skill manipulates small objects, as in juggling, and can be used to determine whether a small object is caught (instead of making a DEX check).

Someone with a high skill in Sleight does well with shell games, card tricks, and picking pockets. A successful roll means that the user accomplishes his purpose with no complications—if no one observing attempts a Scan roll at the same time. If both rolls are being attempted, it becomes an opposed roll against the observer's Scan skill.

A Sleight attempt takes one strike rank, to which is added the normal DEX strike rank.

A fumbled result means the adventurer exposes the action in an obvious way to any onlooker.

Perception Skills

With a Perception-based skill, an adventurer can extract specific information from one or more senses and intelligently organize it. The characteristic modifiers are INT, POW, and CON.

Insight (Species) (20/00)

This skill is used to evaluate another person's character, emotional state, trustworthiness, and motives based on body language, speech patterns, and other intangible factors. Insight is species specific—an adventurer starts with a 20% skill with their own species, but must gain Insight into other species, starting at 00%.

With a success, the target's general emotional state or motivations are revealed to the adventurer. In cases of deception, the adventurer gets a hint that the target is withholding something.

With a special success, the adventurer sees into the psyche and motivation of the target, gaining a precise picture.

With a critical success, the adventurer can read the target like an open book, discerning their emotional state, and even getting a very good idea of why the target feels the way they do. The adventurer gains a +10% bonus on all further Communication skill rolls against the target for the remainder of the day.

If the roll is a failure, the emotions and motivations of the target remain inscrutable; no special insight is gained.

A fumble leads the adventurer to bad assumptions and poor perceptions, giving them precisely the wrong conclusion: virtuous targets seem suspicious, or callous killers are deemed trustworthy. The adventurer falls for any deception, and suffers a -15% penalty to all Communication skills with the target for the remainder of the day.

Listen (25)

This skill is both the ability of listening intently for sound where one would not normally hear it and the ability to pick up incidental sounds and interpret them correctly, even when not consciously searching for them. Trying to hear through a door or down a long corridor, or being awakened by the stealthy opening of a window are examples of Listen uses. The gamemaster may modify this skill roll negatively in special circumstances.

Move Quietly and Listen are often opposed skill rolls.

Successful use of this skill might take any length of time, from a full turn (five minutes) to no time at all, depending on the circumstances.

Scan¹ (25)

With Scan, an adventurer can observe an area for anomalous movement. Guards and scouts, for instance, study terrain for approaching enemies. The chance of a successful Scan roll can be curtailed by intervening terrain. Scan can also be used to determine if something has changed in terrain with which the scanner is already familiar.

If an intruder only moves when the scanner is not looking and freezes in place when the scanner is looking at him (a standard infiltration technique), the Scan and Hide skills become opposed rolls to determine whether the hider is seen or not. See the Hide skill (following) for more information on combined use of Hide and Move Quietly.

The Scan skill can be pitted against another's Sleight skill if the Sleight user is attempting some activity like a shell game.

Scan takes one melee round per 90-degree arc scanned. The Scan skill is reduced by half for every extra 90-degree arc that the adventurer attempts to scan in the same melee round.

Search (25)

Using Search, an adventurer can closely scrutinize an area to find a concealed item, a person using Hide, or even a small object hidden with a Conceal or Sleight roll. This skill can reveal secret passageways, traps, or hidden drawers in chests. Search often involves handling items and risking life and limb while tracing the exact parameters of a trap. Search takes one melee round per 2×2 meter area searched.

Track (05)

With this skill, a living being can be trailed through wilderness and rural farming areas. A tracker follows traces that the quarry leaves behind, such as footprints, droppings, disturbed vegetation, etc. The skill includes such things as knowledge of how certain animals behave when trying to elude pursuers, and the

¹ If you're not sure what's the difference between Scan and Search this expression might help: "for Scan you look up, for search you look down."

tricks used to cover trails.

When on the trail of something or someone, a Track roll must be made every two full turns (ten minutes) of game time. If the trail is lost, the tracker may cast about to see if they can pick it up again at half their normal Track ability. Each attempt to pick up the trail again takes one full turn, plus any time spent retracing one's step to the place where a trail may have diverged. Subtract -10% from the tracker's ability for each day or fraction thereof that the trail is cold.

If the person being trailed has the Track skill, they can attempt to hide their trail using this skill, which results in an opposed roll when the tracker wishes to follow the trail.

Stealth Skills

Adventurers use Stealth skills to conceal themselves from hostile eyes. The aura of a high POW (which draws attention) is not helpful in such situations; small SIZ and good DEX and INT enhance the skills.

Hide (10)

With Hide, any available cover, including shadows, misty areas, etc., can be used to hide oneself from others. The surrounding terrain influences the chance to Hide, with the gamemaster suggesting modifiers ranging anywhere from -50% (out in the open with nothing to hide behind) to +50% (dense forest). The Move Quietly skill may be used to augment the Hide skill, and vice versa.

An opposed roll is required to detect someone hiding, using either Scan or Search, depending on the method being used to detect the hider.

For use of Hide and Move Quietly simultaneously, the adventurer should use the primary skill being attempted (Hide or Move Quietly), using the other as an augment. Failing the augmenting skill applies the modifier to the primary skill, as described in Augmenting Abilities on page 144.

If this skill is used near adventurers who are not actively using Search, a simple success roll keeps the user from being discovered. If the hiding adventurer's player made a successful roll but someone is actively Searching in the area, it becomes an opposed roll using the enemy's Search skill.

The Hide skill can be rolled for only once for each Hide attempt.

Move Quietly (10)

This skill covers moving in silence, without alerting a foe. See the description of the Hide skill (prior) when using Hide and Move Quietly simultaneously.

Used near characters who are not actively using Listen, a simple success roll keeps the sneaker from discovery. If someone is stated to be using Listen in the area, it becomes an opposed roll.

Adventurers attempting to Move Quietly may do so at their full skill if moving up to 1 meter per strike rank, while moving at 2+ meters per strike rank reduces the Move Quietly skill by 1/2.

Make a Move Quietly roll for each melee round in which the sneaker is being listened for, but only once if there is no active listening.

Wearing armor penalizes the Move Quietly skill (see the Armor table on page 7). If several different types of armor are worn, the penalty from the noisiest is applied.