



# HARMAST

BARANTHOS' SON

*INITLATE OF ISSARIES*  
*God of Communication and Trade*

*Noble farmer-warrior of the Ernaldori clan*  
*of the Colymar Tribe*



## *Notes*

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# HARMAST

*Harmast is my name, and I am the firstborn son of the great chieftain Baranthos. You have no doubt heard of me. My clan, the Ernaldori, are loyal Sartarites, famed for our prudence and our success.*

*True, my clan defended Colymar tribal lands while others rushed off to war, but when they returned, where were the thanks for our service?*

*I fought in the Battle at Pennel Ford alongside my kinsfolk, and saw the crowning of the Prince of Sartar. My friends and enemies alike know me for a man of words, an envoy and skilled negotiator, but they also know that this fine sword at my side is not for show.*

**HARMAST** (21) Harmast is from a noble lineage of the Colymar tribe. His father is the chieftain of the Ernaldori clan, and his grandfather and great-uncle were kings of that tribe. His family are famed for their loyalty to Sartar and for their caution: Harmast's family survived the Lunar Occupation with their lives (and wealth) intact, whereas others of their clan perished.

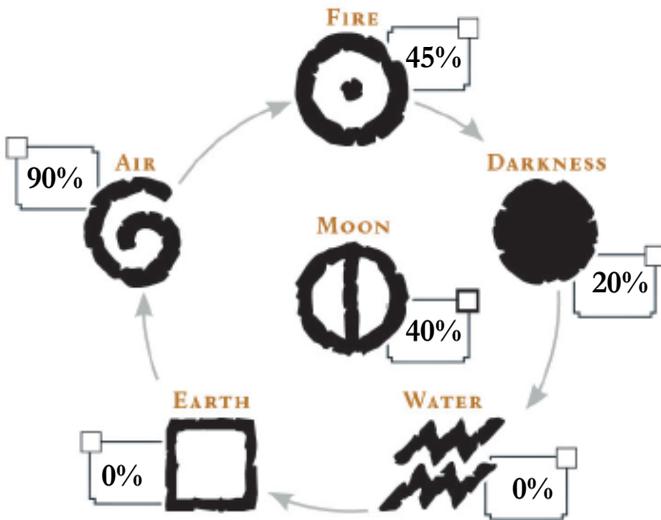
Harmast was initiated into the cult of Issaries, and tried to avoid the growing conflict in Dragon Pass, preferring talk and negotiation to warfare. However, following the Great Winter, Harmast fought a duel with a thane from the Grey Dog clan and killed him; the thane's kin have sworn vengeance upon Harmast. Harmast fought at the Battle of Pennel Ford, alongside his kinfolk, Vasana and Yanioth. He witnessed the Dragonrise and fought for Starbrow during the Liberation of Sartar, acclaiming her as Prince.

Of average size and appearance, Harmast has close-cropped dark hair and surprisingly bright eyes. His garments and gear are well made and boast ornate decorative motifs, a clear display of his family's wealth. In person he is occasionally a bit arrogant, and quickly defensive when it comes to his choice to remain and defend his family's farm estate when others of his kin answered King Broyan's call.

Harmast is a dealmaker: when he can't make a deal he relies upon his fearsome skills as a duelist. Generally, he tries to remain out of conflicts, but does not hesitate to act decisively when drawn into them.

# ELEMENTAL RUNE AFFINITIES

*The Air Rune as the primary elemental rune is characteristic of a violent, passionate, and strong adventurer.*



An Elemental Rune may be used to increase an adventurer's chance of success with another ability. This is called an **augment**. The ability being augmented must be:

- A non-combat skill within the Rune's Skill Category
- The sense skill associated with the Rune
- A combat skill using a weapon associated with that Rune

*Anyone with a value above 80 in a elemental rune must act in accordance with the personality traits of that rune or end up losing points from the rune's power.*

## AIR

*To have a strong affinity with Air means to be passionate, violent, proud, and unpredictable.*

*Strength*

*Manipulation Skills; Sword*

*Sense Assassin, Chaos, Smell*

*Lungs, muscle; Orange; Bronze; Mammal*

## FIRE

*To have a strong affinity with Fire/Sky means to be pure, chaste, idealistic, and perceptive.*

*Intelligence; Perception Category*

*Sense: Scan; Spear, bow*

*Brain, sinew, Yellow; Gold; Bird*

## DARKNESS

*To have a strong affinity with Darkness is to be cold, cruel, patient, and secretive.*

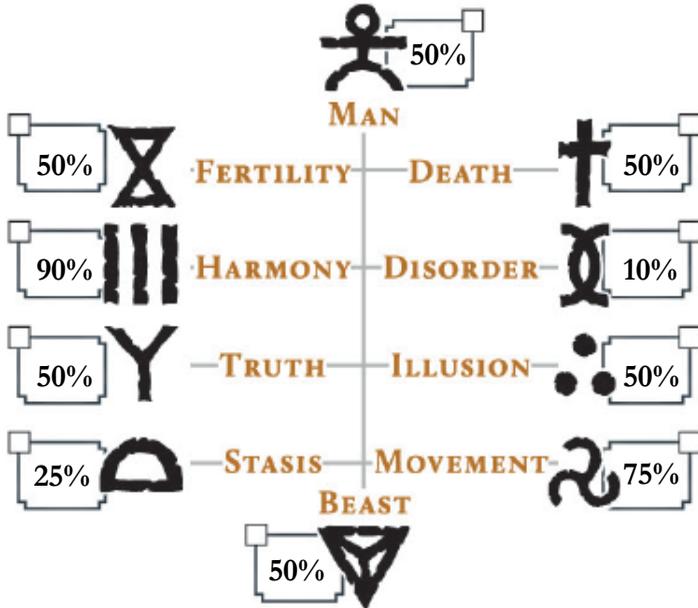
*Size; Stealth Category*

*Sense: Listen; Club, mace, rock*

*Stomach, fat; Black; Lead; Insect*

# POWER

## RUNE AFFINITIES



A Power or Form Rune may be used by your adventurer to augment any skill being used for an action in accordance with that Rune.

*The ten power runes work in five opposing pairs. The total of each pair equals 100%. As one power rune grows stronger in a person, the opposing rune grows weaker.*

*Anyone with a value 80% or above in a power rune must act in accordance with the values and traits of that rune or end up losing points from the rune's power.*

*Power runes with values of 80% or above are underlined below.*

### **III HARMONY / DISORDER**

To be strong with the Harmony Rune is to put the welfare of one's self-defined community (which might be as small as a village or as large as their entire world) above one's own. Those aligned with this Rune are helpful, careful, compromising, generous, and compassionate—they make peace, not discord.

To be strong with the Disorder Rune is to place one's own welfare, advantage, or pleasure above all others. Such adventurers may be described as individualistic, impulsive, and contrary, or as greedy, thoughtless, and egocentric.

### **◐ STASIS / MOVEMENT**

To be strong with the Stasis Rune is to be resolute and unchanging. Such an adventurer may be described kindly as determined or dogged, and less kindly as doctrinaire or obstinate.

To be strong with the Movement Rune is to be changeable, energetic, rebellious, and ambitious. Such adventurers can adapt quickly to changing circumstances, but are also impulsive and reckless.

## **Y TRUTH / ILLUSION ∴**

To be strong with the Truth Rune is to view the truth as something objective, and outside of individual biases, interpretations, feelings, and imaginings. Such adventurers describe things as they truly are, both in matters small and large, no matter what the consequences.

To be strong with the Illusion Rune is to distort truths or fabricate untruths, for one's own ends or on behalf of others, or in some cases simply for the sake of doing so. Such adventurers view reality as something subjective, and subject to their imagination.

## **⌘ FERTILITY / DEATH †**

To be strong with the Fertility Rune is to enjoy the pleasures of the flesh, most notably sexual desire. Such adventurers are generous and giving, often without personal commitment between the persons involved.

To be strong with the Death Rune is to separate oneself from the material world and seek to deny or even destroy the world of the senses. Such adventurers are relentless, ruthless, and ascetic, willing to deny others and themselves.

## **♁ MAN / BEAST ▼**

To be strong with the Man Rune is to be civilized, settled, sociable, and ethical. Such adventurers are uncomfortable in the wilderness, preferring lands tamed by humanity.

To be strong with the Beast Rune is to be bestial, savage, feral, wild, and untamed. Such adventurers are uncomfortable in cultivated lands, preferring the wilderness.

# THE CULT OF ISSARIES



GOD OF COMMUNICATION AND TRADE

*Issaries found the way of the dead,  
Broke Darkness of Silence that covered the world.  
Issaries chose trails, was scout for the Lightbringers,  
Now merchants and heralds worship his name*

Issaries is the god of communication, roads, and trade, and is one of the Seven Lightbringers. His worshipers are merchants, traders, caravaners, travelers, and heralds.

The cult's language, Tradetalk, was spread by the God Learners and is spoken as a second language throughout much of Glorantha.

Issaries is often worshiped apart from the rest of the Orlanthe pantheon and his cult is located throughout most of the civilized world.

**Rune Points:** 3 (*Issaries*)

Rune points may only be replenished through worship of the deity on a holy day and participation in cult rites.

# SPIRIT MAGIC

## **Detect Enemies [1 R I]**

**Points to the closest entity intending harm.**

## **Farsee [Var. R D]**

Each magic point halves the apparent distance as seen by the caster to the rest of the universe.

## **Glamour [2 T D]**

Increases CHA by +8. Increases spirit combat damage by one step, increases all communication and magic skills by +10%.

## **Mobility [1 R D]**

Doubles the Movement speed of the target and reduces their strike rank by 1.

# RUNE MAGIC

## ☯ III Command Cult Spirit (Issaries) [2 R D]

Enables the caster to command any of their cult's spirits if they overcome its POW.

## ☯ III Dismiss Magic (Issaries) [Var. R I]

Each point cancels 2 points of spirit magic or 1 point of Rune magic.

## ☯ III Divination (Issaries) [1]

Allows the caster to ask a simple question of their deity and receive an answer of up to seven words. One hour to cast.

## ☯ III Extension (All) [1 Spec.]

Affects the duration of another spell. For 1 point, the other spell lasts an hour. For 2 points, a day. For 3 points it lasts a week.

## ☯ ☯ Flight (Issaries) [Var. R D]

Transports one object (including caster) weighing up to SIZ 6 through the air for duration of the spell. Each extra point adds +6 to SIZ. Flying objects have Movement 12.

## ☯ III Find Enemy (Issaries) [1 R D]

Alerts the caster to anyone within range that intends to harm the caster.

## ☯ III Heal Wound (Issaries) [1, T, I]

Heals hit points equal to the magic points spent.

### **⌘ III Multispell (Issaries) [1 Self D]**

Allows the user to combine two spirit magic spells and cast them at once. This spell affects all spells cast by the recipient over the duration: thus every melee round, the recipient can cast two spirit magic spells.

### **⌘ Passage (Issaries) [1 Spec.]**

Must be cast with Lock. Each point allows one additional person to pass through or open the enspelled aperture besides the caster.

### **⌘ Path Watch (Issaries) [2 S D]**

Must be laid upon a known path or visible road to be traveled on by the caster. Alerts the user to the direction and number (though not type) of all enemies and traps within a 100-meter radius. Lasts as long as the road lasts and as long as the caster stays awake.

### **III Safe (Issaries) [2 T Spec.]**

Cast upon a container or opening to bar unwanted passage, and must be boosted with magic points. When anyone other than the caster tries to open the secured container or cross a doorway with this spell, they are attacked by the spell's magic points. If the trespasser's POW is overcome, they take 1D6 points of hit point damage and are forced back. Lasts 8 weeks.

### **⌘ III Soul Sight (Issaries) [1 R D]**

Allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells.

### **III Spell Trading (Issaries) [2 T I]**

Allows the caster to trade one use of any Rune magic (except this one!) in exchange for one use of any Rune spell known by another priest of any cult.

### **⚡ III Spirit Block (Issaries) [Var. R D]**

Helps protect the recipient from attack by spirits. Each point of this spell acts as spiritual armor and absorbs 2 points of magic point damage in spirit combat.

# PASSIONS

Honor	60%
Love ( <i>Family</i> )	80%
Loyalty ( <i>Sartar</i> )	80%
Loyalty ( <i>Ernaldi Clan</i> )	80%
Loyalty ( <i>Colymar Tribe</i> )	60%
Loyalty ( <i>Issaries Temple</i> )	60%
Hate ( <i>Grey Dog Clan</i> )	60%

## SKILLS

### AGILITY

Dodge	46%
Ride (Horse)	40%

### COMMUNICATION

Bargain	65%
Dance	20%
Fast Talk	15%
Orate	50%
Sing	35%

### KNOWLEDGE

Area Lore <i>(Dragon Pass)</i>	30%
Battle	30%
Cult Lore <i>(Issaries)</i>	30%
Customs <i>(Heortling)</i>	70%
Farm	35%
Herd	25%
Manage Household	50%

### MANIPULATION

*(includes all weapon skills)*

### MAGIC (+5%)

Meditate	10%
Spirit Combat	65%
Worship <i>(Issaries)</i>	55%

### PERCEPTION

Insight <i>(Human)</i>	60%
Listen	35%
Scan	35%
Search	35%
Track	15%

### STEALTH

Hide	25%
Move Quietly	30%

**STR 13      CON 9      SIZ 13**  
**INT 19      DEX 18      CHA 10      POW 16**  
DEX SR 1\*    SIZ SR 2\*

Move: 8

Damage Bonus: +1D4\* (*\*already calculated in weapons below*)

Spirit Combat Damage: 1D6+1

<b>Weapon</b>	<b>%</b>	<b>Damage</b>	<b>SR</b>	<b>HP</b>
Broadsword	100	1D8+1+1D4	5	12
Battle Axe	40	1D8+2+1D4	6	10
Dagger	55	1D6+1D4	7	
Med. Shield	80	1D6+1D4	6	12
Javelin	45	1D8+1+1D2	1	7

### **Spirit Magic**

*% = POW × 5*

*Strike Rand: DEX SR + 1 SR for each additional MP over 1*

### **Rune Magic**

*% = Affinity with the Spell's Rune*

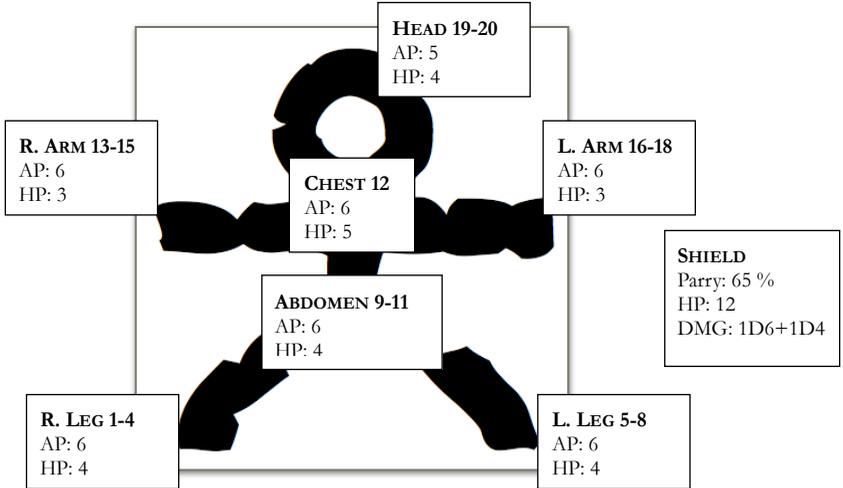
*Strike Rank: SR 1 + 1 SR for each additional MP over 1*

### **Armor**

Plate cuirass (6 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.)

# ARMOR

## HIT LOCATIONS & POINTS



### HIT POINTS 10

24	23	22	21	20	19
18	17	16	15	14	13
12	11	<b>10</b>	9	8	7
6	5	4	3	2	1

### MAGIC POINTS 16

24	23	22	21	20	19
18	17	<b>16</b>	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

### RUNE POINTS

**3** 2 1

### MAGIC ITEMS

Three healing potions that heal 1D10 points of damage each

## **LANGUAGES**

Speak Heortling 60%

Speak Tradetalk 45%

Read/Write Theyalan 20%

## **TREASURES**

Harmast carries

- 150 L in coin
- armor and helmet
- medium shield
- broadsword
- three javelins
- two riding zebras

## **REPUTATION**

15%

## **RANSOM**

500L