

Tales of Prax Supplement 1 – The Cults of Prax

Introduction

The divine cults are at the very core of life in Glorantha & thus this RPG. Much of the unique flavour of Greg Stafford's creation flows from these organizations.

The Cult rules in Tales of Prax are the basic ones for lay membership of some of the common cults. They allow you to quickly create a Hero & get playing. The rules in this supplement expand on this & create paths for the Heroes to follow as they develop.

In this supplement there are full descriptions of these paths for a few of the most common cults. Others are described in the same format in other supplements.

Becoming an Initiate

This can only be done at a temple or holy place of the Cult, & in the presence of a Rune Lord or Rune Priest.

The candidate must meet the requirements of the Cult & make the Power sacrifice (see below) as part of the ceremony.

Once they have taken their oaths they receive the following benefits: Divine Intervention. One-use Rune Magic. Access to Advanced Battle Magic.

Becoming a Rune Lord or Priest

This can only be done at a temple or holy place of the Cult, on a Cult Holy Day, & in the presence of three Rune level members of the Cult.

The candidate must meet the Cult requirements.

A Rune Lord candidate must have mastered either the Fighting or Shooting Skill.

A Rune Priest candidate must know 12 Battle Magic spells.

Once they have taken their oaths & made the Power sacrifice (see below) as part of the ceremony they receive the following benefits:

Rune Lord: A set of Iron Armour. Free training in one Rune Magic Spell.

Rune Priest: A Bound Spirit & free training in three Rune Magic Spells.

Elven Rune Lords receive Copper armour & Trolls, Lead armour.

Power Sacrifice

Most Cults ask their initiates & rune level members to make a temporary sacrifice of 3 POW on their Holy Days. Lay members only do this when attending their temple.

This is done at dawn, & the Heroes must endure having their POW reduced until the next dawn, with all the effects that has on their skills & abilities.

When a Hero petitions to become an Initiate or Rune Level member of a Cult he must permanently sacrifice a point of POW to their God to get its attention.

Divine Intervention

Both Initiates & Rune Level members of a Cult can call for Divine Intervention once per day. This allows them to demand a reroll of a single die. This can be a roll they have made or that a visible enemy within 60' has made. The call for Divine Intervention must be made straight after that roll is originally made, & they must accept the result of this reroll.

Advanced Battle Magic

These are improved versions of the standard range of Battle Magic. Only the Cult can train them in these. It costs 400 Lunars to learn an Advanced Battle Magic spell.

Once a Hero has become an Initiate of a cult he can begin to learn advanced Battle Magic spells.

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Most of these are extensions or improvements to a number of the standard Battle Magic.

The restriction on the number of spells a Hero can remember and cast remain. For example Bladesharp 2 takes up no more space in a Hero's mind than Bladesharp.

In the case of spells that are advanced versions of basic ones you cannot learn a higher level version unless you have first learnt the lesser versions. For example, if you wish to learn Bladesharp 3 you must first have learnt Bladesharp and Bladesharp 2.

The Advanced Battle Magic Spell list:

Beffuddle 2: Lasts 5 turns.

Bladesharp 2: Adds +2 to Fighting.

Bladesharp 3: Adds +3 to Fighting.

Bladesharp 4: Adds +4 to Fighting.

Bludgeon 2: Adds +2 to Fighting.

Bludgeon 3: Adds +2 to Fighting.

Bludgeon 4: Adds +2 to Fighting.

Cover of Night 2: The target gets a +2 bonus on Stealth.

Darkwall 2: Lasts 10 turns.

Demoralize 2: Target suffers a -2 to Fighting & Shooting for 5 turns.

Dullblade 2: Deducts 2 from Fighting skill with a targeted weapon.

Dullblade 3: Deducts 3 from Fighting skill with a targeted weapon.

Dullblade 4: Deducts 4 from Fighting skill with a targeted weapon.

Extinguish 2: This spell instantly puts out a specific fire of no more than 5m in any dimension.

Fireblade 2: Lasts 3 turns.

Glamour 2: Adds +2 to Persuasion for 10 turns.

Mobility 2: Speed +2 for 10 turns.

Pierce 2: Adds +2 to Fighting.

Pierce 3: Adds +3 to Fighting.

Pierce 4: Adds +4 to Fighting.

Protection 2: Increases armour protection by 2.

Protection 3: Increases armour protection by 3.

Protection 4: Increases armour protection by 4.

Shimmer 2: Lasts 10 turns.

Slow 2: Target halves Speed for 5 turns.

Rune Magic

This is a range of powerful spells that have significant effects or longer durations than Battle Magic. Only the Cult can train them in these. They are subject to the same restrictions on memorization & use as Battle Magic.

Usually this training is restricted to Rune Level members. However, certain initiates can be granted one-use versions of these powerful spells, especially if they are questing on Cult business. One-use spells do not count against the daily limit on the number of spells a Hero can cast & do not have to be memorized.

Some Cults have unique Rune Magic Spells that they can teach their Rune Level members. For example the Issaries Market Ward Spell.

It costs 1000 Lunars to learn a Rune Magic spell.

The list below shows the spell, the number of points of POW needed to fuel the spell and the description of its effects:

Abjure [4]: The caster forces a spirit or magical entity to retreat, or not pass, for 5 turns.

Absorption [2]: For 5 turns the caster can attempt to absorb any spell cast upon him. If he makes an opposed INT roll against the spell's caster the spell is absorbed and he gains temporary POW equal to that used by the spell's caster. This Temporary POW can only be used to cast spells and lasts 10 turns only.

Calming Voice [3]: All creatures within 30' of the caster, and not in combat, are encouraged to remain calm and refrain from hostilities. If a creature under this spell is attacked then it is immediately broken. The caster must speak continuously for his calming voice to have effect. If he is silenced then the spell is broken.

Daylight [4]: This fills the area around the caster with full daylight for a radius of 50' for 10 turns. Any creatures adversely affected by normal daylight (such as Trolls) suffer a -2 penalty to all skills.

Exorcise [3]: This can only be used on a creature that has been enchanted, or dominated by magic, or by a spirit not his own. It frees them immediately from that control if the caster succeeds in an opposed POW check with the caster of the enchantment or the spirit. The spell is instantaneous.

Hearten [3]: All friends of the caster, within a 10' radius, are affected as by the Courage spell for 10 turns.

Hold Portal [2]: This locks and strengthens a door or gate and prevents anyone but the caster from passing through it. Anyone trying to force a held portal must make a STR roll against a resistance of 15. Once a door is forced the spell is broken.

Messenger [1]: The caster can give a short verbal message (up to a maximum of 30 words) to a small animal. The animal will then take that message to the named recipient at twice their normal speed, tirelessly. The Referee will determine how long it takes to get to the chosen recipient. Once the message is received the animal is free to carry on as normal.

Quest [6]: This can only be cast upon a willing recipient. The caster outlines a specific quest and the recipient makes his oath to complete it. From then on, as long as the recipient stays true to the quest he will receive a bonus of +1 on all skill rolls. If he should abandon or unnecessarily delay the quest then he takes a penalty of -1 on all these rolls until he resumes the quest, or for a year and a day, whichever comes first.

Reveal Magic [2]: The caster may cast this on an enchanted creature or item. It gives him knowledge of the virtues or magic placed upon it. Items of great power may prove difficult to evaluate and the Referee may require a Lore roll. This spell is instantaneous.

Restore Spirit [6]: May be cast on a comrade who has been dead less than 24 hours and may restore them to life. It takes an hour to cast and at the end of the hour the caster must make an opposed POW roll against the dead person's spirit.

Any interruption during that hour will disrupt the spell and cause it to fail. People restored to life in this way must sleep for another day to recover from it.

Only Rune Priests of Chalana Arroy and Kiger Litor have access to this unique spell.

Sunder [3]: The caster may use this spell against a solid physical object such as a door, bridge, boat, altar etc. If it is non-magical then it is broken into pieces with a resonant "boom!". To break a door under the effect of a Hold Portal spell will require an opposed POW roll. This spell is instantaneous.

Smite [1]: The caster may strike a single creature, with his weapon, that he can clearly see, up to 90' away. The blow must hit as normal and does damage as the weapon, but ignores ordinary armour protection (the Battle Magic spell Protection, still works). This spell is instantaneous.

Tales of Prax Supplement 1 – The Cults of Prax

Talk to Animals [1]: The caster can talk to and be understood by animals for 10 turns. Obviously the nature of the communication is limited by the intellect of the animal. He can ask one question per turn.

Terrifying Aspect [2]: This reveals the true greatness of the caster to his foes for 10 turns.

Any foe wishing to Fight or Shoot at the caster must make an opposed POW roll, or quail from the prospect. Hearten & Courage counteract this.

Truth-sayer [1]: For the 10 turns any creature that tries to lie or deceive the caster must succeed in an opposed INT roll.

Truesight [2]: Caster can see all things that are hidden within 30' for 5 turns.

Weather Sense [1]: The caster can accurately predict local, natural weather conditions for the next three days.

Opposed & Resistance Rolls

Some of the spells above require opposed attribute checks. In this case both the caster and the target of the spell roll 1D20 and add the listed attribute. If the caster equals or beats the target's score the spell works.

Some spells ask the caster to exceed a 'resistance' number. In this case roll 1D20, add the listed attribute and see if you beat the resistance number.

Bound Spirits

These are the spirits of past Rune Lords & Priests of the Cult. They continue to serve the Cult by allowing themselves to be bound into a weapon, a set of armour or a special crystal.

Each spirit has INT 4 & POW 4 & this can be used by the Hero to increase the number of spells he can memorize & use in a day. Most bound spirits know up to three Battle Magic spells & one Rune Magic spell, which they can use their INT & POW to cast on the Hero's behalf. Some give bonuses on two or three skills instead of spells.

Some Common Cults

Aldrya

The founding Goddess of the Aldryami. She protects the natural order of the land, especially her forest realms. Her favoured weapons are the Elf Bow & the Axe.

Lay Member Requirements: Must be Aldryami.

Benefits: Aldryami Elves receive their first Elf Bow. Half-price training in Shooting.

Restrictions: May not attack or destroy trees. Cannot use the Darkwall spell.

Initiate Requirements: DEX 5, POW 5.

Restrictions: As above.

Rune Level Requirements: DEX 10, POW 10.

Restrictions: As above.

Chalana Arroy

Goddess of life and peace. Her followers are not allowed to carry weapons or cause direct harm. Healing a comrade so he can return to the fight is not 'direct harm'.

Lay Membership Requirements: INT 3. Any race untouched by chaos.

Benefits: +1 to Lore skill. Heal Spell.

Restrictions: Cannot harm another being.

Initiate Requirements: INT 5, POW 5.

Restrictions: Cannot harm another being.

Rune Level Requirements: INT 10, POW 10.

Cult Benefits: Access to the rune spell Restore Spirit.

Restrictions: There are no Rune Lords of Chalana Arroy, only Rune Priests. Cannot harm another being.

Humakt

Humakt is the god of War & Death. His favoured weapon is the Sword.

Lay Member Requirements: Must be Human or a Duck. Must own a Sword.

Benefits: The Bladesharp spell. Half-price training in Fighting.

Restrictions: Must report Undead activity to the Temple, and fight it if they are able to.

Initiate Requirements: STR 5, POW 5. Must permanently sacrifice 1 point of POW.

Cult Benefit: Access to the spell Detect Undead.

Restrictions: Must choose to give up one of the following: Use of a Shield, Riding any animal

Rune Level Requirements: STR 10, POW 10. Must have mastered the Fighting Skill. Must know Bladesharp 4.

Restrictions: Must hunt down and destroy the Undead wherever they are found.

Kiger Litor

The god of Trolls and darkness. Her followers are mostly Trolls and Trollkin. Her favoured weapon is the Mace.

Lay Membership Requirements: INT 3.

Benefits: +1 to Perception skill. Darkwall Spell.

Restrictions: Cannot use Light or Daylight spells.

Initiate Requirements: INT 5, POW 5.

Restrictions: Must protect Trolls and Trollkin wherever they can..

Rune Level Requirements: INT 10, POW 10.

Cult Benefits: Access to the rune spell Restore Spirit.

Restrictions: There are no Rune Lords of Kiger Litor, only Rune Priests.

Llankhor Mhy

The god of Knowledge and Truth. His followers are scholars who seek truth in all its forms. His favoured weapon is the Staff.

Lay Membership Requirements: INT 3.

Benefits: +1 to Lore skill. Detect Magic Spell.

Restrictions: None.

Initiate Requirements: INT 5, POW 5.

Restrictions: Must gift a chip of Truestone to their cult once per year.

Rune Level Requirements: INT 10, POW 10.

Cult Benefits: Access to the spell Truesight.

Restrictions: There are no Rune Lords of Llankhor Mhy, only Rune Priests.

Mostal

The god of the Mostali – the Dwarves. His favoured weapon is the Warhammer.

Lay Membership Requirements: Must be a Dwarf and Trained in the Craft skill.

Benefits: +1 to Craft skill. The Ignite Spell.

Restrictions: None.

Initiate Requirements: INT 5, POW 5.

Restrictions: Must make their own weapons.

Rune Level Requirements: INT 10, POW 10.

Cult Benefits: Protection & Protection 2.

Restrictions:

Orlanth Adventurous

Originally a god of Sartar he has become beloved of Heroes everywhere who honour him as the leader of the Lightbringers. His followers can come from any race untouched by Chaos. His favoured weapon is the Sword.

Lay Membership Requirements: None.

Benefits: Perception +1. Detect Enemies spell.

Restrictions:

Initiate Requirements: DEX 5, POW 5.

Restrictions: Must eat eggs once per week (as an insult to Yelm).

Rune Level Requirements: DEX 10, POW 10.

Restrictions: Must accept at least one Quest per year.

Storm Bull

The Nomad God dedicated to the hunting of Chaos. His followers can come from any race untouched by Chaos. His favoured weapon is the Battleaxe.

Lay Membership Requirements: STR 4.

Benefits: The Fanaticism Spell. Half-price training in Fighting.

Restrictions: Must report Chaos activity to the Temple, and fight it if they are able to.

Initiate Requirements: STR 5, POW 5.

Cult Benefit: Access to the spell Detect Chaos.

Restrictions:

Rune Level Requirements: STR 10, POW 10.

Restrictions: Must hunt down and destroy Chaos creatures wherever they are found.

Yelmalo

Yelmalo is the son of the Sun, who was rescued by the Lightbringers. All of his followers are human and many live in Sun County outside Pavis. His favoured weapon is the Long Spear

Lay Membership Requirements: Be a human male.

Benefits: The Pierce Spell. Training in the use of a Long Spear and Heavy Shield as a unique tactic.

Restrictions: Birds are sacred to Yelmalo and they may not slay or eat them, or their eggs..

Initiate Requirements: STR 5, POW 5.

Restrictions: Cannot use the Darkwall spell

Rune Level Requirements: STR 10, POW 10.

Restrictions:

Zorak Zoran

The Troll god of Berserkers. His followers are all Trolls. His favoured weapon is the Maul.

Lay Membership Requirements: STR 4. Troll.

Benefits: +1 to Fight skill. Bludgeon Spell.

Restrictions: Cannot use Light or Daylight spells.

Initiate Requirements: INT 5, POW 5.

Restrictions: Must report Chaos activity to the Temple, and fight it if they are able to.

Rune Level Requirements: INT 10, POW 10.

Cult Benefits: Access to the spell Truesight.

Restrictions: There are no Rune Priests of Zorak Zoran, only Rune Lords. Must hunt down and destroy Chaos creatures wherever they are found.

Other Cults

You can find other cults in the following Tales of Prax supplements:

The Tent of Issaries: Issaries & Eurmal.

The Tribes of Prax: Eiritha, Waha & Daka Fal.

Disciples of Chaos: Vivamort, Thanatar, Malia, Ragnaglar & Thed.

The City of Pavis: Pavis & Lanbril.

The Lunar Empire: The Seven Mothers & Red Goddess.