

The World of Glorantha...

...is a lozenge-shaped bubble of stability floating in an endless sea of hostile, unthinking Chaos. Magic is common, and gods are everywhere; almost everyone gains magic by following the cult of a particular god.

The Gods...are highly specialized. All are bound by the Great Compromise (which saved the world from Chaos long ago) not to directly interfere in mortal affairs. They can act only by giving magic to their followers. Casual worshippers are called *Lay Members*, and have access to weaker (Spirit) magic only. *Initiates* devote their lives to their cult, and may sacrifice for more powerful magic as well. They have other roles and duties in society, too (for example, they can be farmers, hunters, etc.). *Priests* are the magical arm of the cult, leading services and tending to followers. Exemplars of Faith are the *Rune Lords*, physical representatives of the ideals of their cult in the world. Priests and Rune Lords receive many benefits, including allied spirits and Divine Intervention; the chance to call for the direct aid of their god.

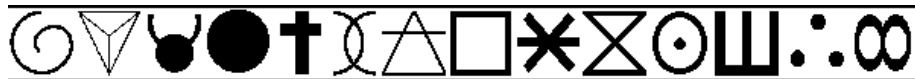
Among the gods of Glorantha are: *Orlanth*, self-titled King of the Gods; *Humakt*, warrior god of Honor and Death; *Chalana Arroy*, the Healer whose followers are sworn to non-violence; *Issaries*, god of traders; *Aldrya*, goddess of plants and elves; *Eurmal* the Trickster; *Yelmali*, son of the Sun, god of soldiers; the *Storm Bull*, god of frenzied anti-Chaos berserkers; *Kygor Lytor*, the Troll mother-goddess; and *Lhankor Mhy*, god of Knowledge. There are many others.

The Races...of Glorantha are highly diverse. They include *Humans*, whom we all know and love; *Trolls* (Uz), violent Darkness-men who hate Chaos and can eat anything; *Elves* (Aldryami), plant-men who are the mobile part of the vegetable kingdom; *Dwarves* (Mostali), secretive atheistic sorcerers who live underground and worship the World Machine; *Ducks*, the short, squat, waddling comic relief of Glorantha; and *Dragonewts*, incomprehensible creatures who are reborn upon dying and eventually evolve into godlike dragons.

Chaos...threatens the entire universe. All right-thinking folk hate and fear it. Some gods and evil races embrace Chaos, however. These include *Scorpion Men*, hideous giant insect-centaurs with poisonous stings; *Broo*, horribly diseased goat-men who are the epitome of Chaotic evil; and *Ogres*, handsome sharp-toothed cannibals who walk among men and try to breed with unsuspecting human women.

Magic...exists in many forms. Most common is *Spirit Magic*, which is either instant or lasts for five minutes; useful, but not very strong. They are cast using magic points, which regenerate over the course of a day. *Rune* (Divine) *Magic* comes from the gods, and is very powerful but expensive; a permanent part of the worshiper's soul is sacrificed to get it. For Initiates it is one-use. Priests and Rune Lords must pray in a temple to renew their Rune spells.

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To Kill A Monster

A brave heart, a strong arm, and a keen mind can make the difference between life and death when a chance-met stranger leads heroes into danger...

A RuneQuest/Glorantha scenario

The Healer

Sworn to non-violence, you possess powerful healing magic and are highly skilled in the medical arts. You are blessed by the gods, and revered by all right-thinking folk.



The Healer

Character: _____ Player: _____

Characteristics: Strength: 12 Constitution: 15 Size: 10 Intelligence: 16
Power: 18 Dexterity: 13 Appearance: 15

Personal Magic Points: 18

Hit Points: 13

Skills: Boat 20, Climb 65, Devise 25, Dodge 85, First Aid 99, Hide 45, Human Lore 75, Jump 25, Listen 50, Plant Lore 90, Play Harp 65, Ride 45, Scan 55, Search 80, Sing 60, Sneak 50, Swim 20, Throw 30, Treat Disease 90, World Lore 30

Spells: Spirit Magic: Heal 6, Protection 6, Sleep (2), Spirit Screen 2
Rune Magic (reusable): Resurrect (x1), Heal Wound (x3), Heal Body (x1), Regrow Limb (x1), Restore Health (x2)

Weapons: Staff. Armor Points 6. Parry skill: 70. Damage: Absolutely not.

Armor: Heavy leather — 2 points.

Possessions: Medicine bundle (home of your allied spirit, *Soothing Touch*), Magic crystal in ring (stores 14 magic points), 3 healing potions (six points each), Health potion (increases Constitution by 3 for one day, to resist disease), scorpion poison antidote, 57 silver pieces, 12 copper pieces, amber necklace, healer's robes, backpack, food.

Description: You are a High Healer of Chalana Arroy. As such, you have mastery of the healing arts and magics. You are sworn to non-violence, and would not harm anyone—*not even to save your own life* (you may dodge and parry, however). Nor can you encourage others to commit violence, although you need not try to stop them (particularly when facing Chaos). Your Sleep spirit magic spell is a powerful magic. Anyone under its influence is under your protection, though you can let them be bound to protect yourself.

Your white Healer's robes declare you to be protected by the gods. Even Trolls would think twice before attacking you. Unfortunately creatures of Chaos do not respect the gods, and so you avoid them if you possibly can. Nonetheless, your true calling is to heal the sick and injured. Your Resurrection spell is your most powerful tool in this struggle. Also useful are healing plants, which can often be found with a careful search in out-of-the-way areas.

In your medicine bundle is your allied Spirit, *Soothing Touch*. Its Power is 17, and its intelligence is 10. It knows the spirit magic spells of Vigor 4, Mindspeech 3, Summon Healing Spirit, Light, and Ignite. It can cast any of your spells, and you likewise have access to the spells that it knows. Both of you can draw on each other's magic points if needed, although it only does so at your command or to save your life. If you are injured, it will heal you. However, it too is sworn to non-violence. Your magic ring is a battery which contains 14 magic points. It can be recharged by casting magic points into it.