

Dragon Pass Campaign for Runequest
Scanned June 9, 2018

The following pages contain notes for a Runequest role-playing game campaign based on the Dragon Pass boardgame. I found these notes in a used copy of Dragon Pass that I bought. I did not write the notes myself; I have scanned them in case there is some interest in the boardgaming or RPG communities.

Dav Vandembroucke
davanden@cox.net

BARBEESTER GOR

is an Anti-Chaos earth War Goddess
one hero is Baroshi the Avenging Son
who defeated Teumain Osborops and the
Mother Maggot.

Erinlari, the Axe (became a weapon).

a daughter of Ernalda
fought to protect her mother & sisters
defeated many chaos demons

Snakes & serpents are Earth Cult Guardians
a fighting Earth Rune Cult. Unfriendly
to Humakt, Zorak Zoran, and the Seven
Mothers.

Some available Runespells
Absorption, Earthpower, Extension I, Multispell I,
Multispell II, Seal Spirit, Shield, Spirit
Block, Summon Small Gnome, Summon Medium
Gnome

Axes are cult weapons
Bladeships, Disrupt, Fanaticism, some favour
Battle Magic Spells

SABTAB Free Army

Cavalry

Paris Royal Guard
Colymar
Antlercase
2-Ridge Farm
Head Hunters
Bullocks
Sword Brothers
Twin Spears
Trieve's Arm
Baron Samuel
Bush Children (4 regts)

Infantry

Guildsmen
Wolf Runners
Free Men
Goldgatti
Candle Dancers

SARTAR

Hannek the Berserker (Superhero)

Gunder the Guilty (Hero)

Prince Argrath Dragontooth (Hero)

Sarta Magical Union

Storm Walkers

Wind Children

Earth Twins

Snakepipe Dancers

Free Philosophers

Sir Norib's Company

Eagleborn Warlocks

Egglord Warlocks

Tosti Rune-friends

Warm Sisters

2 units of Dragontooth Runners

Tribal Magicians

Arnd-jay

Flash Jack

Krise

NATIVE FURTHEST CORPS

1 Furthest Foot

2 Furthest Foot

Talport Foot

Skewwall Foot

Goldedge Foot

Bagnet Foot

Dunstop Foot

Veterans Cavalry

2nd Furthest Car

3rd Furthest Car

CAVALRY CORPS

Antelope Junction (HC)

Bell Temple (HC)

Char-Un (HC)

Moon Arrow (MC)

Arrowstone (MC)

Starlin (MC)

Uplands (MC)

Queen (MC)

Whipstock (MC)

Riverfork (LC)

Wing Temple (LC)

Un-River (LC)

Wine Dance (LC)

Heartland Corps

Steel Legion (HI)

Granite Phalanx (HI)

Jasper Phalanx (HI)

Marble Phalanx (HI)

Thunder Delta Slingers (4 regts)

(is one of these the 'Silver Shields')

Red Dragons (HC)

Standfast (HC)

Hadron Dragons (HC)

Last Sky (MC)

Yemese (MC)

Jintore (MC)

IMPERIAL LUNAR ARMY

The Red Emperor (Hero)

Far-see the Rayress (Superhero)

Beat Pat Aelurim (Hero)

The Lunar Colleges of Magic

Blue Moon School

Comet Seers

Spell Archers

Crater Makers

Major Colleges (Full Half, Empty Half)

Minor Colleges (Black Moon, Crescent-Come, Crescent Go, Dying Moon)

Full Moon Corps (2 units)

Crimson Bat

Imperial Body Guard Corps

Grimoldier's Infantry Regt

Household Foot Regt

Feathered Axe Regt

Bloodspiller Cavalry Regt

Mother's Guard Cavalry Regt

Hell Sister Cavalry Regt

Dragon Newts

Inhumane King (Hero-Priest)

3 Priests

5 Beaked Dragonnewts (mounted)

3 Crested Dragonnewts (mounted)

5 Crested Dragonnewts

GRAZELANDERS

FEATHERED HORSE QUEEN

Golden Bow Warriors

4 Light Horse Clans

2 Medium Horse Clans

2 Heavy Horse Clans

Araspiden

3 Troll Gangs

2 Trollkin Gangs

Task Riders

5 Gangs

Sun Dome Templars

3 regiments

Exiles (Wintertop)

- 2 Cavalry
- 1 Light Cavalry
- 3 Infantry
- 2 Archers
- (1 Assassin)

- Earthshaker Magicians
- Old School Magicians
- Moon Hater Magicians
- Barons' Friends Magicians

Beast Valley

- Ironhoof (Hero-Centaur)
- 3 Centaurs
- 3 Minotaurs
- 2 Satyrs
- 1 Manticores

Black Horse Troop

- 7 Cavalry
- 2 Infantry (Black Horse Auxiliary)
- Sir Ethelriot (Hero)

Roman Regular Army Units in Pavis

Marble Phalanx (heavy infantry hoplites)

Silver Shields (medium infantry peltasts)

Antelope Jancers (heavy cavalry)

Muthduya Sea Elf, equivalent of Aldryce
summon Small, Medium, Large Undine

Bluegloom Death God of the Sea

Auraspell: Drown

Absorption, Duration, Divine Intervention, Extension I,
Extension III, Mindlink III, Multispell III,
Shield, Spell Teadum, Spent Block, ~~Summon~~ Small Undin
Summon Medium Undine
Seas treng, th

Ernalda is the major earth goddess in
an agricultural sense. Widely worshipped by
farmers

Skills: Courtesan Sex
Midwifery

Leading the Torturer God (Chaotic)

Sundragon (Subcult of Yelm)
Geo's cult (Geo?)

Ernalda - Earth Goddess

Oakfed - God of Wildlife

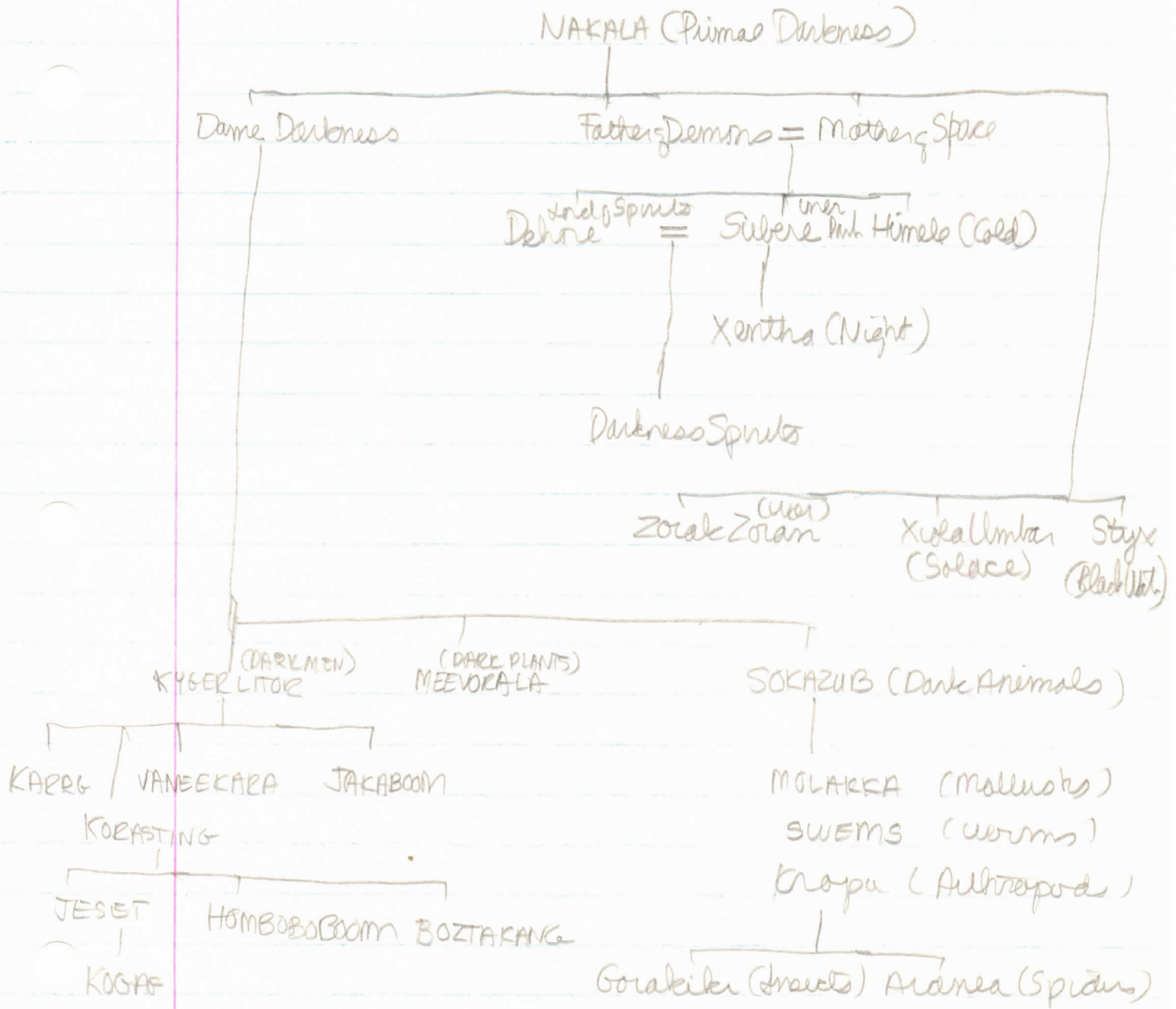
Fleamal - Father of seeds

Gatu - Primal Earth

PRAXIAN NOMAD TRIBES
FAVORED WEAPONS

<u>Trope</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>Favored Spells</u>
Lampala	Comp. Bow	Pants	Shot Sword	Mobility, Finearrow
H. llama	Mtd Lance	Javelin	br sword	Ch. Magic, Demolize
Sable	any	any	any	any
Bison	Lance	Sword	Javelin	Bladeshard, Protection
Zebra	Comp Bow	Lance	Sword	Multi-Magic, Speedst
Unicorn	Comp Bow	Sword/Axe	Mtd lance	Shimmer, Protection
Rhino	Mtd Lance	Axe	Mace	Bladeshard Ch. Magic

DARKNESS DEITIES



Arielia - Goddess of the Earth Within, Goddess of Darkness on the Earth, Goddess of the Underworld

Lothril God of Volcanoes

Magasta a death God of the Sea

Blue Moon Cult is a troll cult

Bladeshape

Disrupt

Fanaticism

Earlhtongue

} Babester Gor

Babester Gor

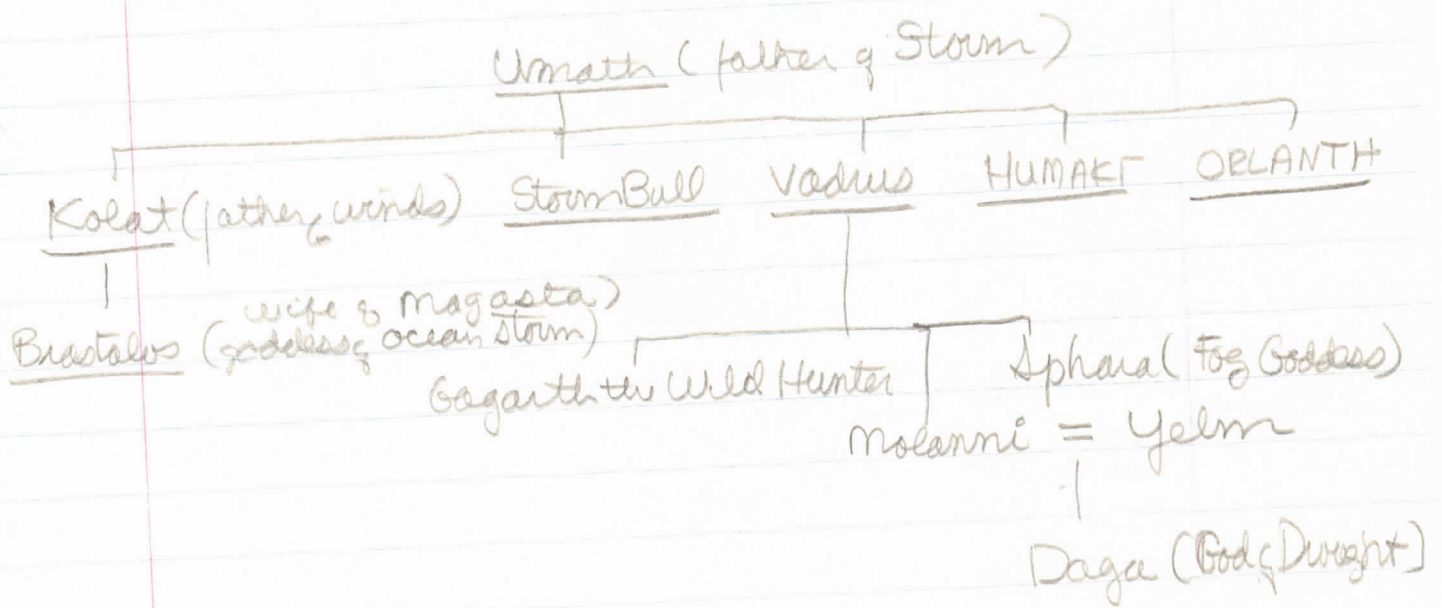
Absorption 2, Earthpower, Extension I, Multi Spell I

Multi Spell II, Seal Spirit, Shield, Spirit Block,

Summon Small Gnome, Summon Medium Gnome

HYKIM God of Beasts (Wild Temple)

GODS OF STORM



Baunter the Plowman (Son of Orlanth & Ernalda)

Heler (god of rain)

Kolat also fathered:

The Umbroli (Sylphs) (5 families of sylphs)

The Kolati (Spirits of Air)

The Seven Winds: North
South
East
West } Directional Winds

Higher } Hidden Winds
Lower }

No-Wind

Cult Animals & Objects for

bound spirits and familiars

<u>Cult</u>	<u>Object / Item</u>
Daka Fal	Clam Totem
Storm Bull	Horned Helmet
Waha	Reding Animal
Eeritha	Herd Animal
Hermakt	Raven, Wolf, Sword
Seven Mothers	mourning dove
Pavis	Hammer
Uelmaliu	spear, rick hawk
Assaries	staff, mule
Chalana Aray	butterfly
Jankhor Ming	quill pen
Orlanter	shadow cat, sword
Kygerdutor	Insect
Zorak Zoran	mace, skull
Aldrya	Elf Bow, plants
Primeal Chaos	NONE
Mallia	parasite, fly
Bazog	scorpion
Thecl	goat
Vuamort	bat
Thamatar	NONE
Krausht	NONE
Crimson Bat	NONE
Nysalez	NONE

RQ Cults, Cosmology & Notes

Oranthe Rex (leadership spells)

Evamal (deception spells)

Uleria (goddess of love)

Yelm (king, sun god) small, medium, large Salamanders,
Vision

Uleria-type skills: love-making
Dalliance

Devil Devices (all manipulation type skills)

Bottom Magic: 'Glamour'

Blue Moon Cult (assassins and magicians)
Trolls and others

Bavester Gor - fighting earth cult, unfriendly
to Humakt, Seven Mothers, & Zora's Zoran
(also, by inference, Storm Bull.

Copper is metal

Some available Runespells: Absorption, Earthpower
Extension I, Multispell I, Multispell II, Seal Spirit,
Shield, Spirit Block, Summon Small Gnome
Summon Medium Gnome

Red Moon (central Venus Cult)

Baboon Battle Magic

Furstiff (like protection)

Clawsharp (like bladessharp)

Tooth Sharp (like bladessharp)

Barbeester God (?)

Lodril (God of Fire / Heat / Volcanoes)

Ten Independent Tribes on Prax

Snakes & Serpents are guardians of earth cults

Olanth Thunderous @ air & disorder
Donanda - The Players Cult

Spirit Cults: Ever Horse Cult
Frog Woman Cult

RUNIC ASSOCIATIONS

<u>RUNE</u>	<u>COLOR</u>	<u>METAL</u>	<u>WEAPON</u>	<u>PHYL</u>
DARKNESS	Black	Lead	Club/Bole	Insect
WATER	Blue	Aluminium	Whip/Flail	Fish
EARTH	Green	Copper	Axe	Reptile
FIRE/SKY	Yellow	Gold	Spear/Arrow	Bird
LUNAR	Red	Silver	Sickle	

Cosmology

Celestial Count

Aras (◻) God of Law & Stability

Jamote (Z) God of Change & Motion

Uleria (X) Goddess of Love

Kagan Tor (+) God of War

Orenvar (V) Goddess of Truth

Tylenea (∞) Goddess of Illusion

Harana Illov (III) Goddess of Harmony

Ratslay (X) God of Disorder & Confusion

Nakala (●) Goddess of Dark & Cold

Zaramaka (M) God of all Waters

Ga (□) Goddess of all Earths

Aether (⊙) God of Light & Heat

Umath (⊖) God of Air & Storm

Praxian Barbarian God

Cults of Prax

WAHA

☞ Man + Death ▽ Beast

subdivided by tube

LAY SKILLS: 1/2 price: Oratory, Riding, Sense Ambush,
Spot Trap, Tracking, Tribal Weapons

2x cost: Climbing, Evaluate Treasure, Map Making

PROHIBITED: Nodepicking, Pickpocketing, Swimming

Special: Peaceful Cut (Butchery)

Battle Magic: 1/2 Price: Binding, Countermagic,
Detect Spirit, Veil, Padding

2x cost: Healing

Prohibited: Xenohealing

Standard Runespell Available:

Discorporator	Mindlink
Dimes Elemental 1-3	Multispell 1-2
Durmaton	Shield
Divine Intervention	Summon Small Gnome
Extensor 1-2	Vision
Matrix Creator	Warding

Cult Special Runespells: Summon Spirit of Law (1)
Alter Creature (1) use only

Spirit of Reprisal: Borabo Nighthorn

Hero Cult: Jaldon Toothmaker

Founder Cults (each tube) - Summon Founder

Spell to Tribal Kalrz

Praxian Barbarian Goddess

EIRITHA

Beast

Fertility

Skills: 1/2 price: all 1 handed axe weapons2x price: all non-axe weapon skills &
all knowledge skills

Normal: all others

Unique: Find Water

Find Cattle Food (Fodder)

Battle Mage: 1/2 price Healing, Xeno Healing

Farsee, Binding

2x Price: Protection

Prohibited: Bloodspear, Bludgeon

Disruption, Fanaticism, Fuelcase, Firearrow, Iron Hand
Multi-Missile, Speedart

Normal: All others

Initiate Skills: Understand Beast Speech

Battle Mage: Ignite

Prime Spells: all 1 and 2 point spells plus

Bless Animals (1)

Speak to Beast (2)

Spirit & Reprisal

Hers Cults

48000 Omes

Elf God

ALDRYA

all elves, dryads, sunners, & pixies
are leg members from birth

Unique Battle Magic: Food Song (1)

Skills: Identify Plants, Move Silently, Climbing,
Listen, Hide in Covers.

Free Battle Magic: Healing, Speedart

Prohibited: Parkwall, Agitate

at Initiate level cult splits into Elder Sister & Elf

Elder Sister Skills: Find Healing Plants, Xenobalms, R/W Aldryami

Elf Skills: Elf Bow, Set Ambush, Set Snares & Traps
Spot Hidden, Ambush, Camouflage, Tracking,
R/W Aldryami, Find healing Plants

Elder Sister Battle Magic: Extinguish, Light, Detect Life, Vigor,
Shimmer

Elf Battle Magic: Harmonize, Detect Detection, Muffle, Silence
Silence, Shimmer, Extinguish

Aldrifa (continued)

Associated Cults

- Flemal: Bear (1)
- Gata: Gnome to Gargoyle (1)
- Yelmalis: Catseye (1)
- Eritra: Speak to Beast (2)
- Chalena Arroy: Cure All Disease (2)

Light Bunker God

ORLANTH 0 Air 2 Mobility 11 Mastery

Three aspects:

Orlenth Adventurous

Orlenth Thunderous

Orlenth Rex

all standard skills; spells are taught to lay members

Inherits: 1/2 price skills: Evaluate Truesma, Climbing, Jumping
Trap Set/Dismant, Listen, Sense Ambush, Spot Hidden,
Spot Trap, Hide in Cover, Move Silently, Storm Speech,
Reading/Writing Own Language, Any Sword
1/2 price spells: Bladeship, Farsee

Rune Spells:

any standard rune spell

Summon Small Sylph (1)

Summon Medium Sylph (2)

Cult Special 3 spells:

Telekinesis (1)

Wind Words (2)

Guided Teleportation (3)

Teleportation (3)

Spirits of Reprisal (The Enforcers)

Wind Fists

Clint Slingers

Impest

Light brings God

LHANKOR MHY ✕ Truth ☐ Stasis
God of Knowledge

Cult Skills: Read & Write Languages
Evaluate Treasure
Map Making
Oratory (from associated cult of Eurmal)
One Handed Sword (from Orlanth)
Speak other languages (Issaries)
First Aid (Chalana Arroy)
General Knowledge
Alchemy (Mortal)
all standard battle magics

Rune Spells all standard spells
NO Elementals

Cult Special Spells

Analyze Magic (1)
Translate (1)
Knowledge (2)
Mind-Read (2)
Clairvoyance / Clairaudience (2)
Truespeak (2)
Reconstruction (3)
Spirit & Reprisal Brain Flayer

Lightbringer God

CHALANA ARROY ♂ Fertility III Harmony
 (healing Goddess)

Special Skills: First Aid
 Treat Poison
 Treat Disease
 Find Healing Plants

Special Magic: Preserve Herbs (1)
 1/2 Price: Healing, Uger, Xeno Healing
 Prohibited: Beadstap, Bludgeon, Demoralize,
 Disrupt, Fire Arrow, Fireblade, Harmonize, Ironhand,
 Multimissile, Speedart

all combat skills are forbidden

at Initial level: 1/2 price skills: Healing Potions,
 Poison antidotes, Read/Write own language,
 Find Healing Plants

1/2 price spells: Befuddle,
 Counter Magic, Mobility, Padding, Protection, Spirit Screen,
 Shimmer; Special: Sleep

Spell Compatibility: all standard spells except
 Concealment, Vision, Warding.

Sightbinger God

ISSARIES 2 Mobility III Harmony ++ 'Issues' (trade)
God of Trade

Special Skills: Bargaining
Mobility, Harmony, Glamour, Mind Speech,
Blues

Spell Compatibility: All standard spells
No elementals

Special Spells: Lock (1)
Special Lock (1)
Create Great Market (1) not reusable
Spell Trading (2)
Patrol Watch (2)
Create Market (Create Neutral Ground) (3)

Spirit of Repusal: Raw Greed

Subcult: Herald Goodword

Associated Cults

Olanth: Telekinesis (1)

Jankhor Mhy: Analyze Magic (1)
Knowledge (2)

Chalana Arroy: Heal Area (1)

Praxian Barbarian God

Cults, Prax

STORM BULL

+ Death, Ⓞ Air, ▽ Beast

hates chaos

Key Skills: 1/2 price: Hide in Cover, Spot Hidden, Spot Trap

Normal: all others

2x price: lockpicking, Pickpocketing

Prohibited: No

Battle Mages: all

Initiated Skills: Sense Chaos

Spells: 1/2 price: Detect Enemies,
Doppel Magic, Fanaticism, Protection

Normal cost: all others

Runespell compatibility: all 1 point spells, Summon
Small Syeph, and Exterown 2 and 3

Cult Special Specials: Defend against Chaos (1)
Face Chaos (1)

Spirit of Reprisal: One-Ear

Associated Cults

Waha: Skill - Peaceful Cut

Runespell - Summon Spirit of Jaur (1)

Zorak Zoran: Runespell - Berserker (2)

Chalana Arvey: Runespell - Cure Chaos Wounds (1)

Eiritha: Skill - Understand Beast Speech

Ernalda: Runespell - Earthpower

Pix Barbarian God

Cult of Pix

DAKA FAL

♂ Man

♂ Spirit

Teaches all skills and battle magics at normal prices. a barbarian cult as well.

Cult Special Rune Spells:

Free Ghost (1)

Summon Ancestor (1)

Summon Specific Ancestor (2)

Summon Spirit Teacher (2)

Incarnate Ancestor (3)

Resurrection (3) not reusable

Basic Runespells available:

Disincorporation

Duration

Extension 1-3

Mindlink

Warding

Associated Cults

Grandfather Mercator

Flesh Man

Spirit Blood (1)

Mentioned Cults & Weapons

Beast Cult (Wild Temple) : Runes of Fertility & Beast
Baroon God (Monkey God)

Dragonmants (several Power Rune cults)

weapons : Crested :

Bow

Sling

Javelin

Short Sword

Small Shield

Beaked : Klanth (Easter sword) (Koff)

Spear

Medium Shield

Sling

Bow

Javelin

Short Sword (Utuma)

Longbow

Gami (3 pronged pang weapon)

Tailed : as above + Poleaxe

Dwarves (Mostali) Metal is Earth / Stasis Rune Cult

Wastiger Cult = Song of the Tiger

FOUNDCHILD HUNTER

Hunting God + III Death/Harmony

Loy Skills: Missile weapons & Tracking 1/2 price, Peaceful Cut
 Spells: Speedart, Multimissile, Silence, at 1/2 price
 and no others

Initiate Skills: Camouflage, Small Settings, Spot Hidden,
 Hide in Cover, Move Quietly
 Spells: Farsee, Binding, Mobility, Detect Life,
 Detect Traps, Disruption

Rune Spells: 1 point Runespells & Concealment
 may neither call or dismiss Elementals

Cult Special Rune Spells: Sureshot (1)
 Draw Beast (1)
 Beast Master (1)

YELORNA the Starbringerfemale warrior cult
Unicorn RidersSkills: Spear, Bow, Dagger, Javelin, Small Shield, Keck, Shortsword, Dart, Thrown Rock, Slings, Ride, Onatou, Track, Spot Trap, Evaluate Treasure, Climb, Camouflage, Swim, OnatouSpells: 1/2 price: Ignite, Multimirrors, Speedart, Detect Grid, Detect Silver, Light
2x price: DullbladeProhibited Skills: Hammer, Axe, Mace, Maul, Sickle, Scimitar
Pick pocketsProhibited Spells: Extinguish, Bludgeon, DarkwellRunespell Compatibility: all 1 pt spells except Unbinding plus Dismiss Elemental II, Multispell II, Vision, Summon Small SalamanderCult Special: Shooting Star (1)
Silver Track (1)
Star Wards (1)

Spirity Revival = The Furies

Associated Cults: Yelmario

Cateye (1)

Kuchilo Horse Archery Skill

Adrya

Battle Magic: Food Soney

ZOLA FEL

River Goddess

Skills:

Swim Duetly

Swim

Riverspeak

Limnology

Battle Magic

Riverwise

Runespell:

all 1 point spells plus

Extension II

Dismiss Elemental I, II, III

Summon Small Undine (1)

Summon Medium Undine (2)

Summon Large Undine (3)

Cult Special Spells:

Purify Water (1)

Breathe Air (2)

Breathe Water (2)

Waterwalk (2)

Foreshield (2)

Spirits Reprisal = Gubrow Draumer

Associated Cult: Dries the Boatman

Skills: Boat handling

Sailing

Boating

Rowing

Runespell: Buoyancy

all River cults basically similar

PAVIS (City Cult)

Rune Spell Compatibility: 1 point spells only

Cult Special Spells: City Harmony (1)

Subservient Cults:

Oulanth Fox: Summon Small Sylph (1)

Zola Fel: Summon Small Undine (1)

Eiritha: Summon Small Gnome (1)

Oakfed: Summon Small Salamander (1)

Kygelator: Summon Small Shade (1)

Associated Cults:

Aldrya: Sunripen (1)

Heal Body (2)

Flintnail: Support (1)

LANBRIL III Masters & Disorder :: Illusion

(Thief God)

Cult Skills: Camouflage
Climb
Evaluate Treasure
Hide Item
Hide on Cover
Jump
Trap Set/Disarm
Dagger
Shortsword

Distraction
Lock picking & Know Locks
Move Quietly
Pick pockets
Spot Hidden
Spot Traps
Acting
Bribery
Disguise
Garrote

Dexterity Training

Fast Talk *
Feign Death *
Foil Restraints *
Shadowing *
Streetwise *
Voice Mimicry *

Thieves Angot (special language)

Special Alchemical Skills

Special Battle Magic:
Conceal Item (2)
Face of Lanbril (2)
Forget (3)

Rune Spell Compatibility: all 1 and 2 pt standard spells
plus Divination Block
may not summon elementals

FLINTNAIL Cult ◻ Stasis ◻ Earth III Harmony

Runespell compatibility: all standard 1 point spells
plus: Extension II, Dismiss Medium Elementals,
Summon Small Gnomes (1)
Summon Medium Gnomes (2)

Cult Special Spells: Mold Rock (1)
Shape Metal (1)
Warrior's Stone (2)

KYGER LIT012

Troll Goddess ♀ ●

- all standard Rune Spells
- Summon Small Shade (1)
- Summon Medium Shade (2)
- Summon Large Shade (3)
- Blinding (1)
- Darksee (1)
- Counter-Chase (2)

Subcults

- | | | |
|--------------|--------------|--------------------|
| Gerak Kag | Battle Magic | Jumping |
| Tree Chopper | Rune Spell | Tree Chopping Song |
| Stone Biter | Rune Spell | Stone Biting |

Associated Cults

- | | |
|-------------|------------------------------|
| Daka Fal | Summon Specific Ancestor (2) |
| Zorak Zorom | Crush (1) |
| Xcola Umbar | Healing Trance (1) |

ARGAN ARGAR

Troll God

Dark Walk (1)

Summon Shadow (1)

Safe (2)

Suppress Lich (2)

Speak with Insects (1)

All standard Rune Spells (1-3)

Summon Small Shade (1)

Summon Medium Shade (2)

GORARAKIKI

Troll Goddess of Insects

Speak with Insects (1)

all standard spells, NO Elemental

Beetle

Transform Head (1)

Carapace (2)

Sprout Horn (3)

Locust

Transform Head (1)

Insect Song (2)

Leap, Leap (3)

Bee

Transform Head (1)

Stinger (2)

Sprout Wump (3)

Safe (2)

Transform Self (2)

Moth

Transform Head (1)

Feather Scales (2)

Butterflight (3)

Troll Cult

ARANEA

Spider Goddess

all 1 pt spells except Summon Elemental

Multipell II

Extension II

Cult Special Spell :

- Spider Bite (1)
- Webbing (2)
- Spiderlimbs (3)
- Transform Self (2)

Subcult of Araspider Summon Small Salamander (1)

XIOLA UMBAR

Troll Goddess

Special Battle Magic Solace (3)

All standard Runespells

Cult Specials:

- Summon Small Shade (1)
- Healing Trance (1)
- Comfort Song (1)
- Courage (2)
- Attract Attention (3)
- Group Defence (3)
- Turn Blow (3)
- Shield of Darkness (1)
- Darksee (1)
- Fear (1)

"The Exiles" old kingdom of Tarsh

"Earthshaker" cult

'destructive aspect of Great Mother'

"Crude but fulfilling"

"native Tarsh Diet"

Exiles "a hard & ruthless,
very military people

High Priestess rides in a cart

drawn by six oxen, attended by

47 male and female cannibal virgins

is this "Balrestar Gor" ?

Basic Battlemagic

ONE POINT

Befuddle
Binding
Dominalize
Detect Detection
Detect Enemies
Detect Life
Detect Magic
Detect Silver
Detect Spirit
Detect Undead
Disruption
False
Ignite
Light
Mobility
Silence
Speedart
Spirit Binding

TWO POINT

Coordination
Darkwall
Detect Gems
Detect Traps
Extinguish
Firearrow
Glamour
Harmonize
Repair
Strength

THREE POINT

Invisibility

FOUR POINT

Fireblade
Lightwall
Vigor

VARIABLE POINT

Bladeshape (4)
Bludgeon (4)
Countermagic
Detection Blank
Dispel Magic
Duelblade (4)
Fetters
Glue
Healing
Ironhand (4)
Mindspeed
Multimissile (4)
Protection (4)
Shimmer (4)
Spirit Shield
Xenohealing

BASIC Runespells

- Absorption (1)
- Concealment (2)
- Disincorporation (1)
- Dismiss Elemental I (1)
- Dismiss Elemental II (2)
- Dismiss Elemental III (3)
- Diveriation (1) Non-reusable
- Divine Intervention (1)
- Extension I (1)
- Extension II (2)
- Extension III (3)
- Matrix Reaction (1) Non-reusable
- Mindlink (1)
- Multispell (1)
- Multispell (2)
- Multispell (3)
- Reflection (1)
- Shield (1)
- Spell Teaching (1)
- Spirit Block (1)
- Vision (2)
- Warding (1)

Great Blow (" + 10%)

ARMOR CLASSES

- 0 No armor
- 1 Soft Leather
- 2 Hardened Leather Cuirass
- 3 Brigantine or Splint Cuirass
- 4 Scale Cuirass or Banded
- 5 Chain Mail Shust
- 6 Plate Cuirass
- 7 Chain Hauberk or Coat & Hose
- 8 Superior Chain Mail
- 9 Chain Mail & Plate
- 10 Full Plate

HELMET CLASSES (failure to protect head reduces armor level 10% chance of head critical)

- 0 No helmet
- 1 leather helmet
- 2 Conical Helmet
- 3 Norman Helmet
- 4 Basinet
- 5 Crusader Helm

Light Shield

Buckler or kite Shield

Passive Shield Parry

Active Shield Parry

Weapon Parry

or

Dodge

2 combat turns per game turn (5 min)

- (a) Missile Fire, Spells, etc
- (b) $\frac{1}{2}$ movement & fire
- (c) $\frac{1}{2}$ movement & fire
- (d) Melees

1st Blow - Surprise

Above / or 3ft taller & equal length weapon
weapon 2 lengths longer

C&S Combat

Characteristics (1-20)

Race, Age, Sex, Size

Strength (1D20)

Dexterity (1D20)

Constitution (1D20)

Personal Appearance (1D20)

Bardic Voice (1D20)

Intelligence (1D20)

Wisdom (1D20)

Charisma $\frac{INT + WIS + App + VO + DEX}{5} + \text{bonuses}$

Alignment (1D20)

Body (Base Pts + pts for size, Str, Con, IQ)

Fatigue (increases by level)

Carrying Cap = (STRFAC + CONFAC) x Body Wt

MAF = $\frac{INT + WIS + STR + DEX + Cha}{10} + \text{Bonuses}$

CL = $\frac{1}{2}$ MAF

Personal Combat Factor (PCF) = $\frac{CC}{100} + \frac{MAF}{2} + \frac{DEX}{10} + \text{Class}$

MISSILE WEAPONS

	<u>1</u>	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5-6</u>	<u>7</u>	<u>8</u>	<u>9-10</u>
S-Bow	3	10/9/7	9/8/6	8/7/5	7/6/4	6/5/2	5/4/2	3/2/1	2/1/0	1/0/0
Hs-Bow	3	10/9/8	9/8/7	8/7/5	7/6/4	6/5/2	5/4/3	4/3/1	2/1/0	1/0/0
Lt X-Bow	4	11/10/8	10/9/7	9/8/6	8/7/6	7/6/5	6/5/4	5/4/2	3/2/0	2/1/0
Hr X-Bow	6	11/11/9	11/10/9	11/10/9	10/9/8	9/8/7	8/7/6	7/6/3	6/4/2	5/3/0
Long Bow	4	12/11/10	11/10/9	10/9/8	9/8/7	8/7/6	7/6/4	6/4/2	4/2/0	3/1/0
Elish Bow	5	13/12/10	12/10/9	10/9/8	9/8/7	8/7/6	7/6/4	6/4/2	4/2/0	3/1/0
Composite Bow	4	12/11/9	11/10/9	10/9/8	9/8/7	8/7/6	7/6/4	6/4/2	4/2/1	3/1/0
Sling	3	10/9/8	9/8/7	7/6/5	6/5/4	5/4/3	4/3/2	3/2/0	2/1/0	1/0/1
Axe, Javelin	*	15/10/5	13/9/4	12/10/4	10/7/4	8/5/2	7/2/1	5/1/0	3/0/1	0/1/2

RANGES

	<u>Point Blank (ft)</u>	<u>Effective (ft)</u>	<u>Extreme (ft)</u>
Short Bow	45	225	450
Horse Bow	30	150	300
Lt X-Bow	50	250	500
Hr X-Bow	75	375	750
Long Bow	60	300	600
Elish Bow	75	375	750
Composite Bow	60	300	600
Sling	40	200	400
Axe, Javelin	10	50	100

INFANTRY / YEOMANRY / MILITIA

WEAPON	0	1	2	3	4	5	6	7	8	9	10
Dagger	9/5	8/4	7/3	6/2	5/2	3/4	2/2	1/1	0/1	-1/1	-2/1
Light Sword	11/5	10/4	9/4	7/3	6/3	5/2	3/2	1/2	0/1	-1/1	-2/1
Sword	10/6	9/5	8/4	7/3	6/2	4/2	3/2	2/2	1/1	0/1	-1/1
Norman War Axe	9/7	8/6	7/6	7/5	7/4	5/3	4/2	3/2	2/2	1/1	1/1
Quarter Staff	12/5	11/5	9/4	7/3	7/2	3/1	2/1	0/0	-1/0	-2/0	-2/0
Goblinoid Scimitar	10/6	9/5	8/4	7/3	6/3	4/2	3/2	2/1	1/1	0/1	-1/1
Two Hand Sword	7/8	7/7	7/7	7/6	7/5	7/4	6/4	5/4	4/3	3/3	3/3
Two Hand Battle Axe	7/9	7/8	7/7	7/6	7/5	6/4	6/4	5/4	4/3	3/3	3/3
Thrusting Spear	10/8	9/8	8/7	7/7	6/7	5/5	4/4	3/3	2/2	1/2	0/1
Bill, etc	10/7	9/7	8/6	7/6	6/5	5/4	4/3	3/3	2/2	1/2	0/1
Hallard	10/10	9/9	8/8	7/7	7/7	6/6	6/5	6/5	5/4	4/3	3/3
Pike	7/7	7/6	7/6	7/5	7/5	6/4	5/4	3/4	2/3	1/3	0/3

NON-FIGHTERS

Dagger	9/5	8/4	7/3	6/2	5/2	3/2	2/2	1/1	0/1	-1/1	-2/1
Thieve's Dagger (Rear Attach)	11/10	10/10	9/9	8/8	7/7	6/6	5/5	4/4	4/4	3/3	2/3
Hatchet, Light Club	8/6	7/5	5/4	4/4	3/3	2/2	1/1	0/1	-1/1	-2/1	-3/1
Wood Axe, Heavy Club	9/7	8/6	7/6	6/6	6/4	4/3	3/2	2/1	1/1	0/1	0/1
Light Sword	9/5	9/4	8/4	7/3	6/3	4/2	3/2	2/1	0/1	-1/1	-2/1
Pitchefork	8/4	7/4	6/3	5/3	4/2	3/2	1/2	0/2	-1/1	-2/1	-3/1
Quarterstaff	10/5	9/5	8/4	6/3	5/2	2/1	1/1	0/0	-1/0	-2/0	-3/0
Hunting Spear	9/8	9/8	8/7	7/7	5/6	4/4	3/3	2/2	1/2	-1/1	-2/1
Improvised Polearm	8/5	7/4	6/3	5/3	4/2	3/2	2/2	1/1	0/1	-1/1	-2/1

CHIVALRIC

	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Dagger	8/5	6/4	5/3	4/2	3/2	2/2	1/2	0/1	0/1	-1/1	-2/1
Hand Axe	8/6	7/5	5/4	4/4	3/3	2/2	1/2	1/1	0/1	-1/1	-2/1
Short Sword	10/5	9/5	8/4	6/3	4/3	3/2	2/2	1/1	1/1	0/1	-1/1
Mace	7/6	7/5	7/4	6/4	6/4	5/3	5/2	4/2	3/2	2/2	2/2
Dwarf War Hammer	8/6	8/5	7/4	7/4	6/4	5/3	5/2	4/2	3/2	2/2	2/2
Light Sword	10/6	9/5	8/4	6/3	4/3	3/2	2/2	1/2	0/1	-1/1	-2/1
Scimitar	11/7	10/6	8/5	7/4	6/4	5/3	4/2	3/2	2/2	1/1	0/1
Falchion	9/8	8/7	7/7	7/6	7/5	5/4	4/3	4/3	3/3	2/2	2/2
Sword	11/6	9/5	8/4	7/3	6/3	4/2	3/2	2/2	2/2	1/1	1/1
Norman War Axe	9/7	8/6	7/6	7/5	7/4	5/3	4/2	4/2	3/2	2/1	2/1
Broadsword	10/7	10/6	9/6	8/5	7/4	6/3	5/3	5/2	4/2	2/2	2/1
War Hammer	7/7	7/6	7/6	6/6	6/5	6/5	5/4	5/4	4/3	3/3	3/2
Bavarian Longsword	10/6	9/5	8/4	7/4	6/4	5/3	3/2	3/1	2/1	1/1	0/1
Bastard Sword	9/7	8/6	7/6	7/6	7/5	6/4	6/4	5/4	4/3	3/2	2/2
Mourning Star	8/8	8/7	8/6	8/5	8/5	7/4	6/4	6/4	5/3	4/3	4/3
Two Hand Sword	7/8	7/7	7/7	7/6	7/5	7/4	6/4	5/4	5/3	4/3	4/3
Two Hand Battle Axe	7/9	7/8	7/7	7/6	7/5	6/4	6/4	5/4	5/3	4/3	3/3
Flail	6/10	6/10	6/9	6/8	6/8	5/7	5/5	5/5	4/4	4/4	3/3
Thrusting Spear	10/8	9/8	8/7	7/7	6/7	5/5	4/4	3/3	2/2	1/2	0/1

Missile Weapons

Type	Max Rng (ft)	Critical (%)	ROF	Reference	8	9-10
Short Bow	450	15	2	A	10/5/0	5/0/0
Hand Bow	300	15	2	B	10/5/0	5/0/0
Light X-Bow	500	20	1	C	15/10/0	10/5/0
Heavy X-Bow	750	30	1	D	30/20/10	25/15/0
Long Bow	600	20	2	E	20/10/0	15/5/0
Elvish Bow	750	25	3	F	20/10/0	15/5/0
Composite Bow	600	20	2	G	20/10/5	15/5/0
Sling	400	15	1	H	10/5/0	5/0/-5
Axe, javelin	100	as mde	2	I	15/0/-5	0/-5/-10

	8	1	2	3	4	5-6	7
A	50/45/35	45/40/30	40/35/25	35/30/20	30/25/10	25/20/10	15/10/5
B	50/45/40	45/40/35	40/35/25	35/30/20	30/25/10	25/20/15	20/15/5
C	55/50/40	50/45/35	45/40/30	40/35/30	35/30/25	30/25/20	25/20/10
D	55/55/45	55/50/45	55/50/45	50/45/40	45/40/35	40/35/30	35/30/15
E	60/55/50	55/50/45	50/45/40	45/40/35	40/35/30	35/30/20	30/20/10
F	65/60/50	60/50/45	50/45/40	45/40/35	40/35/30	35/30/20	30/20/10
G	60/55/45	55/50/45	50/45/40	45/40/35	40/35/30	35/30/20	30/20/10
H	50/45/40	45/40/35	35/30/25	30/25/20	25/20/15	20/15/10	15/10/0
I	75/50/25	65/45/20	60/50/20	50/35/20	40/25/10	35/10/05	25/5/0

chance to hit at point blank (10' for hurled weapons)
 otherwise 10% chance) effective (1/2 range)
 and extreme range

C&S CHIVALRIC WEAPONS

Weapon	LENGTH	CLASS	WDF	0	1	2	3	4	5	6	7	8	9	10
Dagger	1	L	1	40	30	25	20	15	10	5	0	0	-5	-10
Hand Axe	2	L*	2	40	35	25	20	15	10	5	5	5	5	5
Short Sword	3	L	1.5	50	45	40	30	20	15	10	5	5	5	5
Mace	4	LH	2.5	35	35	35	30	30	25	25	20	15	10	10
Dwarf War Hammer	4	LH	2.5	30	25	20	20	20	15	10	10	10	10	10
Light Sword	5	L	1.5	50	45	40	30	20	15	10	5	0	5	10
Scimitar	5	L*	2	30	25	20	15	15	10	10	10	5	5	5
Falchion	5	LH	3	55	50	40	35	30	25	20	15	10	5	0
Sword	5	L*	2	35	30	25	20	20	15	10	10	10	5	5
Norman War Axe	5	LH	2.5	45	40	35	35	35	25	20	20	15	10	10
Broadsword	6	LH	2.5	35	30	30	25	20	15	10	10	10	5	5
War Hammer	6	H	2.5	50	50	45	40	35	30	25	25	20	15	10
Barbarian Longsword	6	LH	2	35	35	35	30	30	30	25	25	20	15	10
Bastard Sword	7	LH	3	50	45	40	35	30	25	15	10	5	5	5
Morning Star	7	H	3.5	30	25	20	20	20	15	10	5	5	5	5
Two Hand Sword	8	H	3.5	45	40	35	35	35	30	30	25	20	15	10
Two Hand Battle Axe	8	H	3.5	35	30	30	25	25	20	20	20	15	10	10
Flail	9	H	4	40	40	40	40	40	35	30	30	25	20	20
Thrusting Spear	9	LH	3	40	35	35	35	35	35	30	25	25	20	15

INFANTRY / YEOMANRY / MILITIA

WEAPON	LEN	CLASS	WDF	0	1	2	3	4	5	6	7	8	9	10
Dagger	1	L	1	45	40	35	30	25	15	10	5	0	0	0
Light Sword	5	L	1.5	55	50	45	35	30	25	15	5	0	0	0
Sword	5	L*	2	50	45	40	35	30	20	15	10	5	0	0
Norman War Axe	5	LH	2	45	40	35	35	35	25	20	15	10	5	0
Quarterstaff	8	LH	1	60	55	45	35	35	15	10	0	0	0	0
Goblinoid Scimitar	3	L*	2	50	45	40	35	30	20	15	10	5	0	0
Two Hand Sword	8	H	3	35	35	35	35	35	35	30	25	20	15	10
Two Hand Battle Axe	8	H	3 1/2	40	35	35	30	25	20	20	20	15	10	5
Thrusting Spear	9	LH	3	35	35	35	35	35	30	30	25	20	15	10
Bill (Polearms, etc)	10	LH	3	50	45	40	35	30	25	20	15	10	5	0
Halberd	10	H	4	35	35	30	30	25	20	15	10	5	0	0
Pike	10	H	3	50	45	40	35	35	30	30	25	20	15	10
				35	35	35	35	35	30	25	15	10	5	0
				35	30	30	25	25	20	20	15	15	10	5

NON FIGHTERS

Dagger	1	L	1	45	40	35	30	25	15	10	5	0	0	0
Thieves Dagger (Rear Attach)	1	L	1 1/2	55	50	45	40	35	30	25	20	20	15	10
Hatchet, Light Club	2	L	2	50	50	45	40	35	30	25	20	20	15	10
Wood Axe, Heavy Club	2	L*	4	40	35	25	20	15	10	5	0	0	0	0
Light Sword	5	L	1 1/2	30	25	20	20	15	10	5	0	0	0	0
Pitchfork	6	L*	1 1/2	45	45	40	35	30	20	15	10	5	0	0
Quarterstaff	8	LH	1	20	20	15	15	10	10	10	0	0	0	0
Hunting Spear	8	L*	3	50	45	40	30	25	10	5	5	5	0	0
Improvised Polearm	8	L*	2	25	25	20	15	10	5	5	5	0	0	0
				45	45	40	35	25	20	15	10	10	0	0
				40	40	35	35	30	20	15	10	0	0	0
				40	35	30	25	20	15	10	5	5	0	0
				25	20	15	15	10	10	10	5	5	0	0

BABEESTER GOR Cult

I. Myths and History.

A. Before Time

Babeester Gor was one of the daughters of Ernalda. She frequently engaged in contests with the other young gods and proved her skill and power often. When Zorak Zoran slew Flamal, Babeester Gor alone sought vengeance. She took up Erinlari the Axe, who embodied the new power of death, and sought to slay Zorak Zoran. While she failed to find Zorak Zoran, she fought continuously during the Great Darkness to protect the Earth and the children of Ernalda and she slew many chaos elements.

B. Since Time

The cult is one of the major fighting cults. It is a strong defender against chaos, and, where Earth-worship is strong, it is a powerful and popular cult.

C. Life After Death

Cult members are buried using sacred burial tools. Loyal cult members are promised that they will

serve in Babeester Gor's famous Axe Banner Legion in a never-ending struggle against Chass. Babeester Gor promises her devotees that she will insure the safety and purity of their souls.

D. Runic Associations

The goddess Babeester Gor is associated with the Runes of Earth and Death.

II NATURE of THE CULT

A. Reason for Continued Existence

The cult embodies the more destructive aspects of earth and is a firm defense against Chass. It protects the children of Eronalda from the terrors of the dark and the caprice of the air.

B. Social / Political Position and Power

The political position of the cult depends on the number of warriors the temple can field as well as the position generally accorded Earth cults. Where Earth cults are strong, the cult will be respected and influential.

C. Particular Likes and Dislikes

Chass is despised, and destroyed wherever it is found.

Zoroastrian worshippers are likewise detested because of their god's murder of Etemal. A strong rivalry (but not outright hostility) exists with the air gods, especially Humakt. Relations with Sun/Sky gods and the light-bringer pantheon are basically friendly.

III ORGANIZATION

The various temples are more or less autonomous, although usually attached to a temple of Etemal and the other earth gods

INTRA-TEMPLE ORGANIZATION

Each Temple is organized in the following manner:

The Ruzdord / High Priest of the temple is called the legate

There are 10 Ruzdords or Priests called

Centurions. Each Centurion has up to 10 initiates or lay members called

Deacons. In practice, of course, the organization is never this tidy.

c. Center of Power, Holy Places

The cult has no particular center of power, although the Shaker Temple is an important center

D. Holy Day and High Holy Days

The High Holy Day of the Cult is Clayday, Death Week, Earth Season. Lesser Holy days are Clayday, Death Week of the other seasons and Claydays of each week.

IV LAY MEMBERSHIP

Any non-chaotic creature may join. Lay members must pass a test, abstracted as $(\frac{1}{2} \text{STR} + \frac{1}{2} \text{CON}) \times 5$ or less rolled on D100. Lay members must tithe 10% of their on-hand wealth each seasonal holy day and must make the usual power sacrifice.

Lay members can find food and shelter at any temple free of charge.

D. Skills.

Lay members are taught the following skills

$\frac{1}{2}$ Price: 1 handed axe, 2 handed axe, Throwing axe, Medium Shield, Tracking, Sense Ambush, Move Quietly

Prohibited: Mace/Maul, Spear, Sword
Pickpocket, Vockpicking.

E. Battle Mage

½ Price: Bladechop, Fanaticism, Countermagic
Disrupt, Strength

Forbidden: Dullblade, Bludgeon, Mobility

V INITIATE MEMBERSHIP (Axe Brother/Sister)

An Initiate must have a sponsor who is already at least an initiate, and must pass a test by rolling on D100 the formula $CON \times 5\% + \%$ to hit with an Axe, divided by 2. In addition, must be 75% in one weapon skill.

Requirements to Remain Initiate

2 point power sacrifice each hole
Cult Training fee. Bladechop 1-4 is taught free.

VI Rune Lord Membership

A. Must be the embodiment of the Deity
Fight on until victory or death.

B. Requirements for Acceptance.

Must have been an initiate for at least two years.

Must have 90% or better in at least five skills from the following list, at least three of which must be weapon skills.

He must also have a power of 15 or more and convince the examiners

by a D100 roll of $(POW + CHA) \times 5$ divided by 2.

Hatchet Attack

Battle Axe Attack

Great Axe Attack

Pole Axe Attack

Thrown Axe

Shield Parry

Tracking

Hide in Cover

Camouflage

Spot Hidden

Spot Traps

Move Quietly

Armor/Weapon Making

Oratory

Read/Write Earthtongue

Oratory

Usual restrictions and benefits

A Runelord may become a priest with no reduction of fighting ability.

Priest. Must have a power of 18, must be able to speak, read, and write Earthtongue at 80%. must have been an initiate for two years

RUNESPELL COMPATIBILITY. All standard Rune spells are available. They may summon, and dismiss Elementals of any size. (Gnomes).

CULT SPECIAL RUNE MAGICS

ONE POINT SPELL

TRUE AXE: Duration 15 minutes, Range Handheld, Reusable
Doubles the damage done by any axe in the hand of the wielder, up to the maximum damage the Axe can do.

TWO POINT SPELL

MORALE: Duration 1 battle or 1 day Range 160m Reusable
Establishes a field around the user or picked target which will affect an entire regiment with the fighting equivalent of a fanaticism spell, without the deleterious affects of ignoring defense and parrying. Those affected will follow the priest or target into battle anywhere. This spell must be established in a daylong ritual with the Priest and the regiment, and then activated as needed. Its duration is for the extent of the battle or until sundown, whichever comes first.

BERSERKER: Duration 15min, Range 30m, reusable

This non-stackable spell is a Fanaticism, Vigor and Countermagic 2 Spell all rolled into one. If the ally

EARTH STRENGTH: Duration 15min, Range Self reusable

Will double caster's strength, even beyond species maximum, for the duration of the Spell. Will increase Hit bonus, damage bonus, etc.

ASSOCIATED CULTS

GOOD SHEPHERD

ERNALDA

GATA

STORM BULL

SEAL SPIRIT (3pt)

EARTH POWER (3pt)

GNOME TO GARGOYLE (1pt)

FACE CHAOS (1pt)

Sense Chaos Skill

SPIRIT OF REPRISAL

Baroshi the Avenging Sorz

This cult will always use Serpents for familiars or will bind the allied spirit in a cult weapon (axe).

RUNES

ELEMENTS

- Darkness
- ≡ Water
- Earth
- ⊖ Air
- ⊙ Fire/Sky
- ☾ Moon

Forms

- ♀ Plant
- ♁ Beast
- ♂ Man
- ♁ Dragonnewt
- ♁ Spirit
- ♁ Chasm

CONDITIONS

- ≡ Mastery
- ⊞ Magic
- ∞ Infinity

POWERS

- ≡ Harmony
- ⊞ Disorder
- ⊞ Fertility
- ⊞ Death
- ⊞ Stasis
- ⊞ Movement (Mobility, Change)
- ⊞ Truth
- ⊞ Illusion (Puppeteer Troupe)
- ⊞ Luck
- ⊞ Fate

- ⊙ Heat
- Light
- Cold
- ◆ Ice
- ⊞ Undead

HUMAKT

+ Death Y Truth
God of Soldiers

Skills: 1/2 any sword or dagger, hiding, Camouflage
· Spirit Hidden

Prohibited: Mace or Maul

Spells: 1/2 Price: Bladesharp, Coordination, Detect Enemies,
Detect Undead, Glamour, Poddling, Repair

2x Price: Dullblade

Prohibited: Bludgeon

Special: Parry

Initial Level

Special Skill: Sense Assassin

Rune Spells:

All standard spells available

Elemental Summon spells prohibited

Cult Specials:

Bond Ghost (1)

Detect Truth (1)

Turn Undead (1)

Truesword (1)

Morale (2)

Oath (2) not reusable

Sever Spirit (3)

Spirit of Repusal

Stume Residions (1 per regiment)

YELMALIO (son of Yelma)

lost firepower Ⓞ Light Y Truth

Skills: 1/2 Price: Pike, 2 Hd Spear, 1 Hd Spear, Large Shield
Map Making, Spot Hidden, Riding, 2 Hd Spear & Shield
Sword is not taught but may be learned elsewhere
Club/Mace is prohibited

Spells: 1/2 price: Coordination, Pettit Gold, Light, Repair
Prohibited: Bludgeon, Darkball, Fireblade, Fire Arrow

Initiate Skills: Pike, Riding, Free Speech free
Kuschile Horse Archery

Battle Magic: Lantern (variable)

Learn Spells: all standard spells
Summon Small Salamander (1)
Summon Medium Salamander (2)

Specials:
Cataract (1)
Sunbright (1)
Cloud Clear (2)

Spirit of Repusal: Monrogh
Togitwen (Hero Cult)
Kuschile (Hero Cult)

ZORAK ZORAN + Death ● Darkness

All Standard Rune Magic

Summon Small Shade (1)

Summon Medium Shade (2)

Summon Large Shade (3)

Summon Small Salamander (2)

Summon Medium Salamander (4)

Summon Large Salamander (6)

Cult Special: Create Ghost (1)

Create Skeleton (1)

Crush (1)

Fear (1)

Berserker (2)

Create Zombie (2)

Seal Wound (2)

Sever Spirit (3) not reusable

Darksee (1)

Face Chaos (1)

Healing Trance (1)

SEVEN MOTHERS

Lunar Cult

① Moon Σ Life + Death

Queen Dee'zola

Jakaleel the Witch

Teele Norwei

Krippel Omtor

Yanafal Tarnils

Danfivo Xaron

"She Who Waits"

'Guardian cult of the Lunar Borderlands'

teaches all skills & battle magics at normal prices.

Runespells: all normal spells +
 Summon Small Jume (1)
 Summon Small Shade / Gnome / Salamander / Undine
 (all 1)
 Summon Medium Jume (2)
 Madness (2)
 Summon Large Jume (3)
 Tunesword (1)
 Cross Gift (2)
 Regrow-Limb (2)
 Resurrection (3)

Other Lunar Cults

Jakaleel the Witch - Darkness cult, associations with
Blue Moon

Teels Nori - zuleh

Dee'zola - Healing, Earth Magic

Yanafil Ternils - as Humakt

Urppi Ontor - as Dankhor Mhy

Danfiv Xaron ?

Etyries - as Issaries

Young Elementals

Yara Aranis - barbarian slaying demonic goddess

Scarlet Sermitas - a subcult (and regiment) of
Yanafil Ternils

Cults to Work Up

Yelm ✓

Barrester 602

Emerald

Uleria ✓

Blue Moon

Magasta

HYKIM (Wood Temple Cult)

Moat (Dwarves)

Bloody Tusk (Tusk Riders)

Major Cult: has over 1/2 million worshippers,
large Hierarchy, Elemental Rune; 1 or more Power Rune

Medium Cult 50-50000 members
Elemental Rune + Power Rune

Minor Party

Beast Cult (Wild Temple) Σ Fertility ∇ Beast

Elements of a Cult

I. Myths and History

- A. Before Time
- B. Since Time
- C. Life After Death
- D. Rune Associations

II. Nature of the Cult

- A. Reason for Continued Existence
- B. Social/Political Position & Power
- C. Particular Likes & Dislikes

III. Organization

- A. Inter-Cult Organization
- B. Intra Temple Organization
- C. Center of Power/Holy Places
- D. Holy Days and High Holy Days

VI Rune Lord Membership

- A. General Statement
- B. Requirements for Acceptance
- C. Restrictions
- D. Benefits

VII Rune Priesthood

- A. General Statement
- B. Requirements for Acceptance
- C. Restrictions
- D. Benefits
- E. Rune Spell Compatibility
- F. Cult Special Rune Spells
- G. Chief Priests

VIII Subservient Cults

IX Associated Cults

X Miscellaneous Notes

LUNAR ARMY REGIMENTS = 1000 men each

10 'centuries' of 100 men each (roughly)

3 'companies' of about 250-350 each?

Tusk riders glorify blood sacrifice and combat

BABEESTER GOR

Earth + Death

High Holy Day: Clayday of Death Week, of
Earth Season

Other Holy Days: Clayday of death week,
other seasons, offerings on other Claydays

SARTAR Tribes

Ducks
Telmeri
Sazdory Trolls
Culbrea
Colymar
Maboder
Aranwyth
Geos
Hendrika
Torkani
Kheldon

Grazelandus (Feathered Horse Queen)

Exile Kingdom

Tusk Riders

Beast Men

PRAX

Sable Nation

Bison Nation

High Lama Nation

Ampala Nation

Pal Joni

Morokanth

Agimori Clan

Basboli Berserkers

Rhino Clan

Unicorn Clan

Zebra Clan

Bolo-Lizard Clan

Ostrich Clan

Baboons

Pauls Trolls

Other Trolls

LUNAR EMPIRE