

Gloranthan Heroes

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Gloranthan Heroes 6

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Designing Characters and Basic Concepts

Experience Points

Experience Points (XP) are used to improve a character. A beginning character starts with 90 XP. Characters gain XP in play for completing scenarios: usually 1-3 for each. Sometimes the referee will award XP in general for the character to spend as desired and sometimes as a fixed benefit worth a certain number of XPs or sometimes a choice of the two (with the free choice XP award being lower). In general if a character voluntarily gives something up (such as common magic when specialising) s/he gets the XP back. It is possible however to lose XP by risking something and failing.

Power Levels

Things in the game are defined by their power levels. The table below shows basic power levels not including masteries and edges. Each is twice as powerful as the last.

Number	Example	Multiple	XP Cost from Previous	XP Cost from 0
0	Helpless, Infant	0	0	0
1	Weak, Child	1	5	5
2	Young Adult	2	6	11
3	Initiate, Adult	4	7	18
4	Experienced Initiate	8	8	26
5	Acolyte, Rune Priest	16	10	36
6	Rune Lord	32	12	48
7	Greater Rune Lord, Small Landscape Entity	64	14	62
8	Lesser Rune Master	128	16	78
9	Rune Master, Medium Landscape Entity	256	18	96
10	Greater Rune Master	512	20	116
11	Lesser Hero, Large Landscape Entity	1024	22	138
12	Hero,	2048	24	162

Number	Example	Multiple	XP Cost from Previous	XP Cost from 0
13	Greater Hero, Minor God	4096	26	188
14	Lesser Super Hero, Lesser God	8192	28	216
15	Super Hero, God	16384	30	246
16	Greater Super Hero, Greater God	32768	32	278

The cost in XP of improving a power level is shown on the table both from previous and from 0 (in initial character generation).

Each thing has up to four basic runes each with a power level. A physical power level is represented by its form rune. Some beings have a modifying rune to their form rune.

Form Rune	Meaning
⌘	Spirit
大	Man
⌘	Plant
⌘	Mineral
▽	Animal
△	Dragonewt
大●	Uz
大⌘	Aldryami
大⌘	Mostali
大▽	Beastman
▽	Hsuncheon

Each thing has a magical power level is represented by its magic rune. This is true of almost everything in Glorantha. Even inanimate things tend to have some magical force.

Magic Rune	Meaning
⌘	Mysticism
⌘	Sorcery
⌘	Spirit Magic
⌘	Theism

Living things which can think and reason will also have intellect. This is represented by the  rune.

Living things which can interact with others have a social rating represented by the  rune.

Typical Power Levels

This shows the usual power levels in best ability for different military units. The best level will usually be in physical but for magician units will be magical. Professionals such as Lunar soldiers and huscarls have a skill level in combat whilst amateurs such as a fyrd and militia don't.

Level	Examples	Power
Normal Soldier/Warrior	Fyrd, Militia, Soldier	3
NCO, Elite Soldier	Haznak, File, Decuron, Septoi, Hipla, Clutch, Huscarl	4
Elite NCO	Haznak, File, Decuron, Septoi, Hipla, Clutch, Huscarl	5
Junior Officer	Centurion, Dedecuron, Hastundum, Manimat-Ensiviru, Tetrarch, Vrimarch, Shilkot, Clan Champion	5-7
Senior Officer	Karmanak, Polemarch, Kastarch, Verumathi, Manimat-Savru, Tribune, Daxdargos, Vivrimeron, Tvegkote, Tribal Champion	8-10

Masteries

A mastery is anything that raises a power level by 1 in a specific area. Masteries are produced by rune cards in play and by skills. A mastery is shown by the **W** rune.

Edges

An edge is a lesser advantage than a mastery. An edge only comes into effect when two things of equal power are opposing each other. In this case each adds up their edges and the one with the greater number wins.

An edge is shown by the **^** rune.

Edges are produced by circumstances described in the rules on combat and magic.

Extra Masteries and Edges

The referee can apply any number of edges or masteries to take into account circumstances such as convincing a description of an action or a resistance seems to be.

Racial Modifiers

Some races have modifiers to their basic abilities:

Race	Modifiers
Dark Troll	Large: +3^ strength, melee attack, resistance, -3^ fine manipulation. Uz: -3^ intellectual activities and social skills. Dark Sense. Can sense normally in total darkness. Senses -3^ in day light.
Great Troll	Massive: +W strength, melee attack, resistance -W fine manipulation Stupid: -W Mental and Social. Dark Sense. Can sense normally in total darkness. Senses -3^ in day light.
Trollkin	Weak: -W melee attack, strength and resistance. -3^ in missile attack. Stupid: -W Mental and Social. Superior Trollkin don't have this one. Small: +3^ stealth. Dark Sense. Can sense normally in total darkness. Senses -W in day light.
Elf	Weak: -3^ in melee attack and strength. Agile: +3^ in missile attack, fine manipulation, climbing, sneaking and balancing.
Morokanth	Strong: +3^ strength, melee attack and resistance.

Race	Modifiers
	No Thumbs: -1 fine manipulation.
Scout Dragonewt	Weak: -3Λ in melee attack and strength.
Warrior Dragonewt	Large: +3Λ strength, melee attack, resistance, -3Λ fine manipulation. Armoured Skin: +3Λ resistance.
Noble Dragonewt	Armoured Skin: +Λ resistance.

Keywords

A keyword describes a characters background and general abilities. A character starts with a cultural keyword, a professional keyword and a basic religious/magical keyword. This has no cost. Each additional keyword costs 4 XP.

A character is assumed to be competent (acting at his/her power level with an Λ) in any skills which are strongly associated with that keyword. In any skill associated with the keyword s/he acts at power level and any skill not included in the keyword she loses at least an Λ if the skill is very similar but often a 1 or more.

Professional Keywords

These are example professional keywords:

Keyword	Strong Skills	Other Skills
Adventurer, Member of Thieves' Arm		Combat, Climbing, Running, Jumping, Sneak, Hide, Perception, Persuasion, Pursuit, Flee, Dodge, Riding, Bargaining.
Demagogue	Oratory, Story Telling, Persuasion, Politics	Legal Pleading, Law, Leadership
Farmer	Farming	Main Combat Style, Climbing, Running, Jumping, Perception, Bargaining, Herding, Nature Lore.
Foot Warrior/Soldier	Main Combat Style	Other Combat Styles, Climbing, Running, Dodging, Military Knowledge, Intimidation, Pursuit, Flee, Perception, Outdoor Living.
Healer	First Aid, Treat Disease, Treat Poison	Persuasion, Nature Lore, Herbs.
Hunter	Sneak and Hide, Tracking, Survival	Main Combat Style, Perception, Nature Lore, Outdoor Living, Climbing, Jumping.
Liturgist	Lead Worship Ceremony	Literacy, Leadership, Oratory, Mythology of Religion
Magician	Magical Use	Magical Knowledge
Merchant	Bargaining, Evaluate	Main Combat Style, Perception, Accounts.
Mounted Warrior/Soldier	Main Combat Style, Riding	Other Combat Styles, Military Knowledge, Intimidation, Pursuit, Flee, Perception, Outdoor Living.
Nomad	Riding, Combat Style, Herding	Outdoor Living, Tracking, Perception, Survival.
Officer	Leadership, Tactics, Strategy, Logistics, Perception	NB: usually, but not always, combined with soldier.
Priest	Mythology of Religion, Rituals	Oratory, Leadership
Scholar	Philosophy, Mythology, Literacy, Law, Scholarship	Other Languages (choose 1), Legal Pleading, Research.

Keyword	Strong Skills	Other Skills
Scout	Sneak and Hide, Perception	Tracking, Climbing, Dodge, Riding, Flee.
Street Entertainer	Main Entertainment Skill (e.g. Sing, Play Instrument, Dance, Juggle)	Other Entertainment Skill, Perception, Bargaining, Flee, Dodge, Streetwise, Street Fighting.
Thief	Sneak, Hide, Pick Pockets, Disarm Traps, Perception	Street Fighting, Climbing, Jumping, Running, Evade, Dodge, Persuasion, Streetwise.

Cultural Keywords

Cultural keywords usually contain a gender element e.g. male Heortling, female Dara Happan. There are no strong skills usually associated with cultures but other skills are usually (where X is the culture):

- X Customs
- X Mythology
- X Geography
- X Folk History

Class Keywords

These keywords are chosen where the character's social class is better than average for their culture. In some societies a beginning character can't reach higher social status as it requires experience. Class keywords such as Thane, Carl, Lesser Noble, Lunar Citizen grant skills which depends on the culture and sex of the character. Typically they give skills such as Leader and Give Orders. Such characters also tend to be richer, have a respected position in society and better legal rights. The higher the rank of a character however the greater their responsibilities and restrictions are.

Basic Religious Keywords

Keyword	Strong Skills	Other Skills
Adherent		Sedenyic Philosophy, Know Lunar Myths, Worship Sedenya
Communal Worshipper		Worship Pantheon, Know Pantheon Myths
Lay Member		Worship God, Doctrine of the Church
Spiritist		Worship Great Spirit, Tradition Knowledge

Advanced Religious or Magical Keywords

These replace the basic religious keywords.

Keyword	Strong Skills	Other Skills
Liturgist	Worship God, Doctrine of the Church	Lead Congregation
Orderly	Rule of Saint	Worship God, Doctrine of the Church
Apprentice		Literacy, Rule of Founder
Adept	Literacy, Rule of Founder, Symbolic Sight	
Practitioner	Worship Great Spirit, Tradition Knowledge	Practice Knowledge
Shaman	Worship Great Spirit, Tradition Knowledge, Practice Knowledge	
Initiate	Worship Pantheon, Know Pantheon Myths	Mythology of Deity
Devotee	Worship Pantheon, Know Pantheon Myths,	

Keyword	Strong Skills	Other Skills
	Mythology of Deity	
Disciple	Worship Pantheon, Know Pantheon Myths, Mythology of Deity	
Novitiate	Sedenyic Philosophy, Know Lunar Myths, Worship Sedenya	Lunar Way of Immortal
Ordinate	Sedenyic Philosophy, Know Lunar Myths, Worship Sedenya, Lunar Way of Immortal	
Preceptor	Sedenyic Philosophy, Know Lunar Myths, Worship Sedenya, Lunar Way of Immortal, Worship Immortal	

Skills

Skills are abilities attached to the runes. They are quite specific and the character has a **W** with that skill. Examples of skills are:

- Persuasion.
- Scimitar Combat.
- Fyrdman.
- Scholarship.
- Sedenyic Philosophy.
- Riding.
- Resisting Solid Damage.
- Other Languages
- Literacy

Characters start with one skill in Physical, Mental and Social. An extra initial skill costs 2 XP if part of a character's keyword or 4 XP if not when they are bought with initial XP. Skills bought after play begins cost 4 XP if they are part of the character's keyword or 8 XP if not.

Languages

A character starts with his/her own language and one other chosen language. If s/he has the literacy skill or has it as part of a keyword then s/he can read own language too. If a character is literate s/he is assumed to read and write other languages s/he knows (to an appropriate degree). Each extra language is 1 XP.

Background, Personality and Physical Traits

Each character can have any number of personality and physical traits. Each trait should be rated as follows:

Rating	Code	Description	XP
Very Positive	++	Always an advantage in important tasks. e.g. Quick, Strong, Tough, Empathic, Clever.	2
Positive	+	Either an advantage in less important tasks or an advantage in important tasks but with a less significant (for the character) disadvantage. E.g. Massive, Attractive, Swift Footed.	1
Neutral	0	Positive and negative aspects are balanced or just effectively descriptive. E.g. Red Haired, Shining White Robes, Sharp Tongued.	0

Rating	Code	Description	XP
Negative-	-	Either a disadvantage in less important tasks or a disadvantage in important tasks but with a less significant (for the character) advantage. What is negative depends on the character so Dim-Witted is negative for a character who doesn't use mental skills but would be very negative for a scholar.	-1
Very Negative	--	Always a disadvantage in important tasks.	-2

When supported by a suitable trait the referee should grant an Λ to the character and where the character's trait is against the action loose an Λ .

Relationships

These don't have values – they are just described in words. E.g. Leader of Thieves' Arm, Member of Temple. Standard ones that come from the character's keywords don't cost anything. If a character wants to start with some unusual ones e.g. allies, patrons etc s/he can either pay around 1XP for each (it is up to the referee depending on usefulness) or have a corresponding bad relationship e.g. Enemy of x, Hunted by x. Also the referee may allow a character to buy a relationship in play.

Companions

Having Companions costs 10XP (collectively not per companion). This is the Companions advantage and includes the relationship/s Companion to x. They are named individual supporters of the character with special skills and abilities. Companions support a character in the same way as retainers above in most situations collectively adding a \mathbb{L} in appropriate situations. They go to the other side to help in heroquests. Companions can be given one specialism in which they can take the lead in actions rather than the character. Usually each named companion has one to three specialisms and the character can't have more than six specialisms provided by companions. Occasionally two named individuals work together to provide a specialism counting as though they were a single companion e.g. a pair of EWF mystics who always work together, a pair of Vingan spearmaids etc. The numbers of companions varies from 1 to 6 with 4 being typical. In the area of the specialism a companion has a power level equal to the character's total power – 1 but no more than one more than the character's \mathbb{X} . A companion's power in non-specialist areas is 1 worse on one and two worse in the others.

E.g. 1: A character has 6 \mathbb{A} , 5 \mathbb{S} , 5 \mathbb{X} and 5 \mathbb{W} . Total power of 7. Companions Power 6.

E.g.2: A character has 7 \mathbb{A} , 4 \mathbb{S} , 4 \mathbb{X} and 5 \mathbb{W} . Total power of 7. Companions Power 4 limited by \mathbb{X} .

E.g.3: A character has 5 \mathbb{A} , 5 \mathbb{S} , 5 \mathbb{X} and 5 \mathbb{W} . Total power of 7. Companions Power 6 limited by \mathbb{X} .

Note that in example 3 companions are always better than the character so the character is often just the director of operations.

Each specialism costs 3 XP. Examples of possible specialisms are as follows:

- Melee Attack
- Missile Attack (may include some skirmish) e.g Bow
- Skirmish Attack e.g. Javelin
- Resistance (in combat)
- Thief Skills
- Knowledge Skills
- Persuasion/Fast Talk
- Healing
- Magical Defence

- Magical Attack
- Scouting/Perception

For each of these specialisms the companion can be bought appropriate keywords (the companion will have free keywords like a character), skills (the companion has one skill for nothing), magical abilities and talents to support (or provide) the necessary ability for 1 less XP than normal. The companion's ability is calculated as usual for skills, abilities etc. and when s/he is acting in the lead the character counts as one of the supporting companions (included in the adding of a **W**).

Retainers

A character may be a leader to a number of loyal retainers. This is called the Retainers Advantage and costs 6 XP including the relationship Leader to Retainers. Retainers work with the character to support him or her in tasks such as fighting, persuading and using magic and almost always accompany him/her on the mundane plain. In heroquests they either remain in the mundane world and provide special support in the quest moment or come along if the heroquest has retainers appearing in the myth. Having his/her retainers help usually gives the character a **W**. The referee can rule than retainers don't help in some situations e.g. one to one persuasion and there are some cases where they are a hindrance of **W** such as sneaking or crossing a narrow ledge. The exact numbers of retainers doesn't usually matter but as a guide look at the power level of the character in physical for a physical unit or magical for a magical unit. When individual power levels and numbers matter use the following:

Character Power	Retainer Best Power	Number of Retainers
4 or fewer	-1	2
5	4	2
6	5	2
7	5	4
8	5	8
9	6	8
10	7	8
Each +1	+1	8

However if the retainer has 4+ power then other power levels are one lower and not better than the character. If a character has companions then double the number of retainers required (up to a max of 8). Once 8 is reached then add 1 to power instead.

Followers

A character with at least 4 power may be a leader to a number of followers. This is called the Followers Advantage. Having followers costs 6 XP and includes the relationship Leader to x. Followers represent a character with a school, warband, regiment, vexilation or similar large group of supporters. Followers usually work with the character in certain circumstance: usually large events such as battles or major magical rituals. In heroquests they remain in the mundane world and provide support in the quest moment. Followers help the character in tasks such as fighting and using magic. In order to support a magical attack followers must be using an ability of their Guardian or be part of a Lunar College of magic. Having his/her followers help usually gives the character a **W**. The referee can rule than followers don't help in some situations and they can be a hindrance of **W** more where stealth is required.

Units can be warriors or soldiers (where they fight in a way other than with improvised weapons and lacks a collective magical attack), warrior-wizards, warrior priests or similar (where they have a collective magical attack and also fight other than with improvised weapons) or magicians, priests, wizards or similar (only fight with improvised weapons and have a collective magical attack).

The exact number of followers doesn't matter but as a guide look at the following chart – there should be at least this many. Use the row for the character's physical power level for a fighting unit, magic for a magic unit or use the higher of the two for a unit fighting in both ways.

Character Power	Soldiers	Magicians	Fighter Magicians
4	8	2	4
5	14	4	8
6	14	4	8
7	24	8	14
8	56	16	28
9	112	28	56
10	224	56	112
11	224	56	224
12*	448	112	224
13**	896	224	448
14**	1000	250	500
15+**	1000	250	500

*Also counts as a half-regiment.

**Also counts as a full regiment.

Where follower's individual abilities matter it is as follows:

Character Power	Soldiers	Magicians	Fighter Magicians
5 or fewer	2	2 Physical, 4 Magic, 3 others.	3
6-10	3	2 Physical, 5 Magic, 3 others.	4
11-14	4	3 Physical, 6 Magic, 4 others.	5
Each +1	+1	+1	+1

For every 7-10 followers there will be an NCO with +1 power.

Regiment

Really large units such as a tribal warband or a Lunar regiment are around 1000 strong for foot or 500 for mounted troops. Warrior-Magician regiments are $\frac{1}{2}$ size and magician regiments $\frac{1}{4}$ size. Such a regiment adds a \mathbb{W} for militia, fyrd or other part timers and $2\mathbb{W}$ for professional troops. Half size regiments add $3\mathbb{A}$ for part-timers and for professionals \mathbb{W} . In addition there a certain combat modifiers in battle which gives a large force extra advantages over a small group. The cost to maintain such a regiment would be $11\mathbb{W}$ modified by equipment per season but part timers support themselves when not on campaign. Really powerful people have enough retainers to also count as a regiment.

Unit

A character plus all his/her regiment, followers, retainers and companions is called a unit.

Wealth

A character's wealth is measured as an abstract power level. To find the cost of maintaining people add up the total number of them and look it up on the multiplier section of the power table (to the nearest figure) for the basic cost in \mathbb{W} and add \mathbb{W} for magicians or warrior-magicians then add any equipment costs (see the unit type table) to a maximum of $+4\mathbb{W}$. A character can be frugal and support his unit at a lower level than is possible.

Levels Over or Below Required	Conditions in the Character's Unit
Below -4	Can't be supported at all. The character must dismiss, sell or otherwise get rid of some of his/her unit or they will starve to death.
-4	Hungry, terribly equipped and ragged. Amongst followers desertions are frequent and everyone spends a great deal of time foraging for food. Robbery, even of friendly civilians, is a constant issue making the unit unpopular. Recruitment is impossible. Unit power -2 \mathbb{L}
-3	Underfed, badly equipped and poorly dressed. Amongst followers desertions are common and everyone spends a time foraging for food. Robbery is common. Recruitment is impossible. Unit power -1 \mathbb{L}
-2	Badly equipped and shabbily dressed. Followers are sullen and unwilling. Recruitment is impossible. Unit power -3 Δ
-1	Equipment is badly maintained. Followers and grumbling. Recruitment is difficult. Unit power - Δ
0	Equipment is reasonable. Followers are willing. Recruitment is possible.
1-2	Equipment and clothing are good. Food is plentiful. Followers are keen. Recruitment is acceptable. Unit power + Δ
3-4	Equipment and clothing are very good. Food is plentiful and good. Followers are enthusiastic. Recruitment is straight forward. Unit power +2 Δ
5-6	Equipment and clothing are excellent. Food is plentiful and good. Followers are enthusiastic. Recruitment is easy. Unit power +3 Δ
7+	Standard of equipment and clothing is increasingly luxurious. Food is luxurious. Followers are enthusiastic. Recruitment is simple. Unit power +3 Δ

Some unit types (as shown in the combat section) have expensive equipment which modifies the requirement so that, for example, a unit with +1 cost needs a +1 wealth level to maintain normal standards.

If you spend wealth equal to a \mathbb{L} or more lower than wealth then reduce wealth by 1 \mathbb{L} but add Δ equal to the number of difference up to 5 Δ . Beyond this there is no effect so wealthy character can ignore minor expenditure 6 or more levels below wealth. E.g. a character with 10 \mathbb{L} spends 8 \mathbb{L} and ends up with 8 \mathbb{L} 2 Δ .

For wealth 6 Δ is equal to a \mathbb{L} . E.g. a character with 8 \mathbb{L} 2 Δ spends 4 \mathbb{L} and ends up with 8 \mathbb{L} .

When acquiring wealth in the form of loot or cash it is added in the same way as normal power levels. Gaining wealth of 1 \mathbb{L} less than current wealth is counted as 5 Δ , 2 \mathbb{L} less as 4 Δ and 3 \mathbb{L} less as 3 Δ and so on. When adding wealth 6 Δ is equal to a \mathbb{L} . Wealth below 6 \mathbb{L} less doesn't make any difference and is absorbed into minor expenditures. For example a character with 10 \mathbb{L} wealth gains 9 \mathbb{L} . His new wealth is 10 \mathbb{L} 5 Δ . If he gains another 4 \mathbb{L} then it goes up to 11 \mathbb{L} .

For some idea of how much is represented the 10 \mathbb{L} wealth supports 512 people for a season. An income of 2L per day is normal so 10 \mathbb{L} wealth is around 57 344L. 1 \mathbb{L} wealth is about 112L. This is approximate however because this is rarely completely in cash and also represents credit, goods and so on.

Starting with wealth or receiving a one off quantity of wealth costs 1XP per 2 \mathbb{L} wealth.

Income

A character's income is measured as a power level. It can come from land, taxes, tolls and trade for example. Each season the character gains his/her income as wealth. This can be done either before or after maintenance as wished.

Gaining an income costs 1 XP per income.

Religions, Runes and Affinities

Gaining runes usually requires joining a religion. For being a common member of a religion (a pantheon, tradition or church) a character gains that religion's rune (at no cost). Having runes gives an advantage when playing appropriate cards with an action (see later).

Theism

A communal worshiper gains the rune of the pantheon.

For becoming an initiate a character gains the personal rune of the god.

An initiate of a cult can buy any of the affinities of that cult for 2 XP each. Each affinity has an associated rune which is gained as part of the affinity. Each affinity should give characters advantages associated with its name. They can be agreed for each affinity but should be:

- An Δ in skills associated with the affinity per 3 magic or part thereof. Such an affinity could affect one combat skill aspect also. For example hunting could effect a distant or skirmish attack. Examples: Survival, Hunting.
- An Δ in combat per 3 magic or part thereof in aspects of combat associated with the affinity. In general an affinity shouldn't effect more than 2 aspects of combat e.g. melee and resistance, or melee and skirmish. Examples: Combat.
- +1 damage per 4 magic or part thereof. Examples: Death, Destruction.
- -1 damage per 4 magic or part thereof but never less than 1. Examples: Protection.
- Taking 1 hit extra per 3 magic or part thereof. Examples: Endurance.
- An Δ in pursuit and evade per 3 magic or part thereof. Examples: Movement.
- Producing a variety of effects improvised from the attribute which change the environment in minor ways such as creating light or creating a gusting wind around the character. Such attributes should also have specific effects like putting darkness creatures at a penalty or putting all missile attacks against the character at a penalty. These should be about Δ per 2 magic or part thereof.
- Protecting against a type of magic so as to count as an active ability for defence.

When taking an action the character can choose one or more of his/her runes to support the action as long as they are appropriate to the task (i.e. provide a bonus as above). This may have additional effects when cards are played.

An initiate can buy feats related to his/her affinities that are no more powerful than minor for - 1 XP to normal cost.

To become a devotee a character must have all the affinities of the cult or sub-cult s/he wishes to devote to. S/he can no longer use any common magic or any magic except that of the god (She gets the XP back from these to spend on his/her new magic). She can now buy feats whose effects match the description of the feats of the god. These can be of any power level up to major for important gods. A devotee with 7 magic can buy the secret of his/her god as a feat – this is usually twice major for important gods or major for others.

A devotee who knows the secret of the god and at least 5 (or all) feats of the god may attempt to become a disciple of the god. S/he must complete any additional requirements and heroquests. S/he can gain a divine companion for 4XP. A divine companion can be given magical abilities of the god and can activate them using its own actions. A divine companion may be embodied in an animal or object. A disciple always resists enemy magic at full value (as though s/he had a resisting feat).

Animism

A spiritist gains the rune of a core practice automatically. If allowed s/he may join other practices for 2 XP each gaining their runes. A spiritists can buy charms known by his/her

tradition and practices. A charm cannot be more powerful than minor but costs 1 less XP than normal. If a rune is associated with a charm it is gained for free with that charm.

To become a practitioner a character must already be a spiritist of that practice. A practitioner can gain fetishes – these are magical abilities which are ordinary or major. Gaining a fetish of an ability associated with a rune gains that rune. Major abilities cost an extra XP and are quite rare. To buy a major ability the practitioner must have 7 magic and must be a member of a significant practice. Most practices only have major abilities of one or two core types. A Practitioner can concentrate magic – this stops him/her using common magic (get the XP back) but does allow gaining a single spirit ally for 4 XP (requires 10% of the character's time to maintain). A spirit ally can be given spirit abilities which it can activate as an action instead of the character. A practitioner with 7 magic can learn the secret of a practice which is usually major but in some cases could be twice major.

A practitioner who has concentrated his/her magic can become a shaman if s/he meets the necessary apprenticeship and spiritquest requirements and has 7 magic. A shaman can have several spirit allies (remember each takes up 10% of time) for 4 XP each. A shaman also has a fetch which has the same magic as the shaman. It can fight incorporeal foes in spirit combat and occupy the shaman's body whilst s/he is disincorporate.

Wizardry

A character can begin as a lay member of a church. S/he gains the rune of the church. If s/he attends the weekly church service she will receive each of the common blessings contained in one scripture of the church and one special blessing selected by the liturgist. Each blessing allows an effect to be selected which matches its wording. It need not be the same effect every week. The magic value of the blessing is equal to the accumulated magic power of the congregation (using the normal rules for combining power). A blessing acts for a week. A blessing can:

- An Δ in a skill associated with the blessing per 4 magic or part thereof.
- An Δ in one aspect of combat per 4 magic or part thereof in aspects of combat.
- +1 damage per 5 magic or part thereof.
- -1 damage per 5 magic or part thereof but never less than 1.
- Taking 1 hit extra per 4 magic or part thereof.
- An Δ in pursuit and evade per 4 magic or part thereof.
- Protecting against a type of magic like an active ability using the magic of the worshipper with an Δ per 4 magic of the congregation or part thereof.

Note that the Bless Congregation ability is a general blessing used to protect the congregation during the service itself i.e. whilst they are a congregation.

A lay member can become a liturgist. A liturgist must be able to read scripture. S/he can use one scripture of the church and can learn to use other church scriptures for 1 XP each. A liturgist can lead church services and will be able to invoke the common blessings from one scripture and one special blessing on the congregation. S/he can also hold an extra service to apply an additional special blessing. Instead of a special blessing s/he can instead apply a curse against a target or targets which will cause $-\Delta$ in a skill associated with the curse per 4 magic or part thereof. A liturgist can become an order liturgist gaining the ability to lead the worship ceremonies of the order joined and one of the scriptures of the order. The character also gains the rune of the order.

A lay member or liturgist of a church can become an orderly of a saintly order. S/he then gains the rune of the saint. S/he attends worship ceremonies like those of the whole church that grant the order's blessings. S/he can also learn the spells contained in the order's formulary by creating a talisman. A talisman can be of any power up to Ordinary. A talisman's like other magical abilities except that its abilities are not regained each day, instead when they are used up they are not regained till the character attends a worship ceremony of the

order where the Reconsecrate Talismans blessing is invoked. An orderly cannot use common magic (and regains any XP spent on it to spend on new magic).

A character may become an adept - a member of a wizardry or sorcery school. An adept can create talismans containing the spells of the school. If s/he has 6 magic these can be major and if 8 twice-major. The talismans of an adept cost 1 extra XP. An adept cannot use common magic but can create talismans containing common magic spells (so these cost 1 extra XP). The talismans of an adept do not require a worship ceremony to recharge but recharge daily like normal abilities. An adept can also make a grimoire. This requires a ritual with a difficulty of 10 so usually requires a ritual, a suitable location (e.g. the school's centre of power) and the support of other members of the school. A grimoire contains all the spells listed for that grimoire as abilities which can be used as long as the adept has the grimoire in hand. The cost of a grimoire is half the total cost in XP of all the abilities it contains (remembering that each ability costs 1 extra XP).

Some wizardry or sorcery schools have a spell which 'taps' a named type of thing. Wizardry schools with such a spell will have restrictions on when and where it can be used. Tapping is always a major ability and requires a short ritual (about 10 minutes) during which time the target must remain still so must usually be immobile or subdued. It is used as a magical attack. The target thing loses 1 permanent magic when tapped. An adept who can tap has a magic pool which is increased by the multiple of any magic tapped. For example if an adept taps a target with 5 magic then the target's magic is reduced by 1 and the pool has 16 points added to it. If the adept uses up points out of the pool equal to the multiple of the magic power above his/her own then s/he can act as though his/her magic was 1 higher for 1 day.

Lunar Religion

The lowest rank of the Lunar Way is Adherent. An adherent may learn Lunar common magic, receive Lunar charms and receives the blessings granted in services at his/her temple or by his/her preceptor (usually all the common blessings and one special blessing). The character gets any of the charms listed in the Rufus scripts or the common magics listed under Rufelza at -1 XP cost. Lunar charms and common magic are influenced by the Lunar cycle. Blessings are taken from the Rufus Scripts. Each blessing allows an effect to be selected which matches its wording. It need not be the same effect every week. The magic value of the blessing is equal to the accumulated magic power of those in the chain of veneration leading to the temple or preceptor. A blessing acts for a week. A blessing can:

- An Δ in a skill associated with the blessing per 4 magic or part thereof.
- An Δ in one aspect of combat per 4 magic or part thereof in aspects of combat.
- +1 damage per 5 magic or part thereof.
- -1 damage per 5 magic or part thereof but never less than 1.
- Taking 1 hit extra per 4 magic or part thereof.
- An Δ in pursuit and evade per 4 magic or part thereof.
- Protecting against a type of magic like an active ability using the magic of the worshipper with an Δ per 4 magic of the congregation or part thereof.

A character can become a Novitiate of a particular immortal or several immortals. They must buy any runes of the cult for 2 XP each. Runes give a bonus like theist affinities. Novitiates can buy spells, glamours and lures of their cult up to minor for -1 XP. These all act in the same way as Lunar Magic.

A novitiate can become an ordinate of an immortal. To become an ordinate the character must be seavened (illuminated). She can now buy Lunar Magic (whether spells, glamours or lures) of the immortal treating them all the same way for -1XP. These can be of any power level up to major. S/he can also take the spirits of the immortal as amulets at any level up to ordinary or major if s/he has 7 magic. S/he can take spells as amulets up to ordinary, or major if s/he has 6 magic or twice major if 8. An ordinate can learn the secret of his/her immortal if s/he has 7 magic and 7 Sedenyic Philosophy. The secret will be twice major. Ordinates of

Rulfelza can buy common magic listed for Rulfelza as Lunar Magic at up to major power or twice major with 7 magic.

Any member of the Lunar Way can become a Preceptor if s/he has any 2 from Sedenyic Philosophy, Know Lunar Myths, Worship Sedenya or Lunar Way of Immortal at 7. A preceptor can lead veneration ceremonies and use the blessings and curses of the Rufus scripts during these ceremonies. S/he can teach any of the charms from the Rufus Scripts that s/he knows. The preceptor's followers act within the chain of veneration and so can use collective magic attacks.

A Lunar character who is at least a novitiate can gain a Lunar Consort for 4 XP. This can be given abilities which it can activate itself.

An ordinate of Jakaleel can become a shaman if s/he has 7 magic. A shaman can have several Lunar Consorts but no more than one of each of the types from the spirit list of the 5 Spirit Moons Practice. A shaman has a fetch which has the same magic as the shaman. It can fight incorporeal foes in spirit combat and occupy the shaman's body whilst s/he is incorporate.

Magical Abilities and Talents

A character or his/her companions may have active magical abilities and talents to help their unit. Some magical keywords allow gaining abilities others are allowed common magic. Some items contain magical abilities. Abilities come in grades of power: Weak, Minor, Ordinary, Major or Twice Major. Common magic can usually only be weak or minor. Twice Major abilities are pretty rare and tend to be gained on heroquests or are the secrets of important and powerful religions. Major powers are the secrets of less important religions or are found in powerful religions. To gain magical abilities the character must design the ability to match the wording of the abilities available to his/her religion. If a character loses magical abilities as a result of changing religious status (e.g. giving up common magic on becoming a devotee) then s/he usually gets the XP cost back to spend on his/her new magic.

Abilities have a frequency which refers to how often the target of the ability is encountered. This can be Rare, Common, Very Common or Ubiquitous.

Talents are unusual abilities a character has. They are not based on magic and a character must usually have them to begin with or gain them on a heroquest.

All magic works for against a unit. For example if a unit inflicts +1 damage that applies to everyone in the unit he is fighting, if a unit heals one damage that heals the whole unit.

Magical abilities usually don't stack. A character cannot have to different abilities which provide a bonus to the same action, E.g. you can't have two feats which gives a **W** in attack. The only exception is that a character can have a magical item such as a magic sword which is then enhanced by a magical feat for example.

The cost of an ability is:

Ability	Rare	Common	Very Common	Ubiquitous
Weak	0	1	2	3
Minor	1	2	4	5
Ordinary	2	4	6	8
Major	4	6	8	10
Twice Major	6	8	10	12

If a character has more than 4 abilities with a cost of 0 then each additional one costs 1 XP. If magic summons creatures than any keywords, abilities or skills beyond the standard must be paid for as part of the magic.

Level	Examples
Weak	<ul style="list-style-type: none"> • Λ in a worthwhile ability • Putting opponents at $-\Lambda$ during a conflict. Either all opponents in a specific circumstance or as a magical or physical agent attack which persists. • 3Λ in a minor ability • \sqcup in a colourful but non-significant ability. • Inflicting +1 damage if 3 or more • Taking -1 damage if 3 or more • Treating a hurt with magic as though with mundane healing. • Leaping magic metres. • Healing a total of 1 defeat per day.
Minor	<ul style="list-style-type: none"> • 3Λ in a worthwhile ability • Putting opponents at -3Λ for a conflict. Either all opponents in a specific circumstance (e.g. have been damaged by the character) or as a magical or physical agent attack which persists. • \sqcup in a minor ability. • Inflicting +1 damage if any • Taking -1 damage if 2 or more • Taking 1 hit more than usual before being taken out or hurt. • Healing $\frac{1}{2}$ magic per day defeats one at a time. • Healing a Hurt in a week. • Leaping 3 x magic metres. • Changing the environment in a small area in a minor way. • Magical defence allowing defence against magical attacks without penalty. • Magical defence allowing defence against physical agents without penalty. • Temporarily driving off insubstantial creatures such as ghosts. • Magical attacks inflicting $\frac{1}{2}$ hits. • Attacks with physical agents inflicting $\frac{1}{2}$ hits. • Summoning a unit of creatures whose total power in best ability equals $\frac{1}{2}$ magic and who attack conventionally and are vulnerable conventionally.
Ordinary	<ul style="list-style-type: none"> • \sqcup in a worthwhile ability • Putting opponents at $-\sqcup$ for a conflict. Either all opponents in a specific circumstance or as a magical or physical agent attack which persists. • Magical attacks inflicting normal damage • Magical attacks disabling foes for 1 turn + 1 turn per mastery success. • Magical defence which forces opponent to use magic vs magic for an attack. As a magical defence this has a \sqcup unless opponent has an active ability for the attack. • Magical defence allowing defence against magical attacks without penalty which reflects the results of the attack against the attacker. • Attacks with physical agents inflicting normal damage • Magical attacks dealing $\frac{1}{2}$ physical damage • Inflicting double damage • Taking half damage • Two attacks as one action. • Having $\frac{1}{2}$ magic as extra hits. • Healing magic defeats per day one at a time. • Healing a Hurt in 3 days. • Stopping a Serious Hurt killing a character. • Flying carrying only light things. • Amazing leaps up to 20 x magic metres. • Changing the environment in a small area in a significant way.

Level	Examples
	<ul style="list-style-type: none"> • Magical defence allowing defence against magical attacks with an Λ. • Magical defence allowing defence against physical agents with an Λ. • Attacking insubstantial things such as ghosts. • Using magic to make a normal action resisted by the magic of the target rather than its mundane difficulty. • Redraw a mastery card for a skill attempt that fails once per action. • Increasing the range of a normal attack by 1 band. • Minor abilities classed as area effects. • Summoning a unit of creatures whose total power in best ability equals magic and who attack conventionally and are vulnerable conventionally. • Summoning a unit of creatures whose total power in best ability equals $\frac{1}{2}$ magic and who attack unconventionally (e.g. with magic or physical agents) but are vulnerable conventionally. • Summoning a unit of creatures whose total power in best ability equals $\frac{1}{2}$ magic and who attack conventionally and but are only vulnerable to unconventional attacks (feats or magic).
Major	<ul style="list-style-type: none"> • 2\sqcup in a minor ability. • Magical attacks or attacks with physical agents which leave opponent disabled in a single action but are one-off (no second attempts this conflict against the same target). • Magical attacks and physical agents dealing +1 damage. • Magical attacks which deal normal levels of physical defeats. • Magical defence which forces opponent to use another skill for an attack. For example forcing opponents to attack with perception or philosophy. This does not naturally have a \sqcup but often the opponent won't have a skill in the area and not even have it in a keyword so could be at a penalty for this. • Magical defence which forces opponent to use magic vs magic for an attack and if successful reflects the results of the attack against the attacker. • Healing magic defeats per day at a time. • Healing a Hurt in a day. • Having magic as extra hits. • Healing a Serious Hurt in 2 weeks. • Flying carrying heavy things or whilst riding. • Changing the environment in a large area in a significant way. • Teleporting by sight. • Changing own form. • Reading thoughts. • Magical defence allowing defence against magical attacks with a \sqcup. • Magical defence allowing defence against physical agents with a \sqcup. • Ordinary abilities classed as area effects. • Increasing the range of a normal attack by 2 bands. • 3 attacks as one action. • Summoning a unit of creatures whose total power in best ability equals magic and who attack unconventionally (e.g. with magic) but are vulnerable conventionally. • Summoning a unit of creatures whose total power in best ability equals magic and who attack conventionally and but are only vulnerable to unconventional attacks (feats or magic). • Summoning a unit of creatures whose total power in best ability equals $\frac{1}{2}$ magic and who attack unconventionally (e.g. with magic) and are only vulnerable to unconventional attacks (feats or magic).
Twice Major	<ul style="list-style-type: none"> • 2\sqcup in a worthwhile ability • Magical attacks or attacks with physical agents which leave opponent disabled in a single action which can be used more than once on a target.

Level	Examples
	<ul style="list-style-type: none"> • Healing a Hurt instantly. • Healing up to magic defeats per day with any number as one action. • Healing a Serious Hurt in a week. • Flying carrying other intelligent beings. • Changing the environment in a very large area in a significant way. • Directed teleport. • Changing another's form. • Mind control. • Turning invisible. • Turning insubstantial. • Major abilities classed as area effects. • Summoning a unit of creatures whose total power in best ability equals magic and who attack unconventionally (e.g. with magic) and are only vulnerable to unconventional attacks (feats or magic).
Rare	Rare abilities have a strictly limited target. The ability is such that it will rarely be significant – perhaps only one game session in three. Such abilities work on only a rare target which is not controlled by the user. For example movement magic that allows a character to leap over tree or leap up cliff. For attack magic or magic that enhances weapons it might work against only one type of thing that wouldn't be met that often e.g. Uz or Aldryami. Defensive magic which works against one type of opponent or a rare weapon type would be rare as would an ability that worked only on a rarely used skill.
Common	Common abilities have a wider range of allowed targets. The ability is such that it will often be significant – perhaps every game session. This usually includes abilities that have a target encountered quite often but still out of the control of the user. Defensive magic which works against a typical weapon type such as arrows or blades would be common. A defence against magic such as spirit magic attacks or spirit magic physical agents is common. It is also a commonly used skill or group of skills.
Very Common	The ability is likely to be significant more than once in a game session. It could be a target outside the control of the user but which is very commonly encountered such as humans. It could also be target a closely defined thing controlled by the user such as a sword. It could include defensive magic which works against a whole damage type e.g. physical or a loosely defined type of magic such as all spirit magic or all physical agents. It includes broad skill groups such as athletics, combat attack or stealth.
Ubiquitous	Abilities without significant restrictions on targets such as magical attacks without target restrictions or targeting a group of things under the control of the user e.g. weapons. Defensive and skill based magic can't be ubiquitous.

Different types of magic have advantages and disadvantages.

Type	Special
Common Magic	Can be charms, spells, talents etc. Restrictions on some magical keywords stop the use of common magic. Can't usually be more powerful than minor. If a character has named common magic in his/her keyword then it costs 1 XP less than normal.
Magic Item	Sometimes an ability is imbedded in an item and can be used by whoever has the item. They cost 1 XP less than normal but also have one of the other magical types.
Spirit	Easy to learn a range of abilities but weaker than other magic. As long as the power level is weak or minor spirit abilities cost 1 less XP but major abilities cost 1 more XP and twice major 2 more XP.
Theism	Theism has an A to overcome or resist spirit or common magic.
Sorcery	Hard to learn but more powerful than some other magic. Each sorcery ability costs 1 XP more but has an A to overcome or resist Theism, Spirit Magic or Common Magic.

Type	Special
Mysticism	Hard to learn but resistant to other magic. Each mystical ability cost 1 XP extra but has an Λ when resisting Common, Spirit, Theism or Sorcery.
Lunar	Lunar magic is powerful and has a $\mathbb{W}1\Lambda$ under the full moon or within the glowline, has an Λ under the half-moons, but loses a \mathbb{W} under the dark or dieing moons and is at $-\Lambda$ under the crescent moons. Easy to learn for novitiates or ordinates at -1 XP.

Example Common Magic

Common magic, with a maximum power of minor is weaker than other types of magic, but is very flexible as almost any ability can be acquired as common magic. However some keywords have common magic abilities associated with them – these cost 1 less XP. The following examples try to illustrate the different classifications of magic. All these abilities would work magic times per day.

Sharp Sword (+1 damage with a sword) – Minor, V.Common (4)
 Damaging Attack (+1 weapon damage) – Minor, Ubiquitous (5)

Sword Strikes Undead (3Λ sword attack vs undead) – Minor, Rare (1)
 Sneaking (3Λ with sneaking) – Minor, Common (2)
 Sword Guide (3Λ with a sword attack) - Minor, V.Common (4)
 Weapon Strike (3Λ with a weapon attack) - Minor, Ubiquitous (5)

Arrow Armour (-1 physical damage if 2 or more from arrows) – Minor, Common (2).
 Deflect Weapon (-1 physical damage if 2 or more from weapons) – Minor, V. Common (4)
 Protection (-1 physical damage if 2 or more) – Minor, Ubiquitous (5).

Protection Against Uz Spirit Magic (defends against Uz spirit magic without penalty –not physical agents) – Minor, Rare (1)
 Protection Against Spirit Magic (defends against spirit magic –not physical agents) – Minor, Common (2)
 Counter Spirit (defends against all spirit magic) – Minor, V.Common (4)

Burn Gorp (physical agent dealing $\frac{1}{2}$ hits on gorp) – Minor, Rare (1)
 Hurt You (physical agent attack dealing $\frac{1}{2}$ hits on a single target of any kind) – Minor, Ubiquitous (5)

Dullblade (Puts opponent with a sword or dagger is at -3Λ attack as a magical attack) – Minor, Common (2)
 Dulledge (Puts opponent with an edged weapon is at -3Λ attack as a magical attack) – Minor, V.Common (4)

Heal Cut (heals up to $\frac{1}{2}$ magic physical defeats per day one at a time as long as they were caused by something sharp) – Minor, V. Common (4)
 Healing (heals up to $\frac{1}{2}$ magic physical defeats per day one at a time) – Minor, Ubiquitous (5)

Guardian Entities

A guardian entity belongs to a group like a hero band, vexilla, clan or regiment. A guardian entity usually starts with 1 blessing function, one awareness function and one protection function. These abilities are like normal magical abilities bought with the XP of the group's leader. Only the leader can focus the abilities. More abilities can be added to a guardian on heroquests. A guardian can have active magical abilities which are focussed by the leader and use the magic of the whole group including followers. Sometimes more than one character can be part of a group with a guardian entity as long as there is never more than one character in a group with a power of 8 or higher in any one rune. Other characters in the same group add their magic to the power of the group and also gain any benefits of the guardian's functions whilst they are acting to support the group but cannot focus them.

Landscape Entities

Landscape entities have feats that can only be used on or near their landscape feature. These abilities can be up to minor and cost 1 less XP than normal. They are gained by sacrificing to the entity.

Resolving Actions

Judging Success

In general a task succeeds if it has at least an edge over the target. Tasks which aren't resisted by an opponent have a set power level and edges decided by the referee.

Conflicts may be extended – that is they may go on for more than 1 action until one side is taken out of the conflict. Each time a successful action is taken the target it suffers one defeat if the action succeeds plus 1 per extra mastery it succeeds by. Things can take a number of hits equal to their power level in the area of conflict. If something suffers defeats equal to its power level they are usually knocked out of a conflict. See the sections: Knocked Out of a Conflict. Defeats can't reduce a target below 0.

Actions and Cards

Cards modify the power level of actions.

The Mastery Deck

The Mastery Deck contains 51 cards:

- 1 **||||** Card (2%)
- 2 **|||** Cards (4%)
- 3 **||^** Cards (6%)
- 4 **|^^** Cards (8%)
- 5 **^^** Cards (10%)
- 6 **^^^** Cards (12%)
- 7 **^^^** Cards (14%)
- 8 **^^** Cards (16%)
- 9 Equal Cards (18%)
- 4 Draw Double Draw Cards (8%)
- 2 Trickster Cards (4%)

The percentages show the approximate chances of drawing the card.

When taking an action first draw a card from the Mastery Deck. The card should be placed so that it will either face the referee (representing the NPCs or environment) or away from the referee (representing the PCs). The card affects the side in the conflict that it is facing providing masteries and edges. It doesn't matter which way a 'Draw Double' card is facing and the next card drawn has double effect. The trickster causes an action to automatically fail or if resisting gives -2**||**. An exception to the rule is if the character taking or resisting the action has a bonded trickster as a companion and their opponent doesn't. In this case the Trickster card is turned to act against the character without the bonded trickster.

The following table is a guide to how likely an action is to succeed when playing mastery cards:

Level	Approximate Chance of success
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Down 2⚡	3%
Down ⚡	13%
Down 3^	18%
Down 2^	24%
Down ^	32%
Equal	40%
Up ^	59%
Up 2^	67%
Up 3^	74%
Up ⚡	81%
Up ⚡^	86%
Up 2⚡	97%

The Entity Deck

The Entity Deck contains:

- 1 Guardian Entity ⚡⚡ Cards.
- 1 Guardian Entity ⚡ Cards
- 1 Guardian Entity ^^ Cards.
- 1 Guardian Entity ^^ Cards.
- 40 or more religion cards selected to represent a selection of the religions – local, foreign and invader – that dominate the region and cards for the religions of characters who are significant in the current episode. The proportions of each should represent their relative powers. Where an army is invading a region they will bring their own religions with them to some extent but unless they have conquered the area local deities will still be more powerful. If there are more than this number of religion cards available for the region put them into the deck randomly. The referee should vary this part of the deck at will to represent fluctuations in magical power. One general religion card can be included for religions from adjacent areas.
- 2 Landscape Entity Cards. The referee needs to decide what the local landscape entity is. When one of these cards is played its powers intrude into the conflict.

Each player character has 4 fate cards. Fate cards are kept between sessions and are refreshed up to 4 at the start of each session. This Fate hand represents the entities that are currently influencing the character's actions and those of his/her unit.

If no Trickster cards were drawn for an action and the referee deems the action to be Fateful (e.g. an action taken by or against an active enemy or a significant action against the environment) then 1 of the character's Fate cards is used to influence the action if a Fate card could affect the outcome.

Also at the start of the game session the referee secretly draws four card to represent the Omens. These cards will influence the first significant events which the referee decides is Ominous then a new Omen card is drawn.

Omen and Fate cards will benefit one side in an action with priority decided as follows:

- Is a follower of the religion on the card of the higher rank.
- Matches the pantheon rune and is taking the specific action that the card provides a benefit for.
- Matches the pantheon rune and a greater number of the runes on the card.

If the card shows a rune possessed by the character (including a pantheon rune) then it gains an edge for each such rune. If the card has more than one copy of a rune possessed by the character then s/he gets an edge for each. If it shows the actual rune used in the action (or in magical support of the action) it gains a mastery. Runes are still treated as matching if they are breakout runes from a main rune (e.g. lightning from air, different earth or moon runes) as long as the referee says they are suitably related. Many cards also have special bonuses

described on them. A card cannot give a bonus of more than 2 \mathbb{W} on an action – for example if the runes on a card give 2 \mathbb{W} then a special bonus cannot be used to give more masteries on the same action. When an entity card is played there will be a physical and usually visible sign of this and often the character will call upon the entity for support. Sometimes a fate card which helps a character will be a foreign god in which case the character can instead call on a local equivalent e.g. a Heortling using a Yelm card would actually call on Elmal. Once a Fate or Omen card has influenced an action it is discarded.

A character or group can try to determine the omens by engaging in a collective ritual of difficulty 7. Determining the omens costs about 1 \mathbb{W} in materials such as sacrificial victims, incense etc and requires about 15 minutes. If successful the Omen cards are revealed. If unsuccessful false omen cards are revealed.

Time Cards

There is one card for each day of the week, one for each week and one for each season. The runes on these provide an edge only for magical actions and for actions which match the text on the card. The day cards also have a reminder of the Lunar Cycle.

Support

In any action choose one character to lead, others characters are allowed to support (supporters) if this makes sense in the action e.g. in a fight. Extra supporters who are insufficient to give a whole \mathbb{W} over an opponent give 3 \mathbb{A} for one \mathbb{W} less, 2 \mathbb{A} for 2 \mathbb{W} less and 1 \mathbb{A} for 3 \mathbb{W} less. For example an 8 \mathbb{W} leader supported by another character with 7 \mathbb{W} would be 7 \mathbb{W} 3 \mathbb{A} .

In order to provide support each supporter needs to be able to take the same action – for example if the leader is attacking by shooting a bow then the supporters must be able to shoot a bow in order to support and if the leader is making a magical attack the followers must be able to make the same type of magical attack to support.

Supporters generally take the same number of defeats as the lead character if any.

Using Magical Abilities

Magic can raise the power level of an action by up to a 2 \mathbb{W} (any more than this doesn't work) and any number of \mathbb{A} . Such abilities are described as passive and have no resistance – they always work when they would make a difference. They don't require an character's action to turn on.

Active magical abilities are based on the user's magical power level. If the target is a living being it can resist active abilities. Usually:

- Magical attacks are resisted with magic and cause hits to magic, intellect or social or a sub-class of one of these such as bravery.
- Physical agents are resisted with physical and cause physical damage.
- Some major abilities are magical attacks resisted with magic which do physical damage.

If the target does not have an active ability that resists the magic then the magic has a \mathbb{W} against the target. Skills don't count against magic and nor does mundane armour.

Some magic works against the environment. The difficulty of using it depends on the magical resistance of the environment to that action. The following are guidelines to resistance levels but circumstances will cause them to vary:

Healing defeats 3
Leaping 4
Minor changes to the environment 5
Healing Hurts 5
Flying 7
Healing Serious Hurts 7
Serious changes to the environment 7
Changing Form 8
Turning Invisible 9
Teleporting 9
Mind Control 12
Reading Thoughts 12
Changing Another's Form 14
Turning Insubstantial 14

Magic is directed at a unit or a group of adjacent units with the same guardian entity. It works against the effective total resistance of the targets e.g. aiming at 2 4 \sqcup targets gives a resistance of 5 \sqcup .

It is \wedge more difficult to use magic at skirmish range, 2 \wedge at missile range, \sqcup at distant range and 2 \sqcup at far distant range.

Where a ritual is used to perform magic the power of the magic will be modified:

Enemy Holy Place - \sqcup
Auspicious Place +3 \wedge
Power Spot + \sqcup
Place Where Myth Happened +2 \sqcup
Inauspicious Day - \sqcup
Holy or Auspicious Day +3 \wedge
High Holy Day +2 \sqcup
Unique Day +2 \sqcup
Inappropriate or Missing Item - \sqcup
Expensive Item +3 \wedge
Rare Item + \sqcup
Unique Item +2 \sqcup

In this case only +6 \wedge = + \sqcup .

A ritual will take 1 hour per +3 \wedge and 2 hours per + \sqcup . This time cost also applies to bonuses from retainers, companions and supporters. Another + \sqcup can be gained by doubling this time.

Any magic which is resisted requires an action to use.

Large Scale Magic and Physical Agent Attacks

Magic can be used on a large scale in two ways: the attack can be an ability of a unit's Guardian or the unit can be Lunar and be acting within the chain of veneration. In either case the collective power of the unit can be used either to create an area effect or to attack all the members of the target unit. In other cases magic attacks can't add the support of retainers, companions or followers.

Combat

Scale

Scale is approximate in this game. A unit takes up 1 hex. We assume all close order troops on foot have frontage of about 1m to 1.5m. Skirmishers and mounted troops have a frontage

of 3m. Gloranthan units draw up 7-12 deep. Cavalry never draw up more than 8 deep. The time scale goes up as the scale gets larger to represent the amount of delay in manoeuvring and fighting with larger units.

Combat is played on a hex map at one of the following scales (roughly):

Personal: each hex is 5m across. Figures represent characters, their companions and retainers. A turn is around 5 minutes.

Battle: each hex is 150m across. A figure represents a formation of up to 1024 troops such as a character, companions, retainers and followers. Two or more characters who are part of a hero band with the same guardian can be combined into one figure and act together if total numbers are within the limit. A turn is around 40 minutes.

Typical Unit Power in Battles

These are typical unit powers for full sized units (regiments). This takes into account the following:

+**W** for professionals

+**A** for barbarian fyrd or levy (warrior culture)

+**W** nomads (nomad lifestyle equivalent to professional)

+ typical modifier for wealth from poverty stricken Praxians to well equipped Lunar Elites.

We assume that the unit is led by a leader with his/her companions, retainers and followers. It does not include any modifiers for magic which will be from **3W3A** at an absolute max (magic plus the best magic item) to **A** at worst.

Unit	Leader, Companions and Retainers	Total
Civilized Militia (e.g. Lunar)	11 W	12 W
Barbarian Fyrd or Levy (e.g. Sartarite)	12 W 1 A	13 W 1 A
Regular Troops (e.g. Lunar)	12 W 2 A	14 W 2 A
Sartar Free Army	12 W 1 A	14 W 1 A
Praxian Nomads	12 W	14 W
Char-Un Nomads	12 W 2 A	14 W 2 A
Elite Troops (e.g. Imperial Bodyguard, some Heartland Corps, some Free Army, Sun Dome Templars etc).	13 W 4 A	15 W 4 A

Range

There are five ranges for combat: melee, skirmish, missile, distant and far distant. Only magic can allow attacks at distant and far distant ranges. These ranges are based on effective rather than maximum ranges. The table shows the ranges and the number of hexes this approximates to at each scale.

Range	Hexes Personal	Hexes Battle
Melee	1	1
Skirmish	3	2
Missile	30	3
Distant	300	10
Far Distant	-	100

Large Unit Advantage in Battles

In a battle situation a character who is not part of a larger regiment risks being completely swamped. Attacks against a regiment are **-W** by a non-regiment and against a non-regiment by a regiment are **+W**.

Unit Types

The following are examples of unit types.

Equipment	Combat	Notes	Wealth
Addi Fighter	Skirmish Range: = Melee Range: + Δ Resist: +2 Δ Pursue/Flee \mathbb{W} 2 Δ LMI	Light medium infantry with a target shield and light armour and armed with a number of addis (club/throwsticks).	0
Beasts	Melee Range: + Δ Resist: + Δ + \mathbb{W} vs Mounted Pursue/Flee 2 \mathbb{W} 2 Δ HC	Creatures armed with tooth and claw. They have an advantage against mounted troops because they frighten horses,	0
Bison or Tusker	Melee Range. +3 Δ Resist: +2 Δ Pursue/Flee: 3 \mathbb{W} 1 Δ HC Shock	Lancers mounted on a bison or tusker.	-1
Bow	Missile Range: + Δ Skirmish Range: = Melee Range. + Δ Resist: + Δ Pursue/Flee \mathbb{W} 1 Δ MI	Medium infantry with some armour equipped with a bow and capable of fighting in melee with short spear or side-arm.	0
Bow and Sword	Missile Range: + Δ Skirmish Range: = Melee Range. +2 Δ +1D Resist: = Pursue/Flee: \mathbb{W} 2 Δ LI	Light infantry with two-handed sword, two-swords or sword and buckler relying on fencing in melee and with a composite bow. Slightly worse in melee than light swords because the bowcase gets in the way.	-1
Cataphracht	Missile Range: + Δ Skirmish Range: = Melee Range. +2 Δ Resist: +4 Δ Pursue/Flee: 3 \mathbb{W} XH LTS	Fully armoured cavalry on fully armoured horses armed with a long two-handed spear and bow.	-4
Dagger Fighter	Melee Range. 3 Δ +1D against light or medium opponents, + Δ against others. Skirmish Range: + Δ Resist: + Δ Pursue/Flee: \mathbb{W} 4 Δ LI	Light infantry with daggers for throwing and fighting. Not normally found in battle but in street fights and assassinations.	0
Dragoons	Melee Range. +2 Δ Resist: +3 Δ Pursue/Flee: \mathbb{W} MHI LTS	Mounted hoplites.	-3
Fyrd	Skirmish Range: + Δ Melee Range. + Δ Resist: + Δ Pursue/Flee: \mathbb{W} 1 Δ MI	Medium infantry with a large round shield, 2 light spears and a sidearm.	0

Equipment	Combat	Notes	Wealth
Heavy Maul	Melee Range. +3Λ +1D Resist: +2Λ Pursue/Flee: ㊄ +2Λ attack vs Heavy or Extra-Heavy opponents HI	Heavy infantry in mail or scale armour with heavy two-handed crushing weapons.	-2
Heavy Swords	Melee Range. +3Λ +1D Resist: +3Λ Pursue/Flee: ㊄ HI	Heavy infantry in mail hauberks, bronze cuirasses or similar heavy armour and with large shields fighting in melee with swords.	-2
Hoplite	Melee Range. +2Λ Resist: +3Λ Pursue/Flee: ㊄ HI LTS	Heavy infantry wearing a bronze or linen cuirass, carrying a hoplon, a long thrusting spear and a sidearm.	-2
Horse Archer	Missile Range: +Λ Skirmish Range: = Melee Range: = Resist: = Pursue/Flee: 3㊄4Λ LC Skirmishers	Skirmishing light cavalry with composite bow.	-2
Huscarl	Melee Range. +3Λ +1D Resist: +2Λ in Melee +3Λ Other Pursue/Flee: ㊄ HI	Heavy infantry in a mail hauberk fighting with a two-handed axe and carrying a kite shaped shield (slung on the back in melee) and a sidearm.	-2
Hypasapist	Melee Range: +2Λ Resist: +2Λ Pursue/Flee: ㊄3Λ LMI LTS	Fast moving light-medium infantry with large heavy shield, light armour and long thrusting spear.	-1
Improvised Weapons	Skirmish Range: = Melee Range. = Resist: = Pursue/Flee: ㊄4Λ LI	Unarmed individuals using weapons that come to hand such as sticks, stones or agricultural implements. Also non-combatant magicians, healers and other no trained to fight.	+1
Javelin Cavalry	Skirmish Range: +Λ Melee Range: +Λ Resist: +2Λ Pursue/Flee: 3㊄2Λ HC	Heavy cavalry with javelins and protected by heavy armour or a shield and carrying a sidearm.	-2
Javelinman	Skirmish Range: +Λ Melee Range: +Λ Resist: +Λ Pursue/Flee: ㊄4Λ LI Skirmishers	Skirmishing light infantry with javelins, a target shield and a sidearm.	0
Knights	Melee Range. +3Λ +1D Resist: +3Λ Pursue/Flee: 3㊄1Λ HC	Heavy cavalry with a shield, light lance and sword or mace wearing mail hauberks.	-3
Lancer	Melee Range. +2Λ Resist: +Λ Pursue/Flee: 3㊄4Λ LC Shock	Light cavalry equipped with a light-lance and shield.	-2

Equipment	Combat	Notes	Wealth
Light Cavalry	Skirmish Range: +Λ Melee Range: +Λ Resist: +Λ Pursue/Flee: 3⚔4Λ LC Skirmishers	Skirmishing light cavalry armed with javelins and either a light shield or a linen cuirass.	-2
Light Swords	Melee Range. 3Λ +1D Resist: +Λ Pursue/Flee: ⚔3Λ LI	Light infantry with two-handed sword, two-swords or sword and buckler relying on fencing in melee.	-1
Peltast	Skirmish Range: +Λ Melee Range: +2Λ +1D Resist: +Λ Pursue/Flee: ⚔4Λ LI Skirmishers	Skirmishing light infantry with a pelte, javelins and a good melee weapon such as a scimitar or rhomphia.	-1
Mace Fighter	Melee Range. +3Λ, Resist: +3Λ Pursue/Flee: ⚔ +2Λ attack vs Heavy or Extra-Heavy opponents HI	Heavy infantry in mail or scale armour with heavy mace and shield.	-1
Phalangite	Melee Range. +2Λ Resist: +2Λ Pursue/Flee: ⚔ HI Pike	Medium infantry wearing a linen cuirass, with a small light shield strapped on the left and carrying a two handed pike and a sidearm.	-1
Prodromoi	Melee Range. +3Λ Pursue/Flee: 3⚔4Λ LC Shock LTS	Light cavalry with a long two-handed xyston and a side-arm.	-2
Psiloi Archer	Missile Range: +Λ Skirmish Range: = Melee Range: = Resist: = Pursue/Flee: ⚔4Λ LI Skirmishers	Skirmishing light infantry armed with a bow and sidearm.	-1
Psiloi Slinger	Missile Range: = Skirmish Range: = Melee Range: = Resist: = Pursue/Flee: ⚔4Λ LI Skirmishers	Skirmishing light infantry armed with a sling and sidearm.	0
Shieldwall	Melee Range. +2Λ Resist: +2Λ Pursue/Flee: ⚔1Λ MI	Medium infantry with large round shields and short spears.	0
Spear and Bow Cavalry	Missile Range: +Λ Skirmish Range: = Melee Range. +2Λ Resist: +3Λ Pursue/Flee: 3⚔1Λ HC	Heavy cavalry with bow and spear wearing heavy armour and riding partially protected horses.	-3
Spear Cavalry	Melee Range. +2Λ Pursue/Flee: 3⚔4Λ LC LTS	Light cavalry who fence in melee with a two-handed spear.	-2

Equipment	Combat	Notes	Wealth
Thorakites	Skirmish Range: +1 Melee Range: +2 Resist: +2 Pursue/Flee: 2 SHI LTS	Semi-heavy infantry with a thureous, short mailshirt, long thrusting spear, javelins and a sidearm.	-2
Thureophoroi	Skirmish Range: +1 Melee Range: +2 Resist: +1 Pursue/Flee: 3 LMI LTS	Light medium infantry with a thureos, long thrusting spear, javelins and a sidearm.	0
Warband	Melee Range: +1 Resist: +1 Pursue/Flee: 2 MI Shock	Tribesmen with mixed weapons relying on an aggressive charge to contact.	0
Wargang	Melee Range: +2 +1D Resist: +1 +1 attack vs Heavy or Extra-Heavy opponents Pursue/Flee: 2 HI	Mixed bands of uz armed with a variety of crushing weapons.	-1
Xystophoroi	Melee Range. +3 Resist: +1 Pursue/Flee: 3 HC Shock LTS	Heavy cavalry with bronze or scale cuirass, xyston and sidearm.	-3

LTS indicates Long Thrusting Spear.

+1D means +1 damage if any.

Most exotic mounts (zebras, high llamas, sables, demi-birds etc) fight like normal cavalry.

The pursue/evade/flee ability of the unit is as listed plus add 1 for each of professional troops, nomads and elite units.

Beginning a Combat

In general a combat begins with the attacking leader taking a tactics action against the tactics of the defending leader. If the attacker wins this s/he can decide to go first or second in the action sequence otherwise the defender decides. If the attacker wins by a 2 or more then circumstances will give his/her side a mastery advantage once combat range is reached for 1 turn per 2 success.

Actions

Each turn each unit takes an action. An action can usually be either a move or an attack except that mounted troops can make a move and an attack as one action.

Moving

The following are typical movement rates.

Type	Personal	Battle
Light Infantry (LI)	10	2
Medium Infantry (MI, LMI)	7	1
Heavy Infantry (HI, SHI)	5	1

Type	Personal	Battle
Light Cavalry (LC)	15	3
Medium Cavalry (MC)	12	2
Mounted Heavy Infantry (MHI)	12	3*
Heavy Cavalry (HC)	11	2
Extra Heavy Cavalry (XHC)	10	2

*Mounted Heavy Infantry move as HI once they get within attack range of an enemy unit as they dismount and send their mounts to the rear.

A moving unit must stop when it enters a new range band from any enemy if it was not previously in that band from any. E.g. a unit must stop if it moves from missile to skirmish range. If any enemy unit closes to melee range with skirmishers they may move back a hex so as to move out of that range band. Their opponents may then choose to pursue if they wish and in response the skirmishers can evade. If the skirmishers evade then pursuers take a pursue action vs the skirmisher's evade. The pursuers always make a full move. If the pursuers succeed in their pursuit action the evaders make a half move or if beaten by a mastery or more a quarter move, otherwise a full move away. If the pursuers fail to catch the evaders they take 1 defeat. If they catch the evaders the evaders take 2 defeats. Units other than skirmishers cannot evade but they can flee and must do so if reduced to 0 hits unless they can manage to hold (see results of Knocked Out of Conflict). A flee is like an evade. The fleeing unit cannot attack in its next action or move closer to the enemy.

Terrain Effects

Terrain is divided into 3 broad classes:

- Good such as open fields or meadows, grassland, gentle rolling hills.
- Rough such as steep hills, undergrowth, brush or moderately boggy, rocky or rough ground.
- Difficult such as wooded hills, woods, marsh, small enclosed fields, orchards, vineyards or built up areas.

Infantry move at $\frac{3}{4}$ rate in difficult going. Mounted move $\frac{1}{2}$ rate in rough and $\frac{1}{4}$ rate in difficult going. Round move distance up.

Some troops have combat modifiers in rough or difficult going. The following shows modifiers to attack, resistance and pursue/evade:

Combat Style	Good	Rough	Difficult
Mounted		- \mathbb{L}	- $2\mathbb{L}$
HI, MI, MHI		- $2\wedge$	- \mathbb{L}
SHI, LMI, LI			- $2\wedge$
LI Skirmishers			

Special Effects on Moving to Melee

- Shock troops in good-going have + \mathbb{L} vs any troops, except foot armed with pike or long thrusting spear, on the first turn of melee against an opponent. Any damage inflicted on the first turn of contact is doubled.
- Non-shock mounted in good-going have + \wedge vs any foot except those armed with long thrusting spear or pike and inflict an extra damage if they inflict any.

- Foot armed with long-thrusting spear may immediately attack any who are moving to melee range with them in good-going breaking into their turn to do so unless the troops moving into contact are armed with long thrusting spears or pikes.
- Foot armed with pikes may immediately attack any who are moving to melee range with them in good-going breaking into their turn to do so unless the troops moving into contact are armed with pikes.
- Any troops able to shoot at skirmish range and who do not attempt to move back or evade may immediately attack an enemy who are moving to melee range breaking into their action to do so in order to attack at skirmish range.

Knocked Out of a Conflict

If a character takes defeats equal to or greater than his/her power in any of his/her power levels it usually means that s/he (along with all supporters) is taken out of a conflict and can't carry on with whatever s/he was doing.

Usually individuals taken out of a conflict must disengage, flee or withdraw. If the character succeeds in this s/he will suffer no additional penalties beyond the defeat and will be ready to act again next day. In some cases it is difficult to withdraw, for example in a battle where there is no unit to cover the retreat or in a heroquest. In these cases a task is required such as fleeing and failure results in being caught withdrawing and additional consequences.

If a character wants to continue acting whilst at 0 then s/he must take an appropriate action involving courage or toughness to continue. This is usually difficulty 5 but should be modified by circumstances. To persuade followers, retainers or companions to continue when at 0 is a leadership action but is generally more difficult: 6 would be normal.

Choosing to carry on is risky. A character who continues once and loses (suffers any defeats) will be Hurt and permanently loses **1** in the area being contested (this could be a power level, an item, an ability, an item, followers, retainers or companions as the character chooses except that if a companion takes the lead then that companion's bonuses are always sacrificed). Carrying on a second time risks being Seriously Hurt and another **1**. Carrying on a third time risks the character being killed. If a character is killed by being defeated a third time s/he can have a final action to try to succeed but will be killed even if successful. All these consequences don't take effect until after the character withdraws or wins. This means that a character is not at any penalty during the conflict but takes all the consequences at the end. All consequences are one worse if the character is caught withdrawing but the character still gets away. Sometimes a character can avoid the extra level of consequences by being captured instead.

Hurt, Seriously Hurt and Healing

At the end of a conflict each character who was reduced to 0 is out of action for a day or until s/he regains some defeats from magic.

A hurt character suffers a **-1** in actions associated with the power level defeated until healed. Draw a mastery card every 2 weeks to recover. If the card is positive the character recovers, if it is negative the character stays the same and if it is a Trickster or **-1** or worse the character becomes seriously hurt.

A seriously hurt character cannot act in the power level defeated until healed. Draw a mastery card every 2 weeks to recover. If the card is positive the character recovers, if it is negative the character stays the same and if it is a Trickster or **-1** or worse the character dies.

All these effects apply equally to the character and his/her unit. In reality not every member of a unit will be equally hurt – some will be better and some worse but the game effect is the same.

A character with appropriate healing skills can help a character recover if Hurt or Seriously Hurt. Generally to treat a defeat is difficulty 3, Hurts 5 and a Serious Hurts 7. A success will just mean that the target can ignore recovery card draws which would result in getting worse. One **W** beyond this will about mean a character recovers after the usual time. 2**W** beyond means the recovery takes half the usual time.

Hero Points

Only PCs and major NPCs have hero points. A hero point can be used to:

- Redraw a Mastery Card just drawn for an action – no more than once per action. The active individual chooses first (so if the active character chooses to redraw then the target cannot redraw again).
- Discard a Fate card that has not been played and draw a new fate card.
- Draw 4 new Fate cards if the character has none left.

Usually characters get 1 HP at the start of each session and bonuses for heroic actions. A PC or NPC cannot save up more than 5 hero-points.

Hero Quest Notes

When heroquesting a character can receive a number of bonuses to actions:

- If dressed like, carrying the equipment of and acting in the manner of a character in the myth +**A** to +**W** depending on how close the match is.
- If following the actions of a character in the myth +**A** to +**W** depending on how close the match is.
- If using an item which matches an item specifically mentioned in the myth and has been ritually given the same status as the item +**A** to +**W** depending on how close the match is.
- Community Support: once in the quest supporters taking part in the heroquest ritual can add their magical power to the chance of success in a task. If they do so they also suffer any losses which occur if the task fails.