



### **Cult of Anax. Earth Rune. Earthtongue.**

Before the Gods War and the collapse of the Builders, Anax was the law-giver, the wall-builder. He taught the Anthropoi where to draw the boundaries that would keep them secure. It teaches that a child belongs to its father. This cult values literal speech and absolute honesty. It forbids intoxicants of any kind, as well as unshaven heads. Emotions are kept within strict forms. Its center of power is Winding Ways, where the Commandments are kept at the center of a winding labyrinth. Bulls.

Guilds available: Armorers, Free Sages, Players/minstrels.

### **Cult of Maia (also “The Wild Hunt”). Air Rune. Stormspeech.**

Before the Gods War and the collapse of the Builders, Maia was the adventuress, the art-giver. She went beyond all boundaries, defied danger, and brought back wonders. It teaches that a child belongs to its mother. The cult values metaphorical speech and often says deceit is a riddle the deceived has failed to unwind. It forbids shaven heads, and sleeping in the same place for more than one night in a row. Its center of power is an open sanctuary high in the mountains, where their annual peregrinations bring them at the year’s beginning. Hounds.

Guild available: Foresters, Players/Minstrels, Alchemists.

**Notes on relations between Anthropoi and Parthenoi:** Children protected by virtue of the fact they have “another option” with their other parent. Anthropoi have a somewhat solid material base in **terrace agriculture**, with stores that can hold them over in case of famine. Parthenoi have no stores, but geographic flexibility and medicinal knowledge that can, at times, serve them better.

### **Cult of Issaries**

Traders, they move and stay.