# Gods of the Bakluni Pantheon for RuneQuest

# The People

The Bakluni people are characterized by skin described by many as 'golden', with eyes of gray-green and dark, usually black hair. Unlike their enemies the Suloise, most of the Bakluni peoples remained in or near their ruined empire, though some folk did migrate to the lands now held by the various Animal Nomad peoples.

Those who dwell in the plains and deserts tend to wear the traditional Bakluni garb, primarily a robe (called an aba) over blouse and trousers. Headgear is generally either a turban or keffiyeh, all in plain earth tones, worn by all classes. More urbanized folk have taken to more eastern styles of dress, typically brightly colored robes or gowns with plenty of frills, ruffles, puffs and sashes.

The ancient Bakluni tongue, while one of the root languages of today's Common, is now spoken mainly by the Paynim tribes of the central Bakluni basin. Most of the modern nations of Bakluni citizenry speak Common today.

# Important Dates in Bakluni History

- -1112 As the waters of the Greater Drawmij ocean continue to retreat, the wandering tribes of the Payada Plains begin to roam the lands that were once the bottom of the ocean.
- -1018 Coming together on the shores of Drawmij, the seven great tribes of the Payada pledge to share the new lands they have found in peace.
- -0900 Naru ben-Yular, one of the Seven Sheiks, begins building the city of Baklunari at the confluence of the Tuflik and Blashikmund rivers.
- -0634 Zenif ben-Yular, manyson of Naru is declared the first Sultan of all the Payada.
- -0633-0404 The Glory Years. The sons of the ben-Yular line rule throughout this period, and many ties of trade are formed with the Jann and other genie races, many of whom open contact with the People of Baklun for the very first time during these years.
- -0400-0375 Years of the Black Wind. Civil war erupts in the western provinces, as Jesu bar-Suk and his Jann allies make their bid for rulership of the Sultanate of Baklun. They are defeated, but not before the entire ben-Yular line dies in battle or by assassination. Mossaf bel-Narif is elected Caliph by the remaining Great Tribes.
- -0374 Following prophesies he believes to be inspired by Istus, Mossaf bids his people to forsake their cities and return to a nomadic lifestyle. Many do; but some few still cling to the comforts of the cities.
- -0050 Emek bel-Narif, manyson of Mossaf, is granted a vision by Istus that leads him and his followers to the lake of Udrukankar. Arriving on scene, he is greeted by the four Genie Lords, who promise to forever guide and protect the

men of Baklun if they will build a monument to the glory of their liege, Dorgha Torgu. The call is issued for all the nomads to gather in this spot, and over the next few years, more and more of the now nomadic Bakluni come to join him at this site.

0001 - With the completion of the monument known as Tovrag Baragu, Emek's son, Dabek, declares that the gods have said that they may return to their cities, and to prepare for the tests that the future will bring.

0391-596 - Suloise raiding of Bakluni villages along the border begin, with only occasional strikes in retaliation.

0605 - The Shameful War. Bakluni forces are forced to cede a significant portion of their southern lands to Suloise aggressors.

1025 - Yazra ul-Habek, High Priest of Zuoken, guides his followers in summoning an avatar of their god, who leads them against the invading Suel.

1026-1090 - The Avatar War. Under the leadership of Zuoken's avatar, Bakluni forces retake most of the lands lost in the Shameful War, and capture one of the Greater Binders created by the Suel. The war ends after the Suel summon the avatar of their own wargod, Kord, and both gods mortally wound one another.

1144 - "The Fruztii War" The Bakluni defeat the Suloise noble army of House Fruztii in a series of battles near the Sulhaut Mts.

- 1360 Birth of Al'Akbar in the city of Arir.
- 1932 Plague breaks out in the Bakluni Lands. Due to the hardiness of the disease in question, many suspect it of being magical in origin, and suspect the Suel.
- 2000-2100 Bakluni troops make the first forays into Suloise territory, in retribution for the plague which burned across their lands in the previous decades. The raids cease in 2099 with the foundation of the fortress-city of Bastion in the Kirizon Pass.
- 2150 A child is born in Bastion to the avatars of Istus and Lendor.
- 2175 The child of Istus vanishes from the temple, and the Suel are universally blamed. The fires of Jihad are lit across the breadth of the Caliphate, and the Great War is joined. The Holy Prophetess Devrah of Istus foresees that the lands of the Suel will be washed "pure as the desert."
- 2194 Both the Bakluni and Suloise began to go east of the mountains, recruiting Humanoids as mercenaries in their battles
- 2211 Arish ben-Alif, a wandering prophet, warns of the destruction of the Baklun People. He is declared an outlaw by the High Priestess of Istus, Aphra. The Caliph Namesh bin-Jamish orders the arrest of Arish, but he escapes.
- 2212-2215 Arish wanders the western edges of the Baklun realms and convinces a full six tribes of the oncoming disaster.

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They move east into the Northern parts of the Flanaess.

2230 - Arish returns to the court and attempts to convince Talna-bin-Namesh to move eastward with the Baklun peoples. Arish is put to death by drowning.

2235 - The Baklun army, with their humanoid and jann mercenaries, begin advancing into the core region of the Suel Empire.

2238 - One morning in Ready'reat, all the cities of the Bakluni vanish in a brilliant flash of light, leaving people and animals behind. The landscape alters subtlety, and vast numbers of strange beings known as Hordelings appear and begin slaying everything they meet.

The next day, a circle of Bakluni mages and clerics gather at Tovrag Baragu, and use the arcane powers of the Binders to draw upon the energy of their holiest site, and shape these energies into the Rain of Colorless Fire. The remains of this expenditure of energy are now called the Sea of Dust, and the Dry Steppes.

The destruction of Bakluni Caliphate occurs. However, the family Yamir, and six families who moved east with Arish, remain.

2254 - Four of the six Bakluni tribes of the East elect to return to their homelands. The Ketti stop just east of the Tusman Hills, the other families, Tusmii, Zeifa, and Ekberri continue into back to traditional Bakluni lands. The two families which remain in the North of the Flanaess, become estranged from the families in the West.

2970 - Several nomadic tribes from the west that survived the Invoked Devastation, collectively calling themselves the Paynim, begin occasional trade with their more settled brethren in the east.

3235 - Present Day.

# **Bakluni Mythology**

At the Dawn, many powers vied among themselves for the right to rule the newly created Oerth, but in the end it was decided that each would rule but a part.

Istus, the Lady of Fate, came together with Koram, the Lord of Tradition, and their firstborn son was called Dorgha Torgu, Master of the Elements and King of Geniekind.

Seeing that their chosen people, the Bakluni, lived in a harsh and unforgiving land, Istus and Koram created more children, and sent them among mortals to teach them the proper ways to live and offer worship to the gods. Shadowy Xan Yae was first, and she taught the people the benefits of shade and shadow, and to move across the land only when the sun did not shine high in the sky. Geshtai soon followed, and she taught men how to douse for water in the desert, the healing arts, and how to locate oasis. Zuoken brought them the discipline to stand together in battle, so that none could take from them what was rightfully theirs. Finally, Ragniyah was sent, when the people would not listen to any other, to bring them low from their prideful ways.

In time, The children of Istus and Koram had issue themselves, who served in turn as examples for the Bakluni as they developed and built cities. The Brothers, Bleredd and Jaahar, were born of the union of Geshtai and Zuoken, while Zann and Jisaraya were born to Xan Yae and Dorgha.

In the mortal realms, several heroes would rise to join their gods. Al'Akbar, son of Zuoken's avatar and first of the great shahs would be first, followed later by Nolzur and Najima.

# Modern Bakluni Viewpoints

# Sultanate of Zeif

#### What Your Father Told You

**Who are you? -** I am Fazi ben-Yural, watchmaker and machinist.

**Who are we?** - We are of the tribe of Zeifa, with a long history of noble service to the Sultans of our land.

What makes us great? - The tribe of Zeifa, of whom the family Yural was a part, chose to heed the words of the prophet Arish, and so were spared the Invoked Devastation that claimed the ancient Caliphate that once ruled these lands. We returned afterwards, to insure that our culture and race would not perish from the face of this world.

**Where do we live?** - We live in the city of Zeif, where our beloved Sultan dwells, on the shores of the Drawmij Ocean.

What is important in my life? - There are but six precepts to life, my son. Honor, family, purity, hospitality, piety and submission to Fate are the cornerstones of our lives, and if you hold each of these close to your heart, your life will be rich no matter how many coins grace your purse.

**Who rules us?** - His Omnipotence, the Glory of the West, Murad, Sultan of all Zeif rules us.

What is evil? - Failure to live up to the six precepts I mentioned before is certainly evil, but evil comes in more concrete forms, as well. Some genies, all humanoids, and most foreigners harbor evil intent.

What is my lot in life? - Well, there is certainly a place for you here, my son, working at my side in this shop. If you so desire, I have managed to put aside enough for you to apprentice in the trade of your choice, or you might elect to take service in the military or the merchant fleets. If a religious life suits you, I have friends in many of the local mosques, I am sure I can get you placed in whichever one suits your fancy.

**How do we deal with others?** - We deal honorably with those who honor us, and fairly with those who respect our ways. It is rare that we have had to use force, but when we must, we do so with a will.

Who are our enemies? - The so-called Caliph of Ekbir sometimes raids our shipping, and must be dealt a strong rebuke. One or another Paynim nomad tribe may decide that raiding is simpler than working, and again, will need dealing with.

Who are our gods? - We honor the gods of our ancestors, headed by Istus and Koram. Geshtai's White Hand heals us when we are ill, Zuoken leads us in war, and Zann's learned men teach us knowledge. The merchants honor Jaahar, and Jisaraya teaches our young women the proper ways to please a man. Our wizards study under the Lords of Geniekind, and

so honor Ben-Hadar, Chan, Sunnis and Zaaman Rul.

# **Paynim Nomads**

# What Your Father Told You

**Who are you? -** I am Pavel no-Mara, Khan of the Belsherav Tribe.

**Who are we?** - We are the Paynim, masters of the plains. We bow to none, and own nothing that we cannot carry on our backs or on our horses.

What makes us great? - We are the only truly free people in the world, my son. We own nothing that we cannot make ourselves, so there is nothing that anyone can take away from us.

Where do we live? - We live on the plains, in the desert, and in the foothills. All the lands the easterners name after us, the Paynims, is ours, and more!

What is important in my life? - You must always remember to honor the gods of our ancestors, your family, and your own good name. Sully none of these, my son, and the world is yours to command.

Who rules us? - I rule our people, and our tribe owes tribute to the ilKhan of Variflex.

What is evil? - There is much evil in the world, my son, and it wears many faces. The jann of the deep desert will cheat you of your herd if they can, for sheer spite. The men of the Bendil tribe poisoned three oasis last winter, may Ragniyah scour their bones! The weakling city-folk sometimes make pacts with geniekind, not counting the cost to their own souls. All of these things are evil, or at least lead one into evil, my son.

What is my lot in life? - If you are swift and strong, you will take my place someday. If not, you will still inherit a portion of my herd for yourself, and one of your brothers will become khan. But as my eldest, I have high hopes for you. Do not disappoint me.

**How do we deal with others?** - We do as we wish. If we wish to graze our herds in what some city-folk says is his field, that is where we graze them. Those who seek to oppose our will feel the sting of our bows, the blows of our swords, and the bite of our javelins.

Who are our enemies? - We have no enemies of consequence. Those who oppose our people are either ground beneath the hooves of our horses, or shackle us to the land. You will note that we wear no such shackles.

Who are our gods? - While the fate of Istus guides our herds, it is Geshtai who leads us to cool water when we thirst. Koran gives our lives definition by reminding us of tradition, and Zuoken guides our swords in war. When one commits an offense against the tribes, Ragniyah is called, and her cleansing winds wipe all trace of the offenders from the world.

# **Tiger Nomads**

# What Your Mother Told You

**Who are you?** - I am Elorna n'Nozza, thirdwife of Nozza the Clawhanded, your father.

**Who are we?** - We are the Chakyik, called the Tiger Nomads by the men of the south.

What makes us great? - We live as people were meant to live, free as the wind. Our lands are rich, and it yields it's bounty willingly to those with the wisdom to see it.

Where do we live? - We live on the great northern plains, the Burneal forest, and the Yatil foothills.

What is important in my life? - This next year will be the most important one of your life, my daughter. Tomorrow, I will take you before Mother Dela, who will train you in the arts of womanhood under Jisa's watchful eye. There you will learn the arts that make a woman a wife, and with luck your father will have found you a husband by next year.

**Who rules us?** - Our people are ruled by our beloved Unvanquishable Tiger Lord, the IIKhan Cligier. However, in all practical matters, your only lord is your father, and someday your husband.

What is evil? - Evil is everywhere, my daughter. You must always be cautious about what you say and where you look, lest you draw ill-luck to yourself. Do not speak to any man you do not know, and never look a stranger in the eyes!

What is my lot in life? - Once you have a husband, your life truly begins, my daughter. It is the husband's duty to provide you with a yurt of your own to care for, and to quicken many sons and daughters in your belly, if Istus wills. In return, you will care for his needs, heed his counsel, and keep his possessions in good repair.

**How do we deal with others?** - Our men alone deal with outsiders. Sometimes we will go to trade, and sometimes we will go to raid. It is the business of men to decide which is which

Who are our enemies? - Our people have many enemies. The Wegwiur to the east are like us, but are less hardy. The city-folk of Ekbir or Perrenland war on us occasionally, as do some of the savages who dwell in the Burneal.

Who are our gods? - Women-folk among our people are called either by Jisa, Istus, or Geshtai. The men revere Koram, Zuoken, and Jaahar, depending on their place in life. Some of the city-folk know other gods, but our people still roam the plains, and have no need of such gods.

# A Note on Runes, Spell Stacking, and Power Levels

For game purposes, gods are defined by the Runes they hold. Ownership of a specific Rune enables a god to grant certain types of spells, and in most cases defines the Virtues that god will require. Characters who are away from a region where their own gods are worshipped may, in certain circumstances, renew appropriate spells in a temple of another god, if that deity shares at least two Runes in common with their own deity. (Note that this means that followers of a 1 Rune deity cannot renew spells except at their own temples).

# **Spell Stacking**

The number of Runes a deity holds also defines the spell stacking/variable spell limits for that deity. In general, a deity's stacking limit is equal to the number of Runes he is defined by plus one.

[Example: Kelanen, the Sword Lord, possesses the Rune of Death. His followers could learn Bladesharp 2, a variable spirit spell, or stack 2 castings of the Banish Spirit spell (even though it is loaned by Zodal, this rule applies).]

A special case exists where the deity in question has the Rune in question doubled: this means that the deity is the absolute owner of that Rune, and can grant his followers unlimited levels of variable spells or has no stacking limits on the divine spells linked to that Rune.



Al'Akbar is the god of Guardianship, Faithfulness, and Duty.

# Cult in the World

According to Bakluni mythology, Al'Akbar was the first Sultan of the Arir, one of the great noble clans of the Bakluni. Born to a temple priestess by the avatar of Zuoken, he quickly grew to be revered for his sense of justice, his devotion to Zuoken, and his skill in the arts of War. Al'Akbar soon trod the Hero's Path to immortality.

Al'Akbar's cult is closely tied to that of Chan's, for it is said that Al'Akbar wooed and wed her avatar in life, and went on after his ascension to marry the goddess herself. The Cup and Talisman so often associated with Al'Akbar's cult were given as wedding gifts.

Al'Akbar's faithful celebrate the 7th of Needfest as their

Holiest of Days, with lesser services each Godsday. Temples to Al'Akbar are constructed of grayish-white limestone and decorated with brightly polished silver cupolas at each of the four corners of the building, at the peak of the triangular central tower.

Priests of Al'Akbar don black and silver ringmail for times of battle, with a spartan black aba, white keffiyeh, and red-silver intertwined agal in times of peace.

# Lay Membership

**Requirements:** Al'Akbar's cult appeals mainly to those who follow the Way of the Sword; soldiers, guardsmen, and others who are willing to place themselves in harms way for another. He has a somewhat smaller following among those who wish to serve law, custom, and justice, though these are generally the men who will ultimately rise highest in service.

Skills taught by Al'Akbar's cult include Dodge, Maneuver, Ride, Speak Languages, Lawspeaking, various Lores (Animal, Bakluni, Human and World predominate), Read/Write, Listen, Scan, Search, Ceremony, Bow attack, Scimitar attack and Shield parry.

# **Initiate Membership**

**Requirements:** Standard. Initiates of Al'Akbar are known as askars, and in most regions are well sought for duties as caravan guards, civil police, and bodyguards.

In many cases, the cult hires out groups of initiates, led by acolytes, to serve in the armies of the local shahs, landgraffs, and emirs. Initiates may take on a gift, with it's attendant geasa.

**Spirit Magic:** Bladesharp, Fanaticism, Mighty Blow, Repair, Solace, and Speedart.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes may choose to take on a new gift and geasa at their ordination ceremony, and have the opportunity to do so at each Holy Day ceremony, as well.

Acolytes of Al'Akbar, in addition to their duties as warriors, are often called upon as judges, for their extensive knowledge of the law and customs of the land.

#### Rune Lord Membership

**Requirements:** Standard. Though technically in the service of those who hire them, they serve as living examples of the tenets of their faith.

Rune Lords may take as many gifts and geasa at their ordination as they choose, but may not take on additional gifts later in their careers.

#### **Priesthood**

**Requirements:** Standard, except that Rune Lords cannot rise to become priests of this cult.

Known as the Pillars of the West, Al'Akbar's priests regularly act as judges, arbiters, and mediators, or as commanders for

GreyQuest Bakluni Pantheon Book Page - 4

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their followers in times of war.

Virtues for Pillars include: Conservative, Energetic, Honorable, and Warlike.

Common Divine Magic: all

**Special Divine Magic:** Bless Grave, Brace, Face Chaos, Strongblade, Vigilance.

Al'Akbar's Gifts	Al'Akbar's Geasa
+10% to attack with any 1 weapon skill.	never dodge with that weapon in hand.
+ 10% to parry with any 1 shield skill.	shield must be maintained in pristine condition, and repaired as soon as possible if damaged.
+10% in any cult skill	never let a debt of honor go unpaid; even if this means failing at other duties.
Double the AP of the cultist's ringmail armor.	cultist may never completely remove the armor.
doubled healing rate	may never retreat from battle, even if sorely injured.
bless specific weapon to do 2x damage (after armor).	weapon may never be sheathed without drawing blood.

#### **Associated Gods**

**Geshtai:** provides Healing Trance **Zuoken:** provides Living Blade



Ben-Hadar is the Grand Vizier of the Marids, and Chancellor of the Court of Water.

#### Cult in the World

Ben-Hadar was a vassal of Dorgha Torgu, and was chosen personally by him to teach mortals the magics of his realm.

In mythology, Ben-Hadar is opposed by a demon figure known only as Olhydra, who is said to live in a deep rift on the far edges of Ben-Hadar's realm. In the tales, the two are evenly matched, eternally maneuvering against one another in their bid to rule unopposed, but Ben-Hadar holds the higher moral ground for his alliance with Dorgha and his relationship with men.

Ben-Hadar has no Holy Days, but weekly services are observed each Godsday in temples constructed either near an open water source (lake, seashore), or in arid regions, at the lowest natural point. When free water is not available, the

magic worked by the cultists fill the myriad fountains and waterworks of the temple.

Initiates of Ben-Hadar wear caftans and keffiyah of deep blue, with an agal of white. Higher level members of the cult often add silver trim to their caftans, and string pearls into their agal.

# Lay Membership

**Requirements:** Lay members of this cult are considered students, and are treated in all ways as such.

They are taught the following skills: Dodge, Swim, Orate, Speak Languages, Dowsing, First Aid, various Lores (Bakluni, Genie (Marid), Human, Magic, and World), Read/Write Languages, and Ceremony.

Sorcery Arts and Magick Manipulations are learned as skills, and the Arts of Intensity, Maintain, Multispell, Range, Condition, Ease, Hold, and Permanency. (Lay members are not taught any Arts except Intensity).

Ben-Hadar's High Vow requires that his followers must never pollute water (this includes mixing anything with water, like alcohol), must always share water with others, and may never eat creatures that live in the water.

# **Initiate Membership**

**Requirements:** Standard, though must possess an INT of 16 or higher. Initiates of this cult are considered journeymen in their craft, and are accorded all the responsibilities and benefits of that position.

All of Ben-Hadar's followers function as Water Warlocks, (i.e. skill/5 for water related magic) no matter what their specialization. Those who choose to specialize as water warlocks use skill/3.

**Note:** Ben-Hadar's cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Ben-Hadar are bonded to the sphere of water, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are generally accepted as having achieved adept status as sorcerers or magicians.

#### **Priesthood**

**Requirements:** Standard. Ben-Hadar's priests are also magus sorcerers.

Virtues for Ben-Hadar's followers include: Altruistic, Calm, Modest, and Spiritual.

Common Divine Magic: all

**Special Divine Magic:** Breathe Air/Water, Command

Undine, Reflection, Summon (Marid, Undine), Water Skating.

**Sorcery Notes:** Common vows for this cult include Abjure (Armor, Arms, Arts G/L, Ceremony, Divine Magic, Spirit Magic), Adulation, Celibacy, Humility, Rituals, Seclusion, Shun (Earth, Fire), Tend Familiar.

Common specialties include Alchemist, Ship's Mage, Warlock of Water.

#### Marids

Ancient legends among the Bakluni say centuries prior to the Twin Cataclysms, Warlocks serving their Elements infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

Whether this is true or merely a fanciful legend, none now can say; whether the most ancient temples of these gods still contain the formulae for such transformations or not is similarly unknown. What is known is that the Fate of the Bakluni is definitely tied to the genie races, for good or ill.

Marids are the type of genie most closely associated with the element of water. More than just intelligent water elementals, marids are the nobility of the Plane of Water.

Marids are typically powerful spellcasters, utilizing water spells at their skill/2.

Marids					SV: 145
STR	CON	SIZ	INT	POW	DEX
12d6	3d6	5d6	5d6	6d6	5d6

**Powers:** Armor (8), Boat (20), Eyeballs x2, Hands x2, Knowledge (where submerged treasure can be found), Legs, Squirt (3d6 damage, 15m range), Transmute (Water to Wine).

**Skills:** Command Undines (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Squirt Attack 3d10+POW%, Swim (10d10%), Transmute (5d10+POW%).

In addition to their spells, marids can, while in water, clap their hands together and create an effect similar to a 3 point Water Fist spell.

The most famous ability of marids, however, is their knowledge of, and ability to retrieve wealth that lies beneath the waters. A bound marid is compelled to do so three times, after which it is freed of all other obligations.

#### **Associated Gods**

Geshtai: provides Command Potameides (River Nymphs)



Bleredd is the god of metals, mines, and smiths. He is the son of Geshtai and Zuoken, and brother to Jaahar.

#### **Cult in the World**

Bleredd is the Forgemaster; it is said that there is no metal he cannot temper.

Unlike most of his brothers, Bleredd sought a mate outside of his lands, returning with the lovely Ulaa, goddess of gems (to the envy of his brother, Jaahar, who has similar interests).

Bleredd's followers hold the 5th of Ready'reat as their Holiest of Days, with lesser holidays on the 5th and 22nd of each month. Bleredd's temples differ from most in that they are built of quarried stone, but boast a hammered metal shell that encases the rock.

Bleredd's priests wear simple blacksmith's garb, though generally somewhat finer and better kept than actual work-wear.

# Lay Membership

**Requirements:** Bleredd's faith appeals mainly to miners, smiths, and others who work with metal. Apprentices of such trades are commonly found among the lay membership.

Skills taught by the cult include Craft (all smithcraft), Evaluate, Lores (Bakluni, Mineral, and World), Devise, Search, Ceremony, and Hammer attack.

#### **Initiate Membership**

**Requirements:** Standard. Initiates of this cult are commonly found as journeymen in their trades, though in sparsely populated areas they can command the same prices as masters.

**Spirit Magic:** Bludgeon, Extinguish, Heat Metal, Ignite, Mighty Blow

#### **Priesthood**

**Requirements:** Standard. Bleredd's priesthood are all master smiths, mine foremen, and the like.

Sought out for their quality goods, Bleredd's priesthood is among the wealthiest in the regions that it dominates.

Virtues for his followers include: Creative, Proud, Social and Stubborn.

Common Divine Magic: all

**Special Divine Magic:** Enchant (metal), Enhance (Gustbran, Mahome), Sure Hammer

#### **Associated Gods**

Jaahar: provides Safe

**Ulaa:** provides Command Gnome



Chan is the Princess of Djinn, and Chancellor of the Court of Air. She is also known as The Whisperer of Secrets.

#### Cult in the World

Like Ben-Hadar, Chan was a vassal of Dorgha Torgu, and was elevated to her position so that she might better instruct mortals in the magics and the proper dealings with the residents of her realm.

In mythology, Chan opposes her evil brother, Yan-C-Bin in an eternal war of plot and counter-plot. Rather than engage one another in open warfare, they endlessly try to maneuver one another into making that final mistake that will spell the other's doom.

Chan's followers observe the 14th of Coldeven as their High Holy Day, with lesser services on the 7th and 21st of each month. Chan's temples are comprised of four tall towers, each painted deep blue at ground level, lightening to a pale blue to white near their pinnacles. Tower complexes are set (when possible) away from other structures at the highest point of the landscape.

Chan's mage-priests wear abas of pale gray, and do not wear any sort of headgear.

# Lay Membership

**Requirements:** Lay members of this cult are considered students, and are treated in all ways as such.

They are taught the following skills: Sing, Speak Languages, Disguise, Lores (Bakluni, Genie (Djinn), Human, Magic, and World), Read/Write, Play (Wind) Instrument, Listen, Sneak, Ceremony, and 1H Sword attack/parry.

Sorcery Arts and Magick Manipulations are learned as skills, and the Arts of Intensity, Maintain, Multispell, Range, Accuracy, Ease, Force, and Reinforce. (Lay members are not taught any Arts except Intensity).

Chan's High Vow requires that her followers must refrain from eating the flesh of birds, may not use anything made from birds (pillows stuffed with down, for example). Her followers must never raise their voices except in song, are bound to always strain to hear and take notice of the slightest sound.

# Initiate Membership

**Requirements:** Standard, though must possess an INT of 16 or higher. Chan's initiates are called the Wind Seekers, and are considered journeymen in their craft, and are accorded all the responsibilities and benefits of that position. In addition to their magical duties, Wind Seekers are sent out into their communities to collect information, preferably secret information, and pass it along to higher members of the cult

for collation.

All of Chan's followers function as Air Warlocks, (i.e. skill/5 for air related magic) no matter what their specialization. Those who choose to specialize as air warlocks use skill/3.

**Note:** Chan's cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Chan are bonded to the sphere of air, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel.

#### **Acolyte Membership**

**Requirements:** as per Priests. Known as Wind Gatherers, Chan's acolytes are generally accepted as having achieved adept status as sorcerers or magicians.

Gatherers are expected to collate the secrets and other information gained by the Seekers beneath them, and pass on their findings to their priests for further action. They are also expected to help maintain and protect the cult's archives.

# Rune Lord Membership

**Requirements:** Standard. Chan's Rune Lords are divided into two orders, the StormKnights, and the Unseen. These two groups of adept to near-magus sorcerers serve their cult in very different fashions.

The StormKnights fight against the enemies of the cult, as well as serve as temple and archive guards. When they must strike, they do so as quietly as possible, eschewing armor. Like the fabled ninja, StormKnights endeavor to strike silently and without warning, like a bolt of lightning from out of the blue sky.

The Unseen specialize in the arts of stealth, and are masters at uncovering secrets. Unseen operatives often lead groups of initiates on special missions. Like their brethren in the Knighthood, silence is their watchword, but for a different purpose.

#### **Priesthood**

**Requirements:** Standard. Known as the WindBorn, Chan's priests are also accepted as magus sorcerers.

Chan's priesthood preaches vigilance, honesty, and is always on the watch for threats to their cult and community. Priests undertake the study of Enlightenment, a mental discipline similar to Illumination.

Due to their penchant for knowing and learning secrets, WindBorn are often sought as advisors by the heads of merchant houses, thieves guilds, and heads of state alike. That they will learn as many (or more) secrets than they reveal is the two-edged sword such employers must be prepared to accept.

Virtues for Chan's cult include: Curious, Honest, Manipulative, and Vigilant.

Common Divine Magic: all

**Special Divine Magic:** Analyze Magic, Command Sylph, Detect Truth, Increase Wind, Skywatch, Summon (Djinn, Sylph), Vigilance, Wind Warp.

**Sorcery Notes:** Common vows for this cult include Abjure (Alcohol, Armor, Arts G/L, Ceremony, Servitude), Adulation, Fasting, Flee Water, Humility, Illumination, Pacifism, Rituals, Shun (Water, Earth), Silence, Tend Familiar.

Common specialties include Autotheist, Battlemage, Conjurer, Healer, Illusionist, Monitor, Warlock of Air, and Weather Mage.

# Djinni

Ancient legends among the Bakluni say that centuries prior to the Twin Cataclysms, Warlocks serving the Elemental Courts infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

Whether this is true or merely a fanciful legend, none now can say; whether the most ancient temples of these gods still contain the formulae for such transformations or not is similarly unknown. What is known is that the Fate of the Bakluni is definitely tied to the genie races, for good or ill.

Djinni are the type of genie most closely associated with the element of air. More than just intelligent sylphs, djinni are the nobility of the Plane of Air.

Djinni are typically powerful spellcasters, utilizing air spells at their skill/2.

Djinni					SV: 185
STR	CON	SIZ	INT	POW	DEX
6d6	3d6	4d6	5d6	6d6	5d6

**Powers:** Armor (6/12), Eyeballs x2, Grant Wishes, Hands x2, Knowledge (secrets spoken in a breeze), Legs, Weapon (3d6), Whirlwind (40).

**Skills:** Command Sylphs (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Squirt Attack 3d10+POW%, Swim (10d10%).

In addition to their spells, djinni can create a powerful whirlwind of air, a cone that is 1m across at it's base, rising 12 m high, and 10 m across at it's peak.

Djinni can either use this whirlwind for travel or attack; as a traveling device, it increases the djinn's movement (to 40) and provides 12 AP vs. attacks.

As a weapon, it picks up a number of targets equal to the djinn's STR, and does damage equal to his damage bonus each round to all caught within.

The most famous ability of djinni, however, is their knowledge of any secret spoken where a breeze was blowing., as well as their ability to grant wishes. Each wish granted costs the djinn 5 CON.

In either case, a bound djinn need but tell three secrets (or grant three wishes, if such is within his power), after which

he is freed of all other obligations.

#### **Associated Gods**

**Xan Yae:** provides Reflection **Zann:** provides Reconstruction



In ages past, the Bakluni people and the Suel fought a great war; that much every child knows. What nearly all have forgotten is one of the causes for the war stemmed from a brief tryst between the avatars of Lendor and Istus in the border city of Bastion, that resulted in a son. Both cults tried to claim the child for their own, and the resultant fighting signaled the beginnings of a war that would be unequaled in ferocity and destruction.

Thought lost and forgotten in the aftermath of the war, Darkon has a unique history and a small following among what few specialist spellcasters remember his name (mainly chronomancers and Shadowmages).

#### **Cult in the World**

Darkon's cult is small and secretive, and exists among some mages societies scattered across the Flanaess.

After his birth, Darkon grew rapidly in strength, as is the nature of godlings. However, on the morning of his 5th birthday, he was captured by Nahjinna the Black, chief among the minions of Tharizdun, and held in a manner similar to that which would someday bind the Dark God, though none knew at that time such was destined to occur.

In his place of confinement, he received the tutelage of the Dark One, becoming, in this way, as much a son of Tharizdun as of either Lendor or Istus.

Now, in secret chantries scattered across the Flanaess, the Lord of Dark Infinities slowly spreads his web across the ages, until his power has grown strong enough to Undo the Dark, and recreate a world where the Dark God never was imprisoned...

Though accorded a position as the Ruler of the Court of Night, his Court is not formally acknowledged by the colleges of Bakluni sorcerers, and is occasionally hunted by all of them, one of the few things they will cooperate in.

This little concerns the followers of Darkon's cult, as lack of recognition often translates into lack of scrutiny, as well as lack of competition.

Darkon's High Holy Day is the 8th of Sunsebb, with lesser holidays on the 8th of every other month. Services to Darkon are generally held in darkened stone chapels, where the light of a single candle burns.

Darkon's priesthood wear polished black cuirass and

greves over red dyed leather armor.

# Lay Membership

**Requirements:** Due to the secrecy surrounding this cult, it is uncommon for anyone not prepared to become an initiate to be told the true nature of the power they will be serving.

Darkon's High Vow requires that his followers resist any non-darkness related magic cast upon them, and that they must never leave any task half-completed; as such, those who leave a thing unfinished suffer a 30% reduction to all skills unless those skills are used in completing the task left undone.

Sorcerous Arts available to followers of Darkon include: Intensity, Maintain, Multispell, Range, Accuracy, Hold, Speed, and Time. All are gained by study.

All of Darkon's followers function as Darkness Warlocks, (i.e. skill/5 for darkness related magic) no matter what their specialization. Those who choose to specialize as darkness warlocks use skill/3.

# **Initiate Membership**

**Requirements:** Sorcerers or magi who possess the skills and intellect to become chronomancers are actively sought by this cult, sometimes even to the extent of indoctrinating children who have shown talent (Darkon himself sometimes sends visions to his priests indicating where such children can be located).

Initiates of Darkon study the past, looking for points in history that, if subtlety altered, would bring the world closer to total Darkness. They also practice their magical and language skills, so that while sojourning in the past they will be able to speak the language as the people of that time do.

**Note:** Darkon's cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Darkon are bonded to the sphere of spirit, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel.

#### **Priesthood**

**Requirements:** If the prospective initiate has not already taken the Vow of Abjure Day, he must do so upon his ordination as a full priest.

Priests of Darkon have very few duties outside their chantries. They train initiates, groom potential initiates, and spend their nights in meditation of the Inner Darkness. It is whispered among the newer initiates that the priests who oversee their training are part shadow, as they seem to move silently and leave no marks behind themselves.

Darkon's Inner Circle have learned some secrets beyond those known to either of the cults of Lendor or Istus, and with the special training they receive, can use their sorcery to manipulate even the Rune magic their god provides.

Virtues for Darkon include: Destructive, Manipulative,

Private, and Stubborn.

**Common Divine Magic:** Divination, Excommunication, Extension, Group Casting, Initiate, Mindlink, Sanctify, Warding, Worship Darkon

**Special Divine Magic:** Avoid Fate, Command Shade, Rewind\*, Summon (Annis, Shade), Wrath of Darkness \* - Darkon's cultists have developed a version that will project a caster back beyond his birth, and which will cause him to incarnate in a suitable living body at the time of his arrival.

**Sorcery Notes:** Common vows for this cult include: Abjure Day, Abjure Spirit Magic, Adulation, and Shun Sky.
Common specialties include Conjurer, Metamorph, Monitor, Necromancer, and Warlock of Darkness.

#### Annis

Annis appear to be a type of genie closely associated with the element of darkness. More than just intelligent shades or powerful hags, annis are among the nobility of darkness races.

Annis are typically powerful spellcasters, utilizing darkness spells at their skill/2.

Annis					SV: 159
STR	CON	SIZ	INT	POW	DEX
6d6	3d6	4d6	5d6	6d6	4d6

**Powers:** Armor (6), Claws x2 (1d6+db), Eyeballs x2, Hands x2, Legs, Mouth (1d10 damage), Shadow Void (3m, 10m range, 6 rounds), Spawn Shades, Teleport (20 SIZ).

**Skills:** Bite Attack (3d10+POW%), Claw Attack (6d10+POW%), Command Shades (POWx2%), Scan (2d10+POW%), Teleport (POWx5%).

In addition to their spells, annis can create and control a number of shades equal to their INT/4. Each of these shades is effectively their familiar, casting the spells they know with their skill and magic points.

Annis reputedly can travel to anyplace where there are shadows large enough to permit them to step through them. A bound annis will consent to carry her master or another he designates through such shadows three times, after which her bonds are broken and she is free to return to her place of origin.

# **Associated Gods**

None.



# **Dorgha Torgu**

Dorgha Torgu is the god of the Material Elements and the Inner Planes.

#### Cult in the World

The mythology that surrounds Dorgha Torgu is of two parts.

In the earliest tales, Dorgha is revered as the master of the elements, the one who first taught men the proper means to propitiate the elemental forces. He is seen as the loyal son of Istus and Koram, and a preserver of the natural order.

In more recent tales, Dorgha is remembered (or more accurately, is forgotten) because it was he who brought about the Rain of Colorless Fire that fell upon the Suloise Empire.

He would perhaps be a hero among his own but that this single act violated all of the precepts that he had formerly stood for, and was decried by even his own priests as unjust.

Dorgha was thus stripped of his own power base, his worshippers scattered, and the bulk of his runic associations stripped away. Denied even the comfort of the GodPlane, he roams the Flanaess in the form of his final avatar, searching for the means to either undo the wrong he has wrought, or at least to atone for his crime against his own beliefs.

Acknowledged and venerated now only by those Baklunish nations whose written records extend prior to the Twin Cataclysms, he is at best a balksome deity, providing divine spells in a haphazard fashion (actual time required to recover spent divine spells is equal to 1d4 x the normal time), and providing little in the means of Divine Intervention or Divinations.

Among the other deities of his pantheon, only Istus continues to acknowledge him, perhaps in recognition that he may someday once again regain his former divine status among her children.

Dorgha's priesthood no longer observes a High Holy Day, though services are typically conducted on the 1st day of each month. Shrines to this deity are few, though it is known that Tovrag Baragu is the greatest of these.

Priests of Dorgha dress to suit themselves, and are often initiates or priests of other deities as well.

# Lay Membership

**Requirements:** Lay members of this cult are uncommon, to say the least. Once fashionable among sorcerers and magi, Dorgha's cult no longer provides sufficient return on the investment to attract worshippers of that sort.

Dorgha's cult is now popular only among sages, loremasters, and other members of the intelligentsia who seek to follow the most ancient ways of their ancestors.

No skills are currently taught by this cult.

# **Initiate Membership**

**Requirements:** Standard. Initiates of this cult typically gather on holidays to reenact the ancient rituals (even if they no longer work). They would think their god were dead if it were not for the continuance of divine magic support and the occasional successful DI or Divination.

**Note:** Dorgha's cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Dorgha are bonded to the sphere of flesh, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel, if they are a sorcerer as well.

#### **Priesthood**

**Requirements:** Standard. Dorgha's priests are commonly expert Heroquesters, ever seeking to discover a means of returning their god to his former station. But it is difficult to overcome or find a way past the rage and self-loathing of a deity, so the search continues.

Virtues for his followers are Angry and Honorable.

**Common Divine Magic:** Initiate, Sanctify, Worship Dorgha Torgu

**Special Divine Magic:** Dismiss (all elementals), Retribution, Seal gate.

#### **Associated Gods**

Istus: provides Avoid Fate



Geshtai is the goddess of Lakes, Rivers, Wells, Streams, and Oasis. She is also the Lady of the White Hand, the Healer of the pantheon.

#### Cult in the World

Geshtai taught men both how to find water in the desert, and how to use it's gentle caress to heal. She is the daughter of Istus, and mother to Bleredd and Jaahar.

Geshtai's faithful observe the 28th of Fireseek as their High Holy Day, with lesser services on the 28th of Wealsun, Harvester, and Sunsebb. Services are held wherever water pools; cisterns, oasis, lakes, etc.

Geshtai's priestesses typically wear chador of deep blue, and keffiyeh and agal of purest white, symbolizing the purity of the water they guard.

# Lay Membership

**Requirements:** Geshtai has no dearth of lay worshippers; it can honestly be said that anyone who thirsts gives their thanks to her for the clean water that is her province. In areas with sufficient free water, however, she is more honored for her healing arts.

Skills taught by the cult include Boat, Swim, Sing, Craft: Pottery, First Aid, Lores (Bakluni, Human, Poison, World), Treat (Disease, Poison), Conceal, Listen, Scan, Taste, and Ceremony.

# **Initiate Membership**

**Requirements:** Standard. Initiates of Geshtai are charged with maintain in the purity of their local water supplies, insuring that animals, laundry, and waste are all given back to the water properly.

They also guard the cult cisterns, where water is stored against drought, as well as selected sacred oasis, that are neutral ground for all desert tribes.

**Spirit Magic:** Birth Song, Detect Water, Ease Pain, Hibernation, River Eyes, Solace, and Sustain.

#### **Priesthood**

**Requirements:** Standard. Known as the Water Bearers, Geshtai's priestesses take their duties very seriously, especially now that so much of their land is now dry steppe and desert. By tradition, the priestesses offer free healing on the Holy days of the cult on a first come, first served basis - in the cities, this can cause an extensive wait, as the Water Bearers are notoriously immune to bribery.

Geshtai's cult enjoys good relations with that of Ben-Hadar's, though they do not share spells with each other

Virtues for her priestesses include: Calm, Honorable, Joyous, and Prudent.

#### Common Divine Magic: all

**Special Divine Magic:** Command (Healing Spirits, Potameides), Forgetfulness, Guardian Undine, Pathway, Purify Water, Regrow Limb, Restore (STR, CON, INT, DEX, Vision), Resurrect, Ride River Horse, Song of Comfort, and Water Fist.

#### **Associated Gods**

**Istus:** provides The Sight **Zuoken:** provides Shield



The Lady of Our Fate, the Colorless and All-Colored, is the Mistress of Fate, Predestination, and the Future. She is the mother of the Bakluni gods and goddesses, and the true heart and soul of their culture.

#### Cult in the World

As the power governing Fate, Istus is often seen as cynical or uncaring, being that Fate often operates in ways that are unclear to mortals. In truth, Istus cares so deeply for everything that she cannot allow the hopes of the few to impede the Destiny of the many. In the end, everyone truly does get what they deserve, in this world, or the next.

The High Holy Day for Istus is the 28th of Sunsebb, last day of the year. Lesser observances are held on the 28th of each month, and sometimes, if the omens are right, on the Midpoint of the various Festivals throughout the year. Services to Istus are held in High Mosques dedicated to her, which often do double duty as mosques to Koram, her husband, as well.

Istus is served primarily by women; less than 20% of her servants are male. Both sexes wear caftans of rich silk or gray or black, often with a silver stitching resembling a spider-web. Hair is worn long, and the head left uncovered.

# Lay Membership

**Requirements:** Lay members of this cult are tasked with recording of the past and events of the present, surprisingly enough.

Skills taught include Debate, Orate, Sing, Speak Languages, Craft (various divinitory arts), Evaluate, Lores (Bakluni, Flan, Human, Magic, Oerid, Spirit, Suel, World), Read/Write, Listen, Search, and Ceremony.

# **Initiate Membership**

**Requirements:** Standard. Initiates of this cult are generally required to maintain and manage the libraries of data assembled by the lay members, as well as study the skills of fortune telling, including the reading of entrails, tea leaves, palmistry, etc.

**Spirit Magic:** Befuddle, Countermagic, Disruption, Light, Mindspeech, Second Sight, and Visibility.

#### **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are known to develop a penchant for prophetic dreams or visions. They also begin to develop the skills necessary to find patterns in the information given to them by their underlings that allow them to detect developing trends before they become realities.

Acolytes are sometimes dispatched to "nexus points" where

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the strands of events they have detected are due to come to fruition, as often to prevent them from happening as to aid them along.

#### Priesthood

**Requirements:** Standard. Istus' priestesshood is comprised of those initiates and acolytes who have developed the strongest sense for the way the Weave of Fate is unfolding. As such, they are often in great demand as advisors, seers, and diviners (think Bene Gesserit).

Virtues for her priestesses include: Calm, Honest, Honorable, Manipulative, and Uncaring.

#### Common Divine Magic: all

**Special Divine Magic:** Avoid Fate, Command (Human, Elf, Dwarf, others), The Sight, Truespeak, and Webbing.

#### Associated Gods

Koram: provides Shield



Jaahar is the god of Wealth, Industry, and Trade.

#### Cult in the World

Jaahar is the son of Geshtai, and brother to Bleredd. While his brother excels at the making of things, Jaahar is charged with the creating and maintaining the markets for those goods, and ensuring that fair prices are received by all.

Jaahar's cult observes the entire Midsummer's Festival as their High Holy Day, with lesser observances on the 4th of Brewfest, Needfest, and Growfest. Mosques to Jaahar are always built at the center of marketplaces, and extend their influence over the entire square during the hours that the market is open.

Priests of Jaahar typically wear richly dyed caftans of red or blue, trimmed in gold thread and often bejeweled as well.

# Lay Membership

**Requirements:** Anyone who buys or sells pays homage to Jaahar, merely by frequenting his markets.

Skills taught by the cult include Bargain, Speak Languages, Evaluate, various Lores (especially racial and cultural), Read/Write Languages, Conceal, Listen, Search, and Ceremony.

#### **Initiate Membership**

**Requirements:** Standard. Initiates of Jaahar are generally merchants or caravaneers, folk involved in the transport or sale of merchandise across the breadth of Bakluni territory.

(Improve Evaluate), Jaahar's Pitch (Improve Bargain), Repair, and Transfer Wound.

**Spirit Magic:** Befuddle, Extinguish, Glue, Jaahar's Estimation

# **Acolyte Membership**

**Requirements:** as per Priests. Jaahar's acolytes tend to be management types, those who own a variety of shops, businesses, or have multiple trade routes staked out.

#### **Priesthood**

**Requirements:** Standard. Jaahar's priests tend to be the wealthiest merchants in their community, oftentimes wealthier than the nobles who rule the cities they dwell in. They serve their communities by giving lesser merchants a "leg-up", by means of starting capital (at a suitable interest rate, of course), a safe environment in which to peddle their goods, and in some cases they will farm out information concerning new trade routes or market opportunities.

Virtues for Jaahar's followers include Creative, Honorable, Pragmatic, and Social.

#### Common Divine Magic: all

**Special Divine Magic:** Coin Wheel, Create Great Market, Create Market, Exchange Spells, Hide Wealth, Path Watch, Safe, and Spell Trading.

# **Associated Gods**

None.



Jisaraya is the goddess of Fertility, Dance, and Seduction.

#### Cult in the World

Daughter of Xan Yae, Jisaraya is the Dancer, Entertainer, and Seducer of the pantheon, the ultimate femme fatale.

Jisaraya's faithful celebrate the 5th of Harvester as their High Holy Day, with lesser celebrations on the 5th of each month. Also, the 4th of Needfest & Midsummer are counted as holidays as well. Jisaraya has no mosques of her own, instead she has a multitude of shrines, spread throughout the land teaching her skills and magic to those who wish to learn them.

Jisaraya's priestesses are not properly modest. Official ceremonial garb consists of the infamous Seven Veils, with anklets, bracelets, and necklaces galore. While out of doors in most communities, however, they will don a caftan (often of fairly sheer silk, to further annoy moralists) to hide their immodesty.

# Lay Membership

**Requirements:** Lay members of this cult are typically girls too young to be married, enrolled by their parents to increase their chances of being able to win and hold a husband.

Skills taught by the cult include: Dance, Dodge, Fast Talk, Seduction, Speak Languages, Craft: Courtesan, First Aid, Lores (Bakluni, Human, World), Listen, and Ceremony.

# Initiate Membership

**Requirements:** Standard. Known as the Daughters, those girls who rise to become initiates of this cult learn a whole new set of secrets, unavailable to the girls just here to learn how to dance and be seductive. Unnoticed by most authorities, Jisaraya's harmless little dancing girls are also excellent spies. Initiates will sometimes be drawn away from their duties teaching the lay members to be given a more practical education in the following skills: Leap, Tumble, Speak Languages, Conceal, Devise, Search, Track, Hide, Sneak, and Katar attack.

**Spirit Magic:** Comprehension, Demoralize, Heal, Jisaraya's Suppleness (Improve Dodge), Jisaraya's Veil Dance (Improve Dance), Shimmer, and Silence.

#### **Priesthood**

**Requirements:** Standard. Known as Mothers (Den Mothers by some wags), Jisaraya's priestesses duties include instructing the initiates in the cult's inner secrets, handling the information gathered by their Daughters, and maintaining the cult's front as a harmless finishing school.

Virtues for her priestesses include: Curious, Energetic, Indulgent, Manipulative.

#### Common Divine Magic: all

**Special Divine Magic:** Attract Attention, Command Passion Spirit, Droopy, Erotocomotose Lucidity, Floppy-bot, Group Laughter, Panhandle, Remove Head, Reproduce, and Summon Passion Spirit.

#### **Associated Gods**

**Zuoken:** provides Shield **Xan Yae:** provides Dark Walk



Goddess of the Hunt.

#### Cult in the World

Thought by many to be safely forgotten in the past, Kehgya's followers continue to persist in many outlying areas of Bakluni culture.

A by-blow of the brief tryst between Ragniyah and Zuoken, she is the goddess of choice for those who revel in the hunt.

In the ancient past, Kehgya's cult was accepted in most lands, even welcome. But as civilization advanced, Kehgya's cult changed with it. Originally this cult was charged with the hunting and killing of animals both dangerous to settlements and desired for eating. But somewhere in the ancient past, Kehgya's hunters began to hunt people.

Towards the end of the Empire, Kehgya's Holy Slayers were one of the most feared organizations in either the Bakluni or the Suel lands. On several occasions, Holy Slayers were employed to strike targets deep within the Suloise Imperium, one is even said to have slain the Suel Imperatrix on the eve before her son ordered the Invoked Devastation.

Kehgya's High Holy Day is the 4th of Needfest, with lesser holidays held whenever Luna is new. Services in modern times are conducted either underground, or in ruined structures on the edges of civilization.

Kehgya's priesthood wear close fitting pants and blouse of black, sometimes reversible to white in northern climes.

#### Lay Membership

**Requirements:** Lay members of this cult are uncommon in most regions, though they are generally drawn from the dregs of society. Many assassin organizations have a shrine to Kehgya, but only 1 in 10 have anyone who is actively a part of the cult.

Skills taught: Climb, Dodge, Jump, Tumble, Fast Talk, Evaluate, Lores (Bakluni, Human, Poison, and World), Conceal, Devise, Sleight, Listen, Search, track, Ambush, Disguise, Hide, Sneak, Ceremony, Shortsword attack, and Blowgun attack.

#### **Initiate Membership**

**Requirements:** In addition to the standard requirements, initiates of this cult are expected to stalk and kill someone. It need not be anyone of importance, transients and foreigners are common targets. Initiates in this cult are accorded the title of Shadows.

They also must swear their first Oath, that being of secrecy concerning the cult, it's membership, meeting places, and goals.

**Spirit Magic:** Annihilate, Befuddle, Coordination,

Disruption\*, Extinguish, Moon Sight, and Silence.

\* Kehgya's version of Disruption is 3 points, and does 1d10 damage.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are known as Stalkers. Acolytes are generally called upon to hunt an individual of equal status, either an acolyte of another cult, or preferably, a middle ranked merchant or soldier with a price on his head.

New acolytes also swear an Oath, that they will complete any mission they undertake before Luna reaches her full phase (the cult generally assigns targets on the night of the new moon, giving Stalkers two weeks to complete their assignments).

#### **Priesthood**

**Requirements:** In addition to the standard requirements, the Dark Blades of Kehgya are expected to hunt someone whose elimination will be noticed; military leaders (priests of Al'Akbar or Zuoken are popular), merchant princes (especially priests of Jaahar), or learned sages (priest of Zann, optimally).

Blades take a final Oath, one of Honor. It is considered beneath the dignity of a Slayer to take any commission that is of lesser status than their own (in the Slayer's own eyes).

Thus, the average man on the street has nothing to fear from this cult, as he is beneath their notice. The rich and powerful, however, by raising themselves above the common man, are ripe targets for this cult.

Virtues for her priests include: Honorable, Misanthropic, and Vengeful.

#### Common Divine Magic: all

**Special Divine Magic:** Blinding, Catch Scent, Create Shadow, Dark Walk, Kehgya's Claw, Oath, Seal Tongue, Suppress Aether, and Sure Murder.

# Spirit of Reprisal

Tzhul is a 6m shade, that commonly takes the form of a great cat. Rather than envelope foes, Tzhul leaps upon them as a cat would, and each raking attack imitates a Sever Spirit spell. Tzhul's attack percentage is always equal to 5x his current magic points.

#### **Associated Gods**

Ragniyah: provides Shattering



Koram is the God of Tradition and Order.

# Cult in the World

Though not as well known across the Flanaess as his wife Istus, Koram is the foundation of all things Bakluni. Revered for his both his inestimable wisdom and his uncompromising devotion to tradition, Koram serves as the bedrock of Bakluni history and culture, while his wife, Istus, acts to guide them toward their ultimate destiny.

Koram's faithful celebrate the 1st of Fireseek as their High Holy Day, with lesser observances each Godsday. Koram's High Mosques dot the inner Bakluni lands, featuring shrines to all the beneficent Bakluni gods within it's walls.

Koram's priesthood wear richly brocaded abas of yellow silk, with keffiyeh of pure white. Agal are worn intertwined with chains of gold or silver.

# Lay Membership

**Requirements:** Koram's cult appeals mainly to authority figures, sages, historians, and anyone with an interest in maintaining the culture of their ancestors.

Skills taught include Orate, Speak Languages, Lores (Bakluni, Genie (all), Human, and World), Read/Write, Listen, Search, and Ceremony.

#### **Initiate Membership**

**Requirements:** Standard. Initiates of this cult are known as Traditionalists, in that they keep the old traditions alive in their homes and try, by example, to get others to do so as well.

**Spirit Magic:** Admonish, Compel Respect, Detect Foreigner, Koram's Thunder (Improve Orate), and Second Sight.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are known as Moralists, for it is their charge to watch over their neighbors and see that no evil influences are allowed to rise unchecked. They also serve as legal counsels, judges, and civil administrators.

Moralists can often be found wherever crowds gather, seeking to lead the "lost" back to the ways of their fathers.

#### **Priesthood**

**Requirements:** Standard. Koram's priests often serve as personal advisors to local rulers, as they are highly valued for their knowledge of the laws and customs of the Bakluni. Those who do not hold such positions generally choose a Lore in which to specialize, and become Sage-Priests.

Virtues for Koram include: Calm, Conservative, Honorable, Spiritual, and Stubborn.

Common Divine Magic: all

**Special Divine Magic:** Command (Audience, Subjects, Worshippers), Force, Require Truth, Shield, Undetectable to (Humans, Jann).

#### **Associated Gods**

**Istus:** provides Avoid Fate **Zuoken:** provides Weaponmight



Najima is the god of curiosity, adventure, and exploration.

#### Cult in the World

Najima began his life as a young nobleman in the ancient city a Bajhnash, the seventh son of a seventh son, heir to the family name but not much else. Taking a minor place in the family business, he set out as a sailor aboard the family's merchant vessels plying the Drawmij sea.

Legends tell of his capture by corsairs, and how he climbed through their ranks to be their leader, only to simply walk away from the port one day to enlist in the army.

His army career, too, is full of fantastic stories of leading raids on bandit encampments, his battles with the forces of the Jann sultans, and his eventual marriage to the loveliest of the daughters of the djinn.

In truth, the stories go on at some length - it soon becomes obvious that Najima set his foot on the Heropath at a young age, embracing a life of adventure and danger as a matter of course. And as the tales about him grew, others came to emulate him, then to venerate him, until at last he set out on the final path that led to his Ascension.

Najima's followers observe the 7th of Needfest as their High Holy Day, with lesser services each Godsday, and occasional regional holidays as well. Najima's mosques are uncommon outside the Bakluni lands, though he has attracted a few followers among the Paynims.

Common attire for priests involves a simple rust colored dishdashah, tied with a white sash.

# Lay Membership

**Requirements:** Lay members of this cult are typically found among those professions Najima himself supposedly followed, i.e. sailors, soldiers, merchants, and scout/guides.

Skills taught include Dodge, Leap, Ride, Tumble, Fast Talk, Speak Languages, Evaluate, First Aid, Lores (Bakluni, Genie (all), Human, and World), Read/Write Languages, Sleight, Scan, Ceremony, and Cutlass attack/parry.

#### **Initiate Membership**

**Requirements:** Standard. Initiates of this cult are expected to live their lives as Najima did, braving the edges of the known world, exploring for the sake of seeing something new, and generally having a great adventure.

Najima's initiates who work their way into the east often find kindred spirits among the followers of Olidammara, Kelanen, and Zagyg.

**Spirit Magic:** Befuddle, Bladesharp, Bladeweave, Coordination, Countermagic, and Vigor.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are expected to continue on the path they have set for themselves, often providing more experienced assistance to initiates who suspect that a particular adventure might be out of their league.

#### **Priesthood**

**Requirements:** Standard. By this point in their careers, most of Najima's followers have seen a fair piece of the world, and retire in order to train the next generation of followers.

Virtues for his priests include: Creative, Curious, Energetic, and Reckless.

Common Divine Magic: all

**Special Divine Magic:** Flight, Path Watch, Retrieve Weapon, Shape Body, and Water Skating.

# **Associated Gods**

**Chan:** provides Summon Djinn **Istus:** provides Avoid Fate

Jisaraya: provides Attract Attention Xan Yae: provides Dark Walk Zuoken: provides Living Blade



Nolzur is the Goddess of Substance from Dreams

#### Cult in the World

Nolzur was the only daughter of one of the most powerful Shahs of the old Bakluni Empire. He loved his daughter so much, he could deny her nothing, not even tutoring in magic (which, for women, was simply "not done" in that Age.).

Her tutors found her an apt student, but the one area where she shone the brightest was the magic of illusion. She might have become the most promising practitioner of that art if not for the fever that overtook her in her fifteenth year and left her too physically weak afterwards to even stand without assistance.

Unable to follow her true dream, she turned to art, where the same qualities of mind that allowed her to create perfect illusions gifted her with the talent to create breathtakingly beautiful paintings.

So talented was she that it came as no surprise to her old teachers when her paintings began to take on lives of their own...

Nolzur's High Holy Day is the 11th of Fireseek, with lesser holidays on the 11th of every other month. Nolzur's faithful typically wear brightly colored wraps during worship services, which are usually held indoors.

# Lay Membership

**Requirements:** Nolzur is worshipped mainly by physical artists (painters, sculptors, etc.) as well as some few illusionist magic wielders.

Skills taught by the cult include Craft (painting, sculpting), Evaluate, Lores (Art, Bakluni, Human, and World), and Ceremony.

# Initiate Membership

**Requirements:** Standard. Initiates of Nolzur receive expert tutoring in the arts, as well as practical visualization and representational skills.

**Spirit Magic:** Countermagic, Improve (Painting, Sculpting), Repair.

#### **Priesthood**

**Requirements:** Standard. Nolzur's priesthood is often called upon to create enchantment runes for other practitioners of magic, especially when elaborate fine detail is desired.

Nolzur's priesthood also produces a great many mundane works of art, and in urban areas often run popular schools to teach their techniques to non-magicians.

Virtues for Nolzur include Creative and Spiritual.

**Common Divine Magic:** all Enchantments, Initiate, Sanctify, Worship Nolzur.

**Special Divine Magic:** Copy, all Illusions.

#### **Associated Gods**

None.



The goddess of violence incarnate, known variously as the Black Tempest, or the Render, she is the daughter of Koram, and mother of Kehgya.

#### Cult in the World

Ragniyah was born from Koram's rage that his people did not obey the laws he had set before them. Fashioned in anger, her symbol is that of a great black storm cloud, seen as a thunderhead near the coast, or a sandstorm in the deep desert.

Originally she was merely Koram's Spirit of Retribution, but as the ages passed she became both so feared by the people and so unmanageable as a servant that she ripped free of Koram's grasp to become a force in her own right.

Unfettered now by the dictates of Tradition, she scours the ancient lands of her people seeking to 'purify' the faithless by testing them to destruction.

Ragniyah's followers observe the 5th of Fireseek as their High Holy Day, with lesser observances on the 5th of each month. Services are conducted primarily at small shrines scattered across the breadth of the former Bakluni Empire concentrated worship of this goddess is practically unheard of.

Priests of Ragniyah wear simple robes of black or brown leather that have been soaked in blood, and elaborate crocodile-shaped masks while conducting ceremonies.

# Lay Membership

**Requirements:** Lay members of this cult are typically fall into two groups: those who seek to placate the cult, and those few murderers or warriors whose bloodlust exceeds their wisdom.

Skills taught to lay members include Dodge, Ride, Sing, Lores (Bakluni, Human, and World), Scan, Ceremony, and Scimitar attack.

# Initiate Membership

**Requirements:** There are two roads to initiation into Ragniyah's cult. The first is known as the Path of Rage, the second is the Whisper of Power.

The Whisper of Power is heard primarily by those whom Ragniyah has personally selected for a task or tasks. While engaged in an otherwise non-cult related act of atrocity, the potential initiate will begin to hear a whispered offer of power and glory. If they accept, they immediately lose 5 POW and become possessed by a powerful Berserking Spirit from Ragniyah's bosom. While under the spirit's influence, they may freely sacrifice their remaining POW for any and all magic available to the cult, if it is permissible under the effects of the Berserk. Said initiate will remain under the influence of the spirit for a number of hours each day equal to the spirit's POW, until it is driven from them or they die.

The Path of Rage requires a potential initiate seek out a

nearby shrine, and prove his worthiness through combat and displays of blood lust, in addition to the standard requirements. Those who have set their foot upon the Path of Rage are taught the skill of Berserking.

**Spirit Magic:** Fanaticism, Protection, Strength, Vigor, and Whisperblade.

#### Priesthood

**Requirements:** Standard. Many of Ragniyah's priests elect to become shamans, as well.

These cult war leaders are terrible to behold. Insane by any measure, they live only to murder, destroy, and despoil the works of man and nature. A full Priest of Ragniyah will do whatsoever he wishes, and any who dare to oppose him will die.

Virtues for her priests include: Angry, Vengeful, and Warlike.

#### Common Divine Magic: all

**Special Divine Magic:** Cloud Call, Command (Passion Spirit, Sylph), Crocodile Hide, Designate Target, Fang of Ragniyah, Ferocity, Increase Wind, Summon (Hell Wind, Passion Spirit, Skriax, Sylph), Terrify Foe, and Wind Warp.

#### **Shamanic Taboos**

Runic Affinities Only Must Accept All Challenges Live only in Wilderness

# Spirit of Retribution

**Skriax:** The skriax are actually a unique type of sylph that takes the form of a small whirlwind loaded with sand and debris.

Whenever a follower of Ragniyah commits an offense against her, somewhere in the world a skriax is created. Slowly these skriax come together, until at last they find the offender and attack.

For each skriax that has come together with the others, the size of the skriax increases by 1 cubic meter, and all of it's stats are similarly increased. Offenders engulfed by a skriax are blinded by the flying debris, and take damage equal to 1d8 per cubic meter of the skriax each round.

# **Associated Gods**

Kehgya: provides Seal Tongue



Sunnis is the Princess of the Dao, and High Adjudicator of the Court of Stone.

#### Cult in the World

Sunnis, too, was a vassal of Dorgha Torgu, and was chosen personally by him to teach mortals the magics of her realm.

In mythology, Sunnis rose from being a minor warrior among the dao to a leader of glorious countenance in opposition to the demon-spawn Ogremoch, who has set his intentions on becoming the ultimate tyrant of the Plane of Earth. Their battles, while infrequent, are evidenced by earthquakes and volcanic eruptions in the mortal realms.

Sunnis' followers observe the 17th of Planting as their High Holy Day, with lesser services on the 17th of each month. Chantries to Sunnis are built of the living stone, dwur fashion, wherever mountains or rocky outcrops can be found.

Initiates of Sunnis wear caftans and keffiyah of brown and tan, with an agal of black. Higher level members of the cult often add gold trim to their caftans, and string gemstones into their agal.

# Lay Membership

**Requirements:** Lay members of this cult are considered students, and are treated in all ways as such.

They are taught the following skills: Climb, Ride, Orate, Speak Languages, Craft Stone, First Aid, various Lores (Bakluni, Genie (Dao, Jann), Human, Magic, Mineral and World are common), Read/Write, and Ceremony.

Sorcery Arts and Magick Manipulations are learned as skills, and the Arts of Intensity, Maintain, Multispell, Range, Force, Hold, Permanence and Reinforce. (Lay members are not taught any Arts except Intensity).

Sunnis' High Vow requires that her followers may only use implements made of or from the earth with minimal refinements (i.e. stone, pottery, glass, or brick, but not metals), may only dwell in homes/buildings that meet the same test (i.e. no wooden structures) and must always maintain physical contact with the ground (no shoes or sandals).

# Initiate Membership

**Requirements:** Standard, though must possess an INT of 16 or higher. Initiates of this cult are considered journeymen in their craft, and are accorded all the responsibilities and benefits of that position.

All of Sunnis' followers function as Earth Warlocks, (i.e. skill/5 for water related magic) no matter what their specialization. Those who choose to specialize as earth warlocks use skill/3.

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**Note:** Sunnis' cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Sunnis are bonded to the sphere of earth, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel.

# **Acolyte Membership**

**Requirements:** as per Priests. Acolytes are generally accepted as having achieved adept status as sorcerers or magicians.

#### **Priesthood**

**Requirements:** Standard. Sunnis' priests are also magus sorcerers.

Virtues for Sunnis' followers include: Conservative, Loyal, Private, and Stubborn.

#### Common Divine Magic: all

**Special Divine Magic:** Analyze Magic, Command Gnome, Earth Grip, Gnome to Gargoyle, Shake Earth, Summon (Dao, Gnome).

**Sorcery Notes:** Common vows for this cult include Abjure (Alcohol, Armor, Arms, Arts G/L, Spirit Magic), Adulation, Celibacy, Fasting, Humility, Location, Never Kill, Rituals, Seclusion, Shun (Air, Immortality, Water), Tend Familiar.

Common specialties include Autotheist, Healer, Enchanter, Earth Warlock, and Woods Mage.

#### Dao

Ancient legends among the Bakluni say centuries prior to the Twin Cataclysms, Warlocks serving their Elements infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

Whether this is true or merely a fanciful legend, none now can say; whether the most ancient temples of these gods still contain the formulae for such transformations or not is similarly unknown. What is known is that the Fate of the Bakluni is definitely tied to the genie races, for good or ill.

Dao are the type of genie most closely associated with the element of earth. More than just intelligent gnomes, dao are the nobility of the Plane of Earth.

Dao are typically powerful spellcasters, utilizing earth spells at their skill/2.

Dao					SV: 151
STR	CON	SIZ	INT	POW	DEX
12d6	3d6	5d6	5d6	6d6	5d6

**Powers:** Armor (12), Burrowing (16), Dust Cloud (3d6 damage, centered on self, 5m radius), Eyeballs x2, Hands

x2, Knowledge (where buried treasure can be found), Legs, Transmute (Copper to Gold).

**Skills:** Cloud Attack (3d10+POW%), Command Gnomes (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Transmute (5d10+POW%).

In addition to their spells, dao can strike the earth with their fists, causing tremors equal to a 6 point Shake Earth spell.

The most famous ability of dao, however, is their knowledge of, and ability to retrieve wealth that lies buried beneath the earth. A bound dao is compelled to do so three times, after which it is freed of all other obligations.

# **Associated Gods**

None.



Oftentimes called "The Perfect Mistress", Xan Yae is among those who extol the virtues of psionics, or Mind over Matter. She is also the Patron of Shadows, Twilight, and Stealth. She is sister to Geshtai, born of Istus and Koram.

#### Cult in the World

Followers of Xan Yae are taught to use their bodies and their minds to overcome all obstacles. As the Shadowmistress, she attracts thieves and other unsavory sorts, but those who study deeply the secrets she reveals soon find that the mere redistribution of wealth pales before the inner mysteries the Lady of Perfection can show them.

Xan Yae's followers observe her High Holy Day on the 11th of Sunsebb, with regular services held on the 11th of each month. Monastaries devoted to Xan Yae are always built in highlands, either mountains or plateaus, and are sprawling edifaces of dark stone and twisting passages.

Priests and followers alike of Xan Yae wear loose abas over close fitting kanav, or bodysuits. Midnight blue, indigo, and charcoal are all popular colors for this attire.

#### Lay Membership

**Requirements:** Lay members of this cult are taught a variety of skills, including Climb, Dodge, Leap, Tumble, Speak Languages, Evaluate, Lores (Bakluni, Human, Psionic and World), Conceal, Devise, Slight, Search, Hide, Sneak and Quarterstaff attack/parry.

# **Initiate Membership**

**Requirements:** In order to become an Initiate of Xan Yae, not only must the applicant pass the standard tests, they must also have their psionic potential successfully awakened. Once

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this has been achieved, training becomes available in Martial Arts, Gestalt, and Psionic Combat.

Xan Yae's initiates calculate the Aspect for their Psychometabolic and Telepathic Aspect at a ratio of 3/2.

**Spirit Magic:** Coordination, Endurance, Glamour, Mobility, Protection, Second Sight, Strength, Vigor.

# **Acolyte Membership**

Requirements: as per Priests.

#### **Priesthood**

**Requirements:** Standard. Xan Yae's priests are expected to exemplify the attributes of their goddess, living a monastic lifestyle and teaching the skills they have learned to younger generations.

Virtues for her priests include: Calm, Modest, Prudent, and Spiritual.

#### Common Divine Magic: all

**Special Divine Magic:** Absorption, Dark Walk, Reflection, Restore Health (all), True<hand, foot>.

#### **Associated Gods**

**Istus:** provides Avoid Fate **Geshtai:** provides Float



Zaaman Rul is the Lord of Flame, and Chancellor of the Court of Fire.

#### Cult in the World

Zaaman Rul is the bastard son of lmix, the Tyrant of Fire. In his own lands, he is seen as one part rebel prince, one part freedom fighter, though he might have greater success in his war against his father if he would relinquish the title "Lord of Flame", for then he might be able to forge an alliance with Marrake al-Sidan (etc.), Lord of the Efreet, who claims the same title.

Among mortals, however, Rul's power is undiminished. The strength and destructive power of fire makes Rul and those who follow him powerful indeed. His alliance with Dorgha Torgu to teach the magics and traditions of his elemental realm to mortals has been an unquestionable success.

Rul's followers observe the 1st of Fireseek as their High Holy Day, with lesser services on the 1st of each month. Rul's Halls can be found anywhere, and the Sacred Flames within are everburning.

Initiates wear keffiyah of bright scarlet trimmed in orange, with an agal of entwined yellow and orange. Higher level members of the cult often add intricate patterns of fire-opals and gold to denote rank.

# Lay Membership

**Requirements:** Lay members of this cult are considered students, and are treated in all ways as such.

They are taught the following skills: Dodge, Leap, Orate, Speak Languages, various Crafts (smithwork, glassblowing, etc.), First Aid, Lores (Bakluni, Genie (Efreet), Human, Magic, Mineral and World), Read/Write, Devise, Listen, Ceremony and Saber attack/parry.

Sorcery Arts and Magick Manipulations are learned as skills, and the Arts of Intensity, Maintain, Multispell, Range, Force, Minimize, Hold and Speed. (Lay members are not taught any Arts except Intensity).

Rul's High Vow requires that his followers must burn to ash any refuse they produce (including offal). Furthermore, any meat they eat (or prepare for others) must be well-done, and they may not partake of any spirits which will not burn (such as beer).

# **Initiate Membership**

**Requirements:** Standard, though must possess an INT of 16 or higher. Initiates of this cult are known as the Disciples of the Flame, and are considered journeymen in their craft, to be accorded all the responsibilities and benefits of that position.

All of Rul's followers function as Fire Warlocks, (i.e. skill/5 for fire related magic) no matter what their specialization. Those who choose to specialize as fire warlocks use skill/3.

**Note:** Rul's cult does not offer spirit magic to it's followers. Instead, they utilize a form of magic known as mysticism, that employs eight spheres and eight runes. Followers of Zaaman Rul are bonded to the sphere of fire, but may select whatever runic association they please.

Knowledge of a sphere and a rune in this fashion does not affect the initiate's Free INT for purposes of memorizing spells, or their vow of the Vessel.

#### **Acolyte Membership**

**Requirements:** as per Priests. The Crimson Acolytes are generally accepted as having achieved adept status as sorcerers or magicians.

# Rune Lord Membership

**Requirements:** as per Priests. The Crimson Knights are all adept-level sorcerers as well as seasoned warriors devoted to bringing the Flame of Purity to those who would seek to see evil triumph. While they generally operate independent of the cult, they also tend to attract a group of lay warriors to their service, each of whom swears by the Pyre their master serves.

#### **Priesthood**

**Requirements:** Standard. Known as the Pyres of Purity, Rul's priests are also magus sorcerers.

Virtues for Rul's followers include: Creative, Energetic, Reckless, and Warlike.

#### Common Divine Magic: all

**Special Divine Magic:** Command Salamander, Create Wildfire, Restore Magic, Shield of Fire, Summon (Efreet, Salamander).

**Sorcery Notes:** Common vows for this cult include Abjure (Arts G/L, Ceremony, Spirit Magic), Adulation, Celibacy, Devotion, Fasting, Location, Rituals, Sacrifice (APP, Eye, Hand, POW), Seclusion, Self-Exaltation, Shun (Darkness, Immortality, Tap, Water), Tend Familiar.

Common specialties include Autotheist, Battlemage, Conjurer, and Fire Warlock.

#### **Efreet**

Ancient legends among the Bakluni say centuries prior to the Twin Cataclysms, Warlocks serving their Elements infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

Whether this is true or merely a fanciful legend, none now can say; whether the most ancient temples of these gods still contain the formulae for such transformations or not is similarly unknown. What is known is that the Fate of the Bakluni is definitely tied to the genie races, for good or ill.

Efreet are the type of genie most closely associated with the element of fire. More than just intelligent salamanders, efreet are the nobility of the Plane of Fire.

Efreet are typically powerful spellcasters, utilizing fire spells at their skill/2.

Efreet					SV: 141
STR	CON	SIZ	INT	POW	DEX
10d6	3d6	6d6	5d6	6d6	6d6

**Powers:** Armor (8), Burn Attack (4d6x10m), Eyeballs x2, Grant Wishes, Hands x2, Legs x2.

**Skills:** Burn Attack (3d10+POW%), Command Salamanders (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%).

In addition to their spells, efreet radiate heat in a 10m radius. Anyone within that circle takes 4d6 damage per melee round.

The most famous ability of efreet is their ability to grant wishes to those who have successfully bound them. Doing so costs 5 CON to the efreet, and makes it VERY angry. An individual efreet will do so three times at most, and then is free from it's bondage.

#### **Associated Gods**

None



Zann is the deity of Truth, Learning, and Intellect.

#### Cult in the World

Known as 'the Learned', Zann is the ultimate expression of unwavering dedication to Truth for it's own sake, and to the development of the intellect through learning. Like most other Mind Rune cults, Zann's cult also teaches the Way of the Mind, or psionics.

While there are many cults that exist to gather and concentrate knowledge, none do it with the zeal that Zann's followers exhibit. In areas where the two cults coexist, it is not uncommon for Zann's cult to engage in a deadly rivalry with the followers of the other Truth Rune deities - most such cults honor their gods by gathering knowledge to themselves, but the fervor with which scholars guard their ideals can be shocking to those who see them only as bookworms and shut-ins.

Zann's followers celebrate their High Holy Day on the 11th of Patchwall, with lesser services on the 11th of each month. Mosques to Zann double as libraries, and typically have vast archives of less accessible volumes stored beneath.

Priests of Zann wear simple abas of white trimmed in crimson, with matching sashes.

### Lay Membership

**Requirements:** Lay members of this cult are commonly drawn from the ranks of scholars, sages, wizards, and those who wish to study the Way. Most spend the bulk of their service to the cult copying ancient texts by hand, in order to preserve them for future generations.

Known as Seekers of Learning, all are taught the following skills: Orate, Speak Languages, Craft (Bookbinding, Calligraphy), Evaluate, Lores (Bakluni, Genie (all), Human, Magic, Psionic, Spirit, and World), Read/Write, Listen, Search, and Ceremony.

Only those with an aptitude for the Way graduate to become initiates.

# Initiate Membership

**Requirements:** In addition to becoming opened to the Way, applicant must also complete the standard requirements for acceptance as an initiate.

Zann's initiates calculate their Telepathic Aspect at a 2:1 ratio, and have access to training in the skills of Debate, Gestalt and Psionic Combat.

Initiates, known as the Lights of Knowledge, spend the bulk

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of their time seeking new knowledge for the cult, often under the direction of more experienced Razors or Lesser Sages.

**Spirit Magic:** Befuddle, Comprehension, Mind Delve, Second Sight, and Visibility.

#### **Acolyte Membership**

**Requirements:** as per Priests. Until they have sufficient seniority to head a Library of their own, acolytes (known as Lesser Sages) travel extensively, looking for caches of lost knowledge, and entering debates in regions where such scholarly contests are popular.

#### Rune Lord Membership

**Requirements:** as per Priests. Zann's Rune Lords serve the cult in a variety of fashions. Their primary duty is the recovery of knowledge and texts from enemy hands, but they also serve as guardians of the knowledge the cult has already gathered to itself.

Known as Zann's Razors, their debating skills are often as finely honed as their swords. Weapons training is not offered by the cult, but they will subsidize the training required by their own.

#### **Priesthood**

**Requirements:** Standard. Known as White Sages, Zann's priesthood jealously guards the information gathered by their followers, keeping it safe from the ravages of time and circumstance.

Virtues for Zann's priesthood include Conservative, Curious, Proud, and Suspicious.

#### Common Divine Magic: all

**Special Divine Magic:** Detect Truth, Discern Magic, Divination Blank, Forgetfulness, Know Lineage, Knowledge, Mind Read, Mindblast, Reconstruction, Sapience, and Translate.

#### **Associated Gods**

Chan: provides Vigilance

Koram: provides Undetectable to Jann



Zuoken is the god of Physical and Mental Mastery.

#### Cult in the World

Zuoken is the son of Koram and Istus, and father to Bleredd and Jaahar. While his sister Xan Yae plys her trade in the shadows, Zuoken demands that those who follow his path perfect both mind and body, to improve themselves in as broad a range of skills and disciplines as possible to better be able to defend the ideals of the Bakluni people.

It is interesting to note that much like their ancient enemies the Suel, the main wargod of the Bakluni is primarily a god of athletes.

Zuoken's followers celebrate their High Holy Day on the 4th of Wealsun, with lesser holidays on the 4th of each month in addition to normal Godsday services, which are commonly conducted in open-air stadia.

Followers of Zuoken wear whatever is appropriate for the season and occasion, typically breechcloths for training, armor for war, and a simple aba of white linen over trousers for ceremonial work.

# Lay Membership

**Requirements:** Lay members are encouraged to learn the skills the cult teaches, and to train their attributes so that they may become more perfect examples of (wo)manhood.

The cult sponsors biweekly sporting events in addition to worship services, open to non-cult and cult sponsored participants alike. These are often very popular with the citizenry, and betting on favored champions can be quite heavy.

Skills taught by this cult include Climb, Dodge, Jump, Leap, Ride, Swim, Throw, Tumble, Sing, Speak Languages, First Aid, Lores (Animal, Bakluni, Human, Psionic and World), Martial Arts, Read/Write, Listen, Ceremony, Javelin attack, and Scimitar attack/parry.

# **Initiate Membership**

**Requirements:** Unlike most Mind Rune cults, psionic aptitude is not a requirement for initiation into Zuoken's cult, though it is generally a requirement for higher positions within the cult.

Zuoken's initiates generally are required, in addition to the standard requirements, to have raised at least three of their physical attributes 2 or more points. They may also select one Gift and it's attendant geas.

Those who have shown an aptitude for the Way are taught the skills of Gestalt and Psionic Combat.

**Spirit Magic:** Coordination, Ease Pain, Endurance, Mind Trap, Strength, and Vigor.

#### **Acolyte Membership**

**Requirements:** as per Priests, excepting psionic aptitude and attribute increases of only 4 points. Upon becoming an acolyte, the character may select another gift/geas.

#### Rune Lord Membership

**Requirements:** as per Priests, excepting psionic aptitude, though it is preferred. Zuoken's Rune Lords may select one gift/geas per year of service, and are typically masters in both martial arts and the scimitar, and are all-around deadly fighters.

# **Priesthood**

**Requirements:** In addition to the standard requirements, prospective priests of Zuoken must have accomplished the following goals: raised their STR, CON and DEX to their species maximum, successfully awakened their psionic potential, and mastered a Lore skill that none of the other resident priests have mastered. Priests, like Rune Lords, may take on a new gift/geas each year they remain active in the cult.

Virtues of Zuoken include Energetic, Honorable, Loyal and Warlike.

Common Divine Magic: all

**Special Divine Magic:** Awaken, Feet of Zuoken, Hands of Zuoken, Living Blade, Resist Pain, Sixth Sense, Shield, and Weaponmight.

Zuoken's Gifts	Zuoken's Geasa
+10% to attack with any 1 weapon skill.	never dodge when that weapon is in hand.
+1 to STR	pay double tithing.
+1 to CON	drink only water, milk, or wine. (can be taken 3 times, restricting the cultist from wine on the 2nd, and milk on the 3rd).
+1 to DEX	must fast 1 day per week.
+1 to INT	master any 5 lores.
bless specific weapon to do 2x damage (after armor).	weapon may never be sheathed without drawing blood.
doubled healing rate	accept no magical/psionic healing
improved movement rate (DEX+SIZ/4)	may not ride a mount
doubled magic point recovery rate	use no POW spirit bindings
psychometabolic disciplines at 2:1 ratio	gain no clairsentient or psychoportive disciplines
telepathic disciplines at 2:1 ratio	gain no clairsentient or telepathic disciplines
psychokinetic disciplines at 2:1 ratio	gain no clairsentient or telepathic disciplines

# Associated Gods None.

# k k k k k k k k k

Thus concludes my Cultural Guide for the Bakluni.

The World of Greyhawk<sup>TM</sup> Wizards of the Coast.

RuneQuest<sup>TM</sup> Avalon Hill Games

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	Appendix What the Runes in these writeups stand for, and who rules them.						
6	Air	Air, Storm, Violence VELNIUS	A	Law, Malign	Ordered, Regimented		
$\triangle$	Alchemy	Alchemy, Transformation	0	Light	Light w/o Heat PELOR		
A	Beast	Animal Life	π	Luck	Luck, Chance, Randomness		
22	Betrayal	Betrayal, Treason, Falsehood SYRUL	R	Magic	Magic, Energy BOCCOB		
<b>\</b>	Chaos	Entropy, Corruption, Chaos THARIZDUN	웃	Man	Humanoid Life		
•	Cold	Cold	Ш	Mastery	Self-Knowledge, Internal Unity, Control		
•	Darkness	Darkness THARIZDUN	*	Mind	Thought, Mental Processes, Psionics		
†	Death	Separation, Conflict, Death NERULL	Φ	Moon	Mysteries, Tides, Luna SEHANINE		
Ĭ	Disorder	Disunity, Trouble, Trickery	•	Half Moon	Seasons, Cycles, Celene CYNDOR		
*	Dragon	Majesty, Power, Dragons IO	ಒ	Movement	Change, Instability		
	Earth, Light	Earth, Solids (Beneficial) BEORY	$\mathbb{H}$	Planes, Inner	Elemental & Inner Planes DORGHA		
	Earth, Dark	Earth, Solids (Maleficient)	₩	Planes, Outer	Outer Planes, Hells		
	Evil	Malice, Hatred, Evil ASMODEUS	<b>%</b>	Plant	Vegetable Life		
*	Fate	Fate, Destiny, Status ISTUS	8	Portals	Portals, Doors, Locks, Keys, Passages DALT		
X	Fertility	Love, Life, Growth, Fertility	•	Shadow	Light Within Darkness, Secrets		
0	Fire	Fire, Heat, Sky, Light	*	Slavery	Slavery, Confinement, Subjugation		
III	Harmony	Unity, Cooperation, Healing <b>ZODAL</b>	\$	Spirit	Discorporate Beings, Communication b/w Worlds		
0	Heat	Heat w/o Light		Stasis	Stability, Strength KORAM		
*	Hunger	Unfillable Hunger, Cravings	H	Trade	Exchange, Commerce		
•	Ice	Cold w/o Darkness	Y	Truth	Truth, Knowledge ZANN		
••	Illusion	Tricks, Concealment, Lies	$\mathcal{H}$	Undeath	Undeath, Living Dead		
<b>∞</b>	Infinity	Unendingness, Time LENDOR	常	Void	Waste, Reversal, Loss ACERERAK		
1	Kinship	Kinship, Family YONDALLA	W W	Water	Water, Liquids PROCAN		
Δ	Law	Ordered, Unchanging, Reliable	<b>V</b>	Work	Industry, Labor MORADIN		