

# Quick Glorantha: More Cults

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# More Cults

This book presents some Gloranthan Cults which may not always be suitable for player characters but may be worshipped by characters encountered.

## Annilla the Blue Moon

Goddess of the Blue Moon, Secrets, Invisibility and Tides.

BD	6	AG	8	IN	8	CH	7	AT	7
DF	7	PW	9	AC	7	SE	7	RE	4

Secret Moon: 10. Reduce any detection, divination, truth or mind control magic by val.

4 rolls:

D100	Ability
01-05	Cunning: 3
06-10	Cautious: 3
11-15	Athletic: 2
16-25	Stealth: 3
26-30	Killing: 3
31-33	Academic: 2
34-38	Language: 2
39-43	Magic: 2
44-47	Cloud Mind: 8. Sp. Mag. Ranged. Persistent resist IN. MT.
48-50	Counter Spell: 8. Sp. Mag. Ranged. Used as a response to spell cast in LOS for 1 AC. If result equals or exceeds spell result it is cancelled.
51-54	Invisible Light: 2. Sp. Persistent. Area Sphere x val. Illuminates area with light visible only to worshippers of Anilla.
55-58	Weaken Weapon: 4. Sp. Mag if weapon carried. Persistent resist PW. Target weapon deals – result damage.
59-62	Extinguish Fire: 8. Sp. Ranged. Area Sphere. Target fire is reduced by result.
63-67	Invisibility: 7. Sp. Persistent. Reduce SE(all vision) val.
68-69	See Magic: 10. SE(See magic or spirit).
70-71	Speak Silently: 3. Po. Ranged. Persistent. Speak silently to target.
72-73	Slow: 8. Sp. Mag. Ranged. Drain AG ½ result.
74-75	Divination: 1. Po. Rit(diff/1). Gain a random piece of information.
76-77	See Far: 2. Po. Rit(diff/1). Persistent. Caster can see as though from a viewpoint val x 1km distant.
78-79	Absorb Spell: 1. Po. Persistent. Add one PW to the caster for each hostile spell aimed at the caster.
80-81	Summon Lune: 2. Po. R1. Persistent. Summons a lune of level up to Val to serve the caster. This lune is blue rather than red.
82-85	Assassin Blow: 8. Sp. Mag. Ranged. ½ result lunar damage through armour. If target has not spotted attacker deals result damage.
86-89	Object Vanishes: 2. Po. Mag if carried. Ranged. Target object of no more than val kg weight vanishes and appears in the caster's hand.
90-93	Hide Fact: 1. Po. Mag. Ranged. Target forgets a specific fact whilst possession remains.
94-95	Listen: 8. Sp. Persistent. Listen as though val x 4 squares away.
96-97	Wraithmove: 4. Sp. Persistent. +val move whilst using stealth.
98-00	Tides: 8. Sp. Ranged. Area Sphere. KD. ½ result damage. Ignores armour.

**Follower**

BD	6	AG	6	IN	7	CH	6	AT	6
DF	6	PW	7	AC	6	SE	6	RE	4

Secret Moon: 10. Reduce any detection, divination, truth or mind control magic by val.

## Gargarth the Wild Hunter

God of outlaws, rebellion and the wild hunt.

BD	9	AG	9	IN	5	CH	5	AT	9
DF	8	PW	7	AC	8	SE	7	RE	3

Cruel Wound: 2. Any blow that penetrates armour does val extra damage.

Resist Authority: 3. Val bonus to any attempt to persuade, mind-control, charm or calm.

Disadvantages: Cruel (Minor), Arbitrary (Minor), Aggressive (Minor) – no random minor disadvantage.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-15	Athletic: 3
16-20	Gymnastic: 2
21-25	Stealth: 2
26-30	Survival: 2
31-35	Killing: 2
36-40	Perception: 2
41-45	Bully: 3. val bonus to social as long as threat of violence is involved.
46-50	Outrun Prey: 3. Sp. Persistent. +val move.
51-55	Never Loose Trail: 4. Po. Rit(Avg/0.5). The character can follow a trail val days after it was made as though it was fresh.
56-60	Spot the Weakest: 3. Po. When used the character can identify immediately which member of a group is weakest in any one STAT, trait or ability or which has the lowest XP.
61-65	Long Reaching Spear: 6. Sp. Caster makes a normal spear attack against a target within val squares.
66-70	Agonising Wound: 6. Sp. Used as a follow up (1 AC) to a sharp attack which caused damage through armour. ½ result BD drain.
71-75	Summon Windstorm: 8. Sp. Ranged. Sphere x 4. Persistent. Resist result with BD or fall down unable to move.
76-80	Bruising Rain: 8. Sp. Ranged. Sphere x 4. Persistent. ½ result damage ½ val armour null.
81-85	Howl Like the Storm: 7. Sp. CH vs IN. Ranged. Result Fear check.
86-90	Wind Walking: 12. Sp. Persistent. Fly val in no armour.
91-95	Wind Blast: 8. Sp. R1. Cone. Physical. KB.
96-00	Storm Cloak: 3. Sp. Persistent. All missile and thrown weapons are –val to hit caster.

### Follower

BD	8	AG	7	IN	5	CH	4	AT	7
DF	7	PW	6	AC	7	SE	6	RE	3

Cruel Wound: 2. Any blow that penetrates armour does val extra damage.

Resist Authority: 3. Val bonus to any attempt to persuade, mind-control, charm or calm.

Disadvantages: Cruel (Minor), Arbitrary (Minor), Aggressive (Minor) – no random minor disadvantage.

## Ernalda

Ernalda is Earth Mother of the Storm Pantheon.

BD	6	AG	7	IN	8	CH	8	AT	6
DF	8	PW	9	AC	7	SE	8	RE	3

Conceal Family: 6. Sp. Persistent. Area Sphere. Family members in circle reduce opposing SE by 6 as long as they stay still.

Various Family and Hearth Blessings.

Must be female.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-19	Cautious: 2
11-20	Social: 2
21-25	Craft: 2
26-30	Medical: 2
31-35	Nature Lore: 2
36-40	Magic: 2
41-45	Resist Disease: 1. Po. Rit(Diff/2). Persistent. R1. Target disease possession has no effect for the next day.
46-50	Resist Possession: 1. Po. Rit(Diff/2). Persistent. R1. Target non-disease possession has no effect for the next day.
51-55	Cure Hurt: 1. Po. Rit(diff/2). R1. Target hurt is cured.
56-60	Ease Pain: 1. Sp. Persistent. R1. Penalties for injuries are reduced by val.
61-65	Heal: 5. Sp. R1. Result Rep EN. +2 REC.
66-69	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
70-71	Dismiss Gnome: 3. Po. Ranged. Gnome is dismissed if val exceeds its level.
72-75	Enchant Copper: 1. En. Rit(V.Diff/6). R1. Enchants copper armour or weapon.
76-80	Calm Anger: 8. Sp. Ranged. Mind Control resist IN. Cannot attack unless attacked.
81-85	Beautify Self: 3. Sp. Persistent. +val CH vs opposite sex.
86-89	Dodge Attacks: 2. Sp. Persistent. +val DF.
90-93	Bear Burden: 4. Count BD as val higher for carrying.
94-97	Go Without Food: 3. Po. Survive without food for 1 day. Not regained until eat again.
98-00	Earthbind: 12. Sp. Mag. Ranged. Drain Flight ½ result.

### Follower

BD	6	AG	6	IN	7	CH	6	AT	6
DF	7	PW	7	AC	6	SE	6	RE	3

Conceal Family: 6. Sp. Persistent. Area Sphere. family members in circle reduce opposing SE by 6 as long as they stay still.

Must be female.

## Esrola

Esrola is the goddess of manifest earth and the Earth Mother of the Earth Pantheon.

BD	7	AG	7	IN	8	CH	8	AT	6
DF	8	PW	8	AC	7	SE	7	RE	4

Earth Protection: 4. Val AR vs Elemental or Physical attacks.  
 Various Earth, Plant and Animal Blessings.  
 Must be female.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-19	Cautious: 2
11-20	Social: 2
21-25	Craft: 2
26-30	Medical: 2
31-35	Nature Lore: 2
36-40	Magic: 2
41-45	Cure Plant Disease: 2. Po. Rit(Diff/1), R1. Target plant disease possession is banished.
46-50	Resist Possession: 1. Po. Rit(Diff/2). Persistent. R1. Target non-disease possession has no effect for the next day.
51-55	Cure Hurt: 1. Po. Rit(diff/2). R1. Target hurt is cured.
56-60	Ease Pain: 1. Sp. Persistent. R1. Penalties for injuries are reduced by val.
61-65	Heal: 5. Sp. R1. Result Rep EN. +2 REC.
66-69	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
70-71	Dismiss Gnome: 3. Po. Ranged. Gnome is dismissed if val exceeds its level.
72-75	Enchant Copper: 1. En. Rit(V.Diff/6). R1. Enchants copper armour or weapon.
76-80	Calm Anger: 8. Sp. Ranged. Mind Control resist IN. Cannot attack unless attacked.
81-85	Beautify Self: 3. Sp. Persistent. +val CH vs opposite sex.
86-89	Make Food: 1. Po. Rit(Diff/0.5). Makes enough food for 1 day.
90-93	Protection: 2. Sp. Persistent. Val AR.
94-97	Call for Help: 2. Po. Friends within val km know where the character is and that help is required.
98-00	Earthbind: 12. Sp. Mag. Ranged. Drain Flight ½ result.

### Follower

BD	7	AG	7	IN	6	CH	6	AT	5
DF	6	PW	7	AC	6	SE	6	RE	4

Earth Protection: 4. Val AR vs Elemental or Physical attacks.  
 Must be female.

## Eurmál

Trickster god of the Storm Pantheon.

BD	6	AG	9	IN	7	CH	8	AT	6
DF	7	PW	8	AC	9	SE	8	RE	2

Disadvantage: Trickster(Major).

5 rolls:

D100	Ability
01-05	Cunning: 2
06-10	Athletic: 2
11-15	Gymnastic: 2
16-20	Stealth: 2

21-25	Perception: 2
26-30	Tell Lie: 2. +val to social if lying.
31-33	Seduction: 3. +val seduction.
34-36	Hotfoot: 6. Sp. Mag. Ranged. ½ result drain AG.
37-39	Stupid Illusion: 1. Po. Ranged. Persistent. Creates an illusion of a stupid kind. Uses are not regained till cancelled. Each use must choose a specific effect. E.g. Water Appears as Wine; Gold into Hay; Illusionary Feast; Change Animal's Colour; Fine Clothes Appear; Illusionary Appendage.
40-42	Shapeshift: 1. Po. Persistent. Caster can turn into another animal or object of the same size or smaller and has all the non-magical abilities associated with it. Each use must be for a named transformation and it must be ridiculous or amusing. E.g. Become Pig; Become Goat; Become Pile of Dung; Become Donkey; Become Man; Become Woman.
43-44	Charisma: 4. Po. Persistent. Caster becomes very attractive and has +val CH to opposite sex.
45-46	Conceal: 10. Reduce magical detection against character by val.
47-48	Invisibility: 6. Sp. Persistent. Reduce SE(all vision) by val.
49-50	Teleport Object: 4. Po. Mag if object worn or carried. Ranged. Target inanimate object up to val kg is teleported val squares.
51-52	Unusual Disaster. 10. Sp. Ranged. Roll 1D6 each time: 1. vs Agility. Solid. KD. 2. Trap vs AG. Resist BD. 3. Trap vs IN. Resist IN. 4. Physical. 5. vs AG. Move Val in random direction. 6. vs IN. ½ Result Drain CH.
53-54	Tear: 4. Po. Mag if object worn or held. Ranged. Target object made of cloth, paper or parchment is torn in half.
55-56	Laugh: 8. Sp. Mag. Ranged. Mind Control resist IN. Target can take no actions but laugh uncontrollably.
57-58	Hide Thing: 8. Sp. Ranged. Area Sphere. Target object up area in size reduces all senses used against it by val.
59-60	Convince: 8. Sp. Mag. Ranged. Mind Control resist IN. Target can not make persuasion saves.
61-63	Fools Possession: 1: Po. Spi. Dis: Foolish.
64-65	Coward Possession: 1. Po. Spi. Dis: Cowardly.
66-67	Unreliable Possession: 1. Po. Spi. Dis: Unreliable.
68-70	Trickster Possession: 1. Po. Spi. Dis: Trickster..
71-72	Reckless Possession: 1. Po. Spi. Dis: Reckless.
73-74	Misguided Possession: 1. Po. Spi. Dis: Misguided.
75-76	Lustful Possession: 1. Po. Spi. Dis: Lustful.
77-78	Lazy Possession: 1. Po. Spi. Dis: Lazy.
79-80	Indulgent Possession: 1. Po. Spi. Dis: Indulgent.
81-82	Fear Something Ridiculous Possession: 1. Po. Spi. Dis: Fear(Ridiculous Thing).
83-84	Emotional Possession: 1. Po. Spi. Dis: Emotional.
85-86	Liar Possession: 1. Po. Spi. Dis: Compulsive Liar.
87-88	Arbitrary Possession: 1. Po. Spi. Dis: Arbitrary.
89-90	Inappropriate Appearance Possession: 1. Po. Spi. Dis: Inappropriate Appearance. Target takes on inappropriate appearance for their nature.
91-92	Inappropriate Social Role Possession: 1. Po. Spi. Dis: Inappropriate Appearance Social Role. Target is transformed so as to appear wrong for nature e.g target Orlanthi turns into a woman or Vingan into a man.
93-94	Remove Body Part: 1. Po. Persistent. Caster can remove any body part with no damage and reattach it at will. The body part is still active and controlled by caster.
95-96	Hallucinate: 8. Sp. Persistent resist IN. MT.
97-98	Strike: 7. Sp. Mag. R1. Physical ignores armour.
99-00	Swallow: 6. Sp. Persistent. Caster can swallow up to val x 5 kg of anything taking no damage as a result regardless of what it is.

## Follower

BD	6	AG	7	IN	6	CH	6	AT	5
DF	6	PW	7	AC	8	SE	7	RE	2

2 random abilities.

Disadvantage: Trickster(Major).

## Gark the Calm

God of eternal life, eternal peace and zombies.

BD	7	AG	6	IN	8	CH	8	AT	7
DF	7	PW	9	AC	8	SE	6	RE	4

Eternal Life: 1. En. Rit (Diff/12). The caster's age is reduced by 1 year. Every 10 PW of sentient creatures sacrificed to make zombies adds 1 val to this power. Each time the ritual is used if the roll is fumbled the caster gains a chaos feature (no risk of turning into a broo).

4 rolls:

D100	Ability
01-05	Cunning: 3
06-10	Stealth: 3
11-15	Killing: 2
16-25	Social: 2
26-30	Academic: 2
31-35	Language: 2
36-40	Magic: 2
41-45	Fools Possession: 1. Po. Spi. Dis: Foolish.
46-50	Peace: 8. Sp. Ranged. Mind Control resist IN. Target can not attack.
51-55	Hide Age: 1. Po. Rit(Diff/1). R1. Target appears to be young and healthy. Daily use is not regained until cancelled.
56-60	Fear Death Possession: 1. Po. Spi. Dis: Cowardly.
61-65	Preach to Crowd: 8. Sp. CH vs IN. Mind Control resist IN. Area Sphere x 5. When preaching targets must stop and listen.
66-75	Create Zombie: 1. Po. Rit(Diff/1). Sacrifice a sentient victim who rises as a zombie to serve the caster. This can be combined with Create Ghost.
76-80	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a zombie to serve the caster.
81-85	Create Ghost: 1. Po. Rit(Diff/1). Sacrifice a sentient victim to create a ghost of IN and PW equal to the victim bound to the location. This can be combined with Create Zombie.
86-90	Hide: 6. Sp. Persistent. Reduce all senses used on caster by val (min 1).
91-95	Paralyse: 6. Sp. Mag. Ranged. Drain AC ½ result.
96-00	Lure: 8. Sp. Mag. Mind Control resist IN. Target can take no actions except to walk toward the caster.

### Follower

Gark's followers are merely dupes who briefly follow a priest before being turned into ghosts or zombies.

## Lanbril

BD	6	AG	9	IN	7	CH	7	AT	7
DF	9	PW	6	AC	9	SE	7	RE	3

Detection Block: 10. Reduces val of detection magic and divination.

Thief's Talk. Can communicate simple concepts associated with thieving and fencing using only the hands. By adding code words and slang more complex ideas are available. It is incomprehensible to outsiders.

4 rolls:

D100	Ability
01-10	Cunning: 2.
11-20	Stealth: 3.
21-25	Athletic: 2
26-30	Gymnastic: 2
31-35	Perception: 2
36-40	Killing: 2
41-45	Social: 2
46-50	Night Vision: 10. SE(LI-Vision).
51-55	Escape: 3. +val escape rolls.
56-58	Blast Door: 14. Sp. R1. Deals physical damage only to structures.
59-63	Spider Climb: 4. Sp. Persistent. Val movement even on vertical surfaces.
64-68	Throw Rope: 1. Po. Ranged. Persistent. Thrown rope glues to surface.
69-73	Stick: 8. Sp. Ranged. PT resist BD.
74-79	Silence: 6. Sp. Ranged. Area Sphere x 4. Persistent. Reduce sound by val.
80-85	Blinding: 8. Sp. Mag. Ranged. Persistent resist PW. -1/2 result SE(All Vision).
86-90	Tell Lies: 8. Red Truth magic by val. If truth magic reduced to 0 it is fooled into a false reading.
91-93	Detect Trap: 10. Acts as magic SE for detecting traps.
94-98	Destroy History: 1. Po. Rit(Dif/1). R1. Permanently destroys the history of an object so its cannot be retrieved by magic. The next owner after the caster will appear to be the first.
99-00	Dodge: 1. The character can attempt a parry without using a weapon called a dodge with val bonus. If successful the attack misses.

### Follower

BD	6	AG	7	IN	6	CH	6	AT	6
DF	7	PW	6	AC	7	SE	6	RE	3

Detection Block: 10. Reduces val of detection magic and divination.

Thief's Talk. Can communicate simple concepts associated with thieving and fencing using only the hands. By adding code words and slang more complex ideas are available. It is incomprehensible to outsiders.

### Polaris

BD	7	AG	6	IN	8	CH	8	AT	7
DF	8	PW	8	AC	6	SE	8	RE	4

Military: 2

Gymnastics: 2

Augury (Bless Battle).

4 rolls:

D100	Ability
01-05	Athletic: 2
06-10	Animal: 2
11-15	Perception: 3
16-20	Academic: 2
21-25	Language: 2



26-30	Magic: 2
31-35	View from Heaven: 1. Po. Persistent. Gain view point as though looking down on current location from any height up to the sky dome.
36-40	Dance of the Stars: 1. Po. Rit(Diff/1). Ask for the current location of any large thing (e.g. a regiment) visible from the sky dome.
41-45	Dispatch: 4. Po. Rit(Diff/0.1). A subordinate within val km receives exact instructions in the form of a vision or a superior receives a vision providing a report..
46-50	Sky Captain: 2. Sp. Persistent. Area Sphere x 2Val. All followers gain +val to fear checks.
51-55	Hawk's Vision: 8. Sp. Persistent. Caster has vision which magnifies up to x val.
56-60	Heaven's Armour: 2. Sp. Persistent. +val Armour.
61-65	Polaris' Shield: 8. Sp. Persistent. Sphere. All solid or physical attacks crossing the boundary are reduced by val and a BD roll vs val is required to cross the boundary.
66-70	Starlight Vision: 8. SE(see by starlight).
71-75	Clear Mind: 5. +val to resist any mind control.
76-80	Distract Enemy: 8. Sp. Ranged. Mind Control resist IN. Must move towards named location unless this is obviously dangerous e.g. over a cliff, into a fire etc.
81-85	Mirror Shield: 6. Sp. Persistent. Damage Shield. Drain IN ½ result.
86-90	Battle Grace: 2. Sp. Rep AC Val.
91-95	Summon Certamus: 2. Po. R1. Persistent. Summons a certamus of level up to Val to serve the caster.
96-00	Watch: 1. Po. Rit(Diff/0.1). For the next 12 hours detects any enemies within 15+val squares with a value of 10+val alerting caster.

### Follower

BD	7	AG	6	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	4

Heaven's Armour: 2. Sp. Persistent. +val Armour.

## Shargash

Dara Happan god of war and destruction.

BD	9	AG	9	IN	6	CH	6	AT	10
DF	8	PW	6	AC	6	SE	6	RE	4

Rage of Shargash: 2. Sp. Persistent. Reduce all damage val. No parry.

Purifying Flame: 8. Sp. R1. Cone. Elemental Fire.

Minor Disadvantage: Aggressive.

4 rolls:

D100	Ability
01-05	Brave: 3
06-10	Athletic: 2
11-15	Perception: 2
16-20	Animal: 2
21-25	Violent Spear: 2: Sp. Persistent. Spear deals +val damage.
26-30	Howl of Rage: 8. Sp. CH vs IN. R1. Cone. Fear check result.
31-35	Firebolt: 8. Sp. R1. Area Line. Elemental Fire.
36-40	Charge: 5. Sp. Persistent. +val move if make an attack this turn.
41-45	Absorb Victim: 2. Any target killed or mortally wounded by the character adds val x 5 EN and val PW.
46-50	Bow of Light: 1. Sp. Persistent. Bow has +val AT.

51-55	Destruction: 6. Sp. Persistent. Area Sphere. Elemental(Fire). Also persists on targets in area resist AG. Personal immunity.
56-60	Immolation: 8. Sp. Used as a follow up to a spear attack which inflicts damage. Target has result persistent (resist PW) Elemental Fire ignores armour.
61-65	Summon Salamander: 2. Po. R1. Persistent. Summons a salamander of level up to Val to serve the caster.
66-70	Scorn Umath: 4. +val to resist storm spells and spirits.
71-74	Scorn Darkness: 4. +val to resist darkness spells and sprits.
75-79	Holy Scars: 1. En. Rit(Av/6). +1 AR.
80-83	Avenging Pursuit: 1. Po. Persistent. Character can follow the trail of named enemy who the character has fought against.
84-89	Flaming Mace: 8. Sp. Persistent. Mace does result Elemental Fire in addition to other damage.
90-94	Hot Gale: 8. Sp. Persistent. R1. Cone. KB. ½ result damage through armour.
95-97	Steam: 4. Sp. Persistent. Ranged. Sphere x Val. Reduces SE(all vision) val.
98-99	Tornado: 10. Sp. Persistent. Ranged. Area Sphere. Result physical damage. KD. Each turn tornado moves ½ val squares in a random direction whilst it persists.
00	Thunder Chariot: 8. Sp. Persistent. Val Flight.

### Follower

BD	8	AG	7	IN	5	CH	6	AT	7
DF	6	PW	6	AC	5	SE	6	RE	4

Rage of Shargash: 2. Sp. Persistent. Reduce all damage val. No parry.

Purifying Flame: 8. Sp. R1. Cone. Elemental Fire.

Minor Disadvantage: Aggressive.