

RuneQuest



Adventurer Sheet



Personal Information

Adventurer Name BARSE SMYGSNOK Player Name _____
 Species MANNISKA Homeland/Clan SARTAR
 Age 30 Gender: ☒ Male ☐ Female Parent Occupation BÖNDER/LRIGARE
 Culture BARBAR ORLANTHI Adventurer Occupations LARDMAN
 Religion ORLANTH & LANKOR MHY INITIATE

Characteristics

current: STR 11 CON 16 SIZ 13 INT 17 POW 15 DEX 10 APP 14
 original: STR 11 CON 16 SIZ 13 INT 17 POW 10 DEX 10 APP 14

Selected Attributes

Damage Modifier — Move Rate 3 DEX SRM 3 + SIZ SRM 2 = MELEE SRM 5

Skills

Agility ()	Knowledge ()	Manipulation ()
Boat (05) <u>15</u> <input type="checkbox"/>	Animal Lore (05) <u>25</u>	Conceal (05) <u>21</u> <input type="checkbox"/>
Climb (40) <u>48</u> <input type="checkbox"/>	Craft (10) <u>09</u> <input type="checkbox"/>	Devise (05) <u>14</u> <input type="checkbox"/>
Dodge (05) <u>40</u> <input type="checkbox"/>	<u>ATATROIMAT</u> <u>09</u> <input type="checkbox"/>	Sleight (05) <u>10</u> <input type="checkbox"/>
Jump (25) <u>32</u> <input type="checkbox"/>	<u>TROLL LORE</u> <u>40</u> <input type="checkbox"/>	Play Instrument (00) <u>—</u> <input type="checkbox"/>
Ride (05) <u>28</u> <input type="checkbox"/>	Evaluate (05) <u>13</u> <input type="checkbox"/>	<u>THALIG TRÄD-</u> <u>—</u> <input type="checkbox"/>
Swim (15) <u>18</u> <input type="checkbox"/>	First Aid (10) <u>25</u> <input type="checkbox"/>	<u>STAM</u> <u>90</u> <input type="checkbox"/>
Throw (25) <u>35</u> <input type="checkbox"/>	Human Lore (05) <u>90</u>	Perception ()
Communication ()	Martial Arts (00) <u>—</u>	Listen (25) <u>40</u> <input type="checkbox"/>
Fast Talk (05) <u>15</u> <input type="checkbox"/>	Mineral Lore (05) <u>50</u>	Scan (25) <u>60</u> <input type="checkbox"/>
Orate (05) <u>12</u> <input type="checkbox"/>	Plant Lore (05) <u>30</u>	Search (25) <u>28</u> <input type="checkbox"/>
Sing (05) <u>06</u> <input type="checkbox"/>	Read/Write Language (00) <u>—</u>	Track (05) <u>35</u> <input type="checkbox"/>
Speak Languages	<u>SARTARITE</u> <u>45</u>	Stealth ()
Own (30) <u>55</u> <input type="checkbox"/>	<u>DARKTOUNGE</u> <u>30</u>	Hide (10) <u>35</u> <input type="checkbox"/>
<u>DARKTOUNGE</u> (00) <u>40</u> <input type="checkbox"/>	<u>THANATAR LORE</u> <u>35</u>	Sneak (10) <u>40</u> <input type="checkbox"/>
<u>TRADETALK</u> (00) <u>50</u> <input type="checkbox"/>	Shiphandling (00) <u>—</u> <input type="checkbox"/>	
	World Lore (05) <u>50</u>	

Magic

Spells Known (Free INT <u>10</u>)
Ceremony (05) <u>25</u> <input type="checkbox"/>
Enchant (00) <u>15</u> <input type="checkbox"/>
Summon (00) <u>30</u> <input type="checkbox"/>
Duration (00) <u>—</u> <input type="checkbox"/>
Intensity (00) <u>—</u> <input type="checkbox"/>
Multispell (00) <u>—</u> <input type="checkbox"/>
Range (00) <u>—</u> <input type="checkbox"/>
<u>HEAL 3</u> <input type="checkbox"/>
<u>BLADESHARP 2</u> <input type="checkbox"/>
<u>DEMORALIZE 2</u> <input type="checkbox"/>

Weapon Skills (A% mod) (P% mod)

Weapon <u>KNYTNAVE</u> Damage <u>103</u>
SR <u>8</u> <input type="checkbox"/> A% <u>45</u> <input type="checkbox"/> P% <u>30</u> AP <u>(3)</u>
Weapon <u>BREDSVÄRD</u> Damage <u>108+1</u>
SR <u>7</u> <input type="checkbox"/> A% <u>30</u> <input type="checkbox"/> P% <u>30</u> AP <u>8</u>
Weapon _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____
Weapon _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____
Weapon _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____
Missile _____ Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ Range _____
Missile _____ Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ Range _____
Shield _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____

Hit Locations

melee	missile	location	armor/ location hit points
01-04	01-03	<u>HÖGER BEN</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
05-08	04-06	<u>VÄNSTER BEN</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
09-11	07-10	<u>MAGE</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
12	11-15	<u>BRÖST</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
13-15	16-17	<u>HÄRM</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
16-18	18-19	<u>VÄRM</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
19-20	20	<u>HUVUD</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10
			/ 1 2 3 4 5 6 7 8 9 10

Equipment

pennies LITE
 armor INGEN

BREDSVÄRD

STANDARD

TRAV. PACK

Total ENC: 15.5

(subtract total ENC from Fatigue)

Attribute Tallies

Magic Points: 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Fatigue Points:

1 2 3 4
 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 30 31 32 33 34 35 36
 37 38 39 40 41 42 43
 44 45 46 47 48 49 50

Hit Points:

1 2 3 4
 5 6 7 8 9 10 11
 12 13 14 15 16 17 18
 19 20 21 22 23 24 25
 26 27 28 29 30 31 32
 33 34 35 36 37 38 39

Bärse (Trollis) Smygsnok: Bärse har alltid varit den som lagt näsan i blöt där den inte hör hemma, nyfiken med andra ord. Han har dock alltid haft en fasansfull tur och har inte råkat ut för något allvarigare än en bruten näsa. Med denna läggningen var det ett naturligt val att satsa på en karriär som forskare, något som de andra ungdomarna i byn retade honom för. I hans by var man nämligen krigare eller inget alls och Bärse valde inget alls. Sagt och gjort så sökte han sig blott 15 år gammal till Boldhome för att börja som lärling i Lhankor Mhy templet där. Sedan dess har han gjort ett flertal resor i landet runt Sartar, främst då i Dhagori Inkhart då han alltid varit intresserad av troll och siktar på att disputerar i ämnet. Han har också blivit mer och mer intresserad av Lhankor Mhys ärkefiender, kaoskulten Thanatar. Efter diverse efterforskningar har han blivit Boldhome templets främste expert på dessa svårsmärjda kaosdyrkare.

Rollspelstips: Du är nyfiken utav bara f...n och sticker ofta nosen i andras affärer. Du har dock lärt dig att hålla dig borta från Labbe då det kan göra ont att snoka i hans affärer.

Spells

Bladesharp; Tid: 5min. Kostnad: Var. Effekt: Varje poäng ger ett extra i skada samt 5% extra to hit.

Demoralize; Tid: 5min. Kostnad: 2p. Effekt: Offret tappar självförtroendet. Han försvarar sig på full chans men anfaller på halva chansen. Räckvidd = 50m.

Heal; Tid: Inst. Kostnad: Var. Effekt: Helar 1 poäng skada per poäng spell. Man måste röra skadan.

The Lhankor Mhy Head-smashing ritual: Denna ritual tar en mellee round att utföra. Den som skall krossa huvudet uttalar en snabb bön och krossar sedan det avhuggna huvudet fullständigt. För ett kranium räcker det med att trampa till ordentligt. När huvudet är krossat matchar kastaren sina magic points mot spökets. Om han lyckas försvinner det, men om han misslyckas förlorar han en magic point och får försöka igen.

Bönen för ritualen:

In the name of Full Knowledge
I rip this tool from Thanatar,
To confound his presence
In the scheme of being
And to hasten the end of chaos.
Go, spirit, to the fate of your will!

Introduktion för

Bärse

Ni har av översteprästen i Boldhome fått i uppdrag att undersöka ett fall av misstänkt Thanatar aktivitet i den lilla byn Irongate. Vad ni har fått reda på så har en av era egna, en lärd man vid namn Simor, blivit garroterad och skalperad. Ni har order att kontrollera om det är Thanatarister som ligger bakom eller om det bara är ett vanligt mord. I Irongate skall ni möta Tago Snickare, bror till Simor. Av honom skall ni få ytterligare information. Han är förövrigt också en broder och översteprästen har instruerat er att låta honom medverka i undersökningen då det är en god utbildning.

Bärses Thanatarkunskaper

I. Mythos and History

When the Devil entered the world, he was accompanied by the slimy hordes of chaos. The Devil's own son, the chaos god Tien, commanded the most powerful of the legions, and participated in the destruction of Genert's Garden. His legion proceeded south, continuing his terrible conquests until his forces were routed by a vastly outnumbered army using strategy devised by Lhankor Mhy. Later, a clever subterfuge delivered Lhankor Mhy into Tien's hands. The chaos fiend planned by ritual magics to suck Lhankor Mhy dry of wit and learning, but the god of knowledge escaped his captivity in Tien's black pit. After that, Tien was obsessed with the plunder and destruction of his arch enemy.

After death, Thanatari spirits are led to the Place of Waiting. From thence, they are drawn back to serve the living as familiars. Thus, life after death is promised to all believers. The corpses of dead cultists are turned into undead zombies or skeletons.

The cult of Than possesses the Runes of Death, Darkness, and Chaos. Atyar has Chaos and Truth. The combined cult possesses all the Runes of both cults. ("Tien" is the original form of the modern word "Than," and, as such, is occasionally encountered, particularly in reference to ancient cult practices and sites.)

The Lhankor Mhy Head-Smashing Ritual

All acolytes or priests of Lhankor Mhy know this ritual. Traditionally, it is taught free to any who wish to learn. Learning the ritual properly takes 10 hours of practice and a successful Concentration roll. In performing it, the user says a brief prayer taking a full melee round. He then crushes the severed head's remains under his feet. The remains of the head must be reduced to 0 hit points before it is crushed. For skeletal remains, a hard stomp should suffice. Once the head is crushed, the caster matches his magic points vs. those of the ghost. If he succeeds, the ghost departs to the spirit world, gone forever. If he fails, he loses a magic point and may try again. Meanwhile, the ghost continues to attack.

The ritual is as follows:

*In the name of Full Knowledge
I rip this tool from Thanatar,
To confound his presence
In the scheme of being
And to hasten the end of chaos.
Go, spirit, to the fate of your will!*

II. Cult Ecology

So long as beings desire the mastery of skill and lore, yet cannot or will not seek this mastery themselves, and they care not what others may lose so long as they gain, the cult of Thanatar can exist, for Thanatar represents the covetousness of one being for the abilities of another. The cult seeks mastery over the world through knowledge and magic, and gathers such resources where it may, hoarding them jealously so that one day the full power of Tien may be restored, when Tien and his father the Devil may vie once again for dominion over Glorantha.

Many worshippers of Thanatar belong to chaos species (e.g., broos and scorpionmen), for their loyalty to Chaos is unquestioned. A few humans also practice this foul religion, but they must prove their loyalty in terrible ways to assure the security of the cult.

This cult fears, hates, hunts, and opposes almost every other cult. Lhankor Mhy and Storm Bull followers are especially detested, as are servants of Yelm and his kin. Relations are uncertain at best with even other chaos cults; it is hard to trust someone who may cut off your head tomorrow. Because of their hatred for Yelm, Thanatari never use gold, and go out of their way to defile this metal.

Darkseason is the holiest period for Thanatari. The High Holy Night falls upon Wildday of Disorder, Death, and Truth weeks of that season. In Disorder week, cultists recognize all Aspects of the Severed God. In Death week, Than is emphasized, as is Atyar in Truth week.

Each Wildday of Disorder week during the rest of the year is a holy day. Upon these days, cult members can form new cult relationships and guardians are bestowed upon newly promoted cultists.



Bärses Thanatarkunskaper

III. The Cult in the World

Thanatari usually work alone, so this cult, with its secluded temples, wields little power even among the closed societies of chaos creatures. Non-chaotic folk hold the cult in anathema.

In the Third Age, this cult is found in Genertela. It is rare, and its gruesome temple-complexes are usually separated by hundreds of kilometers. The largest Thanatar complex known exists in the Tunneled Hills in the Chaos Wastes. Temples are also found in Kralorela, Peloria, Ralios, and Maniria.

Thanatar temples have a strict hierarchy, which is rarely altered. Almost all Thanatar worship sites are minor temples, though a few shrines and even fewer major temples exist. Most shrines are dedicated to either Than or Atyar. Than shrines teach Create Head. Atyar Shrines teach Devour Book.

There is little contact between temples. When two temples must cooperate, the eldest High Priest

of Dark Truths rules. Some temples are devoted purely to the worship of Than or Atyar only.

- A full Thanatar minor temple has three branches, all presided over by a single High Priest of Dark Truths. Just beneath him is the temple's ranking Doom Lord. If a temple boasts more than one Doom Lord, the lesser Doom Lords are referred to as Doom Masters, and these rank just above the Doomed.

Next in authority come the ranking priests of the three branches of the cult: the Hand of Than, the Horn of Atyar, and the Breath of Thanatar. If a temple boasts more than one Doom Lord, the lesser Doom Lords are referred to as Doom Masters, and these rank just below the priests. Below the priests are the Doomed, who rule the Doom Seekers (initiates).

At the death of the High Priest, there is often a struggle between the factions of the three lesser priests for leadership of the temple. The Breath of Thanatar normally is groomed for the post and is backed by the Doom Lord. Sometimes the entire hierarchy of a temple may perish in a period of succession, leaving the temple hierarchy in confusion. Such times present excellent opportunities for non-cultists to intrude and cripple the temple.

Thanatar's cult metal is tarnished silver. Specially enchanted tarnished silver cannot be polished, and has the qualities of bronze.

The Doom of Undying

The cult of Thanatar is rightly feared for its ability to prepare living heads severed from ritually prepared bodies. These heads can feel, think, and remember, though they have no will of their own. A head may not resist the exploitation of its abilities. Heads never learn magic or skills, nor go up in POW. Heads need no sleep nor food. They cannot speak, though they do open their mouths, grimace, open and close their eyes, etc.

When a head dies or is discarded, it decays into a stinking mass of corruption within several days. However, even death does not free the spirit therein, which becomes an insane spirit called a "mad head ghost" which attacks any living being not protected by special Thanatari talismans or blemishes. Such ghosts cannot travel further than 20m from their heads. Thanatar cultists use such heads as boundary markers, magic wards, and guards. Masses of them are sometimes found stacked together, a sight discouraging to inadequately protected intruders.

- Three ways exist to free these head ghosts. The Ancestor Worship spell Free Ghost can do the trick. If a skull is crushed to fragments, the ghost is partially freed, and need no longer remain within 20m of its former skull. More importantly, it is no longer bound, and thus can be forced into an enchantment or captured by a shaman, then released. The third method is the Lhankor Mhy Head-Smashing Ritual.

Protective Talismans

Because of their special blemish, Thanatari are immune to the rotted-head ghosts. Friendly outsiders permitted entrance into the temple have special charms created for them to obtain similar protection. Each talisman is constructed from a human finger bone, a lock of hair, and a shard of tarnished silver in the form of a horned skull. A point of POW is sacrificed into the device. So long as the charm touches the wearer's body, he is safe from the ghosts.



The Cult of Lhankor Mhy

Y Δ Grey Sages Y Δ

I. Mythos and History

Lhankor Mhy was born before the Gods War of two members of the Celestial Court, Mostal (son of Acos Lawgiver) and Orenoar (Mistress of Truth). He lived with them upon the great Spike of Law and sang songs of Knowledge and Wisdom.

When Orlanth slew Yelm, gods and goddesses of all forms went to Hell. Among them was the goddess of the Light of Knowledge, and Lhankor Mhy was suddenly bereft of inspiration. He set out during the Darkness to find the missing goddess. Along the way he met the other Lightbringers and when the Spike exploded Lhankor Mhy joined with them to rescue the Sun.

When the Lightbringers returned from their successful quest, Lhankor Mhy married the goddess of the Light of Knowledge, and all wisdom was his forever.

While Lhankor Mhy was able to embrace all knowledge, mortals have no such opportunity, and have found ever since that all mortal wisdom is incomplete, and their truths do not always apply to the problems at hand. Yet many follow Lhankor Mhy's constant quest for truth, for the thirst for knowledge remains, and his worshippers constantly search for new truth.

These worshippers of the Seeker and the Sage remain above the quarrels of other gods, and are impartial advisors to all.

Lhankor Mhy's initiates know that they travel to his Court in the Tower of Ivory to sit at the feet of the Eternal Source of Knowledge. Their time and place in the tower depends on how well they have fulfilled their lifetime quest.

Sages prefer to be laid into stone tombs, whether natural or constructed; shaft graves are preferable. The poorer members are simply buried with a rock as a pillow. Cult rites always include long accounts of the deceased's wisdom read aloud during the services.

Lhankor Mhy's primary Rune is that of Truth, but he is also connected to Law.

II. Cult Ecology

Lhankor Mhy is the God of Knowledge. His cult provides the same service to the Material Plane as the god does for the God Plane. The Sages (as priests of the cult are called) provide information to all who pay for it, whether in money, service, or kind. They constantly seek after new information.

Lhankor Mhy is worshipped by wise men and would-be wise men. His sages range from the advisors of wild hill chieftains to sedate urban librarians.

Lhankor Mhy initiates favor their counterparts among the Lightbringer cults if all other factors are equal in a quarrel. They despise those who limit or destroy knowledge. They hate chaos, which destroyed the mythical mountain of The Spike.

Godday of Truth week of each season is the cult holy day. The two Goddays of Sacred Time are particularly holy, and are the times of celebration of the return of the Lightbringers from Hell. The first Godday celebrates the return, the second honors the beginning of Time.

III. The Cult in the World

Like their patron, sages try to avoid political power games with other groups. They may advise the ruling body of a region, but are often not a part of that body.

This repression of involvement in outside politics seems to intensify the constant intratemple bickerings of the cult. A temple may have a number of different factions from different areas who retain their loyalties to their dozens of birthplace cities, tribes, nations, and empires, and their political in-fighting can be fierce.

His cult is not large, and sites larger than minor temples are uncommon. Shrines are rare, since the cult by its nature requires a fairly substantial support base to exist at all. The largest temple is the famous Library of Kethaela. Shrines teach Analyze Magic.

There is a well-established network of Lhankor Mhy temples. No monolithic leader wields power, although the largest temples have the greatest social clout.

Each temple is presided over by a high priest who is also the Official Chief Librarian. He has three subordinates.

Provost of Apprentices: This is usually a sage, but may (depending on the size of the temple) be an initiate. He maintains the physical grounds of the temple and arranges for room and board for the apprentices. He is responsible for collecting payment for instruction. For this he takes a 10% tithe of the payments for himself and his retinue.

Chief of Loremasters: This worthy must be a sage. He is in charge of administering all non-magical instruction in the skills of the temple and its associated cults. He is also responsible for the copying of books and scrolls and is the main librarian.

Chief Priest: The chief priest is in charge of all magical training, both spirit and Rune, and also administers the temple services in the use of Evaluate and Lores, for which he collects 10% of fees charged.

IV. Apprentice Membership

Apprentices are young people who are apprenticed to the sages to become scribes, historians, and other forms of clerks. A candidate for apprenticeship must pass a basic intelligence test (INT x 4 or less on 1d100).

An apprentice is not yet an initiate. He must devote 90% of his time to the temple, and receives in return his room and board, plus 1,000 hours of free training per year. Their time is spent in service to the cult, performing menial tasks assigned by the Provost of Apprentices.

Apprentices are instructed in Evaluate, First Aid, any Lore, Orate, Read/Write any Language, or Speak any Language. They are not taught any magic spells.

	Air	Owner (Original): Umath, (Current): Orlanth Meaning or Association: air, storm, violence
	Beast	Owner (Original): Hykim, (Current): Hykim Meaning or Association: animal life
	Chaos	Owner (Original): Primal Chaos, (Current): Primal Chaos Meaning or Association: entropy, evil, corruption
	Darkness	Owner (Original): Nakala, (Current): Subere Meaning or Association: darkness, cold
	Death	Owner (Original): Kargan Tor, (Current): Humakt Meaning or Association: separation, conflict, death
	Disorder	Owner (Original): Ratslaf, (Current): Bolongo Meaning or Association: disunity, trouble, trickery
	Dragonewt	Owner (Original): dragonewts, (Current): dragonewts Meaning or Association: dragonewts
	Earth	Owner (Original): Ga, (Current) Ernalda Meaning or Association: earth, solids
	Fertility	Owner (Original): Uleria, (Current) Uleria Meaning or Association: love, life, growth, fertility
	Fire	Owner (Original): Aether, (Current) Yelm Meaning or Association: fire, heat, sky
	Harmony	Owner (Original): Harana Ilor, (Current) Chalana Arroy Meaning or Association: unity, cooperation, healing
	Illusion	Owner (Original): Tylenea, (Current) Eurmal Meaning or Association: tricks, falsehood, concealment
	Infinity	Owner (Original): It, (Current) Arachne Solara Meaning or Association: unendingness
	Law	Owner (Original): (unknown), (Current) Invisible God Meaning or Association: unchanging, reliable
	Magic	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: communication between worlds
	Man	Owner (Original): Grandfather Mortal, (Current) Daka Fal Meaning or Association: humanoid life
	Mastery	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: self-knowledge and internal unity.
	Moon	Owner (Original): (unknown), (Current) Red Goddess Meaning or Association: illusion, time, balance
	Movement	Owner (Original): Larnste, (Current) Mastakos Meaning or Association: change, instability
	Plant	Owner (Original): Flamal, (Current) Flamal Meaning or Association: vegetable life
	Spirit	Owner (Original): Horned Man, (Current) Horned Man Meaning or Association: disincorporate beings
	Stasis	Owner (Original): Acos, (Current) Mostal Meaning or Association: stability, law
	Truth	Owner (Original): Orenoar, (Current) Dayzatar Meaning or Association: truth, knowledge
	Water	Owner (Original): Zaramaka, (Current) Magasta Meaning or Association: water, liquids