

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
 (The Court of Water)

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 Godsdays 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

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 (Custbran, Mahome), Sure Hammer

Associated Gods

Jaahar: provides Safe

Ulaa: provides Command Gnome



Chan

(The Court of Air)

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 its 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.

greaves 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 subtly 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 its 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.



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

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.

Spirit Magic: Befuddle, Extinguish, Glue, Jaahar's Estimation (Improve Evaluate), Jaahar's Pitch (Improve Bargain), Repair, and Transfer Wound.

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.

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.



Ragniyah

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

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.



Thus concludes my Cultural Guide for the Bakluni.

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RuneQuest™ Avalon Hill Games

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