

# Adapting MasterBook for Glorantha

This is my attempt to adapt the MasterBook system for use in Glorantha. My feeling is that MasterBook can be a good system to use for roleplaying in Glorantha. This conversion assumes that the reader has quite a bit of familiarity with at least MasterBbook and hopefully TORG as well. If you aren't familiar with either system there's not much I can do for you here.

This will be a rather sterile rulesy document as right now I want to concentrate of the nuts-n-bolts aspect of gaming in Glorantha using MasterBook rather than on the wonderful colour that makes us all love Glorantha. Hopefully this will all work out and I'll be adding some colour later on. Can Glorantha be enjoyed with such a "cinematic" system as MasterBook? Only time will tell.

What follows is a chapter by chapter breakdown of the Gloranthan modifications for the MasterBook rules

**(October 15, 2001** Since I wrote the above nearly four years ago a new Gloranthan roleplaying game has of course been introduced. Unfortunately Hero Wars hasn't proven to be quite my cup of tea. Fortunately some of its mechanics have proven to be even easier to adapt to Masterbook than Rune Quest was. This gives me hope that me my adaptation of Masterbook might work well for Glorantha).

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## Character Creation

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Character creation for MasterBook in Glorantha follows the steps given in the MasterBook rules book. Eventually I (or others) will create templates and guidelines for character creation in specific regions or cultures.

The main difference between the basic MasterBook and the Gloranthan version is that a new derived characteristic has been added-**Spirit**

**Spirit** is used much like **Toughness** but it applies to magical and mental attacks instead. It is derived from **Intellect** and **Mind** (again much like **Toughness** is derived from **Strength** and **Endurance**). The rationale behind this is that this gives Masterbook a statistic like RuneQuest's **Power** to use as a "soul" attribute. This also provides a consistent stat to use for all sorts of "soul" attacks.

**Spirit** is derived in the following manner:

Spirit Chart	
Intellect	Spirit Points
10 to 13	4
7 to 9	3
5 to 6	2
Mind	Spirit Points
12 to 13	8
9 to 11	7
7 to 8	6
5 to 6	5

The **Spirit** attribute is used to defend against magic spells and possession attacks among other things. Anything with a **Spirit** attribute can take "spiritual/mental" wounds just like they take physical wounds. A character has mental/spiritual mana points equal to their **Spirit** attribute.

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## Background Advantages and Compensations

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Glorantha is a High Fantasy world so characters have one from each of the four advantage/disadvantage columns. Eventually I hope to create some specifically Gloranthan advantages/disadvantages. The most obvious Gloranthan advantages/compensations of course are the gifts that Yemalio, Humakt and Thanatar give and their consequent geases. It's almost certain that more deities than these three provide gifts and geases to their followers.

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## The Rules

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The rules as given in MasterBook are pretty much exactly what is used. See [Creating and Using Special Effects](#) for Gloranthan magic rules.

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## Skills and Skill Use

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Skill use in MasterBook is a fairly simple procedure. You have a skill total based on one of your statistics plus skill adds. Your chance of doing anything is dependant on how difficult the task is. For example Burning Willow has a skill of 12 in **Climbing**. She wants to climb Griffin Mountain which the GM has decided is **Extremely Hard**. This corresponds to a **Difficulty Number (DN)** of 18. Burning Willow has to roll over 18 with her skill of 12. How does she do this? She rolls 2D10 and checks the result versus the Bonus Chart. She needs to equal or beat a DN of 18. She notes she has to roll a 17 on the 2D10 to get the six adds she will need to climb Griffin Mountain. (In reality she would probably have to roll a number of times to scale the mountain). There are other modifiers as well but that's basically all there is to any roll in MasterBook.

I've made some modifications to skill names and groupings. You can see these at the end of the [RuneQuest-MasterBook Skills Equivalency Chart](#).

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## The Card Deck

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As explained in the MB rules.

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## Creating and Using Special Effects

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The main special effects (i.e. magic) are spirit, divine and sorcery. Follow this [link](#) for a discussion of Gloranthan magic ala MasterBook.

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## Basic Equipment

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See [weapons](#) for a list of the possibilities.

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## Special Rules for Glorantha

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Disease

Poison

To be completed.

## Iron and Rune Metal Weapons and Armour

### Qualities of the these Metals

Metal	Name	Properties
Aluminum	lo-metal	Weighs the same as bronze but the swim skill not reduced. Same metal as Quicksilver.
Bronze	hu-metal	None natural. Can be enchanted.
Copper	ga-metal	Same properties as bronze. A thinner version can be created that has -2 AP but weighs less.
Gold	el-metal	Weighs twice as much as bronze. Gold armour glows in the dark and doubles the effectiveness of light-producing spells cast on it. Magical gilding has the same effect as solid gold armour.
Iron	ur-metal	Weapons: DM/MAX +2 Armour: +2 TOU

		Special Properties: Automatic wound vs. races sensitive to iron (trolls and aldryami) if their protection is penetrated. Both enchanted and unenchanted iron harms weres. Unenchanted iron has the same properties as bronze but is +1 DN per ? versus magic (both to cast and be affected by).
Lead	na-metal	Half again as heavy as bronze. Never detracts from stealth skills. Crushing weapons made from enchanted lead do +2 damage.
Quicksiler	sa-metal	See aluminum.
Silver	ul-metal	Unenchanted and enchanted silver both affect creatures only normally affected by magical weapons, e.g.. weres and wraiths. Enchanted silver is the equivalent of bronze.

## Attacking Creatures Immune to Normal Weapons

When attacking a creature that is resistant or immune to non-magical and/or non-rune metal weapons, e.g. a werewolf, when you lack such a weapon all that you can hope to do is to knock the creature down if you are lucky enough to get that result. Of course this only applies to corporeal beings. If it's a wraith you are out of luck. If you're attacking with a normally non-magical sword that has had a spell cast on it, i.e. Bladesharp, you can also obtain a result total on the damage column equal to the number of points of spell on your weapon. For example when desperately attacking a werewolf Svart swings a mighty blow with his greatsword with a Bladesharp 4 cast on it. He hits the creature with a solid blow getting 19 result points. Since the werewolf has a toughness of 12 this results in 7 results points on the column. This result normally gives a Knockdown KO. Unfortunately while Svart does get the Knockdown result he can't attain a KO result and ends up knocking the beast off its feet and doing 3 points of shock to it (the result point four line which is what he's limited to due to his only having a Bladesharp 4 on his sword).

## Berserkers

The various berserk feats work in the following manner. You roll for your feat using your Faith value as normal and check the result level you get on the success table. The level of result 1+ is added to your weapon skill total as a bonus for all attacks taken while berserk. You also add the total to your damage total, this can be cumulative with any other magic on your weapon. You also ignore all KO and wound results until such time as they are fatal. You accumulate shock results until you have doubled your Toughness when you pass out from exhaustion. Immediate medical attention would be very useful

as all previously ignored results take place immediately upon your falling unconscious or coming out of the spell. To come out of the spell you have to roll a Willpower check against the result total you got to go berserk in the first place.

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## Sorcery in MasterBook Glorantha

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To be developed

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## Spirit Magic in MasterBook Glorantha

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### Spirit Magic

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### About Spirit Magic

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Spirit magic is one of the oldest, if not the oldest form of magic in Glorantha. You usually get pretty consistent results from Spirit Magic but for the most part it is not a particularly powerful form of magic. It is the only type of magic that is common to all three main cultures of Genertela-shamanistic, theistic and Western. All three cultures

know of and practice spirit magic. (Though the Western sorcerors refuse to acknowledge the fact that their [low sorcery](#) is for all intents and purposes exactly the same as the magic used by dirty shamans and foolish priests alike).

## Learning Spirit Magic

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Spirit magic is by far the most common form of magic practised by the denizens of Glorantha. It is a simple form of magic that in the hands of a practised practitioner can be quite effective. There are two main ways of learning spirit magic which depend on what culture you come from. In the shamanistic and theistic cultures you learn spirit spells by defeating magic spirits in spiritual combat and stealing the knowledge of how to cast spells from them. The steps required for this learning technique are as follows:

- 1) Someone, either a shaman or a priest must either capture or persuade a magic spirit to engage the individual interested in learning the spell in [spirit combat](#).
- 2) If the human wins he or she learns the spell.
- 3) If the spirit wins it is free to flee back to the spirit plane with its knowledge intact.

In the case of the theistic cultures the spirits used to teach spells are usually cult spirits which are naturally drawn to holy sites sacred to their god(s). If the supplicant can persuade a priest that s/he deserves to learn a spell it's just a matter then of identifying the correct spirit from the pool of spirits that hover unseen around the temple or shrine. The larger the temple the more spirits there are and the easier it is to learn a specific spell.

Both the shamanistic and theistic practitioner of spirit magic require a focus to cast the spell. Foci are usually in the form of tattoos since other objects are too easy to misplace (ala car keys).

## Spirit Combat

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Spirit combat occurs when an spirit attacks an individual. An incorporated human is incapable in most situations of initiating spirit combat, or voluntarily ending a combat for that matter. The only way in which a normal human can initiate spirit combat is by using a Control Spirit spell to force a spirit to attack them. This technique of course requires some way of the human detecting and targeting the spirit (see [Second Sight](#) in the spell descriptions below) as spirits are normally invisible.

Spirit combat uses **Spirit** as both the offensive and defensive statistic. Bonus numbers are generated for both parties and results are calculated exactly as if a physical combat was occurring. You can actively defend in spirit combat though this does count as a multi-action. (There is an actual spirit combat skill based on **Mind** but this skill cannot

usually be learned by individuals other than shamans). If the spirit loses the combat, by being rendered "unconscious" through loss of shock points the human is free to embody the spirit's abilities in him or her self. This requires the immediate sacrifice of one point of Divine Power to imprison the spirit within themselves.

## Low Sorcery

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In the case of the Western culture long ago the wizards identified the rather simple (compared to sorcery that is) principles that govern spirit magic and learned how to teach spirit spells without needing the intervention of spirits. The Western sorcerer/priests closely control what "low sorcery" spells their flocks can learn. Any westerner learning spells from spirits would probably be burned as a heretic. Western sorcerers refuse to acknowledge the common origin of "low sorcery" and spirit magic. (The reality is that the sorcerers learned how to teach spirit magic so long ago most have forgotten this fact. Most would vehemently deny any connection as well.

The manner in which westerners learn low sorcery is that they enroll in regular classes taught at one of the great cathedrals. These classes teach the simplest principles of magic as they apply to low sorcery. No spirit combat is necessary and after a week's study that particular spell is learnt. Westerners also require foci to (what else?) focus their thoughts. These foci are rarely tattoos in the west as this makes it easier to deny spells to miscreants.

## Casting Spirit Spells

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Variable spirit spells only require a single point of **Intellect** to memorize. They can still have variable effects however. Some other spells still take more than a single point of Intellect to memorize.

The skill used by most people in casting spirit magic is the skill named (co-incidentally enough), Spirit Magic. It is a **Mind** skill that will allow the individual to cast almost any spirit magic spell.

The basic procedure works as follows:

1. You generate a skill total using your base skill, any modifiers for [conditions](#) and a bonus number (generated on the Bonus Chart table using 2D10).

e.g. Svart has a skill of 11 in Spirit Magic casting. (3 skill adds and a **Mind** of 8). There are no condition modifiers but he does roll a bonus number of +3. This gives him a skill total of 14.



2. The skill total is compared to the DN that was assigned to the spell casting. (In most cases this DN will be 8).

e.g. Svart generated a skill total of 14. That means he got 6 result points for a "good" success level.

3. In the case of variable spells the success level is important as it determines how effective variable spells are. Basically the success level determines how many "points" a spell is.

Success Level	Points Spell Has
minimal	1
solid	2
good	3
superior	4
spectacular	5
spectacular+	6

e.g. If Svart had been casting a Bladesharp spell and got the roll he had made earlier he would have cast a 3 point Bladesharp.

**NB** You can only get as success levels as you have points in the Spirit Magic skill.

e.g. Svart gets his 3 point Bladesharp because he has 3 skill adds in Spirit Magic. If he had gotten a superior result (normally worth 4 points) he would still only have a Bladesharp 3.

If the spell cast is one that can be resisted you attack your target using your Spirit Magic skill and resist using your Spirit characteristic (plus Willpower skill adds in some cases).

## Cost for Casting Spirit Magic

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Each spell cast costs 1 point of mana (a number equal to your Spirit characteristic). This cost does not vary. Items and crystal exist that can be used for storing mana points.

## Conditions

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Under ideal conditions (not engaged in battle, both hands free, able to speak freely) all spirit spells are AVERAGE (DN=8) to cast. Each extra level of impediment adds to the difficulty level. Possible causes of difficulty include:

**One level of difficulty:**

- 1) Engaged in battle or in some other stressful situation.
- 2) Only having one free hand.
- 3) Unable to speak freely.

**Two levels of difficulty:**

- 4) Having no free hands.
- 5) Unable to gesture freely.

**Three levels of difficulty:**

- 6) No arms.

Any additional difficulty levels due to wounds are added on top of these. All of these conditions are cumulative.

**Reduced levels of difficulty**

**One level of reduced difficulty**

- 1) Taking extra time to cast a spell.

**Shamans**

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Shamans have a number of advantages over the average character in casting spirit magic. Shamans have helpers known as fetches. Fetches are a manifestation of the shaman's Spirit that can act independently of the shaman. The fetch has the same **Intellect**, **Mind** and **Spirit** as the shaman to start off with. These can go up independently of the shaman's statistics. One of the advantages of having a fetch is that the shaman can know his **Intellect's** worth of spells and his fetch's **Intellect** worth as well.

## Spells List

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Ranges: touch and ranged (50 meters)

Durations: instant, temporal (5 minutes)

Spell types: active, passive

Format for Spell write ups

Spell Name

Point Value

Casting Range, Duration, Spell Type

Spell description.

### **Befuddle**

2 point spell

Ranged, Temporal, Passive

Spell confuses opponent overcome by this spell. It does not change his beliefs or perceptions but it does muddy them up. Each round victim can take an action to attempt to cast off the effects of the spell using an opposed role of **MIND** versus twice their **MIND** stat as the base difficulty number. On a normal success or better the spell is dismissed. If a critical failure comes up (i.e. rolling a 2 on the 2D10) the victim comes out of the spell BUT thinks he or she is now on the other side.

### **Bladesharp**

Variable

Touch, Temporal, Passive

Spell adds one point per point of spell to the offensive total in combat. These points derived from magic can count as magical damage to creatures [immune](#) to non-magical weapons.

### **Bludgeon**

Variable

Touch, Temporal, Passive

Spell adds one point per point of spell to the offensive total in combat. These points derived from magic can count as magical damage to creatures immune to non-magical weapons. e.g. you get a attack total of 20 versus a werewolf using a weapon that is not magical but does have a bludgeon 4 on it. Unfortunately all that counts after toughness are the four points of bludgeoned damage.

### **Coordination**

Variable

Touch, Temporal, Passive

Each point of spell adds one to DEX stat. This affects all skills, derived stats, etc.

## **Countermagic**

Variable

Ranged, Temporal, Passive

Each point of countermagic will block one point of spirit magic. Each point adds one point to your defence (if any applicable) versus divine magic or sorcery.

## **Darkwall**

2 Points

Ranged, Temporal, Passive (Active to move the wall)

This spell creates a wall of darkness 10m square (2x5m or 1x10, etc.) and 10 cm thick.

The Darkwall can be moved by the caster at a rate of 6 meters a round. Non-magical

light sources within the darkness give no light nor can any sighted being see through.

Other senses, such as sonar or other sound are unaffected by this wall. The wall can be moved or shaped however the caster chooses as long as the 10m square and 10 cm thick parameters are respected.

## **Demoralize**

2 Points

Ranged, Temporal, Passive

The victim of this spell is subjected to an immediate attack on the taunt/trick table. The spell caster rolls an attack total based on his/her Confidence versus the victim's willpower or Confidence. Any positive result is applied against the target for the duration of the spell.

## **Detect Enemies**

1 Point

Ranged, Temporal, Active

The caster must have some sort of fetish that can guide him/her towards potential enemies. The fetish will first guide the caster to the closest person within 100 meters who knowingly intends to harm him/her. The caster of the spell does not have to overcome the magic points of the target. If the spell has not exceeded its duration it then leads the caster to the next person within 100 meters, etc. The sensing effect is stopped by one or more meters of dense substance such as stone, metal or earth.

## **Detect Magic**

1 Point

Ranged, Temporal, Active

Working in a similar fashion to Detect Enemies the fetish guides the caster to the nearest enchanted object, or object that has a spell on it. It ignores magic items touching the caster himself. The sensing effect is stopped by one or more meters of dense substance such as stone, metal or earth.

## **Detect (Substance)**

1 Point

Ranged, Temporal, Active

The fetish guides the caster to the nearest supply of the substance indicated. The

sensing effect is stopped by one or more meters of dense substance such as stone, metal or earth.

### **Dispel Magic**

Variable

Ranged, Instant

This spell eliminates spirit magic. Each point will remove one point of a spirit magic spell from the target. When cast against random spells it will eliminate the most powerful defensive spell it can effect.

### **Dullblade**

Variable

Ranged, Temporal, Passive

The spell reduces the damage potential of any melee or missile weapon. e.g. a knife normally has the potential to do STR +3. If a Dullblade 4 were cast on the knife the damage potential would drop to STR -1.

### **Endurance**

Variable

Touch, Temporal, Passive

Each point of the spell adds one to the amount of shock that the target can sustain.

### **Extinguish**

Variable

Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of extinguish will put out a candle, torch or lantern, 2 points will put out a small campfire, 3 points will eliminate a bonfire and 4 points will put out a large bonfire.

### **Fanaticism**

1 Point

Ranged, Temporal, Passive

When cast on an intelligent opponent this spell raises skill level in weapons by 50%.

The target cannot use active defense and will not use any magics other than offensive spells. This spell can be resisted using willpower or Confidence.

### **Farsee**

Variable

Ranged, Temporal, Passive

Each point of this spell halves the apparent distance as seen by the target to the rest of the universe. A specific target may be specified in which case only that target is magnified and each point in the spell improves the perception skill by one.

### **Firearrow**

2 Points

Touch, Temporal, Passive

This spell transform a missile into a flaming missile. It adds +5 to the damage total of the missile and can start fires.

### **Fireblade**

4 Points

Touch, Temporal, Passive

Cast on any edged weapon it turns that weapon into a flaming weapon. It adds +5 to the damage total and can start fires.

### **Glamour**

Variable

Touch, Temporal, Passive

Each point adds one point to the Charisma statistic for the duration of the spell.

### **Glue**

Variable

Touch, Temporal, Passive

Each point of this spell creates the equivalent of a 10 cm area of adhesive with a Strength of (points in spell x 10).

### **Heal**

Variable

Touch, Instant

Acts as an immediate first aid roll on the target removing all shock and KO conditions and allowing the target to function as if she/he were one level less wounded. As long as the target does not resist and the spell goes off the effect is automatic. This spell also as a side effect dispells the minor spirits of infection and disease attracted to wounds.

### **Ignite**

1 Point

Ranged, Instant

This spell will ignite anything normally flammable. It creates a small fire. Ignite will set fire to a torch, a house or a dry backpack. Skin cannot be ignited but hair or fur can be. This sort of attack would require a magical attack versus willpower or Confidence.

### **Ironhand**

Variable

Touch, Temporal, Passive

Each point adds one point to the attack total made by the spell's recipient. There are versions of this spell that work on other parts of humanoid and non-humanoid bodies like horns, claws, etc.

### **Light**

1 Point

Ranged, Temporal, Passive

This spell must be cast on something physical. A wand, fingertip, or wall will do. It will then light everything within a 10 meter radius from that point with light good enough to read by though not as strong as daylight. This spell is not affected by Extinguish.

### **Lightwall**

4 Points

Ranged, Temporal, Passive (Active to move wall)

This spell creates a wall of light that is 10 meters square by 10 cm thick. The wall presents a bright glare on one side that is visually impenetrable, while from the other side it can be seen through. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved at a rate of 6 meters a round, and it can take any form as long as it is always 10 cm thick and contiguous.

### **Mindspeech**

Variable

Ranged, Temporal, Passive

This spell allows mind-to-mind communications. Each point allows one more person to be in mental contact with the caster. It will only transmit the thoughts intended for transmission by the caster which must be sub-vocalized and will be received in the language used for the sub-vocalization. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

### **Mobility**

Variable

Touch, Temporal, Passive

Each point of this spell adds 1 to all movement rates of the target for the spell's duration.

### **Multimissile**

Variable

Touch, Temporal, Passive

Each point of this spell when cast on an arrow, rock, throwing dagger, javelin, quarrel or throwing axe creates a magical missile the instant the original is fired. Each attack is simultaneous and does not count as a multi-action. Larger missiles require more points of the spell to be affected. This spell will work once during the spell's duration.

### **Protection**

Variable

Ranged, Temporal, Passive

Each point of this spell adds one to the target's Toughness.

### **Repair**

Variable

Touch, Instant

This spell repairs broken objects. All parts must be present. Repair leaves scars and weakens the object repaired.

### **Second Sight**

3 Points

Ranged, Temporal, Passive

Allows the caster to see things normally invisible, e.g. spirits.

### **Shimmer**

Variable

Ranged, Temporal, Passive

Each point of this spell adds one to the target's defensive value.

### **Silence**

Variable

Touch, Temporal, Passive

Each point of this spell adds one to the target's stealth skill by muffling incidental noises. It does not prevent anyone from speaking nor will it prevent loud noises.

### **Slow**

Variable

Ranged, Temporal, Passive

This spell reduces all of a target's movement rates by one per point. In most cases this will make human's incapable of normal movement in some modes without pushing.

### **Speedart**

1 Point

Touch, 1 Action Round

This spell adds +3 to the attack total when cast on an arrow or other projectile. The spell disappears at the end of the round it is cast.

### **Spirit Screen**

Variable

Ranged, Temporal, Passive

This spell adds one point to Confidence for the purposes of defence in spirit combat.

### **Strength**

Variable

Touch, Temporal, Passive

Each point of this spell adds one point to the Strength of the target for the spell's duration. This will increase the damage total of the weapon but not beyond the limit.

### **Summon (Species)**

1 Point

Ritual (Summoning), Active



Allows the caster to summon the creature named in the spell. This will always require other components/conditions to accomplish.

### **Vigour**

Variable

Touch, Temporal, Passive

This spell adds one point to the target's shock total per point of spell.

### **Visibility**

2 Points

Ranged, Temporal, Passive

This spell transfers a spirit from the spirit plane to the mundane plane thus allowing it to interact magically with objects and individuals on the mundane plane. This spell can be resisted.

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## Divine Magic

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### About Divine Magic

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Divine magic (or prayers) is the gift of the gods (or of powerful spirits-if there is a distinction). It is a "direct" manifestation of the god's power. Knowledge of a prayer reflects being trained in the proper invocation, gestures, etc. that make up a prayer. The caster must be of at least initiate status in their cult and usually has to possess a certain status in the cult (as represented by the Faith skill) before they can cast certain prayers.

Any member (above lay status) who is in good standing in their cult is also potentially able to call upon their god's assistance using [divine intervention](#).

Note: This document will make continued use of the term "cult" to refer to religions. This is not meant as any sort of judgment, nor should it be seen as a pejorative term. In Glorantha cult is the standard term used to refer to religions of any sort.

## Faith Skill

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The Faith skill represents an individual's knowledge and belief in a deity. It is used to represent the individual's knowledge of the myths and lore surrounding their god. The skill cannot be raised in the normal fashion just using experience. The player character has to do something that would provide them with new insights into their god-meditate for a long time, study cult writings, experience some divine insight, etc.

A character needs to have attained a specific level in the skill before s/he can advance to the next level in their cult.

## Cult Membership

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There are a number of different levels of cult membership (these vary from cult to cult). The standard levels are:

Level	Faith Skill Needed
<a href="#">Lay member</a>	1-3
<a href="#">Initiate</a>	4-6
<a href="#">Acolyte</a>	7-8
<a href="#">Priest</a>	9-10
<a href="#">High Priest</a>	11+
<a href="#">Rune Lord</a>	7+

### Lay Membership

Lay members make up the vast majority of any cult's membership. They have some commitment/belief in a deity and will attend religious services on a more or less regular basis. People will generally be lay members in cults that provide some sort of benefit to their community (e.g. an agricultural deity) or that require members to access services (e.g. having to join the cult of a river god to travel or use the river). Lay members receive little in the way of hard, direct benefits from their cult membership. (Of course belonging to an agricultural cult even as a lay member sees real benefits in food). Lay

members cannot learn prayers, or use [D.I.](#). They provide the cult donations and can help in the casting of [group rituals](#).

## **Initiate**

Initiates make up the largest part of the devoted core of worshipers in a cult. These are people who firmly believe in a deity and give that deity a lot of worship. Initiates have access to some prayers and can [D.I.](#). They provide a fair bit of time, manna and energy to a cult and receive "hard" benefits from their membership in the form of spirit spells, protection, loans, etc.

## **Acolytes**

Acolytes make up the main work force of a cult. They perform a lot of the same roles as priests do but are considered more "expendable". They do a lot of the "dirty work" that priests are above doing. Wandering and spreading the good word are all part of a good day's work. They have expanded access to prayers and extended benefits.

## **Priest**

Priests are responsible for looking after the flock and keeping the temple running. They are more senior than acolytes and have expanded responsibilities/benefits. They tend to be more tied down in terms of their duties than acolytes.

## **High Priest**

Usually the topmost hierarchy in the temple. High priests are to priests what priests are to acolytes.

## **Rune Lord**

Certain cults have an additional status known as Rune Lords as well. In some cases this status replaces priests, acolytes and high priests. Rune Lords have special requirements and restrictions. In those cults where priests and rune lords both exist Rune Lords tend to have more "worldly" responsibilities/concerns than priests do.

## **Learning Divine Magic**

Return to [divine magic](#).

Learning to cast prayers requires a number of things:

- 1) membership in the proper cult or associated cult.
- 2) in most cases it requires a specific status in a cult (reflected by one's level in the faith skill (this reflects the devotion of the character and his/her knowledge of their chosen religion).
- 3) spending one week learning the proper gestures, invocation, etc. needed to cast the spell.
- 4) in some cases a cult will require a donation or service of some sort from the student.

Generally speaking most cults will have special "services" where they teach certain prayers to the faithful. Quite often individuals wishing to learn certain spells will have to wait until the next "class" before they can learn a prayer. Availability of a "class" is usually modified by cult status.

## Casting Divine Magic

Return to [divine magic](#)

Note: Although using divine magic is more like saying a prayer than casting a spell I will use the expression casting divine magic since it's more familiar.

Casting divine magic (i.e. prayers) requires faith-literally. The Faith skill is the skill that reflects your knowledge/understanding/belief in a specific deity. Having learnt a specific prayer allows you to cast it. In most cases (but not all) invoking a prayer just requires you to undertake the steps you learnt in order to cast the spell. (In some cases the caster will require specific conditions to be present before s/he can cast the spell).

The normal procedure requires the caster to speak the prayer and make the necessary gestures. (Then the player rolls the dice to generate an action total).

## Group Rituals

TBD

## Priests

TBD

## Divine Intervention

TBD

# Magical Templates

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## Magical Template - Orlanth Adventurous

**Skills:** Melee Combat [Weapon], Dodge, Jumping, Boast, Craft [Brew Woad], Mythology of Orlanth, Mythology of the Thunder Brothers, Sense Change in Weather, Faith Orlanth Adventurous

**Virtues:** Active, Proud, Responsible

### Feats:

#### Combat Affinity

Aid Throw With Wind

Community Rating:  
Difficulty:  
Range:  
Effect:

Armor of Woad

Community Rating:  
Difficulty:  
Range:  
Effect:

Enchant Silver Ritual

Community Rating:  
Difficulty:  
Range:  
Effect:

Flickering Blade

Community Rating  
Difficult:  
Range:  
Effect:

Leaping Shield

Community Rating  
Difficulty:  
Range:

#### Movement Affinity

Burst of Speed

Commune Rating:  
Difficulty:  
Range:  
Effect:

Leap Over Obstacle

Community Rating:  
Difficulty:  
Range:  
Effect:

Run On Mud

Community Rating:  
Difficult:  
Range:  
Effect:

Run Up Cliffs

Community Rating:  
Difficulty:  
Range:  
Effect:

Sunset Leap

Community Rating  
Difficult:  
Range:

Effect:

Effect:

Overbear Foe

Community Rating

Difficulty:

Range:

Effect:

[Weapon] Help

Community Rating

Difficulty:

Range:

Effect:

---

## **Desemborth the Thief**

**Skills:** Stealth. Hiding, Faith Orlanth Adventurous (Desemborth)

**Virtues:** Loyalty, Patience

### **Feats:**

#### **Stealth Affinity**

Avoid Trap

Community Rating

Difficulty:

Range:

Effect:

Invisible Hand

Community Rating

Difficulty:

Range:

Effect:

No Scent

Community Rating

Difficulty:

Range:

Effect:

Silent in Darkness

Community Rating:

Difficulty:

Range:

Effect:

Stand Unseen

Community Rating:

Difficulty:

Range:

Effect:

#### **Movement Affinity**

Squeeze Through Gap

Community Rating:

Difficulty:

Range:

Effect:

Walk Without Footprints

Community Rating:

Difficulty:

Range:

Effect:



## **Destor the Adventurer**

**Skills:** Faith Orlanth Adventurous (Destor)

**Virtues:** Curious, Wanderlust

### **Feats:**

#### **Winds Affinity**

Call Clouds

Community Rating:

Difficulty:

Range:

Effect:

Call Wind

Community Rating:

Difficulty:

Range:

Effect:

Drive Away Clouds

Community Rating:

Difficulty:

Range:

Effect:

Hear Words on the Wind

Community Rating:

Difficulty:

Range :

Effect:

Summon Umbroli

Community Rating:

Difficulty:

Range :

Effect:

#### **Movement Affinity**

Find a Way

Community Rating:

Difficulty:

Range:

Effect:

Lift Object With Winds

Community Rating:

Difficulty:

Range:

Effect:

## Drogarsi the Skald

**Skills:** Dance, Sing, Faith Orlanth Adventurous (Drogarsi)

### Feats:

#### High Entertainment Affinity

Ridiculing Song

Community Rating:  
Difficulty:  
Range:  
Effect:

Sorrowful Ballad

Community Rating:  
Difficulty:  
Range:  
Effect:

Uplifting Anthem

Community Rating:  
Difficulty:  
Range:  
Effect:

Vengeful Dirge

Community Rating:  
Difficulty:  
Range:  
Effect:

Wind Carries Song

Community Rating:  
Difficulty:  
Range:  
Effect:

#### Movement Affinity

Sing While Running

Community Rating:  
Difficulty:  
Range:  
Effect:

Tireless Dance

Community Rating:  
Difficulty:  
Range:  
Effect:

## **Finovan the Raider**

**Skills:** Stealth, Know Domestic Animals, Running, Faith Orlanth Adventurous (Finovan)

**Virtues:** Bold, Patient

### **Feats:**

#### **Raiding Affinity**

Attract Herd

Community Rating:  
Difficulty:  
Range:  
Effect;

Camouflage Animal

Community Rating:  
Difficulty:  
Range:  
Effect:

Hide Animal Tracks

Community Rating:  
Difficulty:  
Range:  
Effect:

Silence Herd Animal

Community Rating:  
Difficulty:  
Range:  
Effect:

---

#### **Combat Affinity**

Rolling Thunder

Community Rating;  
Difficulty:  
Range:  
Effect:

Searing Bolt

Community Rating;  
Difficulty:  
Range:  
Effect:

Spare Me

Community Rating:  
Difficulty:  
Range:  
Effect:

## **Mastakos Mover**

**Skills:** Dance, Drive Chariot, Running, Keep Balance, Faith Orlanth Adventurous (Mastakos Mover)

**Virtues:** Bold, Patient

### **Feats:**

#### **Westfaring Movement**

Balance Leap

Community Rating:  
Difficulty:  
Range:  
Effect:

Carry Companion

Community Rating:  
Difficulty:  
Range:  
Effect:

Ignore Pleas to Stop

Community Rating:  
Difficulty:  
Range:  
Effect:

Land on Both Feet

Community Rating:  
Difficulty:  
Range:  
Effect:

Move Through Dance

Community Rating:  
Difficulty:  
Range:

#### **Movement Affinity**

Follow in Footsteps

Community Rating:  
Difficulty:  
Range:  
Effect:

Never Get Stuck

Community Rating:  
Difficulty:  
Range:  
Effect:

Effect:

Instantly Travel Anywhere in Sight

Community Rating:

Difficulty:

Range:

Effect:

Travel Into West

Community Rating

Difficulty:

Range:

Effect:

Walk on Water

Community Rating

Difficulty:

Range:

Effect:

---

## **Niskis the Lover**

**Skills:** Running, Stay Awake, Faith Orlanth Adventurous (Niskis)

**Virtues:** Bold, Patient

### **Feats:**

#### **Sensuality Affinity**

Caress of Passion

Community Rating:

Difficulty:

Range:

Effect:

Endearing Eyes

Community Rating:

Difficulty:

Range:

Effect:

Handsome Stranger

Community Rating:

Difficulty:

Range:

Effect:

Stay Awake

Community Rating:

Difficulty:

Range:

Effect:

Virility

Community Rating:

Difficulty:

Range:

Effect:

#### **Movement Affinity**

Leap Through Window

Community Rating:

Difficulty:

Range:

Effect:

## Ormalaya the Hunter

**Skills:** Hide, Faith Orlanth Adventurous (Ormalaya)

### Feats:

#### Hunting Affinity

Attract Prey Animal

Community Rating:  
Difficulty:  
Range:  
Effect:

Conceal Hunter

Community Rating:  
Difficulty:  
Range:  
Effect:

Hide Scent

Community Rating:  
Difficulty:  
Range:  
Effect:

Invisible Pitfall

Community Rating:  
Difficulty:  
Range:  
Effect:

Sure Throw

Community Rating:  
Difficulty:  
Range:  
Effect:

#### Movement Affinity

Avoid Claws

Community Rating:  
Difficulty:  
Range:  
Effect:

Run Up Tree

Community Rating:  
Difficulty:  
Range:  
Effect:

## Orvanshagor Dragonslayer

**Skills:** Know Dragons, Track, Faith Orlanth Adventurous (Orvanshagor)

**Virtues:** Valorous

### Feats:

#### Fight Dragons Affinity

Lightning Past Strike

Community Rating:

Difficulty:

Range:

Effect:

Pierce Dragon Armour

Community Rating:

Difficulty:

Range:

Effect:

Scorn Dragon Wound

Community Rating

Difficulty:

Range:

Effect:

Shield Soul

Community Rating

Difficulty:

Range:

Effect:

Swallow Fear

Community Rating

Difficulty:

Range:

Effect:

#### Movement Affinity

Dodge Dragon Breath

Community Rating:

Difficulty:

Range;

Effect:

Leap Onto Dragon

Community Rating:

Difficulty:

Range;

Effect:



## **Tatouth the Scout**

**Skills:** Track, Faith Orlanth Adventurous (Tatouth)

**Virtues:** Cautious, Curious

### **Feats:**

#### **Scouting Affinity**

Find Path

Community Rating:  
Difficulty:  
Range;  
Effect:

Long Seeing

Community Rating:  
Difficulty:  
Range:  
Effect:

Remember Route

Community Rating:  
Difficult:  
Range:  
Effect:

See Local Daimones

Community Rating:  
Difficulty:  
Range:  
Effect:

See Nature Spirits

Community Rating:  
Difficulty:  
Range:  
Effect:

#### **Movement Affinity**

Fall Softly

Community Rating:  
Difficulty:  
Range:  
Effect:

Rock-jumping

Community Rating:  
Difficulty:  
Range:  
Effect:

## Vanganth the Flyer

**Skills:** Flying, Discern Air Currents, Throw Weapons [Sword], Faith Orlanth  
Adventurous (Vanganth)

**Virtues:** Daredevil

### Feats:

#### Flight Affinity

Aerial Maneuvering

Community Rating:  
Difficulty:  
Range:  
Effect:

Avoid Lightning

Community Rating:  
Difficulty:  
Range:  
Effect:

Fly Carrying Additional Weight

Community Rating:  
Difficulty:  
Range:  
Effect:

Fly Fast

Community Rating:  
Difficulty:  
Range:  
Effect:

Fly High

Community Rating:  
Difficulty:  
Range:  
Effect:

#### Movement Affinity

Fly Against the Wind

Community Rating:  
Difficulty:  
Range:  
Effect:

---

## Varanorlanth, Orlanth the Wild

**Skills:** Unarmed Combat, Craft [Tools], Survival, Faith Orlanth Adventurous (Varanorlanth)

### Feats:

#### Live in Wilderness Affinity

Avoid Enemies

Community Rating:  
Difficulty:  
Range:  
Effect:

Burrow in Earth

Community Rating:  
Difficulty:  
Range:  
Effect:

Find Edible Food

Community Rating:  
Difficulty;  
Range:  
Effect:

Find Potable Water

Community Rating:  
Difficulty:  
Range:  
Effect;

Sense Danger

Community Rating:  
Difficulty:  
Range:  
Effect:

#### Movement Affinity

Outrun Pursuer

Community Rating:  
Difficulty:  
Range;  
Effect:

Run Like The Wind

Community Rating:  
Difficulty:  
Range:  
Effect:

Wild Strength

Community Rating:

Difficulty:

Range:

Effect:;

---

## Vingkot Champion

**Skills:** Sense Ambush, Know Troll Tactics, Faith Orlanth Adventurous (Vingkot)

**Feats:** Daredevil

### Fight Trolls Affinity

Break Bludgeons

Community Rating:  
Difficulty:  
Range:  
Effect:

Bright Spear

Community Rating:  
Difficulty:  
Range:  
Effect:

Cripple Troll

Community Rating:  
Difficulty:  
Range:  
Effect:

Enchant Iron ritual

Community Rating:  
Difficulty:  
Range:  
Effect:

Scatter Shadows

Community Rating:  
Difficulty:  
Range:  
Effect:

See in Dark

Community Rating:

### Movernent Affinity

Nightjumpmg

Community Rating:  
Difficulty:  
Range:  
Effect:

Run in Darkness

Community Rating:  
Difficulty:  
Range:  
Effect:

Difficulty:  
Range:  
Effect:

Tooth-shattering Armour

Community Rating:  
Difficulty:  
Range:  
Effect:

## RuneQuest-MasterBook Skills Equivalency Chart

This is the table I've come up with for determining the MB equivalent for RQ skills. In some cases RQ skills correspond most closely to specializations or focuses rather than base skills. This fact is identified in the conversion by adding an asterisk (\*) after the skill for a Macroskill focus or a pound sign (#) for a specialization. The skill names as given for MB are those used in the standard rule book. See the [following](#) for some changes I've made to skill names. There's also a section for [weapons skills](#).

Standard RQ Skills	MasterBook	Special RQ Skills	MasterBook
Animal Lore	Scholar (Animals)*	Bargain	Persuasion (Bargaining)#
Boat	Vehicle Piloting (Boat)*	Courtesan	Artist (Courtesan)*
Climb	Climbing	[Cult] Lore	Faith*
Conceal	Camouflage	Drive (Vehicle)	Vehicle Piloting (Vehicle)*
Craft	Science	Prepare	Science (Prepare Corpse)*
Devise	Science (Traps and Locks)*	Corpse	Science (Refine Medicine)*
Dodge	Dodge	Refine	Perception (Sense Assassin)#
Evaluate	Business	Medicine	Perception (Detect Chaos)#
Fast Talk	Persuasion	Sense	Medicine
First Aid	First Aid	Assassin	Medicine
Hide	Stealth (Hiding)#	Sense Chaos	Scholar (Beast Speech)*
Human Lore	Scholar (Nation)*	Treat Disease	
Jump	Long Jumping	Treat Poison	
Listen	Perception (Listen)#	Understand	
	Martial Arts	Beast Speech	
Martial Arts	Scholar (Minerals)*		
Mineral Lore	Charm		
Orate	Artist (Play		
Play Instrument	Instrument)*		
Read/Write	Language		
Language	(Read/Write)*		
Ride	Beast Riding		
Scan	Perception (Find)#		
Search	Perception (Find)#		
Shiphandling	Navigation (Ships)*		
Sing	Artist (Singing)*		
Sleight	Prestidigitation		
Sneak	Stealth (Sneaking)#		
Speak	Language		
Languages	Swimming		
Swim	No real equivalent		
Throw	Tracking		

Standard RQ Skills	MasterBook	Special RQ Skills	MasterBook
Track World Lore	Scholar (Country or Region)*		

## Name Changes for MB Skills in Glorantha

I don't have problems with most of the skill names but I do think the name of the **Science** macroskill is inappropriate considering the genre so I will be using **Craft** instead. I will also be using **Lore** instead of **Scholar** but simply to make it more like RQ.

## Weapons Skills

I've decided to make the following change to the way weapon skills are handled in MB. Instead of there just being general categories for **Melee Combat**, **Melee Parry**, **Missile Weapons**, and **Thrown Weapons** (with skill in any one of these applying to every possible weapon under the sun) I've decided to use the same sorts of categories as RQ. Each of these weapon categories counts as a skill group within which specialization is possible.

Melee Weapon Group	Possible Specializations
1H Axe	Battleaxe Hatchet
2H Axe	Battleaxe Pole Axe
Dagger	Dagger Knife
1H Mace	Club Light Mace Heavy Mace
2H Mace	Heavy Mace Maul
Shortsword	Gladius
Shield	Buckler Target Kite



Melee Weapon Group	Possible Specializations
1H Spear	Javelin Short Spear
2H Spear	Long Spear Pike Short Spear
1H Sword	Bastard Sword Broad Sword Scimitar
2H Sword	Bastard Sword Greatsword
Missile Weapon Group	Possible Specialization
Bows	Composite Long Short
Crossbows	Heavy Light Medium
Spears	Dart Javelin Short Spear

All other weapons would be separate skills. E.g. rapier, throwing axes, daggers, or rocks, slings, quarterstaves, various tools, etc.

Skills by Attribute	Skills Alphabetically
<b>Dexterity</b>  ".is a measure of a character's quickness, agility, and reflexes."  Skills :  Acrobatics Beast Riding (Horses, Bison, Yak, etc.) Boating Dodge Drive Wagon Flying	Acrobatics      Dexterity Artist [ ]      Mind Beast Riding (      Dexterity )      Dexterity Boating      Charm Boast      Charm Charm      Strength Climbing      Mind Craft [ ]      Perception Customs      Dexterity Dodge      Dexterity Drive Wagon      Spirit

Hide	Faith	Perception
Keep Balance	Find	Perception
Lockpicking	First Aid	Dexterity
Jump	Flying	Spirit
Maneuver	Focus [ ]	Perception
Melee Weapons (Sword, Spear and Shield, Greatsword, etc.)	Geography [ ]	Dexterity
Missile Weapons (Bow, Sling, Crossbow, etc.)	Hide	Spirit
Play Instrument [Lute, etc.]	Intimidation	Dexterity
Prestidigitation	Jump	Dexterity
Running	Keep Balance	Perception
Stealth	Know	Perception
Swimming	Law [ ]	Strength
Thrown Weapons (Axe, Javelin, Dagger, etc.)	Lifting	Perception
Unarmed Combat	Listen	Dexterity
<b>Strength</b>	Lockpicking	Mind
"..is a measure of physical strength and power..."	Manage [ ]	Dexterity
<b>Skills :</b>	Maneuver	Mind
Climbing	Medicine	Dexterity
Lifting	Melee	Mind
<b>Toughness</b>	Weapons ( )	Dexterity
Determines how resistant you are to damage	Memorize	Perception
<b>Skills :</b>	Missile	Charm
none	Weapons ( )	Dexterity
<b>Perception</b>	Mythology [ ]	Dexterity
"...measures two things : how quick a character is mentally, and how easily he notices things."	Persuasion	Perception
<b>Skills :</b>	Play	Spirit
Customs [Heortling, Praxian, Lunar, etc.]	Instrument [ ]	Dexterity
Find	Prestidigitation	Perception
First Aid	Read	Mind
Geography	Language [ ]	Perception
Know [Disease, Domestic Animals, Domestic Plants, Local Area, Enemies, Herbs, Poisons, Substance (Minerals, Wood, etc.), Tactics, Value, Wild Animals, Wild Plants, etc.]	Relationships [ ]	Mind
		Dexterity
	Running	Mind
	Sense [ ]	Dexterity
	Singing	Charm
	Speak	Mind
	Language [ ]	Dexterity
	Stay Awake	Perception
	Stealth	Perception
	Survival	Dexterity
	Swimming	Charm
	Taunt	Mind
	Test	
	Thrown	
	Weapons ( )	
	Tracking	

<p>Law [Heortling]</p> <p>Listen</p> <p>Mythology [Storm Tribe, Orlanth, Thunder Brothers, Ernalda, etc.]</p> <p>Read Language [Heortling, Tradetalk]</p> <p>Sense [Air Currents, Assassins, Change in Weather, Chaos, Emotions, Gods, Spirits, etc.]</p> <p>Speak Language [Heortling, Tradetalk, Praxian]</p> <p>Tracking</p> <p>Trick</p> <p><b>Mind</b></p> <p>"...represents the character's force of will and his ability to concentrate."</p> <p><b>Skills :</b></p> <p>Artist</p> <p>Craft [Animal Noises, Spinning, Crafting, Farming, Bronze Smithing, Iron Smithing, Gold Smithing, Trapping, Fishing, Butchering, Prepare Fish, Cheesemaking, Prepare Hides, Husbandry, Preserve Food, Poetry, Satire, Brew Woad, Repairs (Simple), Fishing Gear (Nets and Traps), Trade, etc.]</p> <p>Entertainer</p> <p>Manage [Stead, Storehouse, Household, Workshop, etc.]</p> <p>Medicine</p> <p>Memorize</p> <p>Singing</p> <p>Stay Awake</p> <p>Survival</p> <p>Test</p> <p>Willpower</p> <p><b>Charisma</b></p> <p>"...measures the force of a character's personality: how likeable she is, and how attractive."</p> <p><b>Skills :</b></p> <p>Boast</p> <p>Charm</p> <p>Persuasion</p> <p>Taunt</p> <p>Virtues [ ]</p>	<p>Trick</p> <p>Unarmed</p> <p>Combat</p> <p>Virtues</p> <p>Willpower</p>
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<b>Spirit</b>  "...represents a character's resolve and resistance to fear, and his store of spiritual energy."  <b>Skills :</b>  Faith [ ] Focus [ ] Intimidation Relationships [ ]	
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### Weapons and Armour Table

Name	Plus to Damage Value	Maximum Damage Value	Price
Dagger	+3	17	
Short Sword	+4	18	
Rapier	+5	19	
Broadsword	+6	20	
Two-Handed Sword	+7	21	
Club	+3	18	
Mace	+4	19	
Morning Star	+6	21	
One Handed Spear	+5	18	
Two Handed Spear	+6	20	
Hand Axe	+5	20	
Battle Axe	+6	21	
Two Handed Axe	+7	22	

### Missile and Thrown Weapons

Name	Damage Add	Max. Value	Range (meters)			Price
			Short	Medium	Long	
Throwing Dagger	+3	17	3-5	10	15	
Throwing Axe	+4	18	3-5	10	15	
Spear	+5	18	3-5	15	30	
Javelin	+4	18	3-10	25	40	

Short Bow	+5	19	3-10	40	100	
Long Bow	+6	20	3-10	100	250	
Composite Bow	+7	22	3-10	60	250	
Lt Crossbow	15 (fixed damage)	15	3-10	100	200	
Hvy Crossbow	16 (fixed damage)	16	3-10	100	300	
Sling	+5	19	3-10	40	80	

### Armour

Name	Toughness Adds	Maximum Value	Fatigues?	Price
Hides and fur	+1	20	no	
Bone and hide	+3	20	no	
Leather	+2	20	no	
Cuir Bouilli	+3	20	no	
Chain	+4	25	yes	
Ring	+3	20	no	
Silk Lining	+2	20	no	
Plate Mail	+5	25	yes	
Plate	+6	25	yes	