Guide to Glorantha

Volume I

Glorantha

Moon Design Publications

By Greg Stafford, Jeff Richard and Sandy Petersen

Moon Design Publications

The Guide to Glorantha

— Volume I —

By Greg Stafford, Jeff Richard, and Sandy Petersen

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Foreword

In 1966 Glorantha burst into consciousness in my collegiate mind, manifesting first as a mysterious letter inked onto typing paper with a felt tip pen by survivors of some then-unknown disaster. At that same moment I sensed the vastness of the project and thought, "This is so big that I'll never do it justice myself. How cool it would be to have a whole bevy of writers contributing to it with me." I began taking notes on the world to flesh it out for myself.

The pursuit of this vision had led me through most of the 46 years of my adult life, and I feel honored to be the recipient of a fulfilled vision. Reams of notes, typed and hand-written, accumulated in a mess of short stories and novellas as I pursued my goal. A particularly rude rejection letter said, roughly, "Don't send me this crap. All fantasy is the same." This propelled me to create a format to prove that wrong, and the result was a board game in which I provided characters and setting, and the game play would provide an ever-variable plot. A friend of mine, Jeff Platt, was at a printer's shop to pick up a catalogue where he met a guy getting his new fantasy game. Jeff bought one from Gary Gygax right at the shop. Gary told me later it was the first copy of *Dungeons & Dragons* ever sold. My first game, *White Bear & Red Moon,* was released in California at almost the same time that *D&D* was released. The fantasy gaming field was born.

I found *D&D* to be almost illiterate, poorly organized and not worth my trouble to sort out. When a neighbor, Jan Hendricks, explained to me his version of how to play I was intrigued and realized that it was a better format for a do-it-yourself novel than a board game. Jan and his friends tried to create a similar product, but since he was in high school, the product was not up to my standards. I insisted that it be literate, with proper organization, punctuation and clarity. Shortly afterwards I was at a party held at a Berkeley science fiction writer's house called Greyhaven, where my friend Paul Zimmer lived amidst a community which included his sister, Marion Zimmer Bradley. A stranger named Steve Perrin told me he and some friends wanted to make a *D&D* game set in my board game world. I said that I thought parts of the game were lame; Steve agreed with me. I explained what I wanted in a Gloranthan game, like cults, elimination of character classes and levels, types of magic and so on; and again Steve agreed. From that was born *RuneQuest,* the first Gloranthan roleplaying game, which brought my one-man company such astonishing success that it was soon an actual company with employees, paychecks and publishing schedules. Effortlessly my first employees came: Tadashi Ehara and Lynn Willis, followed shortly by Steve Perrin, Charlie Krank and a little later by Sandy Petersen, when we published *Call of Cthulhu.* At one time we had 18 employees. Over the years we went bankrupt twice and laid off almost everyone, but since we were an art company and not a money-making one, we just trudged along and started over each time. I kept compiling notes of cool stuff.

When *RuneQuest* hit the market we began to get unsolicited submissions from strangers. I had thought that the game system would be popular, and that everyone would simply plug it into their own created worlds. My naiveté concerning the creativity of most people was shattered when Glorantha proved to be as well-liked as the game system. To help other people get the idea of new settings we published Michael Moorcock's *Stormbringer* (the first RPG based directly on published popular literature) and later, *Call of Cthulhu* (always our most popular title). Submissions for Glorantha kept coming in. I realized that my vision of cooperative creation was manifesting.

I was pretty strict concerning publications set in my world. I'd been writing about it for a decade to clarify my own vision, and I was determined to make that vision understood by the contributors. I nearly rewrote every early Gloranthan supplement to match my vision. Slowly other people got it too, and my revisions lightened up after about 20 years as the published material began to flesh out the setting. My confidence in other peoples' understanding grew. So did my compilation of notes.

The game business of those days heavily affected how material was published. Over and over I attempted to publish a single work that would provide a single clarified vision of the world. Over and over I was sidetracked to create something to sell instead of what I wanted. With Sandy's help we got one version together, published as *Glorantha: Genertela, Crucible of the Hero Wars.* It was chopped up to meet publishing deadlines, and so Glorantha continued to appear in bits. Contributory subcreators pieced together the overview, and helped build the bits. My file cabinet full of notes of cool stuff actually made my job more difficult for me to keep a reasonable size for publication of the whole world.

As my confidence in other writers grew, thanks to the superior work and insight of Sandy, Ken Rolston, Michael O'Brien, and Nick Brooke, I began to disengage myself from being the obligatory center of creation. This was with some relief, as I had other visions to work on too, particularly *King Arthur Pendragon.* Contributors kept coming. A particular cluster of player/writers from the Seattle area brought David Dunham and Jeff Richard to the fold.

It's now 46 years since my first vision. I look back upon the manifestation of my vision with a great satisfaction and humility. It has been a phenomenon of effort and also of luck. Luck that Tadashi, Lynn and Charlie appeared when needed so early. It has been Glorantha's good fortune to have such fantastic support from Rick Meints, David Hall and other fanzine creators; and especially that Jeff Richard's pursuit of love and life put him in precisely the correct place to bear the weight of my Glorantha vision. As I have withdrawn due to time and age, Jeff and Rick have filled the gap with revelation, power and excitement that matches my own. Indeed, the distance they have from it has improved the situation.

This book in your hands is one that I have been attempting to write for 40 years. The circumstances of chance and design denied me the chance to write it. Jeff has injected tremendous vitality and energy to it through curiosity and effort to learn more in such strength that he has read the 40+ years of notes, fragments and incomplete ideas. He has reported things to me that I had forgotten I wrote.

I am not only flattered and pleased by this work, but am genuinely excited to see it come together in my lifetime. Here in your hands is a work that people have told me they have wanted for decades. Me too. In reviewing portions I have experienced a thrill like that which newcomers have told me they feel upon discovering Glorantha.

So here I give my dearest gratitude to Rick and Jeff of Moon Design for this work. I see that the invisible hand of creativity has folded about them and the many other contributors to this work. The same time and distance that kept me from doing the work has given them the power to do what I could not. This book is a dream come true for me – the manifestation of a lifelong vision in beauty and power. I am pleased to present you, the reader and fan who has supported my fragmentary efforts for so long, with this treasure from the hearts and hands of so many good people.

Thank you, everyone.

– Greg Stafford, April 12, 2012

The World of Glorantha

World Structure

Glorantha is a magical world, not a planet floating in space. Its universe obeys other laws than those of terrestrial physics. The Inner World, the world of mortals, is shaped like a huge cube of earth floating in a limitless sea of water. Two major continents, Genertela and Pamaltela, and a myriad of minor islands rise above the surface of the infinite sea.

The Sky World lies beyond the dome of the sky. At night, the stars show where the magical denizens of the Sky World peep through the Sky Dome to guard their followers below. Similarly, the Underworld is populated by immortal creatures, as well as by evil dreams and by the souls of the dead and unborn.

The Sun rises from the east each morning, then passes over the air, and across the sky to set each evening in the west. It then travels beneath the seas and the earth through the Underworld, and finally again up to the eastern lands of the dawn.

The world is populated by magical entities who personify fundamental powers and cosmic truths, spirits of diverse origin, power and benevolence, and feared manifestations of Chaos (foul-seeming and otherwise). Many of these beings are alive in every sense, but many are not. Most people live only in the mundane world, content to let priests, shamans, and wizards protect them. But the influence of the magical world is always there.

Introduction

The world of Glorantha is in many ways similar to our own, but exists in a magical universe, where the laws of physics are subordinate to the whims of various magical entities. To understand Glorantha, you must appreciate its magical nature. The Sun of Glorantha is a living god, Yelm, and not a nearby star. Many other deities besides Yelm exist, some more powerful, and all have the power to directly affect humanity. Rulers and leaders of Glorantha use magical rather than technological means to achieve their ends, and even the humblest of persons may occasionally encounter magical manifestations.

Humans are a very young species on Glorantha. The world has known other inhabitants through its life, including beings of great magical power, such as gods, demigods, and monstrous Chaos entities.

Humans gained dominance in Glorantha only recently, in the early Second Age (about a thousand years ago). Before this, they were only one species among many. Humans have adapted well to the world, expanding their realms at a steady pace up to the present time.

The majority of the sentient beings of Glorantha are humans (humans constitute over 80% of the population of Glorantha, circa 1621 ST), but many other creatures and entities of ancient origin still exist and interact with humanity on occasion. The sentient nonhuman inhabitants of Glorantha are known collectively as the Elder Races. The major Elder Races are the Aldryami (called elves by humanity), dragonewts, Mostali (called dwarves by humanity), Uz (called trolls by humanity), and Triolini (called merfolk by humanity).

The human cultures of Glorantha are many thousands of years younger than those of our world. Humans are at a far earlier state of civilization development than we are, and currently function at levels roughly equivalent to our Neolithic to Bronze Age cultures. However, the pervading presence of magic, combined with interaction with the Elder Races, many of whom are far more advanced than humanity, have created cultures with no Earthly equivalent.

Daily Life in Glorantha

Types of Civilization

For most of her human inhabitants, Glorantha is a simple and unsophisticated world. In Earthly terms, most of mankind is still at a Neolithic or Bronze Age stage of civilization (mixed agriculture, basic tools, and simple theocratic governments). Certain areas have attained an Iron Age level of sophistication in some regards, due to the magic that pervades the world, or the legacies of past ages.

The Elder Races are at various stages of development. Most human scholars agree that trolls and mermen are at a lower stage of civilization, and place the dragonewts at the top (assuming that man can even evaluate the their ancient, almost inexplicable civilization). The dwarves of Glorantha rate only slightly lower than do dragonewts, and the dwarves clearly have the most developed technology.

Of course, applying human criteria to the cultures of other species can be a pointless exercise. For example, trolls naturally consider themselves to have reached a pinnacle of sophistication, and in certain terms, such as the availability of complex smells and sonic sensations within their caves, they are right, and can be proud of their achievement.

The God Learners divided the human cultures they encountered into four categories: primitive, nomad, chiefdom, and civilized. Although these categories reflect Jrusteli prejudices and can easily be criticized (for example, the Doraddi have elements of primitive and chiefdom), they are a useful framework for understanding the diversity of human civilizations.

Primitive: Members of primitive cultures have neither permanent settlements nor political organizations more complex than family and clan. They do not have their own system of writing. Although individuals may acquire metal tools from more developed civilizations (as they might learn another writing system), there is no native metalworking. Primitives may cull and garden useful plants, but do not engage in plow farming or pastoral herding; they primarily hunt and gather food across a traditional range averaging about four square miles per person in hilly country. Examples of primitive folk include the Hsunchen and the Doraddi.

Nomad: Nomads depend upon their livestock herds for survival, moving them from point to point during the year to find the best grazing. Most nomads are mounted, or otherwise use beasts of burden to carry supplies and equipment during their endless treks. They lack permanent settlements, organize themselves along clan lines, and don't develop writing, although they may use pictographs or adapt another culture's writing system for their use. Some nomadic cultures have metalworking. Examples of nomads include the Pentans and the Praxians.

Chiefdoms: Chiefdoms are organized and socially stratified into at least two social classes (elite and commoner), although more classes are common. An individual might change social class during a lifetime by extraordinary behavior. The clan is the basic organizing principle, but clans often band together into tribes or larger confederations. They lack powerful central governments (some classes have long traditions of personal freedom). Chiefdoms practice mixed agrarian-pastoralism, metalworking, and writing. They have permanent settlements, even large cities with priests, merchants, and people who can read. The Orlanthi are the most prominent example of chiefdoms.

Civilized: These cultures are marked by full-time centralized state governments which regularly collect taxes, and contain cities, full-time division of labor, social concentration of wealth, ruling classes, bureaucracies, community ties based on residency rather than kinship, monumental architecture, professional warfare, and writing. They practice intensive farming. Examples of civilized cultures include the Esrolians, Fonritians, Kralorelans, Pelorians, and Westerners.

Magic and Religion

The central theme of Glorantha is the relationship between man and the gods, between the mythical and mundane worlds.

Gloranthan religion and magic are basic to existence, and acknowledged by everyone. The gods are acknowledged, experienced, and exert powerful influence upon the world. Some form of polytheism is the most prevalent

religious practice in Glorantha. An individual worshiper may have a special relationship with a chosen deity, but acknowledges and often worships other gods as well. Other religious practices exist as well, such as naturalist animism, philosophical materialism, and mystical illumination.

The omnipresence of magic in Glorantha means that day-to-day life is different in many ways from that which we experience. Life centers around a person's cult or religion. Magic is a source of both increased safety and ease of life, and is also a source of conflict and terror.

Injuries are not as serious on Glorantha as they are in our world, for most physical damage and infection can usually be healed by one's friends or family, or at least by someone local. This contrasts with life on Earth, where many people's sole recourse for serious injury is to journey to highly-paid specialists found only in urban centers.

However, the ease with which magic heals wounds means that violence is even more popular in Glorantha as a way to settle disputes than it is on Earth.

Diseases are far more dangerous than injury in Glorantha, due to the presence of Mallia, the Mother of Disease, and other harmful entities. Healing is often available, but disease still kills significant numbers of infants and children before they can be taken to a healer.

Hunting and agriculture both benefit from magic. Fertility spells increase herding and crop yields, spirit charms aid hunters' arrows, and so on. Thus more people can be fed from the same resources. However, the legacy of aeons of magical wars and disasters means that areas rich in natural resources are few in number.

Demographics and Population Growth

The distribution of population in Glorantha is highly uneven. Great areas of the world are only sparsely inhabited by trolls, nomads, and savage tribes. Other areas are filled to the brim with various beings. Access to fertile cropland, sources of irrigation, or areas of good hunting are very important, but so is the nature of the magic that holds sway in a region. What does the presence of magic mean to Glorantha in demographic terms? Powerful magic may aid in the creation of a more ordered society with a responsible central government, as in the Kralorelan Empire, with consequent benefits to stability, trade, and growth. On the other hand, magic may lead to war and anarchy, as in the Chaos Wastes of Genertela. The stability of Glorantha's total population is primarily due to the presence of many destructive forces in the world. In combination these have so far balanced the forces that augment population growth, and in addition make much of Glorantha an uncertain and eventful place to live.

Life and Death

Existence is dangerous in Glorantha. Mankind must deal with frequent natural and Chaotic disasters, constant wars of conquest and religion, quarrels with the Elder Races, feuds with neighbors, and raids by foreign tribes. Thus the value of warriors, adventurers, and mercenaries to society.

The many deities of Glorantha have an indirect but effective influence on population growth, wars, and abundance, both through their magic and, more importantly, through influence on their worshipers. These deities are palpably real, and the certainty of a life after death means that behavior is more important than survival for most people. If proper behavior is to attack one's neighbors, then so be it.

Many magical terrors haunt Glorantha, sometimes wiping out whole cities in a single day. The Juggernaut and the Mother of Monsters are two famous examples. Also, many of the cursed lands of Glorantha are believed to be expanding, at the expense of fertile areas.

History reveals that Glorantha suffers cataclysmic disasters every few centuries, such as vast wars between magic-using societies, invasions by monsters or unknown races, and even the destruction of entire continents. Prophecies indicate that a new and even more terrifying period of cataclysm may be imminent: the Hero Wars.

Social Organization and Politics

Understanding the nuances of Gloranthan cultures will be useful if you wish to run an accurate campaign, or if you intend to role-play Gloranthan characters in an authentic manner, rather than like a 21st-century urbanite. This section offers a generalized look at Gloranthan social organization, rather than considering specific cultures, and contrasts Gloranthan ways of organization to those of our own world. Information on specific cultures can be found under the Major Cultures chapter of this book.

This discussion pertains only to the humans of Glorantha, not the Elder Races, whose social structures are too varied, alien, and complex to merit a generalized analysis. Since humans are currently the dominant species in Glorantha, we can leave out consideration of Elder Race cultures without too much distortion of actual circumstances.

Like humans in our world, individuals in Glorantha tend to organize themselves into groups, for purposes such as defense, hunting, and crop-raising. Such groups, usually known as societies, tend to evolve gradually from tribes into kingdoms, all the way to our modern nation-states.

The societies of Glorantha are still at an early stage in this process of societal evolution. Don't make the mistake of assuming that such societies and their associated cultures are less sophisticated or complex than our own modern, technological societies, however. Few students of Earth's Classical Era would presume to claim simplicity or unsophistication for the societies and cultures of that period.

Most of Glorantha knows little of the regimented, bureaucratic political and social organization practiced on Earth by our modern societies. Most Gloranthan people live in small tribal and ethnic homelands with weak central government, where strong personal leadership and local customs and traditions are most important. Chieftains in such societies are often selected more

Four Paths to Magic

Gloranthan scholars generally recognize four distinct ways to conceive of magic: spirit, divine, wizardry, and mysticism. In the Third Age, Lunar Magic is claimed by its practitioners to constitute a fifth path, although that claim is not widely recognized by others. Other minor paths may also exist.

Spirit Magic: Also called animism or naturalism, this method of conceiving magic involves integration with the spirits who embody the animals, plants, places, and objects they dwell within. Each culture has its own traditions of spirit magic, which includes spirit societies, animist cults with special relationships to powerful spirits, and individual shamans who explore this world.

Rune Magic: Also called divine magic or theism, this method of conceiving magic involves the worship of gods to experience mythological events of the Gods Age. Those initiated into this method of magic may worship a pantheon of gods or devote themselves to a single god (or even a single aspect of that god). In exchange for worship, initiates can wield some part of the god's Runic power.

Sorcery: Also called wizardry or materialism, this method of conceiving magic involves the study of permanent and indestructible Essential Forms. This approach is logical and imposes the caster's will upon the material world.

Mysticism: Also called draconic magic or illumination, this method of conceiving magic involves the search for the Unknowable. Mysticism rejects logic and experience, and uses austerities to strip away the dull realities which accrue with daily and cosmic living. The magic provided is inconsequential and typically of no interest save to those who study it.

The Cosmology of Glorantha

Above: The Sky Dome, supported by the Four Directions. At the top of the Sky Dome is the Pole Star; above it is Dayzatar, the Lord of the Heavens. The Middle Air is contested by the Red Moon and the seven-starred constellation of Orlanth's Ring.

Middle: The flat Middle World with the Earth "lozenge" is surrounded by and floating atop Sramak's River. The northern continent ends with huge glaciers, the southern continent with deserts of fire. In between is Magasta's Pool, a whirlpool that drains into the Underworld.

Below: Beneath the Earth and the deepest waters is the Underworld. Six Hells are shown, including those of Annara Gor and Deshlotralas, Netta, Yelm, Natha, and Deskorgos the Monster Man.

Sun Path: The Sun's path from the Gates of Dawn to the Gates of Dusk and then to the Underworld.

on the basis of skill and honesty than by their wealth and connections. Knowledge is imparted to children by friends and family rather than by a specially trained educational system. As a consequence, cultures tend to have different values from our own. Gloranthans undoubtedly have different priorities and ways of doing things. It is likely that members of many societies even think differently from us.

Of course, not all Gloranthan societies are simple tribes. In some arid areas of Glorantha great nomadic khanates or mega-tribes have evolved. Certain fertile regions, such as the Janube river valley, are organized into independent city-states. Several major political entities, such as kingdoms or theocratic dictatorships, exist in Glorantha, mostly in regions where advanced agriculture is an effective economic strategy. The mightiest organization is the awesome and now decadent Lunar Empire. Members of even the most advanced of these societies still live, act, and think in ways somewhat unfamiliar to our modern Earthly societies.

For example, it is important to understand that all these methods of Gloranthan organization and government, from tiny clan hearths to great empires, are by necessity rigidly authoritarian in nature, with consequent limitations in freedom for the average man. Such democratic innovations as choice of religion, open criticism of the establishment, selection of occupation by the individual rather than by tradition or heredity, and many other "rights" that you are probably accustomed to, do not exist for most Gloranthans. Even in comparison with the totalitarian regimes that are so common on present day Earth, the societies of Glorantha would likely be more violent, more repressive, and less enlightened. This is the price of survival in a hostile world.

In Gloranthan societies, power is held by a chieftain, king, or other supreme authority. The meanings and connotations of this authority differ from society to society. The leader may be selected by reason of birth, or by his superior ability in hunting, war, magic, or some other form of endeavor. In most human societies the ruler's power is balanced by aristocracies or theocracies, noble or priestly classes accountable only to the ruler for their actions. Councils of such individuals sometimes rule in the place of a single leader. In any case, the vast majority of humanity belongs to the working class (farmers, hunters, fishermen, soldiers, artisans). These persons are all subject to the ruling class to a great extent, although the degree of oppressive behavior varies considerably from one society to the next.

How effective are the societies of Glorantha at providing services to their members, such as the distribution of food and clothing, defense against marauders, or artistic and religious gratification? What about a society's ability to grow in population and expand its territory in competition with other societies? In both cases, major success often seems to require an ancient concept: bureaucracy.

One of the most successful societies of ancient Earth was Egypt, in which a simple theocratic bureaucracy was organized for agricultural purposes. Our modern technological states, whether authoritarian or democratic, are astoundingly expert in bureaucratic measures. Of course, there are no modern industrial states as we know them in Glorantha. Nor are there any socialist planned-economy states, or popular democracies. Also, there is no global infrastructure in Glorantha: there are none of the international organizations, and communications or trade networks that are so important, if largely unappreciated, in our world.

In fact, there are few effective bureaucratic organizations of any kind to be found in Glorantha. Thus vital activities of a society, such as widespread organization of agriculture, comprehensive tax collection, or military preparation, cannot be carried out efficiently. Such modern measures as universal military conscription are unheard of in even the most advanced societies of Glorantha. This severely restricts the power of most Gloranthan societies, even those with powerful magical and divine aid, to a Bronze Age or even lower scale of activity and growth.

The few societies that do have both powerful magic and effective bureaucratic organizations, most notably the Lunar Empire, the Kingdom of Loskalm, and the Kralorelan Empire, have the most powerful armies, the greatest populations, and the most comfortable living conditions. These societies also wield considerable influence worldwide.

It should be noted that Gloranthan political organization varies widely and cannot be completely categorized in terms of Earthly stages of development. The same is even more apparent when it comes to understanding cultural concerns and quirks. The primary difference, yet again, is the omnipresence of magical knowledge and divine power. Even though the human societies of Glorantha are younger than ours and have not had the time to evolve our complex structures of technology, government, and fashion, unusual magically-influenced patterns of organization and culture occur, patterns almost alien to our imagination. Such cultures have structured themselves in ways difficult to categorize in conventional Earthly terms.

For example, the reclusive Brithini culture offers its people immortality, while denying them certain opportunities that are common in almost all Earthly cultures, such as the opportunity to raise a family. The Brithini are governed by the mysterious Talar, a caste of leader-diplomats. This caste, like the other Brithini castes, has had unusual limitations set on their behavior – limits that would be inconceivable to most Earthly ruling elites. To understand the Brithini one must understand the nature and purposes of their magic. Running a Brithini character as if he was a 21st-century Earth inhabitant who just happened to be immortal would be foolish: the gaining of immortality naturally has costs and consequences that run deep.

Many other Gloranthan societies are similarly subtle. We hope you will take the time to understand such points, and not oversimplify Gloranthan societies by imposing Earthly points of view.

Economics

Communication and trade between distant regions is rare in most of Glorantha. People rarely travel beyond their homeland. Long-distance travel is a hazardous business, with brigands and sea pirates a constant menace.

Travel by land is strenuous and dangerous. Bandits are a widespread hazard. For most people, travel means going by foot. Travel by riding beast is typical only for nomads or the wealthy. In the Wastelands and the lands that border it to the west and east, Praxian riding beasts (bison, high llama, impala, sable antelope, and zebra) are more common than horses. Horses are extremely rare in Pamaltela, and unknown outside of Umathela and Fonrit. Expensive to buy and maintain, horses are for cavalrymen, messengers, or the wealthy. Mules are the most common pack animals, and one of the most common riding animals.

Roads are rare, and, as a result, so are wheeled vehicles. The Daughter's Road in the Lunar Provinces and the Royal Roads of Sartar are extraordinary feats of magical engineering, but even paved roads are remarkable. Most roads are simply packed dirt.

Travel down or along navigable rivers is greatly to be preferred. The mighty rivers of Genertela and Pamaltela serve as highways for trade and travel.

The hazards of travel by sea are if anything greater than those of travel by land. Wolf Pirates and other sea pirates are a constant menace. There are natural hazards to be faced as well, such as storms, doldrums, Doom Currents, and more. Despite the risks, there are great profits to be made in sea trade.

Where goods cannot travel by river or by sea, they must be carried overland.

Magic and Warfare

Magic can dramatically augment the ability of nomads or even hunter-gatherers to cause trouble, and magic is certainly available to most Gloranthans for warfare. To take a culture from our world, equipping a tribe of nomadic Huns with Fire magic would dramatically augment that tribe's military power. But the Huns would still face the political and economic limitations that nomadic tribesman have, such as the holding and governing of conquered domains, agreement on a successor to a dying leader, or the division of spoils and authority among members of the ruling elite.

Coins of Glorantha

Dara Happan Wheel:
A perfectly round gold coin weighing approximately 0.36 troy oz.

Front: The Sun with ten spokes arranged to resemble a wheel.
Back: An idealized portrait of the Emperor God of Dara Happa.

Lunar Imperial:
A round, silver coin weighing approximately 0.2 troy oz.

Front: Seven stars within a diadem, with the Moon Rune in the center. The seventh star is below the moon. This symbol is always the same for any Lunar Imperial.
Back: Commemoration of Fazzur Wideread's appointment as Governor-General of Dragon Pass. This coin was likely minted at Mirin's Cross or Furthest.

Esrolian Clack:
A square copper coin, weighing about 0.2 troy oz.

Front: Depiction of Ernalda the Earth Goddess and her child (specific identity unknown). Ernalda is bare breasted, wearing a necklace, and holding a sheaf of grain in one hand.
Back: Idealized portrait of Queen Hendira of Nochet.

Sartarite Guilder:
A round, silver coin weighing approximately 0.2 troy oz.

Front: Depiction of Sartar's apotheosis assisted by the gods Orlanth and Ernalda.
Back: Depiction of High King Tarkalor and the Feathered Horse Queen. This guilder was likely minted prior to 1582.

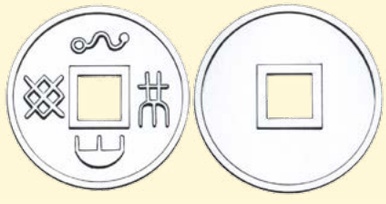
Seshnelan Silver Imperial:
A silver coin weighing approximately 0.2 troy oz.

Front: Idealized portrait of King Guilmarn the Fat.
Back: The Serpent Crown of Seshnela supports the All-Seeing Eye of the Invisible God.

Sentanos Ducat:
A small silver coin weighing approximately 0.07 troy oz.

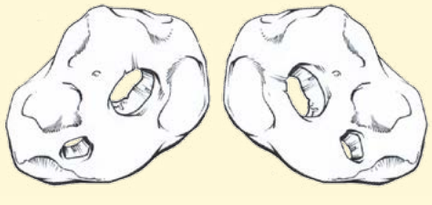
Front: Depiction of Great Arkat.
Back: Erengazor of Tortun, Overlord of Sentanos.

Kralorelan Cash:
A perfectly round copper coin with a square hole in the center, weighing approximately 0.273 troy oz.



Front: Four Gloranthan runes surround the square hole, one on each side.
Back: Blank.

Troll Bolg:
This crude lump of lead is marked by a troll's incisors and tusks biting through the lead. It weighs about 1 troy oz.
Front: The bolg has two holes from where the troll bit down on it.



Back: Reverse of the front.

All of these coins are common throughout Central Genertela.

Caravans led by Issaries merchants cross Dragon Pass between the Holy Country and the Lunar Empire, travel along the Manirian Road between the Holy Country and Ralios, and wind their way over the High Llama Pass between Fronela and Ralios. The Etyries Caravan travels across the wilderness of Pent between the Lunar Empire and Kralorela. Such caravans hire mercenaries to defend them from brigands. Where they regularly stop, taverns, wine-bars, and other establishments, catering to more horizontal forms of refreshment, do a roaring trade.

Most people make transactions in kind, rather than coinage, although some powerful rulers do mint coins on a regular basis. Such financial measures as money lending, bookkeeping, and banking are rarely used. Only the most advanced or mercantile cultures of Glorantha, such as the Holy Country, the Lunar Empire, or the Safelstran city-states, have entered the economic stage in which these factors become significant.

International Trade

There are a handful of cities of central importance for international trade. The Holy Country city of Nochet in particular serves as the major trade emporium, providing a market for incoming goods and the exchange of merchandise from all lands. Other important trade emporia include Garguna, Sog City, Dindanko, Lur Nop, Champaya, Mirivarea, Nikosdros, Handra, Dosakayo, and Westel. During the sailing season, these cities are great international markets and their harbors swarm with merchantmen vessels.

Glamour, the capital of the Lunar Empire, is the center of their trade networks, despite having no access to the sea trade. The rivers of the Pelorian lowlands serve as highways for goods and people; beyond them, endless mule caravans must transport goods across Dragon Pass and Pent.

We can imagine the scene in one of these trade centers. An enormous array of goods is on display on the waterfront and the streets leading to it. Priests of Issaries or other trade gods (such as Etyries within the Lunar Empire) oversee the market. Guards closely watch over precious and semiprecious goods: gold from Peloria, Fonrit, or the East Isles; emeralds from the Holy Country or Umathela; lapis lazuli from the Kingdom of Ignorance; gods' blood crystals from Ralios, Maniria, Dragon Pass, or Prax; diamonds (especially Falangian Diamonds) and other gemstones from the mines of the dwarves; statuettes, rings, finger-rings, necklaces, bracelets, and earrings, exquisitely worked in all of the above by crafters from the civilized lands. Amphorae of oil and wine are unloaded from merchant ships; the vessels themselves works of art painted with mythological or quotidian scenes. Merchants display dyed woolen textiles from the Orlanthi; linen garments from Peloria, Seshnela, or Fonrit; and bolts of silk from Kralorela. Warehouses have been built to house raw materials, especially metals from the various dwarf strongholds (the only source of iron in Glorantha), bronze from Dragon Pass or Peloria, copper from Esrolia or Tarsh, or lead from the troll lands, all often shaped into the form of oxhide ingots to facilitate transport. Slaves captured in war are a common sight at such markets, providing manual labor or more specialized skills. Spices from Pamaltela or Teshnos, tea from Seshnela, Umathela, or Kralorela, and exotic herbs from the Aldryami forests, give the air an unusual fragrance, but fails to conceal the foul smells of animals, rancid meat, human waste, and other noxious odors. Merchants converse in a dozen different languages, but most deals are done in Tradetalk, a pidgin language developed by the Issaries cult and used as a lingua franca in markets throughout Glorantha.

Gloranthan Warfare

Gloranthan warfare is superficially similar to that of our world. Formations of foot or horse fight under the leadership of a king, general, priest, magician, or warlord against their enemies. Ambushes, skirmishes, field battles, and sieges are used to break an enemy's will to resist, just as in the wars of our own world.

Unlike our own Earth, in Glorantha magic plays a decisive, often even primary, role in warfare. Priests cast bolts of lightning or call down flames from the heavens; shamans can unleash spirits like the all-consuming Oakfed; devotees of war or storm gods can shatter regiments; and the Lunar Empire has units like the Field School of Magic, the Crater Makers, or the awesome Crimson Bat that can decimate entire armies. In Glorantha, victory is often not on the side with the biggest battalions, but the side with the mightiest gods and spirits!

This can have surprising results; for example, a Paleolithic band of hunter-gatherers, backed up by powerful shamans, can overwhelm a superior civilized phalanx lacking magical support. The few armies that are both magically powerful and organizationally sophisticated (in particular, the Lunar Army) are terrifying indeed.

The magical elements of Gloranthan warfare can dominate a battle in many ways:

- *Wizards can cast spells that manipulate natural laws, such as making bronze harder than iron, or causing fire to erupt from the air.*
- *Orlanthi storm worshipers can fly through the air wielding lightning and thunder.*
- *Lunar magicians can call down meteors from the Red Moon to annihilate entire regiments.*
- *Priests, shamans, or wizards can summon elemental events, such as flood, storm, earthquake, volcano, or even a wall of fire.*

As a result, Gloranthan armies often use tactics or strategies that would make no sense in our world but may be fundamental to using their army's magic to its best effect. Armies are often assembled according to sacred formulae and combatants are often chosen to best match ancient myths. Certain individuals or units may lack any direct military value, but must be present for other regiments to use their own best magic.

Infantry

Infantry can be divided into Light Infantry and Heavy Infantry.

Light Infantry is common to every society, even the most primitive. In many societies, light infantry is used as a skirmishing screen ahead of the main body of infantry. Skirmishers with slings, javelins, or bows can be found in societies as diverse as Balazaring hunter-gatherers, Eolian slingers, and Lunar peltasts.

Heavy Infantry is typically armored with bronze or heavy leather and armed with spears and swords. They are generally associated with tribal or civilized societies but can be as diverse as Orlanthi thanes, Dara Happan hoplites, and Seshnegi Horali.

Cavalry

At the Dawn, chariots were more commonly used in battle than mounted cavalry. By the Third Age, chariots are used largely for ceremonial purposes and to transport ancient battlefield regalia. In much of southern Genertela, Praxian beasts are as commonly used as cavalry mounts as are horses.

Light Cavalry is armed with missile weapons, typically bows or throwing javelins. They skirmish with the foe, withdrawing from any offensive only to turn around and counterattack once the offensive is spent. The Impala Riders are Light Cavalry par excellence, as are the Pentan horse archers.

Heavy Cavalry engages in direct contact with the foe, usually with lances (spears), sometimes with swords, maces, or axes. Heavy cavalry can be found in societies as diverse as the Bison Riders, High Llama Riders, Loskalmi Men-of-All, Seshnegi Talars, and Tusk Riders. In some societies (most notably Fonrit and Teshnos), pachyderms (elephants, rhinoceroses, and shovel-tuskers) are used as heavy cavalry or even as moving platforms for archery and magic.

Sea Trade

An Esrolian wine dealer who, every Fire Season, transports two or three thousand seven gallon clay jugs weighing some 100 pounds each to a market hundreds of miles away, is able to load them all into a single merchant ship – but would need an endless file of mules to carry them overland.

Harrek and Jar-eel

Two of the mightiest Heroes of Glorantha are Harrek the Berserk and Jar-eel the Razoress. These Heroes are more than a match for entire regiments of soldiers and even the gods tremble within their presence. They are destined to contend in the coming Hero Wars in Dragon Pass and are harbingers of the doom of Glorantha.

This fresco is on the central ceiling of Argrath's Temple of the Reaching Storm in Tarsh and was commissioned by King Argrath to celebrate his victory over Jar-eel, the Heroine of the Lunar Empire. Argrath employed primarily Lunar artists and artisans and, no doubt as a result, Jar-eel is depicted as beautifully and heroically as possible, while Harrek is depicted as powerfully savage and violent.

Harrek the Berserk

The White Bear of legend is mentioned in nearly every history and tale of the Hero Wars. Chroniclers across the world wrote of the misfortunes he visited upon their lands. Harrek is a savage, half-mad demigod of death and destruction. He comes from the forests of Rathorela, and became a Hero when he killed and bound his people's god, the White Bear, to serve him (or perhaps he serves it).

Harrek gained fame as a Dart Warrior, an outlaw, a warlord, the king of the Wolf Pirates, a mercenary for the gods, and an iron-fisted tyrant of his own realm. He never forgot his common origins and never let a poor man starve. Harrek deserted his realm to come to the aid of his friend Argrath and fight the Lunar Empire that he had always hated.

Harrek is a massive, mighty-thewed, brownish-skinned man with long unkempt hair. He always wears an oversize, white bear cloak – the skin of the White Bear God he slew and skinned. Harrek has a shaggy black mustache, but no beard. He appears to be middle-aged. His default expression is a scowl, and his posture is menacing and bestial.

The head of the White Bear hangs over Harrek's head like a helmet, his face looking out through its fanged jaws, with the lower jaw under his neck. The bear's eyes look around, its ears turn, and sometimes it can be heard sniffing. The hide's forepaws envelop his hands, and he can extend six-inch claws at will. These do not inhibit his manual dexterity.

Magical Units

Magical units have no Earthly equivalent. These units tend to be very small; a few priests, shamans, or wizards who provide offensive and/or defensive support for their unit. Even fewer are heroic individuals who manifest or incarnate divine powers. Some magical units exist to neutralize the magic of the enemy, such as the Earth Temple Grounders, who can cast down flyers.

The temples of various war gods are often present at battles, the priests protected by bodyguards. Priests receive magic from the gods to help their soldiers or harm the enemy. Sometimes this power is focused on individuals who manifest, incarnate, or embody divine powers. Less martial cults typically do not provide magical support in battle. While the magical techniques differ wildly, there is no practical difference between:

- *A Hykimi warrior assisted by shamanic magic;*
- *An Orlanthi devotee incarnating his gods and performing divine feats; or*
- *A Western warrior augmented by spells and enchantments.*

Some magical units have Heroquested to gain powers effective against a particular enemy, to neutralize an enemy strength, or to remove magical powers from a foe. The Lunar Empire has always excelled in such magical expeditions, which enabled them to defeat both the Carmanian Empire and, later, the Celestial Empire of Sheng Seleris. In the Hero Wars, the Orlanthi turn the tables on the Lunars using their own techniques against them, and such knowledge spreads to other magical battlegrounds, such as Fronela, Ralios, Seshnela, and even far off Kralorela and Pamaltela.

Heroes

Heroes transform the battlefield in ways that have no equivalent to terrestrial warfare. Although every person possesses a measure of heroism, true Heroes are set apart from normal folk in a number of distinct ways. These individuals have transcended human limits, and walk among the lesser gods. Yet they remain human and are subject to the same motives and feelings as ordinary mortals. The strength of a single Hero and their companions may be equivalent to entire regiments of warriors.

Jar-eel the Razoress

The Fourth Inspiration of Moonson and the current incarnation of the Red Goddess in human form, Jar-eel is the greatest Hero of the Lunar Empire. She is the great-granddaughter of the demigoddess Hon-eel the Artess and the defender of Lunar civilization and enlightenment. Blessed with grace, intelligence, and beauty, she has already become an immortal. She is personally favored by the Red Emperor and is worshiped as a living goddess of Love and War by a regiment of elite soldiers sworn to serve her.

Born with all seven souls fully awakened, Jar-eel has proven herself as a peerless fighter, magician, poet, musician, and Heroquester. She has stormed impregnable citadels, transformed rebels into steadfast followers, dismembered an enemy demigod, debated gods in contests where her soul was at stake, given rightful order to Chaos, and emerged triumphant from the Pit of Sorrows as the Balancer and Turner.

Jar-eel has radiant red hair and is so beautiful that awestruck enemies have surrendered to her rather than dare lift a hand against her. She carries a pair of curved sickle-swords called the Moonswords, forged on the Red Moon. She wears an elaborate breastplate and a short skirt of crimson pteruges. Her armbands and bracelets are blessed with the prayers and spells of a thousand priestesses.

Not depicted here is her magical lyre, whose strings are made of red moonlight. A skilled musician, she uses it to inspire, seduce, and produce a wide range of other strong emotions.

The Red Goddess

Moon Goddess, Mistress of Time, Sister of Chaos, and Lurker Upon the Veil are some other titles given to this unique goddess. She was born in the Gods Age but was broken and scattered during prehistoric wars – not quite dead but not quite alive either. After the world was renewed by the Seven Lightbringers and Time was begun, this goddess was reassembled and reborn after centuries of planning and struggle by a band of secret worshipers. Although she was born inside of Time, and therefore was mortal, she quickly developed her natural abilities and set off upon a dread Godquest which ended with her apotheosis only 27 years after her birth.

Bones of the Gods

Gloranthan Rune Metal

All metal is from the bones of gods, some dead and some still living. Bronze is the most common metal, mined right from the earth in many places, which is why most of Glorantha remains in a Bronze Age. Glorantha is not Earth, and the metals called "bronze," "iron," "gold," and so forth, are analogs, not duplicates, of Earthly metals.

With the exception of bronze, pure metals are usually soft and unsuitable for weapons, armor, or useful tools. Many magical organizations know the secrets to purify and forge runic metals so that they gain their full magical abilities and a hardness equal to bronze. Dwarves know the secrets of purifying metals, and are the only beings in Glorantha with easy access to iron. Since the world is made of everything, however, most metal is not pure (including bronze), and even a metal that is almost pure loses its magical properties.

Bronze: The most common metal in Glorantha is bronze (hu-metal or Umath's metal). Workers in bronze are called "redsmiths". Bronze originates from the bones of Air gods slain in the Gods War. On rare occasions, a piece of bronze is still found that retains its former bone-like shape. It is a heavy and dependable metal, and is suited well for weapons. Bronze is the standard metal; you can safely assume that all metal items are bronze unless otherwise specified.

Aluminum/Quicksilver: The metal of the Water Rune exists in two forms: liquid green quicksilver (called sa-metal) and solid red aluminum (called lo-metal). When refined, this metal does not sink in water.

Copper: (also called ga-metal) is a shiny brown metal of the Earth Rune. It is the second most commonly used metal after bronze.

Gold: (also called el-metal) is the yellow metal of the Fire Rune, and is favored by Solar worshipers. Refined gold glows softly, and enhances any Fire Rune magic cast upon it.

Lead: Lead (also called na-metal) is a black to grey metal of the Darkness Rune, common among trolls. Refined lead armor does not reflect or clank, and thus is valued by those who wish to remain silent or hidden.

Silver: (also called ul-metal) is the white metal of the Old Gods. It has no special powers when refined other than to allow a weapon to wound creatures that can only be harmed by magic.

Tin: (also called ze-metal) is a blue-silver metal of the Sky World, and is rarely refined, since it has no effect other than to allow a weapon to wound creatures that can only be harmed by magic.

Iron: The metal of Death (also called ur-metal) is a rare metal created by the alchemy of the dwarves to kill elves and trolls. Iron is superior to bronze, more resilient and keeping a sharper edge. Properly refined, iron is stronger than any non-iron weapon.

Elves and trolls are especially vulnerable to iron, as the metal is poisonous to them. Iron (whether refined or not) dampens magic. It is more difficult to cast magic while holding iron; at the same time, it is easier to resist magic cast by others. A few cults know how to enchant a piece of iron for use by a specific person, ameliorating its magic-dampening side effect for that person alone. Iron is much sought after, and once out of dwarf hands changes owners frequently, for almost everyone desires it.

Adventurers in the World of Glorantha

Where do player characters come from in a roleplaying game? Why are they doing what they do? How do they fit into their society? Can they gain positions of authority or are they doomed to be outsiders all their lives? The primary purpose of this work is to aid the Narrator in answering such questions by providing a detailed, exciting background that considers the role of the adventurer. A brief overview of these concepts is presented here.

Exciting adventures are easily found in Glorantha, and anyone in Glorantha can be an adventurer, even a peasant or beggar, although the usual player character is more skilled than the average person in methods of survival, and has some degree of experience in dueling or in war.

Few, if any, Gloranthan cultures recognize the adventurer as a discrete occupation or class, any more than was done in Earth's past history. Rather, a player character can be anyone who leaves home to seek their fortune, goes on a long trip to seek a family member, joins a local movement to combat oppression, or is drawn into affairs beyond the normal ken. Adventurers generally take risks for some purpose, of course, but in Glorantha, that purpose can be almost anything: certainly more than just experience and gold!

In some Gloranthan stories the player characters will be ordinary villagers who are caught up in exciting and alarming circumstances. In others, the typical player character is an outsider to the region in which the adventure takes place. Thet are likely to be a wanderer in search of fame, prestige, or simple wealth, using their skills in personal combat and magic wherever they travel. Such characters have a greater chance of survival and are more exciting to play for younger players.

What are some examples of Gloranthan adventurer occupations? Traditional player characters that we've seen include scruffy treasure-hunters, famous mercenaries, treacherous professional spies, distinguished emissaries, drunken caravan merchants, even roving scholars – basically, anyone working in hazardous activities for a chance at a big gain. Note that merchants are not listed incorrectly: a merchant's life can be very risky as well as very lucrative in Glorantha.

How do such independent, well-armed, potentially dangerous persons fit into Gloranthan society? The answer varies from culture to culture and by adventurer occupation. In most societies, thieves, assassins, and other criminals, once identified, are almost always killed or run out of town, so playing such persons as characters is not recommended.

Mercenaries and wandering warriors are common sights in many regions. Such characters will be watched carefully, but not harassed unless they perform violence on locals, or violate local custom. Non-threatening strangers such as healers or scholars will usually be welcomed, for knowledge can be a precious thing in Glorantha.

Do people point when they see a stranger wearing armor on the street? Yes, unless a war is in progress. Does the casting of magic in public cause undue attention from local authorities? Usually yes, especially if the person is a stranger, and the kind of magic is direct and harmful in effect.

As a general rule, Narrators can assume that adventurers are conspicuous and under observation by any figures of authority in an area. Adventurers of a different species than the inhabitants of the area will be particularly conspicuous, of course.

As a matter of note, the word for "adventurer" does exist in most Gloranthan languages. The word means many things, but usually indicates someone taking risks, often illicit or at least without too many scruples, for selfish personal gain. More generously, the word can describe anyone undertaking daring, independent political and/or military activity on behalf of a greater cause.

This latter concept of the adventurer is worth looking at, since this is the kind of activity that many player-characters will be undertaking in an adventure. Such heroic activity has died out in our own world, to the loss of storytellers. Heroes of the stamp of Odysseus, Marc Antony, Jean d'Arc, Bradamante, Sir Richard Burton, Harald Hardrada, or Tokugawa Ieyasu are rarely heard of, and the kind of independent, selfish, but heroic activity such men and women were famous for is now stopped by the strong central governments that exist on Earth, who wish neither assistance nor threats to their supremacy.

In Glorantha most governments can rarely monitor, much less suppress, mercenary warriors, roving merchants, or other independent individuals of the kind likely to be player characters. Many governments even encourage "adventurous" activity: for example, the city government of Pavis, in the Wastelands of Genertela, grants official licenses to independent warriors or treasure-hunters passing through the city on the way to the adjacent ruins (the notorious "Big Rubble").

Adventurers have become public figures in many cultures in Glorantha. The low level of political organization in most of Glorantha sometimes permits adventurers to seize great power in weaker areas, and often allows them to do great harm. The most successful

adventurers are known as heroes, or even demigods, and are famed, for good or evil, throughout the world. One of the most famous examples was the legendary God-King of the region known as the Holy Country, who, it is believed, was a common sailor or sea captain before his arrival and rise to power.

The typical Gloranthan adventurer exists somewhere outside both the ruling and the working class. The adventurers skill and courage allow them to evade subservience and fight back against oppression, yet their independent nature and lack of local official status prohibit them from occupying positions of power in the more stratified Gloranthan societies. Heroes are those who surmount these, and other difficulties.

Human Racial Types

Glorantha has four major human races and several minor ones. There is a good deal of racially-motivated prejudice, discrimination, and intolerance in Glorantha, none of it with any more reason than racism on Earth. However, communications between regions is limited in Glorantha, and most people have never seen persons of different racial stocks than their own. When several races share the same region, however, racism in all its ugly forms is just as likely as it is on Earth. Several cruel Gloranthan cultures even enslave persons of different races.

Three of Glorantha's four major human racial types roughly correspond to Earthly equivalents, but the fourth is unique.

- **Agimori**: a dark-skinned race native to Pamaltela.
- **Veldang**: a blue-skinned race with no Earthly equivalent. Their skin is not bright blue, but slate colored. The Veldang are native to Pamaltela, where they are found in Zamokil and Fonrit.
- **Vithelans**: they resemble Earth's East Asians. They inhabit the East Isles, Kralorela, Teshnos, and Vormain.
- **Wareran**: a fair to olive-skinned race that inhabit most of Genertela, and Umathela in Pamaltela.

Other minor human or semi-human races also exist, including the green-skinned amphibious Waertagi, pygmies in Pamaltela and Prax, and the Teleono people, who are one of six colors. The presence of non-human and semi-human beings on Glorantha can lead to interesting assumptions. A person encountering another human of a different race for the first time may assume that he is seeing a creature of a different species altogether, with suspicion and fear engendered thereby.

Physical Nature

In general, the continents and islands of Glorantha are similar to those of Earth. Many odd, magical places or objects exist, such as the Block, a city-sized mass of magical material that sits amidst the plains of Prax, visible for many miles in any direction.

The surface geology of Glorantha is much like Earth's. Mountains, canyons, and volcanoes are similar in size and distribution, although a few stupendous mountains, such as Kero Fin, were formed by magical events. Certain other ranges of mountains greatly predate mankind, and have been dramatically weathered away by aeons of erosion. Glorantha's other natural surface features are almost identical to those of Earth. Salt seas, freshwater rivers, lakes, various kinds of forests, deserts, swamps, and marshes are all present and in normal distribution.

Manifestations of advanced cultures such as cities, roads, and planted fields are far less common than in our modern world. In most areas, the world presents an unsullied, natural appearance to the viewer.

Minerals occur underground in Glorantha, and can be mined in a normal fashion, although these minerals are different from Earth's. Oil and natural gas are not valuable to humans in their current stage of development, but may be present in certain areas, unknown to most disinterested surface dwellers.

Geological activity is significant and dramatic in Glorantha. Continental drift has occurred over the ages. Sudden magical shifts or the submerging of entire continents are not unknown. Earthquakes, volcanic eruptions, and other natural disasters are common, and usually attributed to the actions of the gods or their worshipers.

The average surface temperature of Glorantha is similar to Earth's, as is air density. Gravity is the same, and flight is possible. Air and water currents, however, are stronger than those on our world, and are influenced by magical factors.

An Analysis of the Crystals of the Gods

Nochet Knowledge Temple Document 3902-392-51-81.20 *From the workbook of Baranwolf the Imposter, Jubal, 1203 ST*

Many powerful beings died in the Gods War, and many more were simply wounded so that they bled upon the earth, as we would. But the blood of gods is not like our blood, and it has left traces of itself behind.

I have seen some of these battles in my elf-dust visions, and the number of gods who fell is sometimes tremendous. When I saw the Battle of Pornuthpananda, which created the moderately rich bronze mines of Lord Dekanayos, I counted 237 corpses before sleep dragged me home.

I have also witnessed Arrana Ovanich, the Flight of the Firebirds, and there I saw no corpses, although all the participants fought and bled profusely, especially the Long-runners and the followers of Lord Galaskol, who lay as dead for days on the battlefield of Irn before rising and departing.

I believe that the bloody Battle of Veranich and Polarn took place in the Mralot Hills. As everyone knows, both the mines of Irn and the crystal fields of Ramalia are only moderately rich, proving to me that it requires a lot of the blood of the gods to make a crystal or vein of metal, and that those rich deposits must have marked some epic, mythic battle, now probably forgotten. My analysis of the mining records at the crystal field indicates other facts whose details are too tedious to mention here. Instead I will state my conclusion and research findings:

The blood of the gods is made up of many different components, and the blood of all gods has something in common. Each god, or type of god, also has unique properties which give some of its blood crystals a special property. Research confirms this. With permission of our high priest, I took a selection of 25 crystals of varying size and appearance from our temple treasury. Accompanied by guards, I went into the markets of our capital and I asked all gem merchants, all magic merchants, all jewelers, and all scholars what they called each stone, and what magic it possessed. I recorded all answers given, and calculated over 5,000 responses.

Most people did not know all the stones (only five people recognized the Falangian Diamond, and none of them correctly described its properties), and only a few were known by almost everyone (Second Wind, Selfdrill, and Gar Crystal). Sometimes people used similar language to describe a stone (Yelmalio's Toe Blood, and Suntoe, for instance). Many people were dead wrong about most of the rocks (one adventurer-type knew nothing, and offered me an outrageous price for the Falangian Diamond), and often called anything they could not recognize a Truestone.

Findings:

1. *Sometimes different rocks have similar or identical properties.* The obsidian Nipple Stone, the red sandstone Selfdrill, and an uncut Esrolian Ruby all enhanced the effectiveness of most magic cast through them. Another example: Mhy Magic Is and Akim's Sense are both commonly used to describe the type of rock used for magical detection and analysis.
2. *Sometimes a single name is used to describe more than one rock.* Yelmalio's Toe Blood was used to describe three crystals: a granite rock crudely shaped like a bear, which created light bright enough to read by; another murky yellow quartz crystal which burst into flame hot enough to bum wet wood; and a third, which was intended to be cast at broos to burn them.
3. *Crystals seem to be of two types, depending on whether they are still alive, or are dead, and must be fed.* The living ones seem to resist usage and must be attuned, individually and only one at a time, to be used. My tentative conclusion is that the living crystals are from gods who still live, the majority from dead gods long forgotten in our world.

Major Cultures

This chapter presents the eight most important and widespread Gloranthan cultures. The cultures are arranged by their predominant type of social organization: primitive, nomadic, chiefdom, or civilized. The eight cultures are:

- The primitive hunter-gatherers represented by the **Hsunchen** and the **Doraddi** cultures
- The nomadic pastoralists, represented by the **Praxian** culture
- The bronze-working tribal chiefdoms, represented by the **Orlanthi** culture
- The urban civilizations, represented by the **Pelorian**, **Fonritian**, **Western**, and **Kralorelan** cultures.

Hsunchen Culture

A widespread cultural type across Glorantha are the *Hsunchen* or "beast peoples". These Stone Age peoples live without permanent habitation, migrating seasonally to find food. They are technologically primitive; they make everything they need and some of them religiously avoid all metals. Their magic is limited but powerful. They are politically simple, rarely organized even into large clans. Hsunchen live together with their beast brothers – the animals of their totem – whom they claim as their ancestors and kinfolk.

Hsunchen Populations

Dragon Pass	10,000
Fronela	1,400,000
Kralorela	710,000
Lunar Empire	5,000
Maniria	75,000
Pent	8,000
Ralios	150,000
Teshnos	100,000
Wastelands	5,000
Errinoru	630,000
Fonrit	250,000
Jolar	100,000
Kothar	75,000
Maslo	20,000
Tarien	50,000
Total:	**3,588,000**

Appearance

Hsunchen differ greatly in appearance from subtype to subtype. They tend to have some physical resemblance to their associated beast. For example, the Rathori are typically taller and heavier than other humans, with brownish skin, and are hirsute with brown to black hair. The Uncolings are slightly taller than average humans, with dark skin, but their hair ranges from white to almost black.

Distribution and Subtypes

Hsunchen are found in many regions, each one predominately inhabited by one or more types of beast people. Note that these are the dominant types only:

- **Dragon Pass**: Telmori (wolf).
- **Fronela**: Rathori (bear), Uncolings (reindeer), Kloisari (badger).
- **Kralorela**: Lo-fak (yak), Hsa (tiger), Damali (deer).
- **Maniria**: Mraloti (boar), Pralori (elk).
- **Prax**: Basmoli (lion).
- **Ralios**: Basmoli (lion), Damali (deer), Pralori (elk), Telmori (wolf).
- **Teshnos**: Pujaleg (bat), Hsa (tiger), Sofali (turtle).
- **East Isles**: Hsa (tiger).
- **Pamaltela**: Sofali (turtle), Pujaleg (bat), Hsa (tiger), Basmoli (lion).

Society

Ways of Life

Hsunchen are hunter-gatherers. Small families wander about a territory while the men hunt, trap, and fish, and the women gather plant foodstuffs. Families generally remain within an ill-defined territory which they have often known for centuries, but territories may be large. Whenever bands meet, the reaction depends on the character of the leaders more than on any custom.

Hsunchen are born with only minor differences from other humans, but they know and feel their innate contact with their ancestral animal. Their shamans help them to reconnect with their heritage, to restore the lost parts of their souls, giving them the animal powers their ancestors once lost. All adult Hsunchen are able to take at least some physical features of their associated beast, and their heroes can usually transform themselves fully.

Social Classes

One's occupation does not determine social class, for the simplicity of the Hsunchen lifestyle reduces differences in material wealth to the tools of one's trade. Social class is determined by leadership abilities; thus a person's importance is judged by the number of their followers.

Centralization

Extended families are the foundation of Hsunchen society. A group of close kin, who have known each other from birth, form the nucleus to which are attached husbands or wives, cousins, and so on, as they come into contact in the wandering ways of the peoples. People like to gather together, but their ways prohibit many large or long-term gatherings except when food is most plentiful, usually in the autumn. Family structure often parallels that of their beast kin; Telmori have a pack structure, Pralori a herd structure.

Leadership is personal. The leader in a family is the person who can do the job the best. Sometimes one person can do everything, but leadership usually shifts according to the job at hand. Some individuals maintain their leadership through terror and brutality, others by wisdom and practicality.

Clans are determined by horizontal relationships between mothers: who alive is closely related by maternal blood? First degree kinship is to one's mother, sisters, wife (or wives, as is common among the Uncolings), and daughters; second degree includes maternal grandmother, female first cousins, and granddaughters; while third degree includes great grandmother, female second cousins, and great-granddaughters. Kinship within these three degrees always means inclusion within the formal clan. People of the same tribe but of different clans are of distant kinship. All people not of the tribe are foreigners.

Marriage must be within the tribe but outside one's clan, thus not within the three steps of kin proximity. Marriage typically sends a man into his wife's clan, perhaps never to see his family again.

Organization beyond that of occasional clan gatherings is rare. Although it is true the families share common geography and a general way of life, they rarely act in

union, and rarely have any political body to maintain such unity. The few Hsunchen political entities to have existed, such as the White Bear Empire, have been exceptional and never long-lasting.

Personal Virtues

Each of the Hsunchen tribes has different virtues. Among the wolf and tiger peoples killing is more honored than among the deer and turtle peoples. Each tribe has characteristics of its animal kin and must be explored separately for its virtues.

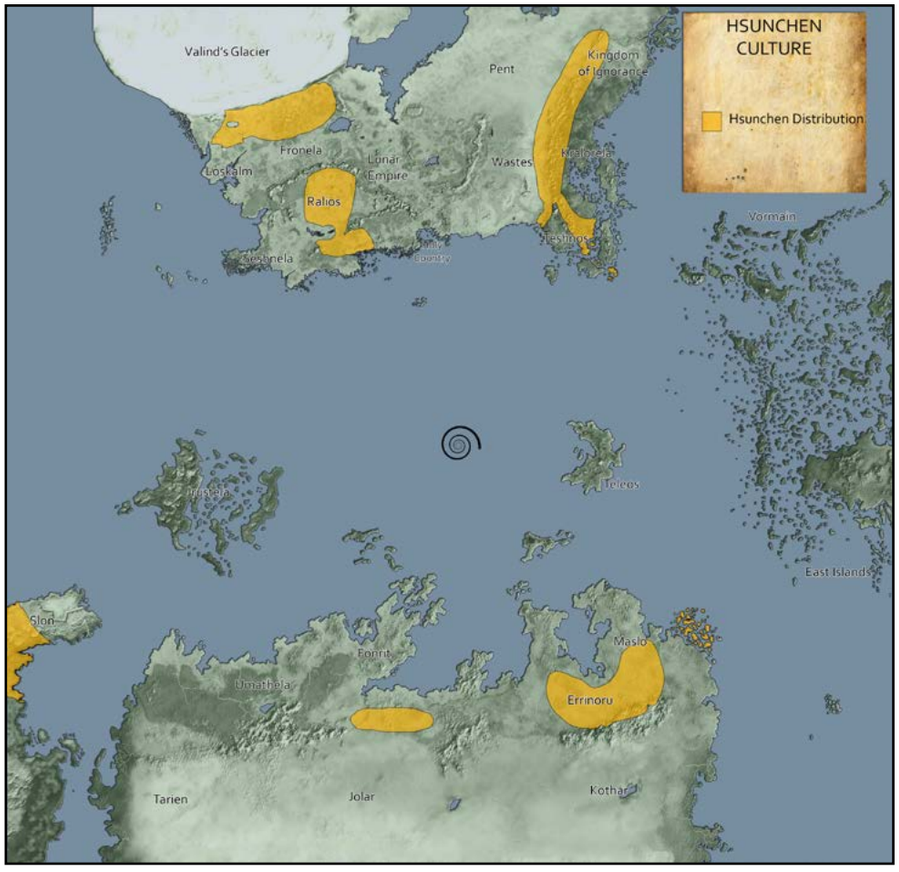
Gender Relations

Women are accorded a higher status by men because they are the progenitors of all and the direct manifestations of the Life Force into the world. They also seem to live longer to accumulate the wisdom required of the revered. Gender roles are separate, but overlap considerably. For instance, the primary tasks of men are to hunt and fight, but some animals may be hunted only by women (such as opossums among the Pralori) and when a fight erupts everyone grabs weapons of some sort – women are skilled at combat and do not wait for help. Similarly, men are required to know how to sew before attaining manhood, and are the only beings permitted to gather certain foods and medicine plants.

Changing gender roles is forbidden, save among shamans. It is not unknown for individuals to desire a role change, but no clan would dare to keep them within their protection for fear of offending the ancient animal spirits. Such individuals are said to have "wakened the dragon", and are sent away. Ancient legends and recent rumors persist in agreeing that secret tribes of "upside down people" exist, hiding even from the Hsunchen hunters, where all the women do men's work and vice versa. The gender reversals of the shamans may be casual, as among the Damali where they wear women's clothing; magically mysterious, as among the Raccoon People, whose shamans return from their vision quest as the opposite gender; sexual, as among the Opossum folk; or ambiguous, as among the majority.

Beast Brothers

Hsunchen maintain intimate contact with their totem animals. In most cases, those animals live with the Hsunchen, forming a single group. The entire Hsunchen social life and religion is tied to their beast brothers. For example, the Pralori live with their elk herds, while Telmori live and hunt alongside their wolf pack. In many cases, the two species treat each other as one for most purposes.



Living Conditions

Clothing

The clothing of most Hsunchen is of whatever rawhide is most common locally. All generally also own a costume made of the pelts (or other body parts, such as turtle shells for the Sofali) of their totem animal. Being steeped in spirit magic, the adults also wear many colorful accoutrements to serve as foci for their charms.

Housing

Tents, lean-tos, and burrows of various types are typical of the Hsunchen. Among the eastern tribes in the Shan Shan Mountains a rounded tent is popular, while among the Ralios tribes a pointed, conical type is used. The Rathori re-inhabit permanent buildings each winter while small two-person tents are used to travel each summer. However, it is not unusual for fast-moving hunting parties to travel without any covering but a fur blanket, even in the snowy season.

Food

The Hsunchen are hunter-gatherers. Their main foods are whatever can be gathered in the season, plus wild game taken by the hunters. Autumn is the favorite season since so many foods are available in profusion. Winter is the lean, hungry season.

Language

The Hsunchen languages are grouped together into a single family by Gloranthan scholars, but they are not mutually intelligible. Each Hsunchen people speak their own shared language, and this language is the same regardless of geographic or chronological separation. Ancient Seshnegi documents demonstrate clearly that the language spoken by the Hsunchen Basmoli invaders of the first century is identical to the language spoken by the relic Basmoli tribes surviving today in Ralios and Prax. The noted Jrusteli scholar Dakon Ven

The Telmori Werewolves

At the Dawn, the Telmori were like other Hsunchen tribes, where humans and animals mixed freely. Nysalor blessed the Telmori so that their hides in wolf shape could not be cut by bronze or bone, crushed by stone or wood, or mangled by flesh or claw. However they were later cursed by Talor the Laughing Warrior during the Gbaji Wars, and have since then involuntarily slipped back and forth from their wolf shape. They fled Fronela after the Gbaji Wars, and headed east. Their migration is one of the epics of Glorantha – they traveled hundreds of miles and spread woe wherever they went.

Tribes of Telmori still live in Brolia, Dragon Pass, Dorastor, and Billiz in Aggar. A huge nation of these wolf people is in the land known as Telmoria at the northern end of Ralios. Small groups or outlaw bands of Telmori can be found anywhere west of the Wastelands or central Pent.

LAUBENSTEIN
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Darloin demonstrated in 965 that the Basmoli living in Tarien also spoke this same language. In light of this, it is interesting to note that those Basmoli of Ralios who became civilized Orlanthi and ceased worshiping their crude lion-god also changed their language over time, till now they cannot understand the speech of their more conservative cousins.

Hsunchen Appearance

Rathori Hunter (left): The Rathori live in a vast sub-boreal pine forest. The northern reaches of the forest is sub-arctic, the southern reaches are more temperate. The people themselves are, on the average, on the taller and heavier end of the human norm. Their skin color is brownish; the color of their hair and eyes ranges from brown to black. They are hairy, and men tend to be bearded.

The Rathori hunter depicted here carries a spear, but his main weapon is a deadly bow and arrow. He also wears a cap fashioned from a bear's head. His shoes are waterproof and wide, seemingly designed for walking across the snow, constructed using bearskin for the soles, deer hide for the top panels, and a netting made of tree bark. He wears a bear-skin cloak over his clothes and carries a variety of magical charms made from parts of the bear – claws and teeth definitely, but also plenty of other magical charms that help him with other spirits. He is a rugged survivor, self-reliant, and someone a more civilized warrior would not want to encounter in his home woods!

Uncoling shaman (right): The Uncolings live in a vast tundra region just below Valind's Glacier. They subsist almost entirely on their herds of reindeer, making use of the entire animal. The Uncolings are socially and magically sophisticated. Each spring they meet in huge gatherings, and perform magical ceremonies requiring thousands of participants. The Uncoling people are slightly taller than average height. Their skin is dark, but their hair ranges from white to almost black.

The Uncoling snake dancer shaman depicted here carries a magical drum. She wears clothes made of reindeer hide, with a tall reindeer-fur hat with bones, and magical charms. She is simply covered with magical charms – bones, stones, knots – not all of which are visible here. Her apron is made out of snake ribs and she wears a necklace with a snake head. Her leggings are decorated with vertical stripes (symbolizing the Cosmic Dragon which is the source of her power).

The Hsunchen have no written script.

Law

Hsunchen obey only the law of the wild. No formal code exists. Punishment of evil-doers is the job of the community, undertaken for the good of the family or to protect the spirits.

War

Fighting is an everyday companion for man and woman alike, whether against the forces of nature, the game they hunt, predators, or unfriendly neighbors. Raiding by groups of Hsunchen is also common. But war, as a means of achieving political ends through violence, is largely unknown since politics are largely unknown.

Religion and Magic

Mythology

All Hsunchen share the Korgatsu Spirit Magic Tradition.

Korgatsu is the most popular Hsunchen name of the World Dragon (sometimes said to be a serpent) that was torn apart, and whose parts made the universe and its inhabitants. When Death came into the world the faithful and moral among the people found Korgatsu again in the Spirit World. They learned how to help descendants who were still living, how to be reborn again, and what new ceremonies were necessary to preserve the world.

Every Hsunchen tribe has variants within the Korgatsu Tradition, but the deepest essentials of the religion are the same for all. All revere an animal that is the ruler of the universe. The tradition includes most of the local fauna (sometimes as enemies), places, and plants. The Hsunchen acknowledge the existence and power of gods but shun them.

Creation myths begin with the Great Spirit; with the Creator and Grandmother Earth; with Earthmaker and the Four Companions (Turtle, Loon, Otter, and Sea Eagle); and with other deities of nature.

Mikyh was the Dragon who impregnated and was impregnated by Korgatsu. Nature gave birth to its array of spirits and Mikyh bore the first Grandfathers and Grandmothers of the tribes.

Through the Golden Age, most of the greater world had taken shape, especially the division between godly and lesser beings. The gods and great spirits were still able to change their form, but most mortals were not. At first life was perfect and wonderful, but eventually many of the Hsunchen lost contact with their animal selves, thereby losing touch with Nature and succumbing to the vices of agriculture, politics, war, priests, and wizards. Those folks were doomed, for all those things proved useless in the Gods War.

The beast peoples were exceptions. These folks naturally took either animal or human form. Both human-shaped and beast-shaped animals lived together as kin, because they possessed the same souls; for them, physical form was incidental. Different peoples view this distinction in varying ways. The Telmori regard themselves and their wolf brothers as respectively two-legged and four-legged members of the Wolf People. The Uncoling reindeer folk believe that they are reindeer who just happen to be able to turn into humans. The Flari owl folk take the opposite approach – they are humans who can turn into owls.

Old Man and Old Woman are two people common to many Hsunchen stories. Every tribe claims them as ancestors and they all tell the same tales. Whatever good or bad happens to Hsunchen today is a result of what this couple did in ancient times. Thus we find that Old Man conquered Fire to make it a friend, but Old Woman learned how to cook with it.

Overview of Religious Practices

Hsunchen religion recognizes ancestral, greater, and local spirits as the three kinds deserving major attention. The ancestors vary from tribe to tribe.

Greater spirits include the Fire God, Horned Man, and Hunter among those worshiped, and others known mainly through story but not actively worshiped, such as Trickster, Arachne Solara, Earth Witch, the King of Above, and the King of Below.

Each Hsunchen tribe also reveres different spirits which are important to its local survival. Thus among the Mraloti people the Oak Spirit is of great importance, while among the Sofali people the Keeper of the Clams is more important.

Hykim and Mikyh

According to God Learner genealogies, Hykim and Mikyh are the ancestors of all beasts. They are usually said to be dragons. Hykim is male and Mikyh female, though they never appear together in tales. The God-Learners hypothesized that they represent a single hermaphroditic being, in normal draconic fashion.

The genealogy of these deities resembles a taxonomic classification of Gloranthan animals. There is, for instance, a Mammal Mother whose children are the cat-god, bear-god, sheep-god, and so on. Then the cat-god is parent to the lion-spirit, the lynx-spirit, the tiger-spirit, and so forth. Some animals are also accounted another origin elsewhere. One example is Vrimak – the paramount bird-ancestor, but who is said to have been created by Dayzatar, the sky god.

Most animals are closely associated with another deity, and Hykim or Mikyh are used as explanatory links. For instance, Mikyh is the mother of King Griffin by Yelm, and of Storm Bull by Umath.

Religious Emblems

The wide variety of spirit magic charms that are available makes the average Hsunchen a hodgepodge of unusual objects serving as foci for charms of various types. Purely decorative objects are unusual, even the most mundane being imbued with some blessing or power before being worn.

Even in a single tribe, more than one spirit may be important. Among the Rathori, for instance, are found Grandfather Salmon, Harastos of the Salmon, and Mother of Roe Lake, who fulfill similar functions in different parts of the country.

Seasonal ceremonies are common. People gather and the shamans lead rites designed to propitiate and honor many spirits at once. Other rites are less orderly and regular, usually being invoked as needed. The spirit of a valley, for instance, may need to be propitiated upon entering and leaving its territory, while the blueberry spirit gets sacrifice when the first fruit appears, the deer spirit is called before every hunt, the poison thorn ivy banished whenever it is sighted, the ancestors summoned before births, deaths, and each Sacred Time, and the Thigh Pox spirit combated whenever it strikes.

Temples

No temples exist for the Hsunchen. Some places, commonly called Power Spots, are innately holy and may show signs of constant usage. Most of the time, however, the shamans carry or make whatever accoutrements are necessary and set up the site as necessary.

Doraddi Culture

The tribes of the Pamaltelan plains are called the Doraddi.

Appearance

The Doraddi are dark-skinned, with brown to black hair. A generally despised minority have blue skin (ranging from a bluish tint to actual slate blue skin).

Distribution and Subtypes

Three major divisions exist, differing primarily in their marriage customs, dialect, and diet, but generally similar in life style. The groups are called after their regions: Jolar, Kothar, and Tarien. The wagon-riding Kresh people of Kothar are a new subtype of Doraddi that first appeared around 1200 ST.

Doraddi Populations

Jolar	1,810,000
Kothar	1,090,000
Tarien	400,000
Total:	**3,300,000**

Society

Ways of Life

Doraddi culture is primitive and nomadic. The people eschew cities and demonstrate moral and social superiority through an array of anecdotes which conclusively prove the folly of civilization. They move often, usually abandoning a site and moving everything.

The Doraddi practice horticulture and hoe-farming, concentrating on root vegetables and abandoning their gardens every year. Their way of life combines hunting and gathering as necessary. In general, the wetter east is slightly more horticultural, the west more hunter-oriented.

Travel is common among all people. Wanderlust is a powerful sickness, with its own deity. Families leave when kings anger them, gardens fail, or a celebration beckons them from afar. Men travel from encampment to encampment seeking employment or placement. Ancient routes across the expanses are traversed seasonally by many families. Storytellers, special artisans, and shamans travel from hearth to hearth, plying their trades.

No beasts are used as work animals or mounts. Notably, the Pamaltelan plains are covered with several types of ground cover, but include no grass-like plants. As a result, horses are unknown amongst the Doraddi. No roads, except the sacred pathways, cross the land. They domesticate dogs for hunting and companionship and a variety of birds for food, work, and entertainment. Other domesticated animals include flightless chickens, a small short-legged pig, and the Tanuku – a milk-antelope.

Material wealth is simple. The people move too often to accumulate much. Clay vessels are unknown; when encountered, they are admired but never sought as they are too heavy to carry. Baskets of every kind fill most container needs, supplemented by gourds and woven reeds.

Social Classes

Society is primitive, with relatively minor differences in material wealth distinguishing the upper classes. For example, the King of the Arbennan makes decisions which influence thousands of followers, but he still wears native dress, eats native food, and lives in a reed hut. Class lines are indistinguishable, except to separate slaves from all others.

Centralization

Doraddi society ranges in organization from simple bands to more stratified chiefdoms led by kings. Only half the Doraddi acknowledge any permanent political overlord. The rest wander the wilds or drift among the kingdoms which try to hold the oases and river beds.

The basic social unit is the extended family. Each family is centered upon a group of women, usually related by blood, who collectively own all the tents or huts in the village, the livestock, and so on. Their children, husbands, and paramours live in the household, with the boys usually remaining with sisters and mothers until they marry or join a men's society.

Beyond the family is the *lineage*. Each family traces its lineage through the female line to an ancestral mother, called "First Drinker," who is associated with a special type of plant. Each lineage has its rites and rituals for birth, adulthood, marriage, and death. Most mark themselves with a scar, tattoo, or other distinctive mark. Members of a common lineage always recognize blood relationship with each other in terms of mutual support, friendship, and exogamous sex and marriages. In many cases, lineage affects which cults a member may join.

Oases and river basins are ruled by kings. Kingdom organization is centered upon the royal family. Influence over local affairs radiates outwards to the king's lineage, and then to the general membership of the peoples, who are classified into three categories: full citizens, with clearly defined rights and responsibilities vis-à-vis the king; visitors, with limited rights; and slaves, generally war captives with no rights. The king is chosen by the women, and not the men, though the king must be from the requisite lineage. The king may be dismissed at any time by the women, except in Tarien where the appointment is for life.

Several lineages are dedicated to producing only royal members to unify other lineages and families. The Sinjon river basin has been ruled by members of the same lineage since Pamalt's time.

The Kresh of Kothar, and more recently of Jolar and Zamokil, are a new type of Doraddi political confederation. Only the Kresh matriarchs know how to generate one of their awesome wagons, dragged on solid wheels over the broken plains by dozens or hundreds of people. The matriarchs themselves never touch the ground. The wagons awe the other plains dwellers, and the Kresh receive or extort food, sell unusual magic and trinkets, and promise that others like them will come later. The wagons never stay in one place longer than five to thirty days. Often they do not even stop, but conduct all business while on the move day and night.

Personal Virtues

The Doraddi value trust, modesty, sharing, and respect for the elderly. Relationships within their communities are based on

the principle of trust; betrayal of that trust through obligation or compulsion is tantamount to a renunciation of the relationship. Modesty is prized; a good hunter should never make his superiority obvious and should always refrain from telling others what to do. Sharing is the central rule of social interaction and invariably takes place in response to requests directed from those who lack something, towards those they perceive in possession of it. Unlike in chiefdoms, it is done without an immediate expectation of return or reciprocity.

Gender Relations

Women own almost all material goods and wield considerable political power. Most importantly, the family grandmother determines where they will live, and more than one king has fallen when the women decided to move away from his command. Men own certain "men-things", like weapons, ritual clothing, and a traditional "anything carried on his back." Men fill political positions as administrators, defenders, and caretakers.

The marriage customs of the Arbennan are of interest. They are strictly monogamous, but the custom is for a young man to marry a middle-aged woman. They live together until the woman retires to one of the oasis settlements. The man, who is now middle-aged, marries a young woman, who begins the cycle anew, but with reversed roles.

Living Conditions

Clothing

The Doraddi wear light clothing, often little more than a simple skirt or loin cloth. In the east, cotton is carefully combed; in the northern areas, imported cloth is used; and in the west, leather skins are most common. Since the weather is generally pleasant, clothing is functional and used against the Sun or rain when needed, and removed whenever not needed.

Housing

Shelter is usually provided by tents which can be unlaced into portions suitable for carrying by family members. At festivals or other gatherings, many families can lace their tents together into one larger structure, held aloft by a forest of poles which double as drags while on the move.

At the rich oases, living structures are usually made of brush, cloth, ferns, reeds, or hides on wood frames, are conical or circular, and average about thirty feet wide. A typical family can raise a dwelling in two days. In some places the huts are replaced often, and in most places they are burned and replaced after three years of habitation by sedentary families.

Furniture is extremely rare; among the Doraddi, a simple stool serves as an important declaration of prestige and power. They are reserved for use only by kings and by the great shamans as opposed to everyday use by common people.

Food

The Doraddi are mixed hunter-gatherers and horticulturalists. While wandering the plains, they eat small and large game, seasonally wild vegetables, legumes, and nuts.

In the oasis and the wetter east, the Doraddi harvest plant foods from oasis gardens and raise domesticated chickens, pigs, and milk-antelopes. A somewhat viscous alcoholic beverage made from the fermented sap of the *engivi* tree is widely popular, as is a fermented mash made from the *kamoteng kahoy* root.

Language

The Doraddi speak the Arbennan family of languages. Despite the vastness of their territory, only four major languages have developed.

Arbennan: Spoken by the Doraddi of Jolar. Closely related to Doraddik and Tarint.

Doraddik: Spoken by most of the Doraddi of Kothar and Zamokil. Closely related to Kresh and Arbennan.

Kresh: Spoken by the Kresh and some of their subject peoples in Kothar. Closely related to Doraddik.

Tarint: Spoken by the primitive Doraddi of Tarien. Closely related to Arbennan.

Doraddi have no native written script.

Law

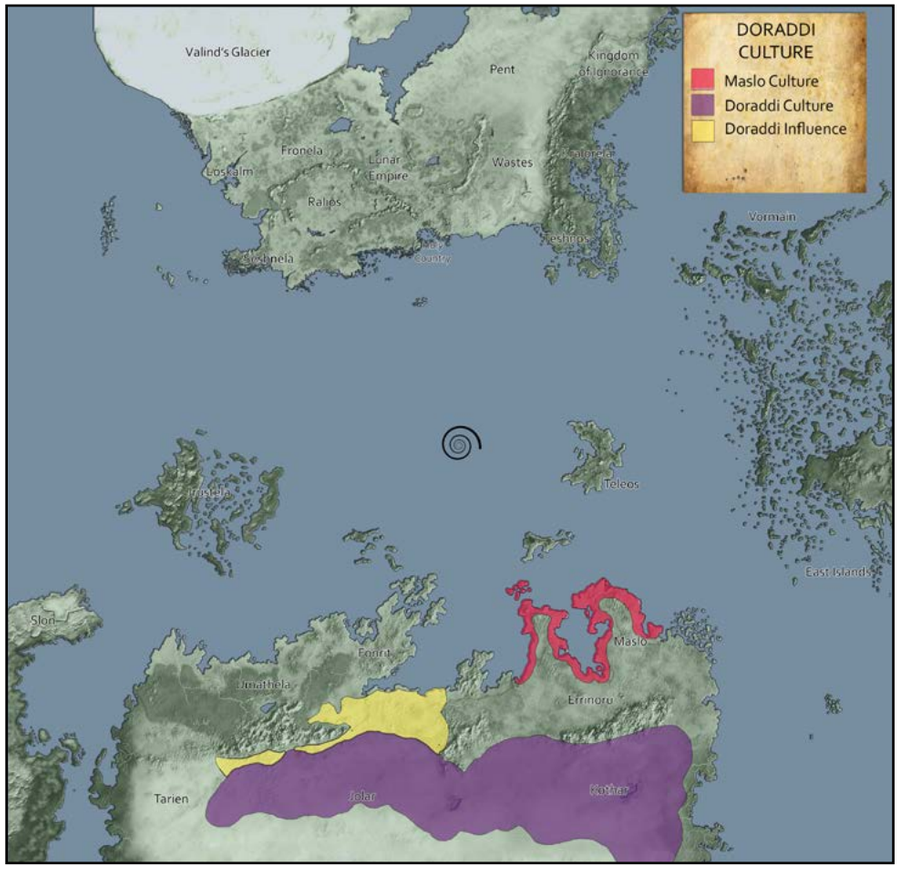
Doraddi law is informal and pragmatic, with leaders seeking to resolve conflicts within the community before the dispute results in violence. Fission and fusion is the most common response to conflict: if a Doraddi has a conflict with a member of his family, he splits from that group and joins another group, usually of the same lineage.

The Doraddi also rely on informal methods of social control, such as gossip, shunning, ridicule, ostracism, and public debating or contests (such as song or dancing contests) which lead to group consensus.

War

Fighting among the Doraddi is of two types: ritual combat, sometimes not including arms of any type; and plunder war, often including fights to the death. In ritual combat most possible outcomes have victory conditions and prizes rigidly defined.

Warfare is usually between tribes, whose residents may include several families and



Doraddi Distribution
The Doraddi inhabit the interior plains of Pamaltela. The wagon-riding Kresh people are a new subtype of Doraddi in Kothar.

LAUBENSTEIN
2012

Doraddi Appearance

Kresh Matriarch (left):
The Kresh are a unique subtype of Doraddi, who live and travel in huge, flamboyant wagons, dragged on solid wheels over the broken plains by dozens or hundreds of men. The wagons awe the other plains dwellers, and the Kresh receive or extort food, sell unusual magic and trinkets, and promise that others like them will come later. The wagons never stay in one place longer than five to thirty days. Often they do not even stop, but conduct all business while on the move day and night. Their wagons are loaded with material possessions, especially trade and luxury goods, including metal goods obtained through trade with the distant foreign cities to the far north. The women rule the wagons and lead the families; the men defend, fight, and move the wagons.

The Kresh Matriarch is a relatively young woman to lead a wagon, but her heavy jewelry shows she has already been successful. She wears a colorful cotton dress that reaches to her ankles, leather shoes and jewelry. Her long hair is braided with precious stones. Her face is painted lightly with the Communication Rune. Unusually, and perhaps for the benefit of the artist, she has alighted from her wagon.

Arbennan Walker (right):
The Arbennan live on the wide flat plain, turning into desert to the south, and merging into light forest and jungle in the north. The climate is mild and pleasant year-round. They domesticate dogs for hunting and companionship. They have few material possessions that cannot be carried on their back, as they are semi-nomadic. The people are average size for humans. They tend to keep their hair short and beardless.

The male Arbennan Walker carries a bow and arrows, and a spear with charms dangling from it. He carries a light-weight hide shield decorated with a tassel and marked with the Pamalt Rune. He wears little – a loincloth with an animal hide to cover his rear. On his head, he wears a conical hat woven out of plant fibers. He wears colorful bead hoops and anklets, and an amulet made from some semi-precious stone depicting a protective god or spirit. His face has been scarred with a lines and dots and his torso has been scarred with numerous small Air Runes made out of dots.

lineages. Common reasons for fighting include transgressing sacred rites, stealing food, or tradition. Some combats are called "Old Men's War," wherein the tribes gather on a field for combat, match man against man, shout abuse at each other, and whichever side has more men wins without a blow being struck. The "Hero's War" pits individuals against each other, sometimes with team mates, to determine winners and losers. Finally, "Ancient Warfare," which includes warriors arming and attempting to kill each other with raids, ambushes, and set battles, is frowned upon and avoided whenever possible.

Religion and Magic

Mythology

The Doraddi worship the Pamalt pantheon, which is ruled by Pamalt and a council which varies in membership.

Pamalt: Pamalt is King of the Pamaltelan gods. He is not the strongest, the cleverest, the largest, or the most magical deity. However, he knows and understands all the gods under his rule, and is the King of the South. He directly controls the Earth powers. Other deities are his allies, subjects, or foes, but never his peers.

Aleshmara: Women's goddess, Grandmother, Earth Witch, Owner of Things.

Faranar: Women's Goddess, Earth Mother, Council Speaker, Gatherer, and Curser.

Noruma: Great Shaman, maker of Fire, who brought the Earthmaker back from the dead as Amuron the Great Horned Serpent.

Nyanka: Goddess of Good Water, Waterbearer, Childbirth, and Pathways.

Minor Deities: Artmal the Old, Balumbasta the Firebearer, Bolongo the Trickster, Cronisper the Sky Father, Jmijie the Wanderer, Keraun the Wind Goddess, Rasout the Hunter, Sikkanos the Bad Wind, Vangono the War God, Varama the Sun God, Veldara the Blue Moon, and Yanmorla the Earth Grandmother.

The Old Gods of the Doraddi witnessed the creation of the world by Langamul the Earthmaker. Langamul first woke Pamalt and the other Old Gods, then was killed by Bolongo and went to the Spirit World.

In the Storm Age, the blue-skinned Artmali people built cities, conquered the physical world, and sacrificed to gods. As a result, the Artmali became degenerates and succumbed to Chaos; they bred with monsters and beasts, caused illness to fester where clean water had flowed, and foul slime where dryness once prevailed.

Pamalt assembled his council and did the Great Spirit Trick. The Great Horned Spirit came to life and tilted the entire sky so that it lurched to the south. A huge flood of burning sky flowed down from above upon the lands of the Artmali, destroying them and their shrines to Chaos. Pamalt put the son of Balumbasta, Varama the New Sun, in the sky. Afterwards, Pamalt's people lived in wary peace, untroubled by demons as long as they remained on the Right Footpath.

Overview of Religious Practices

Doraddi religion is shamanic, but with several hereditary priesthoods at certain sites or to specific deities. The most powerful magicians are shamans who personally intervene between the world of the spirits and the human people. Each has different methods to intervene with the Great Mystery for the people. They teach their own methods, usually simple, always practical, and often brutally sincere, to empower other humans to be intercessors.

The High Shamanic Ideal is that a person can train his body, integrate the proper spirits into his shamanic self, and happily live young and wise forever. Normally, shamans are busy dealing with the everyday problems that their community has with hostile spirits, and with using their own spirits to help the community survive more easily within Nature. Physical health and well-being are essential to the core of the shamanic practice. Debilitating practices should be avoided, such as ingesting too powerful poisons or tonics, remaining in a state of intoxication, misusing spirits, or offering sacrifice to the gods.

"We Tried That Already"

Nochet Knowledge Temple 745-1099-FGS-1.2
From an interview with Anu Balustrata, a Kareeshtan merchant who has traveled into Jolar, on the continent of Pamaltela. Conducted by initiate Jorjar of Pavis, 1618 ST.

THE UNIVERSAL RESPONSE of any Doraddi to any suggestions that they change their ways is, "We tried that already." A few examples of this from my travels:

1. Why don't you ever work in the fields?
We tried that already. Son of the Hawk did better than all the women together, but all the men got gas from the food. You can go to the Place Where Men Always Fart and see for yourself.

2. Why don't you admit that so-and-so is your son? He looks like you, and no other man has touched your wife. You and your wife admit that no child is born without mutual effort.
We tried that already. Broken Pot Boy claimed that Hard Shield was one of those, but everyone went hungry when no one could cook a shield, and Hard Shield is still not himself, which is why the Three Horned Society has to enchant their shields. Go to the river crossing called Moving Sands and see for yourself.

3. Why don't you ride horses?
We tried that already. Sed Seddi rode on them when he fought against the Six Legged Empire, but they all died anyway because Pamalt said so. You can hear it for yourself from the Harooli clan, north of Banini Lake.

Praxian Culture

The animal riding nomads of Prax and the Wastelands are an ancient and widespread culture. They are proud of their way of life and distrustful of other cultures. They wander through a wide range of territory, tending herds of their own and captured animals, skirmishing with neighboring tribes, hunting, and joyously meeting with others of their own tribe. They are chronically short of raw materials to change their technological base, but know every secret of utilizing the resources of their environment.

Distribution and Subtypes

There are five Great Tribes of Prax, all descendants of the original people who migrated from the Spike with their mighty leader, Storm Bull. Four of the tribes are based on a pairing of humans (which the Praxians call two-legs) and beasts (which they call four-legs), each named after the beast of the tribe: the Bison, High Llama, Impala, and Sable. The fifth tribe consists of the four-legged and intelligent Morokanth who are paired with two-legged, unintelligent herd-men.

Praxian beasts eat different things. Bison eat green, moist grasses. Impala eat brown, dry grasses. High llamas eat leaves from bushes and scrub. Herd-men are omnivorous, but primarily eat roots. Sable antelopes eat almost anything. Because the Praxian beasts have different diets, different tribes can share a single area without competing for grazing.

Bison Tribe

The Bison Tribe are outcasts in Prax. The Lunar Empire is not actively hunting them, but the Sable Tribe, allies of the Lunar Empire, are using their privileged status to try to exterminate their long-time enemies. The Bison Tribe are now banished to the Vulture Country and beyond; only raiders and war parties are seen in the River of Cradles.

Bison Riders are brown-skinned and dark-haired; most men wear beards, even in the hot Praxian summer. Like their beasts, the Bison Riders are big and thick, slow to move but terrible on impact.

The Bison Tribe are dependent upon their heavy and slow animal for their livelihood. Their clans are large, up to a thousand members or more, and travel in huge herds. Khans have multiple wives, and other men may as well, based on their deeds.

Bison Riders prefer to charge into almost any enemy, relying on the force of their beasts to break any line standing against them. They scorn the bow as unmanly, and dress in the thick cured hides of their brethren beasts. Heavy lances and trusty blades make up their armament.

High Llama Tribe

The High Llama people did not actively oppose the Lunar invasion of Prax, believing the presence of the Empire would make no difference to their way of life. Since the Battle of Moonbroth, the High Llama people have found that the arrogant and untrustworthy Sable Tribe have monopolized the lands along the River of Cradles, and that after all, the presence of Imperial regiments did make a difference to the tribal balance of power.

High Llama people are tall, with olive-colored skin and black hair and eyes. Men and women often shave their heads except for a ponytail at the back, with the women's longer and more decorated than those of the men. They dress lightly, sometimes wearing only leather straps and a loincloth. They travel in small groups of 20-40 people, gathering in larger groups only for religion and war.

High Llama people are the smallest Great Tribe, but can be counted as the most powerful. Their beasts tower over other Praxian steeds and are able to run down even the swiftest skirmishers. The men are armed with long spears and long-handled axes to reach the earth, clothe themselves in leather, and are said to fear no one on the plains.

The Impala Tribe

Impala people are small and pygmy-like. Together with the Bison Tribe they opposed the Lunar invasion, and together with the Bison Tribe they were driven into the reaches of Vulture Country. Since then, the Impala people have raided back and forth across the river to make their presence felt by the Sable people. As such, the Impala people are hunted actively by the Sable Tribe and are rarely found in the river valley itself, as the territory there robs them of their major weapon, mobility.

Impala people are pygmies. Adult men are typically less than 4 feet 11 inches tall and women no more than 4 feet 8 inches. They are dark-skinned and sinewy; men, women, and children normally shave their heads completely. They wear the least clothes of any Praxian tribe, and often go into battle wearing only a belt or a loin cloth, or even naked.

Impala people make up their lack of stature with numbers, being the most populous tribe in Prax. They scorn protective armor, preferring to trust in the speed of their beasts to protect them. They are a clever and wily people, never closing with a foe if possible, but standing back and filling the sky and their enemies with their arrows. Although experts at the bow, they are quite weak in close combat.

The Morokanth Tribe

The inhuman Morokanth are the strangest people of Prax. Intelligent, tapir-like creatures that live in marshes and plains, Morokanth herd humans not beasts. When Waha came to

Praxian Populations

Wastelands	450,000
Lunar Empire	40,000
Total:	**490,000**

forge the Survival Covenant in the Great Night, the creatures drew lots to see who would eat whom. In all cases but one the two-legs won, and that is why animals live off the plains and men live off animals. Morokanth were the exception, and live off humans. The other Praxians all claim that the Morokanth Tribe cheated to get their position, and they in turn claim that the humans cheated, since they felt that more of the animals should have won and become people.

Though Morokanth are able to stand or walk on their hind legs for a time, to slash with their claws or use tools, they prefer to walk on four legs when traveling any distance. They are like bears in this matter. A Morokanth's forepaws are well suited for fighting and walking, but lacking thumbs they are too clumsy for fine manipulation.

The Sable Tribe

The Sable Tribe of Prax are at the top of the political heap at this time, due to their alliance with the Lunar Empire. The tribe considers itself the final victor in the centuries-old wars for dominance of Prax. Most of their leaders have become vainglorious and arrogant, and are already unbearable even to their Red Moon-worshiping allies. The other Praxians have a saying, "Never trust a Sable Rider."

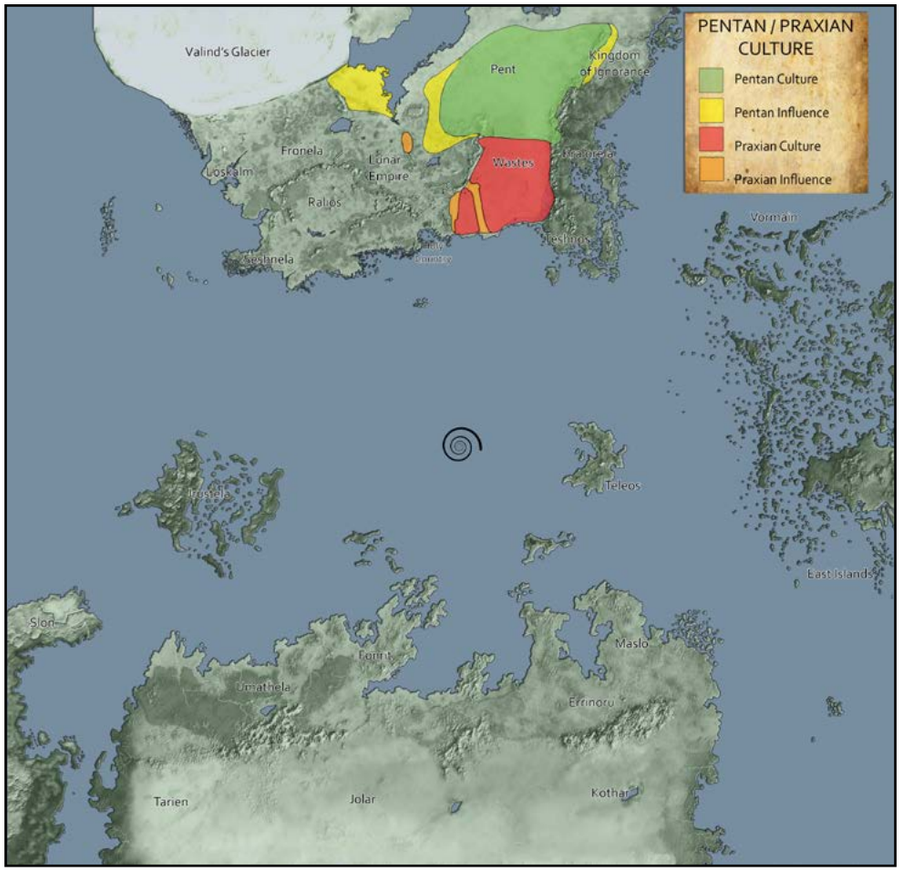
Sable people have black hair and dark eyes. They wear trousers and often a short cloak over the front and back. Wealthy Sable people often wear fancy headdresses decorated with Sable horns or feathers. Unusually, their Herd Queens are more important than their Khans. Whenever a decision which affects the clan is made, the Queen has as equal a say as the Khan, even in matters of war. Some Sable people are polygamous, although the women choose the shared husband, rather than the man picking his wives.

Sable people ride giant antelope with curving horns. Because of the crescent shape of these horns, they are sometimes called Lunar Deer. Each clan has men of a different troop type mixed together. Some are lightly armed skirmishers, while others are prepared for close combat.

The Independent Tribes

In addition to the Five Great Tribes, there are many other peoples that exist there. Most of these are small and negligible. Some of the more important independent tribes are briefly described below:

Baboon Troop: This is a tribe of intelligent large baboons, originating as either beasts who received intelligence from Waha during the Gods Age or as people who betrayed Waha and were robbed of their humanity as a result.



Basmoli Berserkers: These are the only Hsunchen in the Wastelands. In the God Time, the lion people commanded a wide-flung tributary empire. In Prax, their Lion God was slain and skinned by Tada during the Gods War. Larger tribes of Basmoli dwell in Ralios and Pamaltela. The Basmoli live for war, fighting with great strength and fury.

Bolo-Lizard Folk: This wry and wiry race rides about the Wastelands atop a slick and lean reptile. The creature runs with its head and tail stretched horizontally, leaving plenty of room for the riders to use their six-foot bolos with devastating effect.

Cannibal Cult: This fanatical cult of known man-eaters use obscene rituals to draw strength from a man's soul as they eat his body. This gives them great power and strikes fear into all who might oppose them.

Men-and-a-Half: Great hunters and deadly fighters, the Agimori are considered by many to be the finest infantry in Glorantha. They originally came from Pamaltela in the God Time and stand much taller than most humans, and need little water and less food to thrive. They fight with very long spears against their foes, unafraid of even the charge of the Bison people. Unlike the Five Great Tribes of Prax, the Men-and-a-Half do not rely on herd animals for sustenance.

Pavis Survivors: This wandering band of mercenaries is the sole remnant of the ancient rulers of that proud city. They ride a powerful horse that looks like a zebra. Although horses are taboo in Prax, the Pavis Zebra is allowed because of its striped disguise. The mercenaries wear scale armor of leather or bronze, and are armed with bow, lance, and sword. They are extremely disciplined and live according to strict military codes of honor.

Pol-Joni: Several clans of horse-riding, cattle-herding Orlanthi forced their way into

Herd-Men

Morokanth are said to herd humans but this is false. Those who lost to Morokanth at the time of the Survival Covenant lost their humanity by divine mandate. The humans of Prax call these beings the slave-herds, but Morokanth call them herd-men. The Morokanth possess magic by which they can transform a human into a herd-man.

Herd-men look exactly like humans to the untrained eye but there are differences. Like other herd beasts of Prax they have only animal intelligence. Herd-men are omnivorous – however, they can live on leaves, grass, bark, and other vegetation of the chaparral. Since Morokanth do not ride, an ostentatious Morokanth must use herd-men to carry a litter or draw a cart or chariot.

It is hard to imagine a worse fate than being a human slave of the Morokanth. No reputable people will deal with them, although a few disreputable people have a thriving trade with the Morokanth slavers.

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Praxian Appearance

High Llama Rider (left):
High Llama Riders ride Aepycamelus (also called Alticamelus), a species of camelid about 10 feet tall and weighing 1,500 to 2,000 pounds. Their beasts tower over other Praxian beasts and are able to run down even the swiftest skirmishers. As a result, their warriors are armed with long spears used as lances, and long-handled axes to reach down at their foes. The people are tall with olive-colored skin and black hair and eyes. Some men and women shave their heads except for a ponytail, with the women's ponytail longer and more decorated. Often they dress lightly, sometimes wearing only leather straps for equipment and a loincloth.

The male High Llama Rider warrior depicted here is a tall, brown-skinned man, with a black ponytail that has been tied with a leather cord at the top of his head. He wears a cured leather cuirass and apron, with leather vambraces and greaves for protection. He carries a long spear with a bronze spear head, and has a long-handled axe with a bronze head; both are magical items obtained from civilized outsiders.

Sable Rider Queen (right):
The Sable Riders ride giant sable antelope with long, curving horns. The people have black hair and dark eyes. They wear trousers (made from sable hide) and often a short cloak over their front and back. Wealthy Sable Riders wear fancy headdresses decorated with Sable horns and bird feathers. Their clans are ruled by Herd Queens, who are also priestesses of the goddess Eiritha, Mother of Beasts. The Sable Riders have the best access to metal weapons and luxuries, as they are often in demand as mercenaries by the rich Lunar Empire.

The Sable Rider Queen depicted here has long black hair held in place with a headdress decorated with smoothed and polished Sable horns, and gold jewelry from some civilized land. She wears a leather skirt and a short cloak. Her clothes are decorated with beads, embroidered designs, and feathers. Her face and skin has been painted with runes, especially those of Earth, Beast, and Moon. Elaborately decorated leather bags hold magical medicine bundles with which she appeases the goddess of the herds. She carries a flint dagger and holds a small stone statue of an animal-headed Mother Goddess.

Prax two centuries ago. They are traditionally allied with the Kingdom of Sartar and accept outlaws and exiles from other tribes.

Rhinoceros Riders: This clan of rhinoceros-riding nomads is especially noted for the ferocity of their charge in combat. Although they are relatively slow moving, their strength more than makes up for it. In addition to their earth-shaking beasts, their warriors are armed with long spears and two-handed axes, and wear treated rhinoceros hide as stiff as bronze.

Society

Ways of Life

Technologically, the Praxians are a Neolithic culture. All of their metal is imported. The most common materials are leather, felt, bone, horn, and wood. For longer pieces of wood (such as for tents, travois poles, spears, and lances), the Praxians make infrequent trips to the mountains near the Wastes. Skilled, magical crafters make tools and weapons from leather, bone, and horn that are nearly as good as those made from metal and wood.

The nomadic Praxians travel over a terrain which all other peoples find completely uninhabitable. Praxians attribute their survival to the superiority of their gods, who taught them their way of life during the Great Darkness. The Praxians are utterly dependent upon their herd beasts for survival. Their beasts provide everything needed for life, and nothing is ever wasted. After slaughtering and dressing an animal, nothing is left. Only weapons, highly treasured by their owners, are regularly imported from outside.

Social Classes

Praxian social class is determined by the number of tribal animals owned, which quantify wealth, and by the number of captured animals, which indicate deeds done.

The tribes of Prax constantly raid each other and take captives as slaves. Slaves usually wear leather thongs about their necks as a mark of their status, but the harsh conditions preclude much oppression by their owners, and slaves do much the same work they did with their own tribes.

Centralization

The family is the basis for nomad society. Because gender clearly separates tasks, mutual cooperation between men and women forms the basis of family bonding. This degree of bonding varies widely, based primarily upon how long the family has been together and the leadership of the head man and woman.

Personal leadership is the primary factor in centralization. Rich or famous men and women attract followers by exhibiting wisdom and prowess in daily life and in emergencies. No formal oath or other bond of fealty is known to them.

Families often travel together, usually in bands united by bonds of blood. These bands, called clans, are loose and informal organizations which change according to need and the appeal of leaders. The clan queen leads in peace and the clan khan leads in war. Within their respective spheres, their authority is traditionally absolute.

Tribe describes the group of people who share the same type of beast. Tribes have no formal over-structure and have never been gathered in their entirety.

A number of magical secret societies cross the normal social boundaries of clan and tribe. They are independent of the tribes and provide an outlet for those individuals of great power whose progress has been blocked along clan or tribal lines. Each society has its own secrets, which are jealously guarded from non-members. These religious societies form the basis for inter-clan and inter-tribal cooperation.

Personal Virtues

Praxians value tradition highly. Visitors often find them culturally conservative. Courage and knowledge of their ancient ways are the primary virtues for all Praxians. Honesty is required towards tribal members, is expected towards other Praxians, but not expected towards outsiders, who are considered lower life forms. Hatred of Chaos is a necessity, and any mercy or compassion exhibited towards anything of Chaos is considered to be the supreme moral flaw, and usually punishable by death.

Other virtues are divided by gender, wherein excellence in the tasks of each sex is esteemed. Thus women with great knowledge and practice of healing humans or animals are virtuous, while a man who is especially good at using his weapons is virtuous.

Gender Relations

Marriage customs among the Praxians include both polygyny, where a husband has more than one wife, and polyandry, where a wife has more than one husband. The formal bonding of husbands and wives is a simple marriage ceremony, and the formal separation is even simpler.

Gender roles are strictly divided with no room for cross-over. In a loose, overall manner the women are responsible for maintaining the forces of Life, the men keep the forces of Death.

The women own their tribal herd animals, cooking wares, living tents, and tools to perform their tasks. They are responsible for

tending the herds, raising children, and for all healing. Men own their captured beasts, their tools of war, travel tents, and are responsible for herding the beasts, killing and butchering animals, protecting them from raiders and monsters, and for raiding others.

Because beasts pass strictly from mother to daughter, young men usually marry outside of their own clan. These bachelors typically roam in large groups, and often parallel a clan of their own, but without putting themselves under its leaders' authority. They raid other clans to capture beasts to give to the young women they woo. Their enthusiasm is tempered only by the danger that excessive raiding could cause the target to retaliate against the clan they are shadowing.

The degree of respect between genders is unusually high. Cooperation is seen as the fundament of society and life. Almost no task is undertaken without members of each gender participating.

Living Conditions

Clothing

All clothing is made of leather and fur, usually decorated with various types of available natural substances, such as porcupine quills, cactus spikes, thornbush beads, feathers, or hair. Imported clothing is considered a luxury and sign of wealth, especially since the harsh living conditions wear clothes out so quickly.

Housing

Sturdy tents are the standard living quarters. When a tribe finds a suitable place to remain for a week or so the women's tents, called house tents, are raised and their goods unpacked for use. These tents house the whole family, being open to anyone who the woman invites inside. While moving about they use the men's travel tents which are smaller and far less comfortable, but much more defensible and capable of being packed much more quickly.

Customs of Interest

Male children are separated from the female half of society at age 10 when they begin life with their fathers, participating in almost every activity, including raids and other acts of war. Only combat against Chaos is avoided until the age of manhood when boys must prove themselves to Waha and the tribal founders in a special ceremony of initiation.

Girls are considered to be women-in-training from the moment of their birth. At puberty, the female elders take the girls among their beasts that are induced to perform a magical dance around the humans, completely obscuring their secret initiation ceremony from all non-participants. The newly initiated person is called a girl-woman until she bears her first child, whereafter she is acknowledged as a woman and is capable of owning her own animals.

Body painting, along with using juices, magically transmuted blood, and certain minerals, is common. Ceremonies require various patterns, some of which confer temporary charms.

Language

All of the Praxian tribes speak the same language. Each tribe speaks its own mutually intelligible dialect of Praxian. The Praxian language has numerous Theyalan and Kralori loan words. The closely related Sable Riders of the Hungry Plateau in Peloria also speak a Praxian dialect, albeit with many Pelorian loan words.

Praxian has no written script, although the Praxians use a system of rope knots for ceremonies, to record paths, memorize stories, and mark exchanges.

Law

Law is determined by the way of Waha, the culture hero who codified the life style of the Praxians aeons ago. Remembering rules of behavior and precedents is the task of the medicine men and shamans.

Banishment is considered the harshest punishment delivered by the tribe to its members. A banished person cannot eat the flesh of their tribal animal, speak their secret tongue, or communicate with any tribal members under penalty of retribution by frightening cult spirits.

War

Combat is a normal part of nomadic life. Predators and monsters frequent their terrain and are a constant threat to human and animal life. The very environment is considered to be potentially hostile, and a popular refrain is "Life is War".

Raiding by other tribes is a constant threat as well. Capturing women and children is common, but herd animals are the real prize, for the families can then eat the captured beasts and maintain their own real wealth.

Raiding neighboring lands is a very popular sport for it provides goods which cannot be gained by native means. Clothing, weapons, and metal cookware are especially popular items of booty.

Widespread war is constant against the hated horse-riding Pentans to the north. The origin of this conflict is ancient and mutual. It is a common cause for cooperation between warriors of different tribes.

Religion and Magic

Mythology

The Praxians know that many gods once existed in their lands but were destroyed by terrifying forces of Chaos. Chaos is the force of doom and destruction, responsible for all that is bad and evil in the world, and never to be spared. These monster gods would have annihilated all existence except that **Storm Bull** intervened and defeated their leaders. The fierce Rage Bellower, as Storm Bull is popularly called, is the mainstay to preserve the universe.

Eiritha is the Herd Mother, source of life and wife of Storm Bull. She was buried beneath the earth millennia ago. She still sends out herds of wild and free animals from a secret cave, whose location is lost to living beings. The people of Prax are utterly dependent upon the Bounty of Eiritha for their daily existence upon the bleak plains.

Waha the Founder is the culture hero who determined the way of life appropriate for the surviving Praxians. He is the son of Storm Bull and Eiritha, and was born at the end of the Gods War, after his father had slain the Devil and long after his mother was hidden beneath the earth. Waha freed the herd beasts and women from the Darkness, tamed fire, taught men how to kill and dress beasts, established customs, and first learned the songs of power which banish evil and call the spirits to help.

Minor Deities: Babeester Gor, Daka Fal, Foundchild the Hunter, Helpwoman, Humakt, the Lightbringers, Seven Mothers, Yelmalio, and Yelorna.

Overview of Religious Practices

Shamans and medicine men (spirit society leaders who possess the society's medicine bundles) lead Praxian religious ceremonies. The greatest religious festivals are held at calving time. Raiding among tribes slows down considerably, save among those who are extremely desperate because they own no beasts of their own.

Other ceremonies are held as needed and vary widely according to the place, tribe, and particular task at hand. Many outsiders believe that the shamans and medicine men of the Praxian cults have no set form, but make up the ceremonies as needed.

Temples

Standing temples are unknown to the Praxians outside of the holy Paps. If they ever hear of any, such as those in the city of Pavis, they laugh and consider them a travesty maintained only for sorry exiled tribesmen. Instead, ceremonial places are set up as needed by a shaman or medicine man from his personal possessions.

Taboos

Horses are taboo amongst Praxians and are hated by all who follow Waha. Most Praxians will never touch a horse, not even to eat it. Most Praxians kill any horse they can. The Pol-Joni are hated because they ride horses, and feared because they are strong enough to force themselves onto the plains despite the enmity of all other tribes.

Praxians eat cattle and other inferior (i.e., non-Praxian) beasts, but not horses or donkeys or ponies. It is also taboo to eat certain forbidden plants or kill certain animals. For example, it is taboo to slay a skullbat during Sea Season.

There are exceptions and special cases. The members of the Storm Bull Spirit Society are not subject to these taboos and a Bison Rider bullman will cooperate with a Pol-Joni to fight Chaos – regardless of whether the Pol-Joni rides a horse. On the other hand, the Bison Rider bullman might cheerfully kill any horse that crosses his path. He simply isn't required to do so by Waha's proscriptions.

Permanent holy places often exist in the ruins and oases that are found throughout sacred Prax. Such holy places are far rarer in the Wastes.

Orlanthi Culture

The Orlanthi are widely known as the Theyalan culture by outsiders and scholars. The name was given by the God Learners and is taken from the native name for the goddess of the Dawn, Theya, because this seminal culture was so important in the Dawn Age. Although most of the outside world still calls them Theyalans, they usually call themselves Orlanthi, after their own chief god.

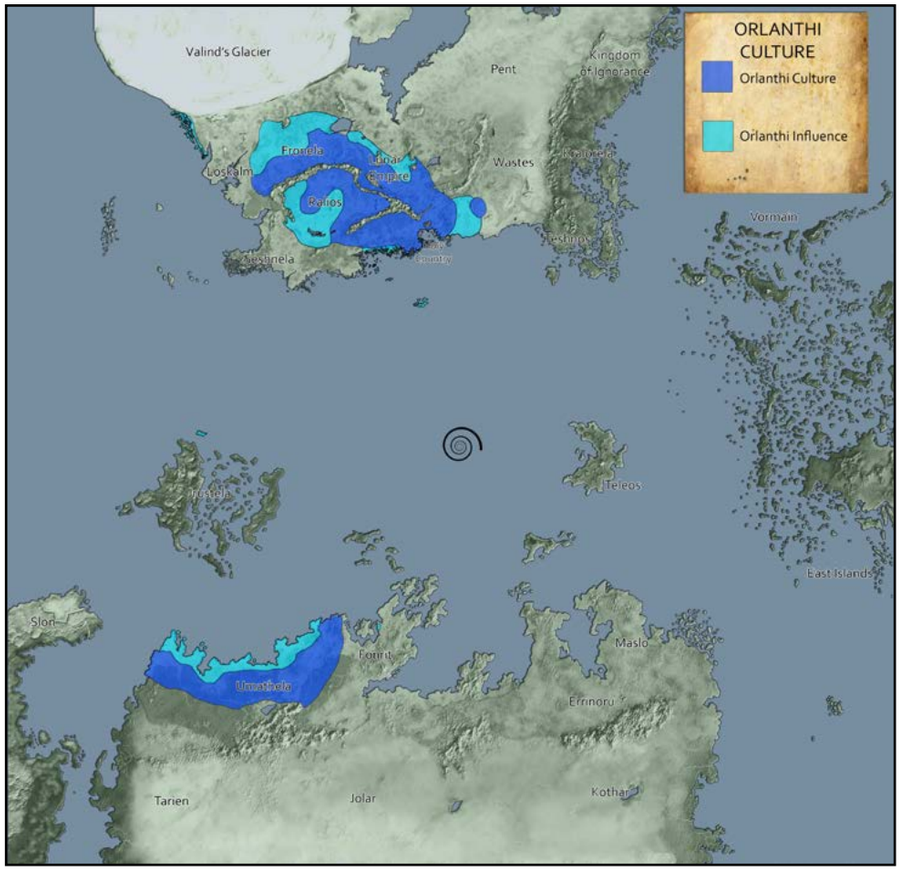
Most Orlanthi are pastoral agriculturalists, free farmers who plow small fields and raise cattle and sheep. Cities tend to be few and small (although some significant exceptions exist, such as the great metropolis of Nochet). Very few people can read; the cult of Lhankor Mhy holds a monopoly over professional scribes.

Distribution and Subtypes

The Orlanthi culture originated in the Dragon Pass and Holy Country regions of Genertela in the Storm Age. Many Orlanthi of those regions still call themselves Heortlings after the Silver Age hero. During the First Age, they expanded to dominate south and western Peloria, Maniria, Ralios, and Fronela. In Umathela, in northwestern Pamaltela, a migrant population survives.

Subtypes of Orlanthi are determined by the level of social organization practiced by the inhabitants. All members of Orlanthi society begin within a clan organization. Clans form temporary or permanent tribes. In a few regions, tribes have formed confederations called kingdoms. These are explained in more detail below. The major concentrations of Orlanthi culture found in the regions of the world of Glorantha are as follows. They are classified by the type of organization they have, whether kingdom, tribal, or clan.

Dragon Pass – *Kingdoms:* Sartar, Tarsh*.
Fronela – *Kingdom:* Jonatela**.
Tribal: Mortasor.
Clan: Oranor.
Holy Country – *Kingdoms:* Esrolia†, Hendriki, Malkonwal**.
Tribal: Caladraland‡.
Maniria – *Tribal:* Ditali, Solanthi.
Clan: Nimistor.
Peloria – *Kingdoms:* Tarsh*, Holay*, Imther*, Vanch*.
Tribal: Aggar*, Talastar.
Clan: Brolia.
Ralios – *Kingdoms:* Lankst, Otkorion.
Tribal: Delela, Saug.
Clan: Keanos, Surkorian, Basim.



Wastelands – *Tribal:* Pavis, Pol-Joni.
Umathela (Pamaltela) – *Tribal:* all**.

* tribes dominated by Lunar Empire
** tribes who also worship Invisible God
† tribes dominated by Ernalda/Esrola cults
‡ tribes dominated by special local deities

Appearance

The Orlanthi are olive-skinned, with brown, black, or reddish hair; a small minority has golden blond hair. Their eyes are typically green, brown, grey, or orange. Men and women typically grow their hair long; men usually grow beards and mustaches, and women often have elaborately braided hair.

Society

Ways of Life

The Orlanthi practice mixed agriculture and pastoralism. Farm land is gifted by the clan to each free farmer in small field strips, each about the size a plow team can work in a day or two. A team of four to eight oxen pulls the plow, guided by the plowman and the ox-driver (often his wife or a son). The fields of a single farmer are typically scattered throughout the clan lands and marked by low walls built from the stony ground. Many clans also have small fruit orchards and vineyards that are worked by individual families, usually for many generations.

Herds of sheep and cattle are raised: sheep typically graze in the hills, cattle in the lowlands. Horses are highly valued as mounts. In Dragon Pass, the Holy Country, and parts of the Lunar Empire, Praxian beasts are also used as mounts and as livestock.

The Orlanthi make use of a domesticated feline called an "alynx" or "shadowcat" for tasks given elsewhere to dogs – especially herding and hunting. Alynxes vary from the size of a housecat to that of a large dog. Alynx can be found most places Orlanthi are.

The Orlanthi are sophisticated crafters and highly regarded as redsmiths, weavers, and potters. They learned the art of metal-working from the dwarves (who taught the god Gustbran the Redsmith). They are skilled redsmiths, with a distinctive and ornate style.

Orlanthi Populations

Dragon Pass	515,000
Fronela	2,415,000
Holy Country	2,979,000
Lunar Empire	800,000
Maniria	465,000
Ralios	2,845,000
Wastelands	30,000
Umathela	1,200,000
Total:	**11,249,000**

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Social Classes

The Orlanthi system recognizes different levels of status within the clan, each with its own qualities of life. This status is conferred by the clan. It is not determined primarily by the personal property that an individual or his family/bloodline has (though such things are influential).

Nobles are the highest rank. They are leaders. Several ranks of noble exist. The lowest is that of clan chieftain. Ranked above that is tribal king. In a normal clan, only two noble families probably exist: those of the clan chieftain and the high priestess.

Thanes are the next rank. They are tribal folk who have leadership roles (secular, military, or sacred) and have undertaken unusual responsibilities. They are the heads of households, the god-talkers who lead sacred functions, leading merchants or craftspeople, bodyguard housecarls for the chieftain, and members of the clan council. For their troubles, they receive increased status, and wealth from the clan. An older version of their name means "horse men".

Carls are next, the free class of farmers. Carls have the widest range of legal rights and responsibilities. This rank is sometimes called a "cattle man." To qualify, a man must have a whole oxteam and a plow, and he receives as much land as he can plow in two seasons, or a "hide." Carls are also expected to own a minimal set of military equipment, and use it to defend the community.

Cottars, also called "sheep men," are the next class. They live in cottages, and make much of their livelihood from sheep herds and garden plots.

Thralls are the lowest class of person, mere slaves without any legal status at all. They are considered to be their owner's property, as if an alynx, cow, or horse, and are not identified as people. Among the Dragon Pass Orlanthi, the status is recognized, but has long been out of favor in most clans, especially to emphasize their love of freedom. Most thralls are debt slaves, other criminals, and occasionally recalcitrant war prisoners. The children of Orlanthi slaves are not slaves, and are adopted into the clan that owns the mother.

Centralization

The clan is the basic operative social unit. Smaller units, whether bloodlines or households, and larger units, whether tribes or kingdoms, all come and go. But the clan is steadfast. It may prosper or diminish, but it does not change its requirements and definitions. People refer to themselves first as members of their clan, saying something like "I am Kothard, free man of the High Stag Hearth clan."

Clans are the ultimate keepers of the farm and pastoral lands which the peoples occupy. No individual ever owns land, though they might claim many rights to use the land by virtue of previous usage and from clan decisions, either traditional or recent. Members of the Orlanthi clans usually participate in all social, political, and religious functions of their particular region. They are keen and active to be heard and cast a vote in the formal ritual of "Weapon Taking", wherein adult members must present their tools of adulthood for inspection to qualify for being considered a member able to cast a vote.

A clan ranges in size between 500 and 2,000 people. It is organized by bloodlines, with decision making centered in the *Clan Ring*, a council of 20-30 members, seven of whom serve as officers, or the *Inner Ring*. The council has a permanent structure, and its positions are filled by members as the need arises. The precise structure of any clan council varies in the number of members, precise function and duties of members, and its own history. Nonetheless, great similarities exist and can be noted.

The clan council is responsible for maintaining justice among its members. It is also responsible for negotiating with people who are outside of the clan in such matters as justice, trade, war, and obtaining wives for marriage.

The chieftain is the leader of the clan. He has the responsibility of being spokesperson and decision maker for all members, especially in times of emergency. His success as community leader depends upon the support of the council and the folk, both of whom have separate methods of removing him from office, should the need arise.

Clans' contact with all outsiders is dominated by the clan chieftain or his delegate, but internal workings are determined by a general council of all concerned adults. Common sense is respected, so that in a military situation the counsel of experienced warriors carries great weight, but in matters of sowing or harvest the grandmothers have the upper hand.

Clans may organize into tribes. Membership is always voluntary, though enforced "volunteering" through conquest is not unknown. Tribal organization mirrors the divine council of the Orlanthi pantheon, with specific positions filled by powerful individuals who are devoted to various deities of local importance. Most common is the tribal council form which has thirteen positions, each filled by one of the traditional Theyalan deities:

1. Orlanth, the Chief; and
2-5. Four of Orlanth's kin, typically Humakt, Urox, and various Thunder Brothers; and
6-9. Orlanth's four thanes: Issaries, Lhankor Mhy, Chalana Arroy, Elmal; and

Orlanthi Appearance

Esrolian Priestess (left):
Esrolia is a densely populated land consisting of several rich valleys with rolling hills between them. It is a warm, verdant, and civilized land whose people are ruled by matriarchal queens and worship Ernalda the Earth Goddess above all other deities.

The Esrolian priestess depicted here serves the goddess Ernalda and is marked with her runes: Earth, Fertility, and Harmony. She is decorated with those runes, as are her clothes and accoutrements. She has long brown hair elaborately braided and wears an ornate headdress. She emphasizes her appearance by rimming her eyes with kohl, painting her eyebrows, and darkening her eyelashes. Her tight bodice of cotton has short sleeves and her skirt is of strips of expensive silk.

Aggari Thane (right):
Aggar is a kingdom uniting numerous warlike tribes from rugged hill country with more civilized and sedentary lowland folk. It is a wild land of hills and ridges, cut by rivers and deep gorges, small farms, and meadows. They domesticate large cats called Alynxes for hunting and companionship. The inhabitants are notorious for raiding and feuds. The people are average size for humans.

The male Aggari thane depicted here is bearded, with reddish hair and scarred from many battles and duels. He carries a long leaf-shaped bronze sword (equally usable for slashing and thrusting in combat) with an ornately decorated scabbard. He wears heavy-soled leather shoes with a long lace that winds up his legs. The decorated bronze cuirass is of the highest quality. Underneath the cuirass he wears a long wool tabard, embroidered at the edges. He wears an impressively detailed bronze helmet with cheek-pieces and decorated with feathers. His arms and neck are tattooed with runes, as well as other symbols signifying his clan, tribe, and status as a professional warrior for his king.

Heroic Society

The Orlanthi are a heroic society that places great value on glory, victory, vengeance, and honor. This illustration depicts a tale from the kingdom of Sartar in Dragon Pass. The warrior woman Marernalda demanded respect from Vadorlon, a rival chieftain. Rebutted, she challenged him to a duel in his own hall. Vadorlon refused, saying that his own champion was not present to defend him. Marernalda replied, "That is not true, for I have brought him with me," and placed the champion's severed head on the chief's feasting table.

Marernalda: This warrior woman is a member of the Vinga subcult of Orlanth. She has long red hair, braided down the back. She wears no necklace or earrings, but has armrings and bracelets – gifts from chiefs and kings. At her side is a scabbarded sword. She wears a leather cuirass with shoulder doubling, a type of armor common in Dragon Pass and surrounding lands.

In her left hand, she presents the severed head of a man with the runes of Air and Death visible as tattoos (and likely a few scars). This is the head of the chief's champion – his senior bodyguard. She has shaved off the dead champion's beard to show her contempt.

Chief's Bodyguard: Sartarite nobles maintain a small retinue of bodyguards called housecarls. The bodyguard depicted is a bearded, tattooed man who carries a spear and has a sword scabbarded at his side. He wears a long tunic over short trousers. His only armor is a helmet with three feathers.

Noblewoman: Vadorlon's wife has elaborately braided long brown hair and wears kohl around her eyes. She is also tattooed with the runes of Earth, Life, and Harmony. She wears earrings and a necklace. This noblewoman wears a white shawl over her shoulders.

Vadorlon: This Sartarite chieftain is a vigorous bearded man of middle years. He is tattooed and around his neck he wears a neck-ring. He also has arm-rings on both arms. The chief wears an embroidered linen tunic and a brightly dyed wool cloak lined with fur. He wears kohl around his eyes.

Lawspeaker: This Sartarite thane wears an embroidered brown tunic and a golden pendant around his neck.

Wall Painting: The wall painting is of a style common in Dragon Pass, showing influences from both the Holy Country and Peloria. It depicts a mythological scene where the Storm God Orlanth, riding upon his thundering chariot, rescued the Earth Goddess Ernalda from Jagrekriand, a celestial god and the son of the Sun God Yelm. Orlanth was aided by his own son, the divine king Vingkot.

10. Ernalda, Orlanth's wife and queen of the gods; and
11. Ernalda's mother Asrelia; and
12. Ernalda's daughter Voria; and
13. Eurmal, the Trickster.

Tribal officers are selected by the council of clan chieftains. Usually the king presents his candidates and the chieftains approve of some of them. Then the chieftains must present their own candidates, and the final selection is made. A tribe is not such a large body that many surprises occur in these choices.

Tribes maintain existence as needed. When not forced to unify by an outside pressure, perhaps a common foe or cooperation urged by sharing a trade route, Orlanthi tribes disintegrate into clans. In places where constant external pressures exist we find more permanent tribes as well. Thus in Ralios the tribes of Delela often organize into a temporary kingdom to oppose the lowlanders of Safelster or the trolls of Halikiv.

Kingdoms are formed out of confederations of tribes. Membership is voluntary, although again it is not unknown for tribes to join only after being conquered and forced to submit. The Lunar Empire has the policy of intentionally weakening the tribal integrity of its conquests and having the clans swear loyalty directly to the royal houses within its Provinces. The degree of success varies with various kingdoms, but in general has succeeded to the extent that no inhabitants of the provincial river valleys maintain loyalty to any tribes.

Organization of kingdom governments varies. Unusually among the equal-minded Orlanthi, kingship is usually restricted to members of several blood lines who trace paternal ancestry back to Orlanth.

The government of a kingdom is more flexible than lower forms of organization. Bodies to assist the king vary. In Sartar, for instance, the traditional council form, imitating the divine council, was kept. In Lankst, however, an unruly House of Warriors must approve all royal policy, while in Malkonwal the royal government is structured on Western grounds, with a semi-divine king, aristocratic companions, and so on.

Personal Virtues

Orlanth calls upon his followers to follow the Six Virtues: Courage, Wisdom, Generosity, Justice, Honor, and Piety.

An unstated virtue of great importance is Independence. The Orlanthi believe that an individual is responsible to his clan first, to himself second, and after that to whomever he wants as long as he maintains personal responsibility for his own deeds.

Gender Relations

The Orlanthi view the genders as being different but inseparable. Despite the external appearance of masculine dominance, women maintain social and personal equality. At the primary level, all adult women can speak in clan council, and if a clan "Weapon Taking" vote is called any meat cleaver, spoon, cooking pot used for at least three meals, or sewing kit qualifies women for a vote. Men, by contrast, must provide a shield, long knife, large spear or sword, and "strong hat".

Gender roles are divided and typical. Men perform most jobs requiring heavy physical work, save for the perennial need for all hands to tend the harvests. Women are bound to the glorious tasks of rearing children and related tasks of the hearth. Thus plowing, woodcrafts, hunting, and smithing are masculine tasks, while cooking, sewing, and star-marking are feminine.

The Orlanthi are open-minded concerning individuals choosing the alternative gender role. Their history and legends include several famous women warriors associated with the bloodthirsty goddess, Babeester Gor, or Humakt, God of War and Death. The chief men's god, Orlanth, even has a female aspect, Vinga. Likewise one famous male cook, Geo, has been enshrined as a minor cult figure, especially in several inns in Sartar.

Men are feisty, unpredictable, and passionate while women are calm, calculating, and possessed. Emotional expression is common to both genders, but more common among men who habitually burst into rage, grief, happiness, fervor, or gloom. The contrast is expressed in the poem, "Orlanth's Wooing of Ernalda", wherein the Earth goddess manipulates her outraged wooer to ensure the rights of womankind among the Orlanthi.

Customs of Interest

Both genders tattoo their bodies with magical runes of the gods, cults, ancestors, clan, tribe, and sacred events. Each clan and tribe has its own tattoo; at initiation, new adults are marked with those signs as well as the marks of the gods and personal runes. Status, profession, and important life events are also marked with tattoos. Orlanthi tattoos can be located on many places of the body: the face, the shoulder, the arms, legs, the back, the abdomen, and so on.

Living Conditions

Clothing

The common Orlanthi has both practical clothing for everyday use and some special clothes for important events. Everyday clothing is usually leather or wool to resist the rugged daily tasks of farming, herding, and hunting. Dress clothes are usually made of fine leather and linen, decorated with furs and, occasionally, feathers. Linings, exotic cloth or furs, and fancy stitching or brightly dyed cloth indicate wealthier clothing. The Orlanthi normally use thong ties or metal clasps (fibulae) to hold things closed; they do not have buttons.

Commonly, men wear trousers or a skirt, and a long tunic. Over this is customarily worn a leather or quilted-wool jerkin and a wool cloak to resist cold and wet. Some powerful Orlanthi holy men go "skyclad" (without clothes, wearing only blue woad body paint).

Women typically wear a tight bodice with short sleeves and a flounced and pleated skirt, or a long tunic with a double apron dress pinned at the shoulders by a pair of brooches. A fringed shawl is commonly worn by married women. A woman of authority wears the keys of the household on her belt. As with men, a wool cloak is worn to resist cold and wet.

Most people wear heavy-soled leather sandals with a long lace that is wound up the wearer's leg. The poor go barefoot, as do members of certain cults and religious societies.

Headgear is common. Among men, a stout broad-brimmed hat or a felt cap is most common. Women commonly wear a fillet, a hood, or more elaborate headdresses. Many holy people have distinctive headgear, the most distinctive being a high, conical hat with ram's horns sewn in, often associated with certain Orlanth cults. Men and women both use kohl to rim the eyes, paint eyebrows, and darken eyelashes.

Jewelry is common to men and women, including brooches and fibulae, bracelets, finger rings, and necklaces and neck rings. Only women wear earrings. Only men wear arm rings.

Housing

Most Orlanthi live in walled villages or on farmsteads. Villages vary in size from 50 to 350 permanent residents. They are surrounded by farmland and pastures. Most buildings are made from wood, mixed timber, or stone, as is locally appropriate; adobe is used in some arid regions. Most villages are surrounded by a defensive wall of wood, earth, or stone.

Most Orlanthi reside in sturdy, all-purpose wood, stone, or half-timbered houses (called a "hall" or "longhouse") appropriate for the weather and resources of the region. A typical stead includes a couple of longhouses, each housing one or more nuclear families and often their livestock; villages typically have more. Other buildings include sheds for animals, hay, and other storage, workshops, and other outbuildings. Furniture is typically homemade.

Food

Barley is the staple grain of the Orlanthi, supplemented by wheat and oats. Beer is the staple beverage, sometimes flavored with hops. Many clans grow fruits such as apples, berries, cherries, and grapes. Wine is a drink favored by the wealthy.

Lamb is the most common meat, followed by pork. Cattle are used mainly to pull plows but extra animals are avidly eaten. Goats are considered religiously unclean and are never eaten, and rarely even tolerated. Wild game of all types is common. Horse, bear, and bison are considered luxury meats. Poultry include chickens and the smaller Singing Hen. Meat is roasted or boiled. Every man, woman, and child has their own knife, and spoons of horn or wood; otherwise, they eat with their fingers.

Language

The Orlanthi speak a family of closely related languages called Theyalan. Theyalan languages can be found throughout southern Peloria, Ralios, Maniria, Fronela, and even in Umathela.

All Theyalan languages are written using the Three Sacred Scripts of Lhankor Mhy. These scripts were created by Lhankor Mhy in the God Time and are the same in all Orlanthi lands.

Murnulvretan. Also called "Cat Scratching," this flowing and ornate semi-syllabary is used primarily by the Orlanthi of Dragon Pass, Holy Country, and East Ralios.

Kanvulvretan. Also called "Dog Scratching," this syllabary consists of distinct characters (unlike the flowing script of Murnulvretan) marked by angular shapes. It is used primarily by the Orlanthi of Peloria, Fronela, and Ralios.

Both Kanvulvretan and Murnulvretan use the common vocabulary that more or less reproduces most Orlanthi sounds.

Elasa Secrets. Also called "stone scratching," this script is extremely difficult to learn, and is used only for magical formulae. This script uses the second vocabulary, whose words change in meaning according to a complex code system that must be learned separately.

Law

Orlanthi law originated with Orlanth in ancient times. It determines that clans are the root of all rights, and lays down the rituals to use for inter-clan activities. Orlanth and Ernalda decided before Time began that clans own the land, and named the capital crimes for which an adult may lose his own life (i.e., rape, secret murder of an Orlanthi, consorting with Chaos, being a Trickster, etc.).

Two of the sacred laws of the Orlanthi are that "violence is always an option" and that "there is always another way". Combat by champions is widely recognized as a binding way of resolving inter-clan disputes, although alternatives to the champions killing each other are encouraged. The Princes of Sartar were popular in part because they always offered to contribute something to deadlocked cases which with a touch of generosity could be settled amicably instead of through violence.

The Lhankor Mhy clan members are responsible for maintaining the oral traditions and laws of the people.

Orlanthi Flight

The holy men and women of Orlanth have an active relationship with the wind, air, and storms that are Orlanth's body. Powerful winds of hurricane force or greater can be commanded by Orlanthi magicians to move people through the air. A few Orlanthi gain the ability to fly with their initiation; most others must learn the Vanganth Breath, a technique of exhaling their breath to bear them aloft, invisible to the naked eye but visible to magical sight as a ram, hawk, or alynx.

Orlanthi flight follows certain characteristics. Flyers must always be moving through the air and cannot normally hover. Flying does not allow one to carry much additional weight and an extra person is a debilitating load except for the most powerful. Good flyers can travel about 20 miles an hour for about an hour before needing rest; a few remarkable individuals have been known to be able to fly for the better part of a day.

In the First and Second Ages, there were Orlanthi magical associations, such as the Nardain Society, that knew the secrets of long-distance flight, but that knowledge is now lost.

War

All adult males of the Orlanthi culture are warriors. Some, called housecarls, are full time fighters in the service of powerful chieftains. A special cult of the war god, Humakt, is popular, as is the cult of Urox the Storm Bull, the fanatical warrior against Chaos.

In any combat situation, a clan chooses its own leader, who then chooses (usually with the advice of his followers) who to follow in a battle or campaign. Everyone brings their best weapons and whatever magic they can muster. The basic arms of the Orlanthi are a bronze-tipped spear, bronze axe, and a shield, to which the wealthy might add a sword, a helmet, and bronze armor. Bows, javelins, and slings are common missile weapons.

Orlanthi swords are normally long and leaf-shaped, equally suited for thrusting or cutting. Long slashing swords are popular amongst mounted warriors. Well-made swords are intricately decorated and often given names.

Metal armor is rare and very valuable. Coats of bronze scales or chain mail are worn by chiefs and thanes, as are cuirasses of bronze plates. Greaves and vambraces protect the limbs. Bronze helmets come in a varied array of styles; some have cheek pieces, and guards for the nose and neck; others protect nearly the entire head with slits for the eyes and mouth. Orlanthi decorate their helmets with inlays, crests, plumes, and feathers. Some cults use special helmets with ram or bull horns to signify their gods.

Orlanthi armies consist of bands of free footmen armed with axes, spears, or swords, and skirmishers armed with slings, javelins, and bows. They are organized by clan, tribe, temple, or city and led by elite mounted nobles and thanes who are defended by professional bodyguards called housecarls, and supplemented by bands of mercenaries.

Religion and Magic

Mythology and Religion

The Theyalan people generally follow the Orlanthi pantheon. They maintain reverence and piety towards their deities, who are considered to be the most powerful and helpful in the cosmos. The major deities are:

Orlanth: Chief God, King of the World, Storm God, culture hero, men's god.
Ernalda: Earth Goddess, Mother Goddess, culture heroine, women's goddess.
Humakt: God of Death, war, honor, swords.
Issaries: God of speech, communications, travel, merchants and trade.
Lhankor Mhy: God of Truth, knowledge, writing, and law.
Minor Deities: Asrelia the Grandmother, Babeester Gor the Axe Goddess, Barntar the Plowman, Chalana Arroy the Healer, Elmal the Sun God, Esrola the Goddess of Life, Eurmal the Trickster, Heler the Rain God, Maran Gor the Destroyer, Ty Kora Tek the Goddess of the Dead, Urox the Storm Bull, Voria the Goddess of Spring, and Yinkin the Alynx.

The religion has two major myth cycles, the Gods War and the Lightbringers.

The Gods War relates how Orlanth and his brothers conquered the world, then how Orlanth conquered his brothers. It relates how the physical world came into being and how society was formed by Orlanth and Ernalda. A great Hero from this era is Vingkot the Victorious, a son of Orlanth who ruled a great people.

The Lightbringers' Quest is the critical myth of creation to define the Orlanthi way. It typifies all the activities expected of members, includes many amusing or tragic stories of the consequences of failure, and features all the deities of regional importance as well as the greatest figures of cosmology.

History

The Orlanthi peoples all view the ancient Gbaji War as a war against Chaos. They remember Nysalor, who tricked Orlanth for a while, but Arkat Swordlord, the Son of Humakt, liberated Orlanth and freed his vision. While Arkat conquered the magical foes of Dorastor, Orlanth overthrew the Pelorian empires which provided manpower and money to the evil empire. The most important Hero from this era was Harmast Barefoot, a common farmer who twice achieved the Lightbringers' Quest to combat Gbaji.

The other ancient empire, the Empire of the Wyrms Friends, was another mistake. Many people, including for a time Orlanth himself, explored the ways of the storm god's draconic foes a little bit too much and fell into the left handedness of its ways. As a result, now there is a tale of how Orlanth fell to the Inner Dragon of Arangorf. A famous Hero from this era is Alakoring Dragonbreaker, the slayer of Drang and the founder of the Rex subcult of Orlanth.

Finally, the God Learners are remembered as evil sorcerers from the Land of the West who were fought off centuries ago. Orlanth never submitted to them, or fell for their wiles, though several impressive hero battles are remembered. A famous Hero from this era is Gorangi Vak, who first discovered and still teaches the Hero Path to tame the Sky Bulls of Stormwalk Mountain.

Other Deities

The Invisible God (Fronela, Umathela): In Jonatela the ruling nobility has been considerably Westernized. Clans provide contingents of warriors to nobles, who extract oaths of allegiance and loyalty. The upper classes worship a henotheistic cult of the Invisible God and practice sorcery, but most commoners maintain their traditional Orlanthi practices.

In Umathela, worship of the Invisible God predominates in the coastal cities, while the interior tribes maintain traditional Orlanthi practices.

Ernalda (Esrolia, in the Holy Country): The land of Esrolia, one of the densest population regions in the world, is a land of the Earth Goddess. The grandmothers and queens maintain a dominant place in the political, religious, and social orders. There most of the men follow a wider variety of cults which are accessible as husband figures, including Argan Argar, and a local version of Yelmalio, although Orlanth is still the most favored husband and the major Orlanthi deities are just as important as in other nearby Orlanthi lands.

Veskarthan (Caladraland, in the Holy Country): A supernaturally huge volcano thrusts from the coast of the Holy Country and imposes its gods upon the willing natives. Yet although the people worship different gods and practice slash-and-burn agriculture rather than ox-and-plow, other components of their culture usually follow the standard Orlanthi patterns.

Lunar Empire: The worship of Orlanth is widely suppressed in the river valleys of these regions, especially by destroying the temples which provide the natural focus for the tribal cults. Initiates are reported to have "vanished, like the wind", probably to join Barntar, the plow god who can be subsumed by the Ernalda temples which are unmolested by Lunar demands.

Overview of Religious Practices

Orlanthi ceremonies are usually held outside. During the Second Age, in a movement usually associated with the Rex subcult, temples were built within cities, but even these kept open roofs. The earth, hunting, and farming rituals of Ernalda are also held outside.

Monthly ceremonies are always held on the most propitious day: Windsday of Movement Week. Special ceremonies for specific purposes or to mark unusual events occur as needed. Rites of Ernalda are regularly attended by the entire population as well, giving at least two major ceremonies per Theyalan season.

Customs of Interest

Both genders tattoo their bodies with the magical runes of the gods, cults, ancestors, clan, tribe, and sacred events. Each clan and tribe has its own tattoo; at initiation, new adults are marked with those signs as well as the marks of the gods and personal runes. Status, profession, and important life events are also marked with tattoos. Orlanthi tattoos can be located on many places of the body: the face, the shoulder, the arms, legs, the back, the abdomen, and so on.

Crowds gather outside for ceremonies, great winds are raised, and the priests, through their mastery of rituals, re-enact the creation rites appropriate to the season or festival. The members willingly participate in whatever manner they are suited. Observers see a ritual drama unfolding before them. Participant lay members experience an energetic thrill in their souls and in their contact with the world. Initiates typically report transportation to the mythic realm, sometimes aiding actively in the drama, perhaps even posing as Orlanth himself.

The Sacred Time is a period of constant ritual and magic for all Orlanthi peoples. They must perform the rites successfully each year to maintain the Great Compromise, their name for the cosmic act which created and binds the current world of Glorantha. Unless some unspecified numbers of initiates perform the rituals, the fabric of the known world would begin to unravel with dire consequences for all.

Temples

Shrines and sites abound in Orlanthi lands. Temples are common, even for subsidiary deities. Shrines and temples may range from buildings that house the gods to open holy places (such as bare hilltops or standing stones) where the worshipers gather to invoke the divine powers.

In general, clans have their own two or three shrines (Orlanth, Ernalda, and another deity), while tribes have small temples to subsidiary deities and a major temple to Orlanth and Ernalda. Wherever a city is found, two or three small temples are common, and in large cities great temples are likely to be found.

Religious Emblems

The Air Rune and Reversed Air Rune are both popular for men, and the Earth Rune and Life Rune are both popular for women.

Lhankor Mhy initiates commonly wear grey. Scholars of rank, even in primitive tribes, often wear grey robes. Lhankor Mhy scholars must wear beards, and both men and women of the cult commonly wear fake beards to make up for any natural lack of facial hair.

Chalana Arroy healers wear all white gowns or trousers. They are considered sacred people and given great reverence by all Orlanthi people.

Torcs and golden neck rings are worn only by chieftains and kings.

Pelorian Culture

The Solar civilization of the Pelorian Bowl is a proud and ancient culture. In the Gods Age, they were ruled by Yelm and his son Murharzarm, the first Emperor of Dara Happa. At the Dawn, they were ruled by Pentan horse nomads called the Sons of the Sun, but the Dara Happan Empire was re-established in 221. The Pelorian people have been ruled by the Red Emperor since 1250 and constitute the heartland of the mighty Lunar Empire.

Appearance

Pelorians tend to be light-skinned (ranging from pale to olive), with brown to blonde hair. Brown and blue eyes are prevalent. Men traditionally grow full beards and trim their mustaches, although many Lunar cultists have short beards or are clean-shaven. Women often have elaborately braided hair.

Distribution and Subtypes

Pelorian culture is typically divided into two cultural subtypes. One, confined to the dense cities of the Oslir River and its tributaries, is that of Dara Happa, inheritors of a proud and ancient heritage. The other, called Lodrilli, is less exalted, less pretentious, and is considered by many to be a watered-down, decentralized version of the Dara Happan culture.

The Dara Happans are the heirs of Yelm's original Solar Empire that lay upon the mighty Oslir River valley at the center of Peloria. Yelm made the laws and rules that govern the cities even today. Their Golden Age heritage has conferred on them marvelous magics and a tradition of urban life that influences the surrounding world. Dara Happans can be found on both sides of the Oslir River from Jillaro to the Keniryan Sea, as well as ruling isolated cities throughout the Empire.

Outside of the Dara Happan cities live the Lodrilli farmer peoples, who worship Lodril and a host of agricultural and fertility deities. These people have lived here since the Darkness, ruled at times by trolls, horse barbarians, Dara Happans, Carmanians, and Orlanthi. Even though they are called "farmer peoples" by the Dara Happans, several Lodrilli subtypes, most notably the Pelandans of the Oronin river valley, have their own tradition of urban civilization.

In the West Reaches of the Lunar Empire, the local Lodrilli farmers are ruled by the Carmanians, a military and sorcerous ruling class of Western and Theyalan origins. In the Second and early Third Ages, the Carmanians ruled a mighty empire that dominated the rest of Peloria.

Society

Ways of Life

Dara Happans consider the City to be the only true way of life. Yelm built the first cities and chose the first citizens, the ancestors of all Dara Happans. Trade is considered to be a special benefit of the Sun God, and Pelorian village life is a source of jokes. City dwellers scorn anyone who lives outside city walls, even if they live in the valley and are descendants of a solar deity.

Dara Happans use stone and brick for construction. They love tall pyramidal temple towers stretching into the sky. Dara Happans love symmetry, and their cities have concentric streets joined by radiating main roads which lead to the central temple complex in the center.

The Lodrilli farmer peoples are mostly content to stay in their villages, grow rice, maize, and barley, and raise pigs, goats, and cattle. They use a simple plow, little more than a long, sharpened, fire-hardened stick (and blessed by Lodril), pulled by a pair of oxen. Buildings are typically made of mud-brick.

Most Lodrilli cities are simply big villages whose foreign populace eventually took control from the native farmers. Whether internal laws are drawn from Carmanian, Dara Happan, or Theyalan customs, all cities are independent bodies, generally run by a guild council.

Social Classes

Pelorian society is extremely stratified and divided into Noble, Witnesses and Officers, Headmen, Workers, and Slaves. At the very top are the Red Emperor and his household, who are considered living deities.

The Dara Happan nobility is descended from Yelm, and important priestly and leadership roles are restricted to this hereditary caste. A few dozen ranking families hold most wealth and have family connections in the Imperial Government.

The Witnesses and Officers are the lesser aristocracy of minor priesthoods, bureaucrats, and officers.

Headmen include village headmen, overseers, artisans, merchants, soldiers, mercenaries, and so on. They are counted as "half-citizens" and are not allowed to become full Dara Happan citizens.

Workers do most of the actual labor. They are traditionally categorized into: foreman, digger, harvester, laborer, cooper, carpenter, potter, carrier, and boss.

Slavery is common in Peloria; most slaves serve as agricultural workers. Slaves are obtained as a result of wars, rebellions, or the failure of a community to pay taxes.

Family Structure

Dara Happan families are patriarchal, tracing descent from an ancient ancestor. Those born in Dara Happan cities to Dara Happan parents are considered to be Dara Happans. Patronymic surnames are common to designate ancestry. Women are considered socially inferior, though indispensable.

Lodrilli families are not measured against some distant ancestor, but by blood and in-laws. Social responsibility extends in diminishing degree outward to six ranks of cousins and in-laws. Social success is measured in having large numbers of dependents. Travel beyond a day or two is unknown. Old people are respected for their experience and wisdom, and are consulted on all important matters.

Some large, successful, or rich Lodrilli families control widespread interests, generally in close geographic proximity. Thus the sprawling, overcrowded homes are places of business as well as residence.

The Lunar religion provides women with an escape from patriarchal repression. Lunar initiates enjoy the protection of the Red Emperor and the patronage of the Empire.

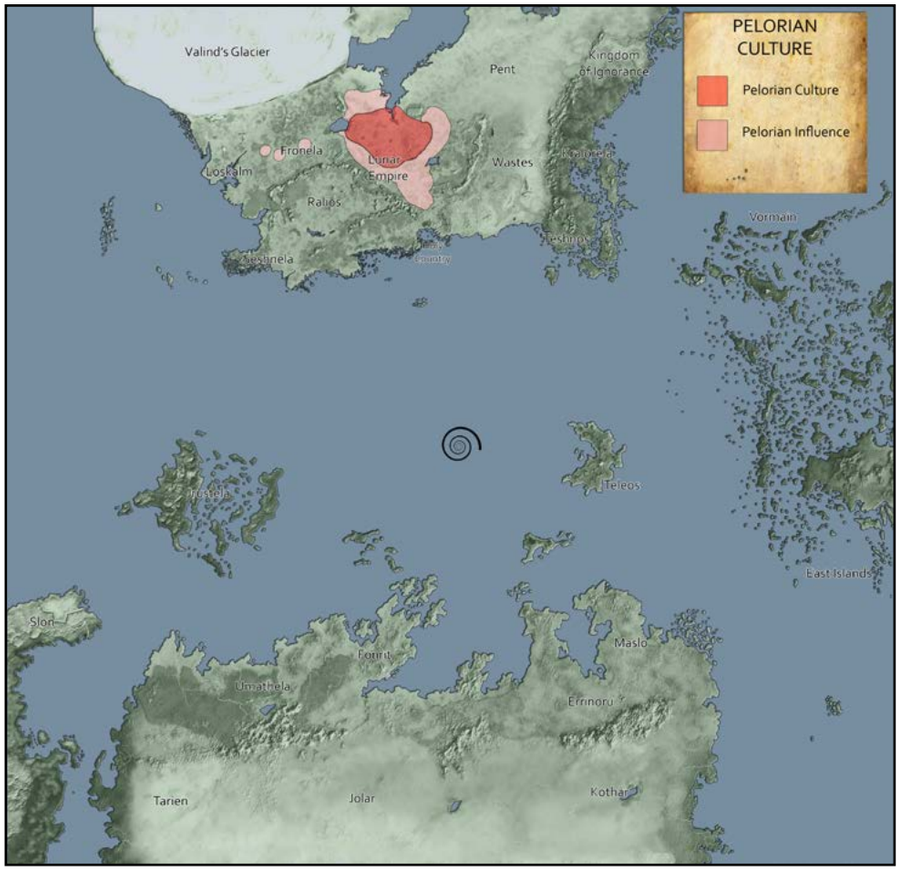
Centralization

The supreme ruler of Peloria is the Red Emperor, the divine son of the Red Goddess who is responsible for maintaining her mundane empire. Leaders of political states and Lunar religious bodies report directly to him. Dara Happans consider it sacrilegious to disobey the Emperor or to even criticize his conduct.

The Lunar Empire is divided into smaller parts, called satrapies. Satrapal government is simply overlaid upon the network of existing cities and towns. Tax collectors are headquartered in most cities and send agents to each village, which is responsible for paying taxes in food or trade goods with amounts set by the state.

The city is the basis of Dara Happan society; the ancient Dara Happan Tripolis of Alkoth, Raibanth, and Yuthuppa, alongside the "new" (founded 1249) Lunar metropolis of Glamour, are considered the capital cities of the entire world. The loyalty of most Dara Happans is to their city collectively and to the Emperor personally.

Lodrilli villages and towns usually include two to five extended families that are related to each other. Villages have an acknowledged body of legal witnesses who oversee common problems and sharing of common goods. The village priest or priestess, often little different from other peasants, is usually spokesperson to strangers.



Personal Virtues

Obedience is considered the most important virtue of the Pelorian culture. Rebellion against authority is viewed as the most terrible of crimes, and Chaos itself is just another of the Rebel Gods. For the lower classes, pious obedience is all that is asked from them.

For the higher classes, honor and justice are expected. Honor requires noblesse oblige, and being a noble means that one has responsibilities and duties to uphold. Justice means upholding the cosmic will of Yelm and is ultimately the responsibility of the Emperor.

Gender Relations

Dara Happan culture is extremely patriarchal, urban, and rigid. Women are regarded as mere chattels. Sons are favored over daughters, brothers over wives, and fathers over mothers.

Lodrilli farmer culture is less extreme. Marriage is patriarchal, with wives moving to the husband's house, but women have property rights, the right to divorce, and half of all gifts received during marriage.

Living Conditions

Clothing

Clothing depends on social class and wealth, and is strictly regulated by law. Clothing is typically made of linen, cotton, leather, wool, woven grass, or reeds. Basic dress consists of a skirt, tunic, jacket, cloak or sleeved robe, and headdress.

Commoners have few pieces of clothing, and are restricted by neighborhood or occupation. Thus the farmers in one district of Raibanth all must wear dark brown skirts, light yellow shirts and cloaks, and red hats, and the same colors are forbidden to farmers of different districts of the city.

The skirts of half-citizens cannot extend below the knee and usually must be shorter.

Witnesses, officers, and headmen have hemlines that are between the knee and the calf. More types of materials are permitted, but still regulated by law.

Nobles, priests, and their wives wear long robes and skirts that drag on the floor and must be carried over ground.

Pelorian Populations

Dara Happa	3,900,000
Carmania	900,000
Other Pelorian	2,100,000
Fronela	200,000
Total:	**7,100,000**

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Headdresses are common for men and women. In some regions, they are embellished with gold and silver coins. Decorative veils and face coverings are common among higher-class women.

Housing

The standard residence in a Dara Happan city is a two or three-story apartment building built in squares and surrounding a small courtyard. The bottom floor facing out is generally divided into small shops. In poorer neighborhoods, the shopkeepers live in their shops, with the more affluent in a room or two upstairs. Poor families live in a single room; wealthier families live in multiple rooms.

Lodrilli villagers live in houses made of mud-brick, reeds, or timber, depending on the local resources. Village houses are small and tightly packed together, often forming clusters of adjoined houses with the rooftops used as pathways, and the dwellings accessed by hatches in the ceiling using ladders or stairs. In marshlands, reed boats are used as transport; during the season of low water the villagers drive oxen through the reed beds to create channels for the boats.

Food

Rice, barley, and maize are the staple grains, supplemented by millet and various root crops. Fish is the most common domestic meat, followed by pork. Cattle are used mainly to pull plows, while goats are a primary source of milk and meat. Food is flavored with a variety of strong herbs and spices.

Language

Peloria has been invaded and fought over many times, as demonstrated by the weird patchwork of languages spoken there. Although many languages are spoken within the empire, New Pelorian is the official state language. Throughout the empire, educated people and nobility are likely to speak this, whatever parlance is common among rural or common folk. It has a written script adapted from Dara Happan, but far easier to learn and to write. Many foreigners fear that the Red Goddess' philosophical insights are embedded in both the spoken and written forms of New Pelorian.

Dara Happan is the language of the solar religions. It is learned primarily by priests, pedants, and Dara Happans. Dara Happan is written with a sacred alphabet given to mortals by the god Buserian. Most religious literature is written in Dara Happan, even though much is now translated into New Pelorian.

Each region of lowland Peloria has its own characteristic Lodrilli dialects, such as Darjiini, Rinliddi, and so on. In the past, some of these Lodrilli dialects have had their own script, usually adapted from Dara Happan; as of the late Third Age, only New Pelorian is widely used.

Law

Pelorian law originates from the God Time judgments of Yelm and his son Murharzarm. Justice is understood as upholding the cosmic will of Yelm and is the responsibility of the Emperor; in practice it has been delegated to imperial officials and bureaucrats. The Emperor is viewed as a benevolent autocrat; his officials are accessible to all his subjects, both able and willing to protect the weak against the highest-placed oppressors.

Pelorian law views the population as falling into three classes: noble, half-men, and slave. Judgments are written and studied by bureaucrats and other officials.

The ruling principle is the *lex talionis* ("eye for eye, tooth for tooth, and limb for limb"). The death penalty is freely rendered for theft and other crimes, although the commonest of all penalties is a fine.

War

The Pelorian people have not experienced war in their homeland for over a century. The Lunar Empire maintains a professional army of disciplined infantry and cavalry. Pelorian soldiers make up the bulk of the Lunar Heartland Corps and fight wars in far-off Dragon Pass, the Holy Country, and Prax.

The Dara Happan cities are renowned for their heavy infantry, spearmen armored with bronze cuirasses and helmets. Throughout Peloria there is much local variation in the style of armor; for example, Darjiini soldiers typically wear a corselet and helmet of bronze scales. Peloria is also feared for its cavalry, armed with bows, lances, and curved swords, and effective against both the Pentan nomads and the barbarian nations of the upland hills.

Religion and Magic

Mythology

The Pelorians generally worship the Solar pantheon. For the Dara Happans, this revolves around Yelm, Emperor of the World, and his sons and concubines. They consider all other religions to be aberrant cults of outlaws and misguided souls. Dara Happans look upon the Red Goddess as the servitor of the Sky. The major Pelorian deities are:

Yelm: Emperor and Sun God, the authority towards which all gods and mortals look.
Red Goddess: Goddess of the Red Moon, cycles, and of the Lunar Way.
Biselenslib: the Long Legged Goddess, the wife of Shargash or his less savage son Alkor, and mother of the river peoples.
Buserian: God of Priests, of Writers and Scribes, of Stargazing, and of Divination.

Pelorian Appearance

Dara Happa is a rich and broad valley along the Oslir River, densely populated with ancient cities. The people are average size for humans and they view themselves as the natural rulers of the entire world.

Dara Happan hoplite (left)
The male Dara Happan hoplite wears a bronze cuirass with gold decorations and bronze greaves. Underneath his cuirass he wears a red tunic reaching down between his calves and his knees. Leather pteruges decorated with silver coins protect his groin. His sword is a curved kopis and he carries a spear with a bronze spearhead. His shield is bronze and decorated with a golden eight-pointed star.

Orayan Lunar cultist (right)
Oraya is an eastern province of the Lunar Empire bordering the endless grasslands of Pent. It was settled from the interior of the Lunar Empire a little over a century ago and is home to many diverse religions, mystery cults, and barbarous sects. It has hot summers and colder winters than Dara Happa. The Orayans have brown or black hair, but blonde and even red is not unknown.

This Orayan Lunar cultist wears ornate loose robes of black and red, decorated with jewelry and beads and a high headdress decorated with the crescent moon and other celestial symbols. Her hands are painted in henna. She carries a slightly curved sickle-knife in her belt.

The Red Goddess

(Lunar Empire, Redlands, and Fronela)

The Red Goddess founded the Lunar Way, a religion which is a strange mixture of mysticism and practical magic, of barbaric cruelty and dignified beauty, of freedom and tyranny. The Red Goddess worked, danced, and fought her way into the fabric of the world. The Red Emperor is her son and her worship spreads far beyond the bounds of her empire and is very powerful, and includes many lesser deities.

Dayzatar: God of the Sky, purity, and aloof moral dignity.
Lodril: God of the Earth and the Lower Worlds.
Lokarnos: God of the Slow Planet, of money, and of counting.
Oria: Mother Goddess, Earth Goddess, and Woman's Goddess.
Oslira: the great River Goddess.
Polaris: God of armies, leader of battles, and superior to the rabble of War Gods who do the actual fighting.
Seven Mothers: the secret council which restored the Red Goddess.
Shargash: God of destruction, the primal war god.
SurEnslib: the Heron Goddess.
Minor Deities: Dendara the Good Wife, Entekos the Keeper of the Middle Air, Erissa the Healer, Gorgorma of the Two Mouths, and Thilla the Keeper of the Earth.

The cities each have a patron god and goddess, each worshiped for similar purposes but with local differences of color. In Yuthuppa, Dayzatar and Herustana are the city patrons. In Raibanth, they are Raibamus and Oslira. In Alkoth, they are Shargash and Biselenslib. Ancestor worship is popular in many Pelorian families.

Overview of Religious Practices

The Pelorians are religiously practical – they sacrifice to the gods in exchange for aid. If a god fails to aid his worshipers, the Pelorians are perfectly willing to abandon that god and find a new one who can help.

The Emperor is both worshiped and leads worship of the Empire. His role at certain annual sacrifices is critical, though many functions have been successfully peeled away from the person and office over the centuries. Similarly, the imperial administration, once the purview of the priesthood, has long been separated into a mundane administrative function. Nonetheless, they all worship Yelm.

The highest priesthood is made of those men who are qualified to sacrifice directly to Yelm. They number only a few hundred, and they devote a significant portion of their lives specifically to the worship of Yelm. They participate in rituals where the Emperor leads.

A hereditary class of noble priests, called the Enverinus Priesthood, performs the governmental rites in all parts of the Empire. These priests go out into the masses of polluted commoners to bring them divine fire. These priests participate in and oversee the ceremonies of all the other state supported cults – the Permitted Cults. Most of those are huge, popular organizations of peasants who gather at their local temple for worship.

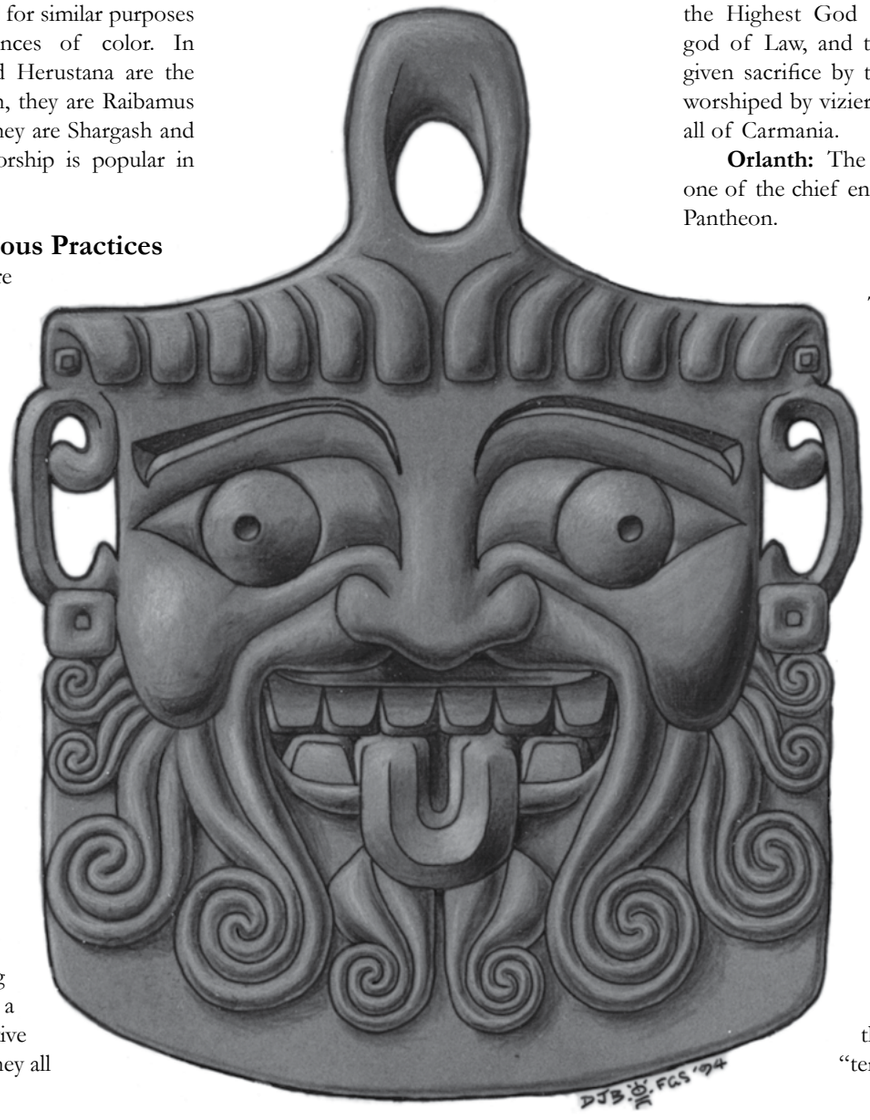
The deities of the Lodrilli farmer religion range from several very large popular religions, commonly called Lodril Cults, to a variety of hero cults and petty deities. These cults have a bewildering assortment of rites, requirements, myths, and magic – compounded by the illiteracy of the priests and priestesses (Lodrilli are forbidden to learn to read and are assisted by Buserian scribes). Even worship of Lodril himself is varied, divided into dozens of sects. Each sect recognizes the supremacy of Lodril, but differ in a number of ways, including: how they worship him; his names and titles; holy days; and his wives, consorts, children, and subcults. The sacrifices are usually performed by Enverinus Priesthood, but the sects are led by their own priests, soothsayers, demagogues, and other holy people.

Most Pelorians never initiate to any deity, but maintain an active religious life by attending the thirty imperial holy days, the holy days of their city or region, and whatever casual worship might benefit them in their day to day life. People generally depend on others to protect and lead them, both in the mundane and spiritual realms.

Other Deities

Idovanus (Old Carmania): Idovanus is the Highest God of the Carmanians, the god of Law, and the god of Good. He is given sacrifice by the Carmanian Magi and worshiped by viziers and scribes throughout all of Carmania.

Orlanth: The Rebel God, Orlanth is one of the chief enemy gods of the Pelorian Pantheon.



Temples

Temples and shrines abound in Peloria with a wide diversity of designs. The gods, or at least a part of them, are typically believed to dwell within their temples.

Great towering ziggurats are built as temples to Yelm and his sons. The largest is the Footstool of Yelm, in the center of Raibanth, which rises some 350 feet high to the temple and throne of the Emperor.

Other well-known temple styles include the Star Towers of Yuthuppa and the enclosures of the war god Shargash. Lodril and his sons are worshiped in their distinctively terraced "ten-block pyramids".

Customs of Interest

A popular game throughout Peloria is **ravenkaaz** *or, as it is called in western Peloria,* **ouranekki**. *The game is played by two players on a round board with 10 pieces each. The Day player (defender), in the center, begins with one man off-board, and the other nine in set places. The Night player (attacker) must begin with four pieces in set places, and the other six any place on the board. The object of the game is to eliminate the opponents' pieces.*

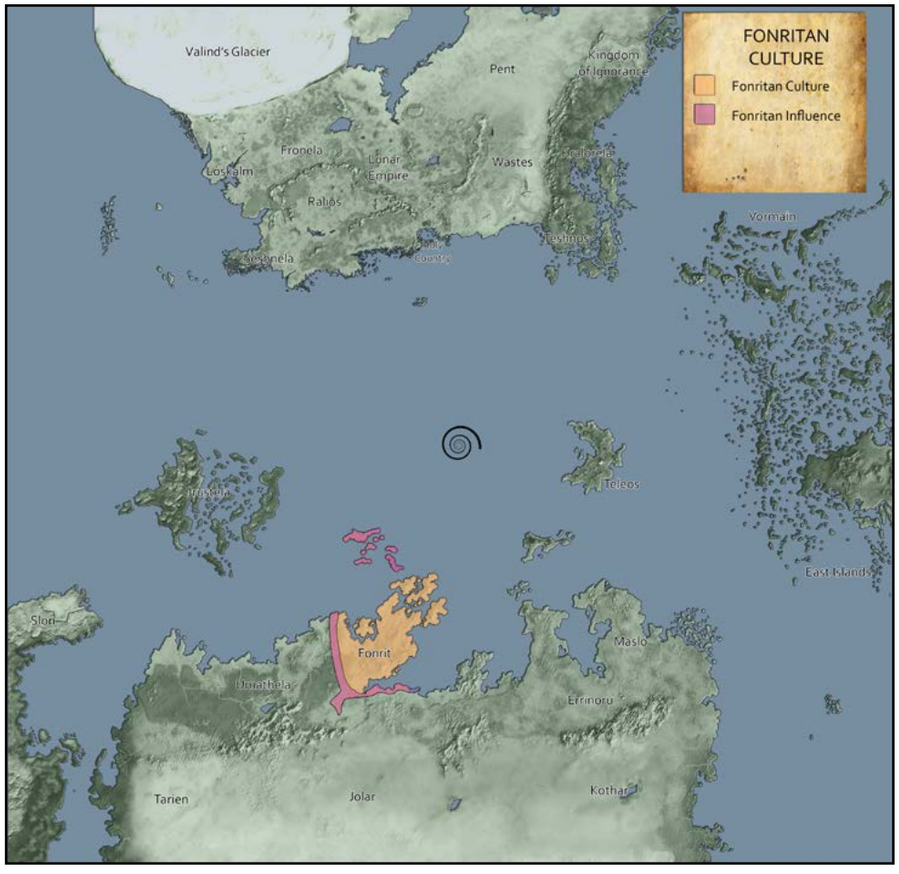
Ravenkaaz *is played by children, scholars, rulers, heroes, and gods. During their campaigns against the Carmanian Empire the game was played by Emperor Yelmgatha and the Red Goddess – the Emperor always won the games at Dawn, while the Goddess won all played at Dusk. Before the Battle of Kitor the Red Emperor played the game against Aronius Jaranthir.*

Art Right:

Ceremonial mattock head used by the Lodril cult of the Naverian city of Mesavos. It depicts the head of Lodril and is used as part of the annual fertility rites to dig the first irrigation ditch of Sea Season.

Fonritian Culture

The city-states of Fonrit are rich, powerful, and immeasurably cruel. A millennium ago, Agimori adventurers conquered and enslaved the blue-skinned inhabitants of this land. Slavery now defines and dominates Fonritian culture. The upper class is incredibly wealthy and powerful, the poor ruthlessly taxed and beggared into heartless slavery.



Appearance

The people of Fonrit have blue, black, or white skin, as well as any possible mixture thereof. Most of the ruling class is dark-skinned Agimori, while the most miserable slaves are predominantly blue-skinned Veldang. The majority of the population is of mixed blue and black origin, called the Torabs.

Distribution and Subtypes

The densely populated Fonrit peninsula and the neighboring land of Laskal is the home of Fonritian culture. However, with the Opening of the seas, Fonritian merchants can be encountered in ports across Glorantha, and their slavers attack coastal villages from Seshnela to Maslo.

The blue-skinned Veldang are the descendants of the People of Artmal, a son of the Blue Moon who ruled over a vast empire in the God Time. Their pride was their downfall, and they were overcome by the storm gods in the Gods War. The Veldang were conquered and enslaved by Garangordos the Cruel at the beginning of the Second Age and forced to worship their conqueror and his companions.

Of the Fonritian cultures, the Afadjanni are a network of slavocratic city-states who are in turn enslaved by the Jann of Afadjann. There is a rich diversity of cults, peoples, and practices in Afadjann. The conflict between those rulers who are Renewed and those who are Oldsters has provided some amelioration from the cruelest excesses of the ruling classes.

Kareeshtan culture is even crueler and more slave dominated than Afadjann. In Kareeshtu, everyone and everything is a slave of someone (who in turn belongs to someone else).

Banamban and Baruling cultures are as cruel as that of Kareeshtu but both have a larger and more diverse free class than Afadjann.

Thinokos preserves elements of a pre-Gargandite sea-going culture that originated on the mythical island of Thinobutu.

Marana and Tarahorn are inhabited by savage semi-nomadic shepherds and bandits.

Mondoro embraces strange practices, including a city ruled by a slave, a city with no women, and a city that embraces freedom.

Society

Ways of Life

The Fonritians rediscovered the benefits of civilization when they liberated Ompalam from the shackles of Jraktal the Tap, a Western demon. Garangordos and his companions, the Glorious Ones, formed the Necklace of Garangordos, brought back the benefits of civilization and bestowed it upon their fellow men. Chief of these benefits is allowing some individuals to treat other human beings as property to be bought and sold, and be forced to work.

Vast multitudes of slaves labor in the fields, raising rice, millet, olives, wheat, yams, chili peppers, and other vegetables. They are slash-and-burn hoe-farmers, preparing the fields by burning and cultivating them with hoes. Irrigation channels are dug to provide regular water. Fields cleared by burning are worked until exhausted and then allowed to be reclaimed by natural vegetation. Goats, pigs, and sheep are the main livestock.

Crafters and artisans are semi-free, and enjoy far greater rights than agricultural slaves. Alchemy, animal training (especially hawks and leopards), assassination, boatbuilding, brewing, bronze-working, ivory carving, hunting, jewelry, masonry, milling, perfume making, priests, prostitution, smelting, spinning, trading, and weaving are all among the civilized crafts bestowed upon mankind by the Glorious Ones. Each craft has its own associations, divine patrons, specific traditions, and trade secrets.

Craft guilds, secret societies, and religious cults are very important in Fonritian life, and maintain a significant role in every Fonritian city-state. Many of these organizations span across several city-states. For example, the League of Traders is an organized network of traders that owns many of its members!

The Lamsabi criminal network is a nonviolent but highly effective organization of thieves and burglars extending through

Fonritian Populations

Afadjann	3,500,000
Banamban	1,400,000
Baruling	1,000,000
Kareeshtan	3,300,000
Marana	200,000
Mondoro	300,000
Tarahorn	150,000
Thinokos	300,000
Total:	**10,150,000**

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many cities of Fonrit. Members worship a secret god whose only known sign is a peculiar rune made of brass or silver, which serves as his image in their hidden shrines, and which is invisibly tattooed on worshipers' left hands.

Social Classes

Slavery is central to Fonritian culture and society. The law makes almost infinite gradations of people into free and slave. As a result, Fonrit is an extremely hierarchical and stratified society. At the top is the city tyrant, called a *jann*, who serves only his gods. Each tyrant is served by free nobles, called *masarin*, who own vast numbers of slaves but are not owned by other individuals (but can be owned by gods). Masarin make up no more than 5% of the population.

Another 5% of the population is the slave soldiers who form an entrenched military caste in Fonritian society. They are better treated than other slaves and typically segregated into their own barracks-communities.

Approximately 20% of the population has the status of *yad* – slaves who own other slaves. Although they are largely deprived of political and military rights, the yad are semi-free; a few even enjoy full legal freedom. About half are skilled professionals: crafters, artisans, most priesthoods, clerks, sorcerers, and merchants; the other half petty-landowners and stewards for the masarin or jann.

The rest of Fonritian society is *kaddam*, the lowest rank of slaves. They are chattel slaves without any legal rights. Most pure blue-skins belong to the kaddam class.

Among the free ruling class in Afadjann, society is divided into two kinds of people, based on whether the family's mother is of *tsanyano* ("Renewed") or *bolgaddi* ("Oldster") ancestry. The Renewed are liberal in their attitudes, allowing slaves to marry, (rarely) buy their freedom, and enjoy limited religious choice. Oldsters are fierce and relentless. "To live is to suffer" is their motto, and they judge themselves by the same implacable standard they apply to their slaves. Some cities are dominated by one or the other, but most are factionalized.

Personal Virtues

Fonritians hold that Life is Slavery. They reason that the soul is slave to the body, the powers and elements are slaves to the Runes, people are slaves of their ruler, and the gods are slaves to Time. In short, they acknowledge Slavery as the Order of the Cosmos, and submit to it. Outsiders often claim that this philosophy is merely a justification for Fonritian cruelty.

Gender Relations

The patriarchal household is the basis of typical Fonritian family structure. Descent is matrilineal, and kinship is traced through a common maternal ancestor. Free women have the same legal rights as free men; enslaved women enjoy no legal rights whatsoever beyond what their owner permits.

The vast majority of marriages between slaves go without legal sanction or protection. Slaves are at constant risk of losing family members if their owners decide to sell them for profit, punishment, or to pay debts.

Masarin marriages are predominantly polygamous. Owning concubines, male or female, is very common. Harems are the rule for the rich potentates, guarded by jealous and powerful eunuch slaves.

Living Conditions

Clothing

Free men wear a flowing, wide-sleeved robe, usually decorated with intricate embroidery, or a tunic and wrap-around skirt. They wear jewelry, including beaded collars, gold necklaces, arm rings, and anklets, and high conical hats, often with projections extending from the top. Free women typically wear flowing robes, face veils, and even more jewelry than men. Veils are worn by married women.

Slaves are attired as their owner provides or as their occupation requires, most typically just a wrap-around skirt. Wealthy slaves wear jewelry. Temple slaves (who may be richer and more powerful than any masarin) are dressed in accordance with the wishes of their god. Military slaves carry weapons and wear armor. Kaddam, at the other extreme, often wear little more than a breech-cloth.

Wool and linen, often vibrantly colored, are the most common textiles, although silk is favored by the rich. Decorations, such as embroidery, fringe, exotic feathers, gems, and even gold-dust, are used by those who can afford them.

Fonritian Appearance

Slave Soldier (left):
About 5% of the Fonritian population are slave soldiers who form an entrenched military caste. They are better treated than other slaves and typically segregated into their own barracks/communities. They are primarily infantry, although some cities maintain war elephants.

The soldier is a torab (of mixed black and blue origin). He wears a decorated bronze breastplate over a cotton skirt and a tall protective helmet. He carries a heavy sword-spear made of bronze. His face and limbs are marked with ritual scarification, which marks him as a slave soldier of this city-state.

Masarin sorcerer (right):
At the top of Fonritian society are the city tyrants, the jann, who serve only their personal gods. Each tyrant is served by free nobles, called masarin, who own vast numbers of slaves but are not owned by other individuals (but can be owned by gods). Masarin make up no more than 5% of the population.

The female masarin sorcerer depicted here is dark-skinned and her eyes are darkly rimmed with kohl. She wears a long, ornately embroidered, wide sleeved robe and is decked out in jewelry: beaded collar, gold neck rings, arm rings, anklets, bracelets, earrings, nose rings, and more. Her nails are extremely long and elaborately lacquered – displaying that she never has to do any physical labor. Depending on her cult she might flaunt the Chaos Rune, the Fire Rune, the Mastery Rune, the Law Rune, the Moon Rune, or the Illusion Rune. Her skin is intricately marked with occult symbols displaying the magical hierarchies she has mastered.

Centralization

Fonritian politics lie in the hands of a slave-owning plutocracy (or slavocracy) which commands internal factions and rules over vast slave states famed for their cruelty and tyranny. The political rulers are tyrannical overlords who must contend with a dozen powerful factions in each city. Cities may be ruled by priesthoods, merchants, or warlords.

City-states strive for both independence and to dominate their neighbors. Loyalty between city-states is rare. Afadjann and Kareeshtu are large confederations each ruled by a single leader. Other regions are divided into many squabbling states. The political units of Fonrit change hands and borders so often that an accurate delineation is difficult. Most rulers maintain their own secret police forces and spy networks, used to root out sedition and prevent slave revolts.

Two rival confederations of city-states dominate Fonrit. The Jann of Afadjann, a semi-divine ruler possessed of the power of the Glorious Ones as long as he remains healthy and ritually pure, commands a confederation of city-states, who send tribute, hostages, slaves, and troops upon command. Each tributary state may also command lesser city-states or tribes as well. Those cities not subject to the Jann are fiercely independent.

In the north, the undying Archidomides the Vessel of Ikadz and Tondiji, rules a rival confederation called Golden Kareeshtu with cruelty and vision. At the present (1621), Golden Kareeshtu is the more powerful of the rival confederations.

Perfume is extensively used by both sexes. Slaves are marked with scarification and tattoos that display ownership and occupation. Scarification is also used for initiatory status.

Religious Emblems

Initiation into a particular cult is often accompanied with ritual scarification, branding, or tattooing. Priests and other slaves of a god are marked as such.

Housing

To prevent enemies from entering (and slaves from escaping), Fonritian cities are surrounded by formidable stone walls, with access through great bronze gates. Main streets are often extremely wide, but side streets can be almost impassably narrow. The compound of the city ruler typically occupies a large part of the city and is usually walled. Within are the palaces of the ruler, shrines to his gods, gardens, and quarters for his slaves and soldiers. Near the palace are the major temples and the smaller palaces of the ruling families and the main market of the city.

Huge buildings dominate the cities with gates of a monumental and highly decorative nature set into a usually plain facade facing the street. Slender, tall towers of various shapes arise from these, each with a balcony at the top. Large cut stone buildings and temples sit atop stepped flat-topped pyramids or sloping mounds of earth and stone. Gleaming white marble, brilliant red coral, silver, and gold adorn them. The typical buildings have an enormous enclosed central space covered by a dome and half domes, decorated with tilework and high arched entrances.

The Vadeli Legacy

The lands of Fonrit were once part of the Gods Age Vadeli Empire of Chir. When Garangordos quested to liberate Ompalam from Jraktal the Tap, he returned with ancient Vadeli magical insights. The insidious and perverse ways of the Vadeli have permeated the land, the mythology, and people of the region. Over the centuries this has warped and twisted Fonritian culture and society. Slavery is omnipresent, mortal men are revered as gods, demons are worshiped, and Chaotic magic is routinely used.

When the Opening came, the Vadeli returned to Pamaltela and conquered much of Fonrit posing as the returned Glorious Ones. The Vadeli revealed secrets of the Glorious Ones that had been known only to their initiates. As a result, the Vadeli were worshiped by the Fonritians. However, they were betrayed by Kareeshtu and were defeated at Oenriko Rocks.

Yet the Vadeli remain in Fonrit. Every port and harbor has its Vadeli enclave and market. They sell their wares, entrap the foolish, and even teach outsiders dangerous occult secrets. The Vadeli are shunned by most, but there are always those intrigued enough by their secrets to be lured to seek them out. Many worry that the Vadeli secretly work to enslave all of Fonrit or worse.

Stone is the preferred building material for walls, towers, palaces, and temples. Stone masons are held in high prestige and most are owned by their city. Fieldstones or semi-worked blocks are carefully carved by slaves and placed together on a framework of wood beams. Roofs are gabled with ceramic tiles or thatch. Some walls are painted or adorned with metal plaques; in rare cases walls are sculpted with gods, ancestors, or geometric patterns.

Adobe construction is typical for the majority of the population, usually laid over stone foundations. Adobe buildings are typically coated with a layer of white plaster and often painted. Two-story adobe buildings are infrequent. The poorest reside in small round huts made out of clay and straw.

Food

Fonritian cuisine is heavy with starchy foods, meat, oil, spices, and flavorings. Rice, millet, and wheat are the staple grains. Goat and mutton are the primary meats inland; along the coasts, fish of every variety are consumed. Chicken and pork are common everywhere. Game meats, including crocodile, monkey, antelope, and warthog, are also served occasionally. One Pot Rice is a popular dish, consisting of rice, tomatoes, onion, olives, peppers, and whatever other meat, vegetables, and spice the cook has handy. The rich eat lavish courses of exotic foods, while the poorest make do with millet gruel.

Alcoholic beverages made from fermented fruits or grains are widely consumed. A popular drink is made from fermented millet and drunk out of a straw. Hallucinogenic wine made from blue lotus flowers or Goan mushrooms is popular amongst many priests, mystics, and jaded masarin.

Language

Four related languages are spoken in the peninsula of Fonrit. The original language of the blue-skinned aborigines is now extinct, though the Mondoran tongue still retains traces of it.

Afadjanni: spoken by the people in and around Afadjann. It is related to Banamban and Kareeshtan, although the languages are not mutually intelligible.

Banamban: spoken by the people along the coast of Banamba. It is related to Afadjanni and Kareeshtan, although the languages are not mutually intelligible.

Kareeshtan: spoken by the people of Golden Kareeshtu. It is related to Afadjanni and Banamban, although the languages are not mutually intelligible.

Mondoran: spoken by the people of the desolate interior of Fonrit. It is distantly related to the other Fonritian languages.

Fonritian is written in two scripts. Old Fonritian is a system of pictographic glyphs used primarily by priests for the recitation of ritual texts such as *The Garangrapha.*

In the Second Age, a new script based on the example of the Western script was adapted by most city-states. Although the symbols do resemble Western, the sounds are completely different and the script is a syllabary not an alphabet. The New Fonritian script is used for most purposes.

Law

Fonritian city-states are tyrannies. City rulers are notorious for being lawless despots who look to their own advantage rather than that of their subjects, and use extreme and cruel tactics – against their own people as well as others. All cities recognize *The Garangrapha* as sacred and foundational law, defining the status and gradations of slavery and the rights of owners. City rulers promulgate their own laws and codes; these can change dramatically upon the succession of a new ruler!

The thieves of Afadjann maintain traditions founded by the god Selarn during the Great Darkness. They are ruled by a secret society that abides by ironbound rules and ruthlessly enforces their laws. They have survived the harsh government and secret police of their rulers for centuries, and their leaders encourage a calculated hostility against the authorities.

War

War is quite common in Fonrit. The city-states fight incessantly: with each other, with the elves of Vralos, and with the tribes of Umathela. Each city in Fonrit has at least one contingent of professional soldiers, owned by their commanding officers, who are in turn owned by various ruling contingents. The ruling faction of each city-state has a retainer of professional bodyguards, usually composed of handpicked, free, highly paid foreign mercenaries, skilled in their particular deadly magics.

Cavalry is rare in Fonrit and most soldiers are infantry, although many cities maintain war elephants (actually *amebelodon* shovel-tuskers). Spears and swords are the primary weapons. Fonritian slave soldiers use a heavy curved single-edged sword; masarin carry a very broad, leaf-shaped short sword. Shields are large and made of hide. Barbed javelins and crossbows are typical missile weapons. Armor is typically helmets and breastplates made of bronze or thick hide.

City fortifications are typically extensive and built out of stone. Numerous military campaigns revolve around sieges.

Most field magic is in the hands of powerful sorcerers aided by assistants. Other magic units are made up of small bodies of temple priests.

The Fonritian city-states have traditionally used ships since before the Closing. For war, the Fonritians prefer small ships called warsails, which are faster than any other sailing ship when traveling upwind. They are very numerous and relatively delicate, and a favored tactic is to close and board, using a variety of imaginative means including ladders, grapples, magical leaps, and teleportation. Kareeshtu is the dominant naval power and maintains garrisons of both men and ships in many coastal cities.

Religion and Magic

Mythology

Fonrit has a rich and complex pantheon of deities, spirits, and sorcerous schools. Earth spirits, fishing spirits, ancestor worship, and city spirits abound. Powerful cults are state supported by particular cities; the patron deity of the city is typically the most important cult of that particular city, even if the god is unknown elsewhere. In some cities the ruler is worshiped as a living god. The priesthoods are inevitably corrupt and form one of the factions in their cities. The major Fonritian deities are:

Ompalam: god of slavery and coercion. "Life is Slavery" is the public secret of his cult. It is a state cult where everyone is a slave to someone, including the ruler, who is the slave of Ompalam.

Garangordos: bringer of Civilization, conqueror of Fonrit, and guardian of the temples of Ompalam.

Abdamedric: Man of Two Swords, war god.

Bendaluza: Lord of the Phallus and city maker.

Darleester the Noose: state god of Afadjann and a weapon used by Garangordos to enslave or kill the blue-skins.

El Jazuli: Sister Witch, who dominates the powers of the land.

Ernamola: the goddess of millet.

Gark: god of eternal peace, eternal life, and undead.

Hungry Goddess: Ancient goddess of Fonrit, worshiped by the blue-skins.

Ikadz: god of purification, patron of torturers and several city-states, he cuts and burns the evil out of people so that they follow the ways of Ompalam.

Seseine: goddess of seduction and lust.

Tondiji: God of the city of Tondiji, and master of all within his walls – even other gods. Worshiped only in Tondiji.

Minor Gods: Artmal the Slave, Baraku the Storm God (Fonritian name for Orlanth), Jokotu the Traitor and Murderer, the Invisible God, Malubadou the Beholder, Mandakusour the Spirit Binder, Pamalt the Earth King, Selarn the Thief, Serartamal the Blue Moon, Tadarida the Dead Goddess, Tentacule the High Slavery God, the Two Brothers of War (Humakt and Zorak Zoran), and Varama the Sun God.

Garangordos gathered the Seventeen Glorious Ones on the Necklace of Life journey. They released Ompalam and liberated the land from Jraktal the Tap, the sorcerous western guardian, gaining many strange and esoteric magical secrets. On their return, each of the Glorious Ones brought back a benefit of civilization to bestow upon their slaves. In this way, Garangordos was able to conquer the Veldang, and he and the Glorious Ones became the rulers of Fonrit.

Garangordos was murdered by his steward Jokotu, but the surviving Glorious Ones killed and dismembered the traitor. The Glorious Ones went on to found the original cities of Fonrit and establish the dynasties of masarin. Four of them took the words of Garangordos, in the form of *The Garangrapha*, in the four directions.

Upon the death of the Glorious Ones, the Agimori people of Fonrit and the Blues continued to worship the Glorious Ones as the rulers of Fonrit.

Overview of Religious Practices

Fonritian religion is based upon submission to the gods. Humanity exists for the sole purpose of serving the gods as their personal slaves. The gods are viewed as distant and haughty masters and rulers, who must be obeyed. Worshipers submit to them, fear them, bow down and tremble before them; particularly obsequious or ambitious worshipers dedicate themselves completely to a single god, in the hope that said god shall favor such a loyal and dedicated slave.

In most cults, the gods are served by their priests, who offer sacrifice and lead ceremonies to please them. *The Garangrapha*, a sacred text attributed to Garangordos himself, is the basis of priestly ritual and ceremony. Slaves are often used for sacrifices in funeral ceremonies, to certain gods, and sometimes to increase the magical power of the ruler. The slaves follow their masters into the afterlife so that they can continue to serve.

A common practice is to make pacts with spirits and demons. Weak spirits serve as slaves, stronger spirits serve as masters. These pacts are made with a masked Mandakusour priest-shaman as the intermediary. The ceremony can be quite elaborate.

Sorcery is common in most of Fonrit. Sorcerers seek to understand and manipulate the magical master-slave hierarchies and networks that order the Otherworld. A variety of strange, even perverse, Malkioni heresies flourish in Fonrit. The school of the Wool Cloaks seeks the understanding of esoteric knowledge through complete submission to Ompalam and the annihilation of the self while remaining physically alive. The adepts of these techniques claim, paradoxically, that they are the only truly liberated mortals in all of Glorantha.

It is widely held in Fonrit that the body of the deceased should be preserved so that the soul can reunite with it and take pleasure in the afterlife. Corpses are typically mummified and placed in sarcophagi, but are sometimes preserved magically.

An extreme offshoot of Fonritian religion comes from the philosophical belief that the physical body must be maintained at all costs. The members of the popular cult of Gark the Calm donate their corpses to the temple of the god. For a period of time, anyone can visit the corpses as they do labor for the temple. After that period expires, the corpse is packed away, supposedly to holy temples high in the mountains. The cult gives out amulets that will let the corpse's descendants know if their ancestor has slipped away, despite the tender ministrations of that silent god.

Temples

The gods reside within their temples – each temple is dedicated to a single divinity, and is the true dwelling place of the god. Temples are constructed along the general lines of a large private home. In the center is a courtyard, around which individual apartments are placed, reserved for the god and for the personal, familial, and official lives of his slaves.

The true presence of the god is ensured by its cult statue, made of stone, bronze, or even gold, and decorated with precious stones. The god is sometimes accompanied by images and statues of its slaves.

The priests of the god typically reside within the temple as well, so as to be better able to serve their god. Most priests are slaves of their temple, although some are masarin or slave soldiers.

Western Culture

Rational, materialist, and humanist, Western culture is derived from the atheist immortal philosophies of ancient Brithos. Their society is divided into hereditary castes, each with its own rules and restrictions. During the Second Age, Western cultures dominated much of Glorantha. Since the Closing, Western cultures have been diminished.

Distribution and Subtypes

Four major regions of Western culture exist in Genertela, plus a smaller area in Umathela. This section concentrates upon the most common and perhaps most playable culture, that of Seshnela.

Seshnela is the stronghold of Western culture. The Seshnegi are the heirs to the mighty Jrusteli Empire that ruled much of the world in the Second Age. Now the wizards of the Rokari school of Malkionism rigidly uphold the ancient laws and regulations of caste. Seshnela is noted for its arrogant and ambitious martial ruling class of quarreling noble families, mercenary regiments of heavy cavalry, infantry, and skirmishers organized into various societies such as Lion, Deer, Horse, Bear, Boar, and even Wolf (individual regiments of the same society may be sworn to different – even feuding – noble families), oppressed peasants, and secretive wizards who live in constant fear of the return of God Learnerism.

Loskalm, in Fronela, rejects the rigid caste system that defines most Malkioni societies. Instead, the ruling Malkioni school of New Hrestolism has created a radical egalitarian society, where every Loskalmi can identify himself as worker, soldier, wizard, or ruler; many strive to pass through the four caste occupations during their lifetime.

Safelster, the city-state region of southwestern Ralios, has many centers of Western culture with a syncretic religion integrating Orlanthi cults with Malkionism. Local schools often exhibit unusual interpretations of religious doctrine, claim ancient priority over more popular and widespread cults, and contain bizarre local color. The Safelstran cities are hierarchical and specialized. At the top of the urban hierarchy stand the prince and nobility. They compete for power with the merchants and skilled crafters whose guilds are the real rulers of many cities. Priests and wizards belong to one group or the other, depending on the temple or school.

Carmania is an isolated outpost of Western culture, transplanted in the Second Age and more recently conquered and absorbed by the Lunar Empire. The Carmanian upper class has maintained its unique Western culture, but softened by Lunar influences. The majority of the population in Carmania, however, are Pelorian farmer peoples.

Umathelan city-states provide the largest overseas colonization of Western culture, done during the Second Age. They exhibit the height of city independence.

Malkioni Wizardry

The Malkioni venerate the Invisible God who created the Runes, worshiped as gods by the barbarians. The Runes, in turn, created lesser versions of themselves, often in combination with other Runes.

Malkioni sorcery works around applying one of the following principles to a specific Rune: Summon/Dismiss, Command, Combine/Separate, Tap.

The correct identification of things is extremely important for Malkioni sorcery – the more specific the identification, the more powerful the effect. One favored technique is genealogical – determine what a thing is by identifying its runic precedents.

The God Learners used their detailed understanding of Gloranthan mythology to virtuoso effect. For example, at the Battle of Tanian's Victory in 718, the God Learners summoned specifically identified water elementals and used them to summon a sea god, as if it were just an another elemental. Then they made the sea god call its father, forcing it to act as necromancers force an act of demonology. They then commanded the father to summon a different child – the god of Sky Water, Tanian. They unleashed Tanian upon the unsuspecting Waertagi who had thought the very concept of Burning Water was impossible.

Tapping

Tapping is the sorcerous conversion of a local manifestation of a Rune into raw magical energy, which then can be used by the sorcerer to power other spells. For example, a sorcerer learned in the Stasis Rune, might tap the Stasis out of a rock, reducing it to dust, or another might tap the Life out of a tree, killing the orchard to get magical power.

Most Malkioni, except the Brithini, Vadeli, and Waertagi, consider Tapping to be immoral and evil. However, the principle is inherent in Malkioni philosophy and is easily derived from the logical techniques the Malkioni use to summon, command, or combine Runes.

Sample School of Sorcery: Debaldan School

The Debaldan School of Sorcery studies the Water Rune. Its spells include Summon Water (summon water elemental); Summon Progenitor of Water (uses present water elementals to summon an identified "ancestral water"); and Combine Water with [Power Rune]. Although Tapping is considered immoral and evil by most Malkioni, the Debaldan School does teach Tap Water (the spell is easily derived from the logical techniques used by the Malkioni in any case).

Appearance

Westerner skin tones ranges from dark, muddy brown to light, pale green, red, or blue. Brown hues are the most common, although dark skin is prevalent in the southeastern provinces of Seshnela. Hair color is typically bluish-black, yellow, red, or greenish in hue. Facial hair is regulated by caste; wizards must grow long beards, whereas nobles must shave their chin.

Westerners tend to be smaller and slighter than Orlanthi or Hsunchen. Those directly descended from the ancient Brithini average around 5 feet tall and weigh between 95 to 135 pounds. The Zzaburi caste is taller but physically weaker.

Society

Ways of Life

The majority of the population is made up of peasants who grow wheat and rice. Other important crops include cotton, vegetables, beans, and a variety of sweet fruits. The Seshnegi peasants use a plow drawn by a pair of oxen or water buffalo. Goats, sheep, and cattle are the main livestock; horses are prerogatives of the upper castes. In the south provinces, water buffalo replace cattle as draft, meat, and dairy animals. *Kafl* leaf, grown in Safelster, is smoked by the wealthy using elaborate water pipes.

Social Classes

Malkioni society is divided into castes (or "colors"), each with its own taboos, secrets, clothing, marriage laws, and other regulations of behavior and attire. Society is logically divided into four castes: Wizard, Noble, Soldier, or Worker.

Under Rokarism, caste is hereditary and distinctions restricting diet, dining practices, marriage, occupation, and so on are rigidly upheld so as to preserve spiritual harmony with the laws of Malkion. Caste mobility is forbidden. Women typically belong to the caste of their father. Subcastes exist within the castes; in the worker caste, many of the professional and crafting subcastes effectively function as independent castes with their own attire and regulations. Failure to obey caste law interferes with some of the oldest (and most powerful) spells blessing and defending the community.

Many other Malkioni schools (particularly those that embrace Hrestolism) are less rigid in their application of caste laws. For example, Hrestolism permits caste mobility and its elite specialists, the Men-of-All, have mastered the secrets of the other castes.

Noble (Talars): The noble caste is called *talars* and is the "yellow caste". They rule Seshnela and adjudicate between the castes. They answer only to other, more potent, rulers. The talars are the rulers, administrators, governors, generals, and merchant-princes. They are trained in horsemanship, combat, wrestling, music, and poetry, and obsessively compete with each other to display status and

prowess. In times of war, they fight as heavily armored cavalry.

Wizard (Zzaburi): Wizards are called *zzaburi* and constitute the "blue caste". They learn the arts of wizardry. Zzaburi are philosophers, religious functionaries, scribes, and, of course, powerful magicians. In wartime, they support the Soldiers and may compose special units. They are subordinate to the talars.

Zzaburi are fed, housed, and appropriately honored for the labors they perform for their talars. Some serve as wizard-priests for a shrine or temple and are supported by their community. Zzaburi learn their art in a school or from a wandering teacher.

The zzaburi of the Rokari School must remain celibate and seek to free themselves of all worldly interference so that they can concentrate on mental and magical exploration. As a result, unlike the other castes, their new zzaburi are chosen from the promising children of the other castes.

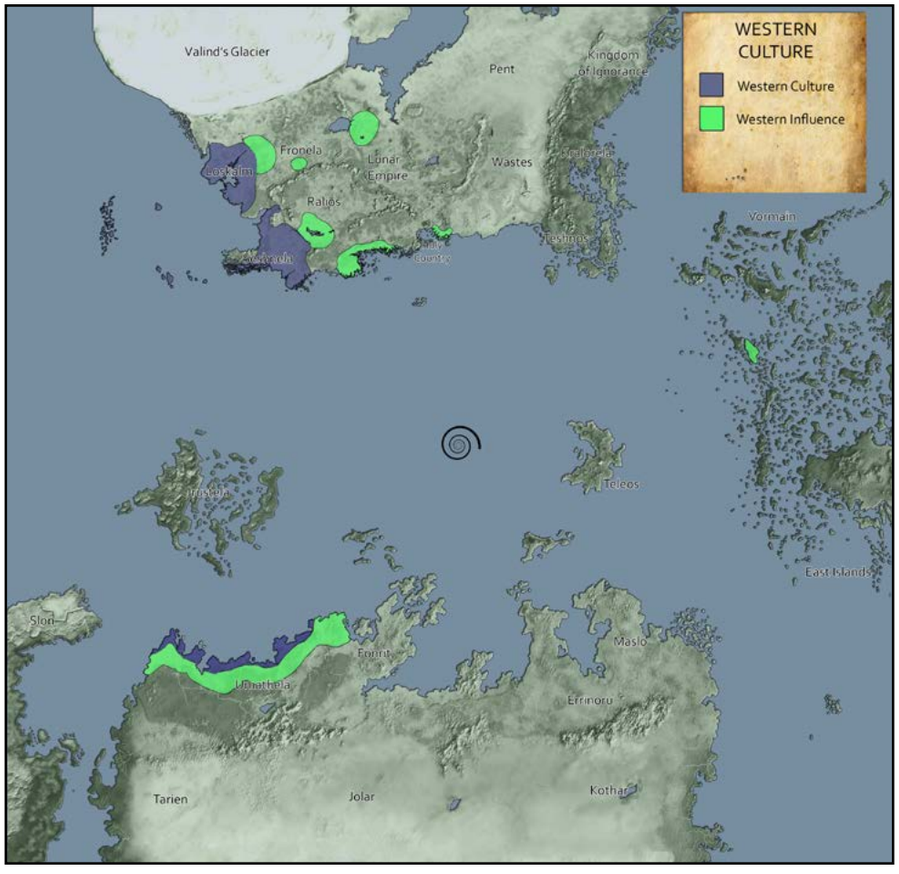
Soldier (Horali): Soldiers are called *horali* and constitute the "red caste". They are professional soldiers subject to the commands of talars and zzaburi. Horali may not labor with their hands for profit, except with the permission of their talars. Their job is to defend the countryside, fight wars, and enforce the law of the talars. Horali serve as a standing army, police, guards, rangers, and tax collectors.

In Seshnela, soldiers belong to *war societies*, most of which claim descent from a Martial Beast. The best known are the Lion, Mammoth, Wolf, Snake, Horse, Deer, and Bull. Each war society is divided into Regiments, groups of extended families headed by a captain.

Worker (Dronary): The vast majority in any Western society are workers called *dronars*. They form the "brown caste". This caste includes not only agricultural laborers, but craftsmen, shepherds, and even militia. Dronars must labor to support the other castes, which in turn protect, guide, and govern the nation. Most able-bodied workers belong to the local militia.

Within the dronar caste are many sub-castes that are associated with a particular occupation, such as Perfume Trader, Tea Grower, Shepherd, Redsmith, and so forth. These sub-castes often function like guilds (and the terms are used interchangeably), controlling training, price, and quality of goods and services.

Slaves and foreigners (i.e., non-Malkioni) are outside the caste structure and not subject to their restrictions or their protections. Non-Malkioni are known as "jabberers" and are under the protection of the ruling talars.



Centralization

Years of anarchy following the destruction of Old Seshnela in 1049 brought about a complete social breakdown where only the strongest survived and far fewer prospered. Now it is ruled by a peculiar alliance between a martial dynasty of aristocrats from the semi-barbarian lands of Rindland and Tanisor and the ascetic wizard-priests of the Rokari school of Malkionism.

The division of the land into independent fiefdoms, united only by the Serpent Crown, has caused continual problems to the maintenance of unity. Strong kings have been able to unite the land and maintain peace. Weak ones allow the land to fall into decentralized anarchy.

Below the king, an expansive and glittering court bureaucracy carries out much of the affairs of government. Within this bureaucracy, the Rokari zzaburi are immensely powerful. They serve as the indispensable scribes, legal experts, priests, philosophers, and metaphysicists for the kingdom.

Personal Virtues

Living in accordance with the cosmic laws revealed by Malkion is the highest virtue. These laws are expressed in the form of different duties for each caste: a farmer lives virtuously by plowing and a soldier by fighting; but a farmer displays no virtue through warfare, nor a soldier through hard manual labor. A hard-working, obedient, and prudent farmer is considered far more virtuous than an irresponsible and selfish noble! However, all castes consider honesty and loyalty to be important virtues.

The Malkioni, especially the Wizard caste, value humanistic, logical, and rational inquiries in their search for knowledge, meaning, and values. The Seshnelans are notorious for their sensuality, especially among the Noble and Soldier castes, while the Hrestoli are noted for their strong work ethic.

Western Populations

Fronela	3,700,000
Holy Country	100,000
Maniria	85,000
Ralios	760,000
Seshnela	2,880,000
Umathela	800,000
Total:	**8,325,000**

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Gender Relations

The status and role of women is a source of debate amongst the Malkioni schools. Most Western societies are dominated by patriarchal structures; among the ancient Brithini, women form a fifth caste with its own laws and restrictions. Among the Rokari, women belong to their father's caste and a woman's primary responsibility is as a wife and mother. Women usually get a lesser share of inheritance compared to similarly situated men. Among the New Hrestoli, women enjoy the same status as men, and have risen to the highest offices in Loskalm.

Western Appearance

Pithdaran wizard-priest (left):
Pithdaros is a province in Seshnela, populated by the descendants of Agimori (Doraddi) who embraced Western ways nearly a thousand years ago. The Pithdarans are noted for the mental keenness and learning of their wizard-priests. Caste divisions and restrictions are rigidly enforced throughout Seshnela and obedience to caste law is thought to be the basis of civilization.

This Pithdaran wizard-priest is a tall, lean man with dark skin and a long, black beard. He wears a tall hat with an bronze plate on the front, displaying the All-Seeing Eye above a Law Rune. He wears intricate and elaborately decorated long-sleeved robes adorned with fur over a richly embroidered vest. On his chest, he wears a breastplate made of enchanted iron inscribed with runes.

Loskalmi Man-of-All (right):
Loskalm rejects the rigid caste system that defines most Western societies. Instead, the ruling sect of New Hrestolism has created a radical egalitarian society, where every Loskalmi can identify themselves as worker, soldier, wizard, or ruler; many strive to pass through the four caste occupations during their lifetime. They tend to be pale of skin and fair of hair. The Men-of-All are the mystic guardians of Loskalm, a mystical order of warrior-monks who vow to serve and defend their community, study magical grimoires, and act as judges and leaders for the common folk. They are governed by strict rules established by Hrestol for his companions.

The female Man-of-All depicted here has short-cropped blonde hair. She is lithe, graceful, and extremely athletic, expertly wielding her long, elegant sword. Her chiton is unadorned and reaches to her knees. Over it she wears a heavy woolen chlamys.

Living Conditions

Clothing

In Seshnela, each caste and subcaste has its own distinctive clothing and attire, which are strictly regulated by the Rokari wizards. Men and women typically wear a length of fabric, wrapped around the waist. The laboring castes also often wear a vest, tunic, or blouse. In colder lands (such as Fronela), cloaks are worn. The type and quality of fabric depends on the caste. As a general rule, the nobles wear less clothing than the lower castes; the nobles often wear little more than a skirt, while workers (considered to be more physically imperfect) tend to be more covered up.

Nobles compete for finery; excellent linen or cotton is most common, but silk from the East is most desired. Unusual decorations (e.g., ostrich feathers from Pamaltela or Prax) and expensive materials (e.g., gold or silver thread) is also desired by those who can afford it. Yellow is the preferred color. Jewelry is worn by both genders. Hair is worn long and both genders use perfume. Rulers wear gold crowns, the higher, the more important the ruler.

Wizards exaggerate their height with tall hats and long-sleeved robes (and sometimes even elevated shoes). The preferred textile is wool or silk, dyed to either a blue so dark it is almost black or dyed white to emphasize their purity. Their chins are unshaved and they grow long beards.

Soldiers wear martial attire; the precise attire depends on their war society, although the color red is preferred. All members of the Soldier caste must be armed with a weapon at all times, and sleep with a weapon; women of the caste often wear distinctive curved daggers. In combat, they typically wear a corslet, greaves, shield, and a helmet. Beards are rare, but several war societies sport thick, bushy mustaches. Several societies shave their heads, completely or partially.

Workers wear at least a loincloth, cloak, and sleeveless shirt, and carry the tools of their trade. Women wear simple straight skirts. The textile, colors, and design depend on the subcaste; farmers wear simple homespun linen, usually coarse and undyed grey and brown. Wealthier townsfolk (especially the trader and crafter subcastes) prefer finer textiles, and dye their clothes in those colors allowed for their subcaste (yellow, blue, and red being strictly forbidden).

Housing

Western cities and towns are built on a rational basis derived from principles of geometry. Most cities are surrounded by massive walls and gateways; however in Seshnela, since the Ditchers Rebellion of 1470, many of these walls have been reduced in defensive value to little more than protection against thieves and bandits and to enforce tolls. Similarly, the fortifications of many Loskalmi cities have fallen into disrepair due to the long peace of the Syndics Ban.

Western cities are built on a grid system. Main streets are straight and are paved with cobbles. Each main street has a well-organized drainage system. Off these main streets run narrow, filthy, dark, and often winding lanes which serve as means of access to meaner dwellings.

Western cities are divided into a certain number of well-defined districts. Each district is inhabited by a particular caste or subcaste. Every important town has an entire section of the city, consisting of dwelling-houses and shops, set aside for the trades and crafts. Urban dwellings are usually built of stone and mortar several stories high, with white-washed facades opening on to the street. A central marketplace is set aside for the daily markets at which the traders sell produce from the farms and products from the crafters. In the center of the city are the ruler's palace and the temple of the Invisible God.

Village houses are lower and more modest than urban dwellings. The houses are built with wood frames, and their outer walls are covered with a mixture of lime, earth, and cow-dung. Villages are often surrounded by low walls, with small gates that are closed at night, and possess only two main streets that cross each other at the center.

Ascended Masters

A very few men and women attain spiritual perfection in life and achieve complete unity with the Invisible God. These individuals are known as Ascended Masters (sometimes referred to as "saints"). Only mortals can achieve unity with the Invisible God – no deity has ever done so, though a few have achieved redemption through recognition of the primacy of the Invisible God.

Ascended Masters are venerated by worshipers, who seek inspiration and guidance from them. Ascended Masters do not provide any direct magical benefits for those who pray to them, but can aid them in achieving Joy, serve as guides for the faithful, and as exemplars of virtuous behavior. Ascended Masters venerated by the Hrestoli include Xemela, Hrestol, Tomaris, Gerlant, Arkat, Talor, Halwal, Tryensaval, Snodal, and Siglat.

Not all Malkioni venerate Ascended Masters. The Rokari view prayer to the Ascended Masters as barbaric superstition; the Brithini do not even hold the Ascended Masters in any particular esteem. At the other extreme, many Henotheist sects offer sacrifices to the Ascended Masters as they do other gods.

Food

For the Workers, food is modest in nature, except on feast days, when all manner of dishes are brought forth. Wheat and rice are the staple grains, supplemented by vegetables, beans, and a variety of sweet fruits. Strong herbs and spices are favored in Seshnela and in the Safelstran cities.

Lamb, goat, and chicken are the most common meat for the Workers. Fish is a staple along the Tanier River and in the coastal areas. Cattle and water buffalo are used primarily for draft and dairy by the Worker caste; beef is a prerogative of the higher castes. Nobles and Soldiers supplement it with game hunting. Tea (introduced from Jrustela in the Second Age) is a drink of the upper castes, drunk for pleasure but surrounded by ritual.

Customs of Interest

The Western aristocracy is inordinately fond of martial games where individual nobles may display their prowess to all assembled. These games include group contests, where bands of heavily armored nobles charge against each other, and individual contests, most popularly a brutal blend of boxing and wrestling. Contests against dangerous animals (particularly lions) or exotic monsters are also very popular.

In lands where caste restrictions are enforced, contestants are segregated by caste and must voluntarily participate. In Loskalm, these customs are primarily athletic (including boxing, wrestling, running, jumping, and horse-riding) and intellectual (including logic, poetry, and music), instead of martial combat.

Language

The Malkioni of Western Genertela and Umathela all share the same written script, termed Western, though the spoken languages differ substantially. Literate Westerners from any land can always communicate with other Malkioni by writing.

Brithini: spoken by Brithini everywhere. "The oldest unchanged human tongue," said the God Learners. Certainly the Brithini are the most conservative of all humans, and their language has many words describing emotions, objects, or creatures that do not exist in the modern world. Most scholars believe that the standardized written language of Western is derived from the Brithini spoken tongue, though the Brithini claim the opposite.

Carmanian: spoken in Carmania, now part of the Lunar Empire. Closely related to Loskalmi.

Loskalmi: spoken in the Kingdom of Loskalm.

Malki: spoken by the Malkioni of Umathela. Closely related to Seshnegi.

Seshnegi: spoken in the Kingdom of Tanisor.

Vadeli: spoken by the widely-scattered Vadeli people.

Tradetalk: This Theyalan language was used as a lingua franca for trade within the Middle Sea Empire and is spoken by merchants throughout the West.

Law

Law is derived from the ancient laws of Malkion. Each caste has its own laws and systems of jurisprudence that governs their members. The talars hear all disputes between castes, matters of criminal law (offenses against the community as a whole), and complaints from dronars and horali brought to their attention.

Judgments made by the king or subordinate talars are not law, but considered orders. These orders do not change laws or give new interpretations to texts but merely secure order and peace to the kingdom.

The zzaburi are an integral part of the administration of Malkioni law. The king cannot make a judgment without consulting his zzaburi.

War

War is constant in Seshnela. The King of Seshnela maintains constant skirmishing with the Duke of Nolos and many Safelstran city-states, broken by fierce invasions, and various lesser talars commonly fight out petty quarrels.

Seshnelan armies are built around a body of heavily armed noble cavalry, called cataphracts, raised from the talar caste. Both the horseman and the horse are fully armored in bronze scales. Usually undisciplined, individual noble warriors are nonetheless fierce and well trained.

Religion and Magic

Mythology

The Malkioni venerate the Invisible God who created the Runes or True Beings. The Runes in turn, created lesser versions of themselves (called "Srvuali"), often in combination with other Runes (called "Burtae"); for example, Orlanth is a Burtae (as are most of his Storm Tribe) of mixed Fire and Earth. Many Srvuali and Burtae became corrupted and stood between man and the Invisible God. These gods warred amongst each other, and doomed their worshipers to endless cycles of rebirth and misery.

One of these lesser creations, Malkion the Founder, revealed the laws of the Invisible God to men. This abstract Invisible God gives little if any direct magic to its worshipers, but knowledge of the divine laws give Wizards the power to define and manipulate the rest of the world, and turn it into raw materials for their cosmic alembic. Malkion himself died in the Gods War, killed by rebellious gods. Malkioni wizards now shape the universe without consent from gods who elsewhere are believed to rule everything.

Rokarism

The Rokari school of Malkionism (or as it calls itself, "The Right Way") dominates Seshnelan religious thought. Hierarchical and centralized, Rokarism is led by its Watcher Supreme. Rokari wizards believe upholding the ancient castes of Worker, Soldier, Wizard, and Noble is required by Malkion's cosmic laws. They believe a man need only master his own duties of caste in life to achieve salvation,

called "Solace", and philosophically value a great farmer as much as a mighty warrior or powerful king. Converts to Rokarism are assigned to the most appropriate caste by the local ruler whose decision is final.

Overview of Religious Practices

Most Westerners consider Malkionism to be as much a philosophy and way of life, as a religion. They believe in the Invisible God and do their best to obey the cosmic laws revealed by Malkion. Each community attends regular ceremonies where they provide magical energy to their zzaburi wizard-priests and up through the Rokari hierarchy to the High Watcher. A certain amount is used to maintain the great and complex spells that protect and bless the community. The remainder is used by the High Watcher for his own spells.

Sorcery is the type of magic which is most acceptable and most used. Most Malkioni consider any magic which is more useful than kitchen or plow charms to be too powerful and dangerous for normal people to try. Only specialized wizards ought to attempt greater magic, and then only carefully. Any other attempts to work magic results in damage to the user and leads to imprisonment in the material plane – just look at the hordes of barbarians trapped in the worship of the Runes as petty gods for proof.

Temples

Temples to the Invisible God conform to ancient rules of sacred geometry and represent the macrocosm of the universe as well as the microcosm of inner space. A temple consists of an inner sanctum where the sacred texts of that Malkioni school are kept, a congregation hall (or halls), and sometimes antechambers and porches. The inner sanctum is crowned by a tower, built to be the tallest structure in the city. Depending on the school, the tower may take the form of a massive watchtower, needle-like spire, conical pyramid, or dome. Temples include dwellings for the wizards attached to it, other buildings for state or convenience, and usually tanks or wells for water (used for sacred purposes or the convenience of the wizards).

Within the parameters allowed by the rules of sacred geometry, there is considerable diversity in temple architectural style. Rokari temples are ornately decorated with arabesque and geometric designs; Hrestoli temples depict mythological events and individuals, and often include small shrines to Ascended Masters. Safelstran temples are lavishly ornate, often including multiple towers, domes, cupolas, and shrines housing images of lesser divinities.

Other Schools:

Boristi (Ralios): This School believes that it is their sacred duty to freely Tap Chaotic things. This school was founded during the Gbaji Wars and was never widespread.

Brithini (Arolanit, Sog City, Brithos, God Forgot): The Brithini are immortals who must perfectly maintain their ancient strictures. They are amoral atheists who do not believe in an afterlife, recognize any other school, or even worship the Invisible God. They Tap without restraint. Nevertheless, they claim to be the most ancient and perfect followers of Malkion.

Galvosti (Ralios): This School permits Tapping of non-Malkioni. Like other Hrestoli schools, the Galvosti believe in reincarnation. They originated in the Second Age, when the Galvosti dynasty of Nomia ruled much of Ralios as allies of the God Learners. When Ralios was liberated from the God Learners, the school was nearly wiped out by vengeful barbarians.

Henotheists (Fronela, Maniria, Ralios): Numerous henotheist schools exist throughout western Genertela. They acknowledge a supreme god, but sacrifice to gods and spirits and incorporate other various elements of Malkionism. Each henotheist school has its own esoteric secrets and many claim to have been founded by Arkat during the Gbaji Wars or during his long rule of Ralios.

New Hrestoli (Loskalm): New Hrestoli Idealism claims to be the restored teachings of Hrestol. The New Idealists are philosophical idealists, believing themselves to be thoughts of the Invisible God trapped in the gross matter of the material world.

The School teaches that all citizens can spiritually develop and liberate their souls through Joy by systematically overcoming the unnecessary limitations of caste as one of the Men-of-All. Those who do not succeed are reincarnated until they liberate themselves from the cycle of rebirth by achieving unity with the Invisible God.

Sedalpists (Umathela): This School holds that violence against another sentient is sinful and pollutes the actor by ensnaring him into the material world. The Sedalpists are notably tolerant of different viewpoints. The Sedalpist city-states on the Umathelan coast regretfully use the Orlanthi hill tribes as mercenaries to fight when need arises.

Valkarists (East Isles): This School in the East Isles has three castes: the Magic Men who rule, supported by Spearmen and Fishers. Mobility between the castes is permitted at the discretion of the Magic Men.

The Writings of Zzabur

Zzabur was a son of Malkion, and is the Philosopher Wizard of Brithos. Zzabur was the Perfect Thought emanated from Malkion who applied his logical philosophy to shape the world. Zzabur is responsible for shaping the essentials of Western thought and determining the way in which Malkion and the Invisible God were originally understood. All Malkioni schools of wizardry are ultimately derived from Zzabur's philosophy.

The magical writings of Zzabur are among the most ancient texts in Glorantha. Each sect and school of Malkionism varies in its canon and interpretation; most modern Malkioni sects hold the *Abiding Book* (which was not written by Zzabur, but magically wrote itself) to be the most complete and perfect compilation of the Perfect Thought of the Invisible God.

The Malkioni divide the writings of Zzabur into the following categories:

The Invocation and Curse: This book is a series of spells and curses to the Srvuali and Burtae, asking for inspiration and placing many horrible punishments upon anyone who improperly obtained or otherwise misused the work.

The Red Book (so called because of the color of the parchment, made from the skins of Red Vadeli): This book details the origins of the cosmos and the Runes of Acos, beginning with Chaos and the emergence of the Powers and Elements from that substance.

The Blue Book: This book is a series of genealogies of the different Srvuali and Burtae, consisting mainly of long lists of names along with the names of the same gods which the barbarian races use.

The Brown Book (written on the skins of foes slain by the Brithini during their great war in the God Time): This book describes the series of events leading up to the Gods War. Includes many of the most powerful spells ever used.

The Original Peoples: This book describes the events concerning the Kingdom of Logic, the death of Malkion, the Great Darkness, and the Vadeli Wars.

The Families Book: This book is a series of genealogies of the families that inhabited Brithos in the Ice Age. Most extant versions are updated to include the Malkioni families still in places of high power who have been able to preserve their records through the various wars of history.

Kralori Culture

Kralorela is a remnant of an elder age. Its rulers strive to perfect an isolationist policy which was broken only twice, once by the God Learners and later by Sheng Seleris. As a result of these incursions, they consider all outsiders to be God Learners and deal severely with any intrusions into their realm. Since the Opening, they have kept almost everyone away. The only exception is through the city of Lur Nop.

Distribution and Subtypes

Kralorelan culture is dominant in much of eastern Genertela and has strongly influenced the peoples of Teshnos, Vormain, and the East Isles.

The rulers of the Kingdom of Ignorance are Kralorelan but the indigenous population has its own culture, considered to be a crude and bastardized form of the Kralorelan culture greatly degenerated by centuries of troll rule.

Appearance

Kralorelans tend towards pale to olive skin tones, with hair color typically ranging from brown to black. Black eyes are the most common, although green eyes are not uncommon and blue eyes are not unknown.

Kralorelan Seals

The role of seals (*xi*) in Kralorelan society can hardly be overestimated. The first seal (the Dragon Seal) was carved out of the Heavenly Jade Mountain by TarnGatHa the Face of the Creator, and is the manifestation of his Cosmic Authority. Each Kralorelan Emperor has, in turn, possessed the Dragon Seal, signifying conferral of that Cosmic Authority.

A text or item stamped with the Dragon Seal has the full mystical authority of the Kralorelan Emperor, and is honored and obeyed by all in Kralorela – whether alive or dead, mortal or immortal, divine or demonic – as if the Emperor himself were physically present. The current emperor, Godunya, is believed to view use of the Dragon Seal as a means of entangling the emperor with the mundane world and is notably loath to use the Dragon Seal.

Each exarch has received a seal from the Emperor that conveys a (limited) part of the authority of the Dragon Seal. The exarchs issue official seals to mandarins in their service. Thus the judge of Yangku has a seal issued by the Exarch-Commandant of Justice, while reclamation mandarins in Puchai have seals issued by the Blue Exarch of that province. These seals have far more limited power than that of an exarch, but still have significant magical authority.

Misuse or disrespect of a Kralorelan seal is a capital offense and punishment can continue into the afterlife.

Society

Ways of Life

Common people live in crowded villages and work rice paddies which yield 2-3 harvests per year. Vaska Long and Hum Chang form the heart of the empire. Massive irrigation works are widespread and engineered by skillfull mandarins. Wheat, millet, and barley are also important crops. Plows are pulled by animals (usually oxen) or by men.

Ruling over these small agricultural villages is a hierarchy of cities. Cities are administrative, economic, and religious centers, planned and built according to the Rites of Shavaya. Cities are typically square in shape, surrounded by low walls, and governed by mandarins who reside in a walled complex in the city center.

Social Classes

Kralorelans live in a highly structured, orderly society, in which each person knows his station. A man or woman born to a farmer expects to be a farmer to the end of his or her days, to receive a farmer's recompense, to marry a farmer, to raise his or her children as farmers, and to receive a farmer's reward in the complex Kralorelan afterlife.

Kralorelan society recognizes the Four Occupations. In descending order they are:

- *Scholar-bureaucrats (mandarins);*
- *Farmers;*
- *Artisans and crafters; and*
- *Traders, merchants, and peddlers of goods.*

Soldiers, entertainers, prostitutes, criminals, and slaves are outside of the social order, and generally viewed by scholars as necessary, or at least inevitable, imperfections. Worse yet are the wandering swordsmen or gangsters who devote themselves to an ethic of vengeance, faithfulness to oaths, and devotion to the death.

Despite this rigid pattern, the social order is far from a simple caste system. Every productive member is valued, and a good farmer is more respected than a bad mandarin.

Centralization

The divine Dragon Emperor rules the nation through a number of governors called Exarchs. The exarchs, also termed Lesser Dragon Kings, are a band of divine functionaries who govern the Kralorelan empire. Exarchs head the priesthoods which regulate the spiritual needs of the commoners; they directly receive worship and admiration from them, directing it to whatever need or purpose they or the Emperor may require.

Exarchs have great draconic powers, but resist using them since to do so would slow their spiritual progress. The three Archexarchs are the foremost officials in the Dragon Empire: the Archexarch over the Masses (imperial finances, provincial report, and appointment of mandarins); the Archexarch of Work (discipline of mandarins, investigation of wrongdoing, and public works); and the Archexarch of War (military affairs). Each province is overseen by an exarch and further subdivided into numerous prefectures, each administered by appointed mandarins.

The exarchs are served by bureaucrats and judges called *hsin tu*, translated as "mandarins." The mandarins rarely deal directly with the populace, but are in turn served by a variety of functionaries and officers.

Mandarins serve as the administrators, officers, and spiritual functionaries of the Kralorelan Empire. The mandarins make up a nobility of merit, rather than birth. In order to become a mandarin, they must pass the tests of the imperial examination system, and, if successful, diligently serve as government administrators and priests. Naturally, the son of a mandarin has a much better chance of passing the qualifying exams than does the son of a fisherman.

Personal Virtues

Kralorelan culture emphasizes the Four Rights: Right Action, Right Duty, Right Ritual, and Right Speech. Interpretations of these virtues vary and are open to endless redefinition by various philosophical schools. However, all Kralorelans know that the Four Rights are an indispensable precondition for just and harmonious society; where they are absent, only barbarism is possible.

The Kralorelans know that their civilization is the most perfect in the world. They believe their arts are the most refined, their soldiers the most courageous, their cuisine the most delectable, their rulers the most inspired, and their magic the most impressive. When presented with evidence to the contrary, they maintain that moral superiority makes up for crude ostentation.

Gender Relations

Kralorelan culture is patriarchal and male-centered. Sons are preferred to daughters, and women are expected to be subordinate to fathers, husbands, and sons. Empress Halisayan is the divine model for wifely devotion. Nonetheless, women mandarins are not unknown and female mystics (including martial artists) are respected by all.

Marriage is typically arranged by the families or by a matchmaker, but marriage is expected to be grounded in love. Endogamy among the different classes is practiced. Mandarins, farmers, crafters, and merchants marry among themselves, avoiding marriages with slaves and other social outcasts. This practice is enforced by Kralorelan law. Monogamous marriages are the norm; polygamous marriages are limited to parts of the upper classes. It is common for rich Kralorelan men to have a wife and various concubines.

Living Conditions

Clothing

Social class in Kralorela is displayed by one's clothing. Silk is preferred by the wealthy, while the poor make use of cloth made of plant fibers or wool. Mandarins wear long, ornate silk robes with wide sleeves and a badge indicating the official's rank and authority. Wealthy merchants wear a narrow-cuffed, knee-length tunic tied with a sash, and an ankle-length skirt. Farmers often wear long one-piece tunics or loose homespun wool trousers and a tunic.

Headgear is worn by all classes.

Housing

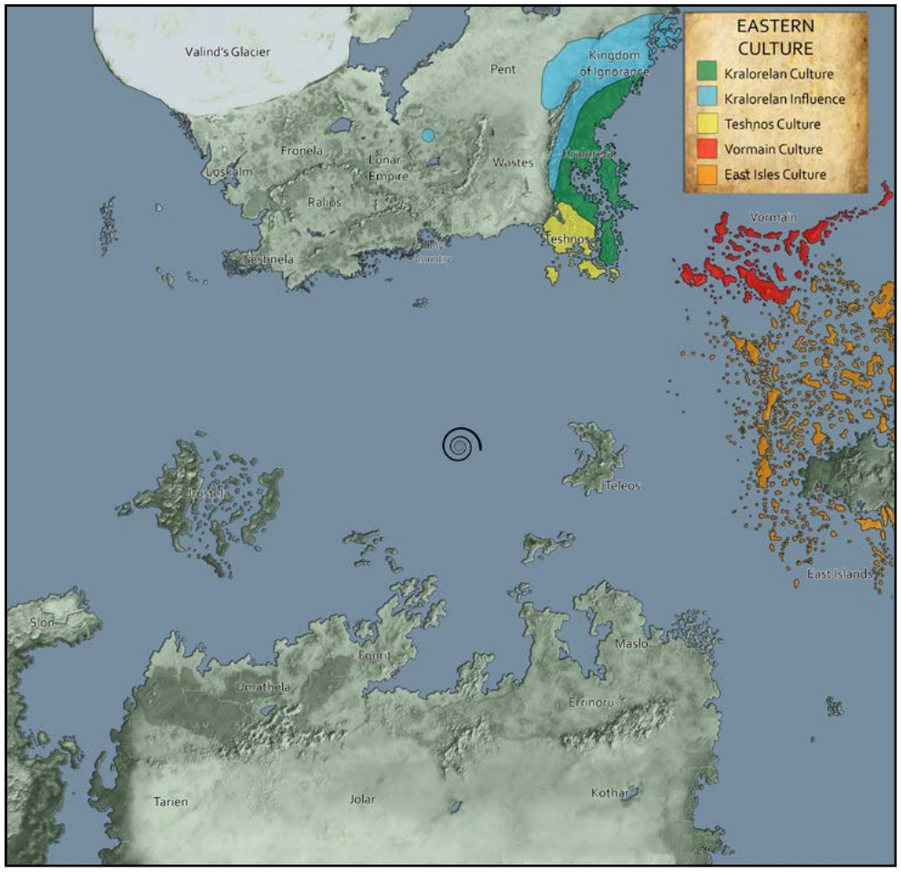
Brick, stone, and timber are the main building construction materials, with timber being the most prevalent. Symmetry is important in the layout of homes, temples, villages, and cities.

Houses tend to follow a set pattern established by the Rites of Shavaya: the center of the building is a shrine for the deities and the ancestors. On its sides are bedrooms for the elders; the two wings of the building (the "guardian dragons") are for the junior members of the family, as well as the living room, dining room, and the kitchen. All buildings are legally regulated, and the law holds that the number of stories, the length of the building, and the colors used are dependent upon the owner's occupation and class.

In the mountainous areas near the Shan Shan Mountains and in Shiyang Province near the Kingdom of Ignorance, the farmers have constructed large, round stronghouses, with load-bearing, rammed earth walls. Large extended families live inside these fortified residences, protecting them from Hsunchen and bandits.

Food

Rice is a staple throughout Kralorela, as are wheat, millet, and barley, and all are made into noodles. Kralori cuisine incorporates almost all available edible meats. Chopsticks are used as eating utensils. Tea is a popular drink, being a tasteful beverage with pharmacological benefits. Each province of Kralorela has its own regional cuisine. Boshan favors bold flavors, particularly the spiciness resulting from liberal use of garlic and chili peppers, while Modaings favors fish over other meats and fowl.



Language

Kralori is spoken in Kralorela. It is a Vithelan language, distantly related to Imperial (the language of Vormain) and Tanyen (the trade language of the East Isles), and more closely related to Stultan (the language of the Kingdom of Ignorance).

At one time there were more than fifteen different languages spoken in Kralorela, but Emperor Vayobi standardized a new speech, taking the best of the old dialects and discarding anything inappropriate. Now all citizens of the Empire speak one elegant tongue.

Written Kralorelan uses a logographic script devised in the God Time by a student of NiangMao and perfected by Emperor Shavaya. The characters capture the special characteristics that set apart each and every thing on the earth. The script is primarily used for seals and engraving; a less exact but easier to write derivative script devised by Emperor Mikaday is used for most purposes.

Law

Kralori law is based on the written laws of Emperor Mikaday that are carved on great stone stelae in the center of every Kralori city. Each emperor has added to these laws; customarily a new emperor promulgates at least one new law code at the inception of his reign.

The law consists of two parts: penal law and civil law. The penal law contains the rules that prescribe punishments for specific offences. The five regular punishments are, in descending order of severity: death, life exile, penal servitude, beating with a heavy stick, or beating with a light stick. The mutilating punishments that characterized the reign of ShangHsa were eliminated by the inauguration of Emperor Godunya. However, because a confession is required for conviction and sentence, torture is often used to elicit such a confession.

Kralorelan Populations

Kralorela 8,900,000

Total: 8,900,000

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Cases are heard by the local magistrate, who investigates the facts, determines guilt or innocence, and then proposes the sentence for the offence as prescribed by the penal code. Serious sentences are forwarded to the next higher court in the hierarchy of mandarins, with cases of exile or death reviewed by the provincial exarch.

War

Kralorela maintains a large, professional army. Most military units consist of well-equipped and trained heavy infantry. Spears and bows or crossbows are the most common weapons for soldiers; officers typically carry swords. Armor is typically lamellar made out of bronze or leather plates or scales. Shields are usually made of wood and reinforced by a bronze center and rim.

Cavalry is less important because the Kralori typically lack sufficient horses, despite having several horse breeds superb for light cavalry. The Kralori usually hire Praxian or Pentan mercenaries if they feel they will need mounted troops.

The majority of officers are talented individuals who gradually rose through the ranks. The Archexarch of War is known to use "army supervisors" to spy on the officers and sometimes interfere in their commands.

Kralori Appearance

Mandarin (left):
Mandarins (hsin tu) serve as the administrators, officers, and spiritual functionaries of the Kralorelan Empire. The mandarins make up a nobility of merit, rather than birth. They must pass the tests of the imperial examination system, and diligently serve as government administrators. Naturally, the son of a mandarin has a much better chance of passing the qualifying exams than does the son of a fisherman.

The female mandarin depicted here has elaborately coiffured black hair held in place with ornate hairpins. She wears white makeup to keep her skin pale, darkens her eyebrows with kohl, and rouges her lips. She wears a long, ornate silk robe with wide sleeves. She is not displaying the richly embroidered badge indicating her rank and authority, but if she were acting in her official capacity as a magistrate-judge, her badge would show two dragons.

Imperial soldier (right):
The Dragon Empire maintains a large, professional army. The soldier here is an officer of a heavy infantry regiment. He is armed with a horse-chopper and a straight sword. He carries a round shield made of wood reinforced by a bronze center and rim. His lamellar armor is made out of bronze plates. On his breast plate, a stylized dragon surrounds the Godunya Rune.

Religion and Magic

Mythology

The Kralori have a thickly populated pantheon with deities, spirits, and essences representing elemental and runic powers, natural objects, historical persons, the several professions, ideas, and even parts of the human body. It has a host of immortals and spirits, and an extensive system of divination and celestiology. Those powers that are aligned against the Unchangeable Principles are called antigods. The following list represents some commonly worshiped deities:

Dragon Emperors: Before a Dragon Emperor is permitted to pass on to the Summer Land Heaven, he must bless all subsequent posterity. Thus did Daruda bring about the wondrous dragon magics, thus did Mikaday teach correct laws and ordinances, and thus did Vashanti create the Web of Righteous Knowledge to unite Kralorela. Although the Kralorelans worship the present Dragon Emperor, Godunya, they also worship past Dragon Emperors to use their magic and skills.

Godunya: The Living God. Godunya is presently the Dragon Emperor of Kralorela. As such he epitomizes his people's life and salvation, and has reigned for nearly five centuries.

Aptanace the Sage: The inventor of civilization and patriarch of the 700 pairs of ancestors of the Kralori peoples.

Bodkartu: Goddess of secrets and forbidden lore. Bodkartu protects her sister, Halisayan, from demons and bad emperors, as well as answering the prayers of oppressed mortal women. She strikes with disease, poison, strangulation, and mysterious disappearances.

Daruda: Fifth emperor of Kralorela**.** Daruda is the first Dragon Emperor, and he acquired those powers by becoming infinite, but returned to the world of life and death, where he was perceived to be a great dragon.

Ebe: Father of Mortals. Better known simply as the Wild Man, Ebe was full of lust and mated with everything he saw, thereby creating dwarves from mating with metals, elves by mating with plants, and so on. He was tamed by Okerio, with whom he fathered Aptanace.

Halisayan: The Good Wife. The wife of Emperor Thalurzni, Halisayan is the model for wifely devotion. She is a dispenser of prosperity, longevity, and eternal bliss.

Huocheng: The Minister of Fire. Huocheng favors human beings, whom he allowed to tame fire, leaving the other mortal races in the cold. Huocheng is a brave war god, and has often led their armies to defeat hordes of demons and antigods.

Long Leiji: The Draconic Bolt. War god revered by the Kralori mystics and the patron of martial arts.

Metsyla: Third emperor of Kralorela. This benevolent emperor teaches the Seventeen Lessons to Perfection.

Mikaday: Seventh emperor of Kralorela. Mikaday rewards good deeds and punishes bad ones.

Miyo: The Rice Mother.

Okerio: The Allgiver and the goddess of love.

Rich Twins: God and goddess of wealth and good fortune.

Serelaloon: Goddess of compassion and healing, sent to answer the prayers of the innocent.

Shavaya: Fourth emperor of Kralorela. He is credited with an enormous number of civilizing inventions and esoteric teachings.

Thalurzni: Sixth emperor of Kralorela and ruler of the Summer Land Heaven, a resting place for mortals between lives. Thalurzni is the source of the alchemical secrets of medicine and immortality.

Thrunhin Da: The Blue Dragon goddess of the Kahar Sea and mother of the Zabdamar merfolk.

Vashanti: Ninth emperor of Kralorela and Solar Emperor. Vashanti restored the perfect celestial administration to Kralorela and raised the Sun as his celestial representation.

Vayobi: Eighth emperor of Kralorela, the War Dragon.

The **Path of Immanent Mastery** is a Kralori mystery cult of dragon worship with a large number of adherents among the lower classes. The members of this secret society (which is nonetheless well known to the imperial administration) can transform themselves into dragons.

Overview of Religious Practices

Priests lead sacrificial ceremonies to gods and goddesses. Several classes of priests exist, including those who lead ceremonies to the antigods.

All adult citizens worship Godunya, the Dragon Emperor, as a matter of state

policy. Their worship is channeled through the exarchs, making them foci of magical power, and making the Emperor himself the most magical human in the world. Emperor-worship, while vital to the empire's well-being, provides little immediate benefit. Hence, most citizens also worship some other deity appropriate to their station. Kralori wizardry is common in the empire amongst the literate, but spirit magic exists primarily amongst the uncivilized Hsunchen hill people and in association with certain religious cults.

The draconic mystics are mortal beings who seek the mystical Void through the meditative practice of austerities, and thereby acquire inner strength that allows the greatest among them to defy any of the gods. Throughout Kralorela, practitioners of various mystic schools include wanderers, monkish refugees from society, priestly cadres who lead public ceremonies, martial art schools, and a network of imperial temples. But whatever their practice, all these mystics revere the Emperor, who is recognized to be the Living Infinite and source of these institutions.

Temples

Temples are decorated extensively with sculptures and paintings. Large temple compounds are common, with outer walls and a courtyard. Sacrifices are made at a central altar and incense is burnt at the entrance to the main temple area.

Draconic and imperial temples normally have a front hall, housing a shrine to a dragon emperor, followed by a great hall, housing the main shrine. Accommodations for the mystics are located at the two sides. Towers housing bells, drums, relics, and sacred writings are common. The tallest tower in Kralorela, that of the Luster of the Dragon Temple, rises over 275 feet above the rest of Chi Ting. It is built with porcelain bricks that reflect the Sun's rays during the day.

Kralorelan Exarch

An exarch of Godunya, one of the divine functionaries who govern the Kralorelan Empire. Kralorelan written records reach back generations farther than the traditional Theyalan or God Learner manuscripts. His draconic guards are not dragonewts but humans who have advanced along the Path of Immanent Mastery, and now assume the form of dragons.

Elder Races

The cultures of many of the nonhuman Elder Races of Glorantha are more ancient and richer in subtlety than most human cultures of the world. Only with diligent study can one hope to come to an understanding of these strange beings. The following information is simply a general overview of the more important Elder Races, rather than a comprehensive statement on all nonhumans in Glorantha.

Major Elder Races

The Aldryami (called elves or plant-men by humans), dragonewts, Mostali (called dwarves or stonemen by humans), Uz (called trolls or darkmen by humans), and Triolini (called merfolk by humans) are the five most important Elder Races. They are given extensive treatment in the following chapters.

Lesser Elder Races

Several of the most important of the lesser Elder Races are described here: Beast Men, broos, ducks, jelmre, newtlings, ogres, scorpion men, and Wind Children. These creatures, while well-known, are too insignificant in terms of power or numbers to be considered of major importance by humanity (except for that portion of humanity living in close proximity to the creatures in question, of course). For space reasons, the more obscure races are not described here. Many odd races of nonhumans can be found in various corners of Glorantha, known only to locals and to scholars specializing in the lore of the Elder Races.

Aldryami

Mythos & History

Elves foster the Plant Mythos, a belief similar in concept to the Animal Mythos and the Human Mythos. It is broad, wide-ranging, and full of deep philosophies quite beyond the normal beliefs of humans. However, its general outlines are clear. Flamal is the progenitor of all plants. He is parentless, save for the "warm sky lying upon the fertile waters, so there formed between them living Flamal." Flamal's spouse is called Grower, and their child together was called Aldrya.

Aldrya bore wondrous fruit, which was planted far and wide. Each became a Great Tree and each was called Aldrya. Thus, despite local variations, all the descendants of Aldrya know they are one kin.

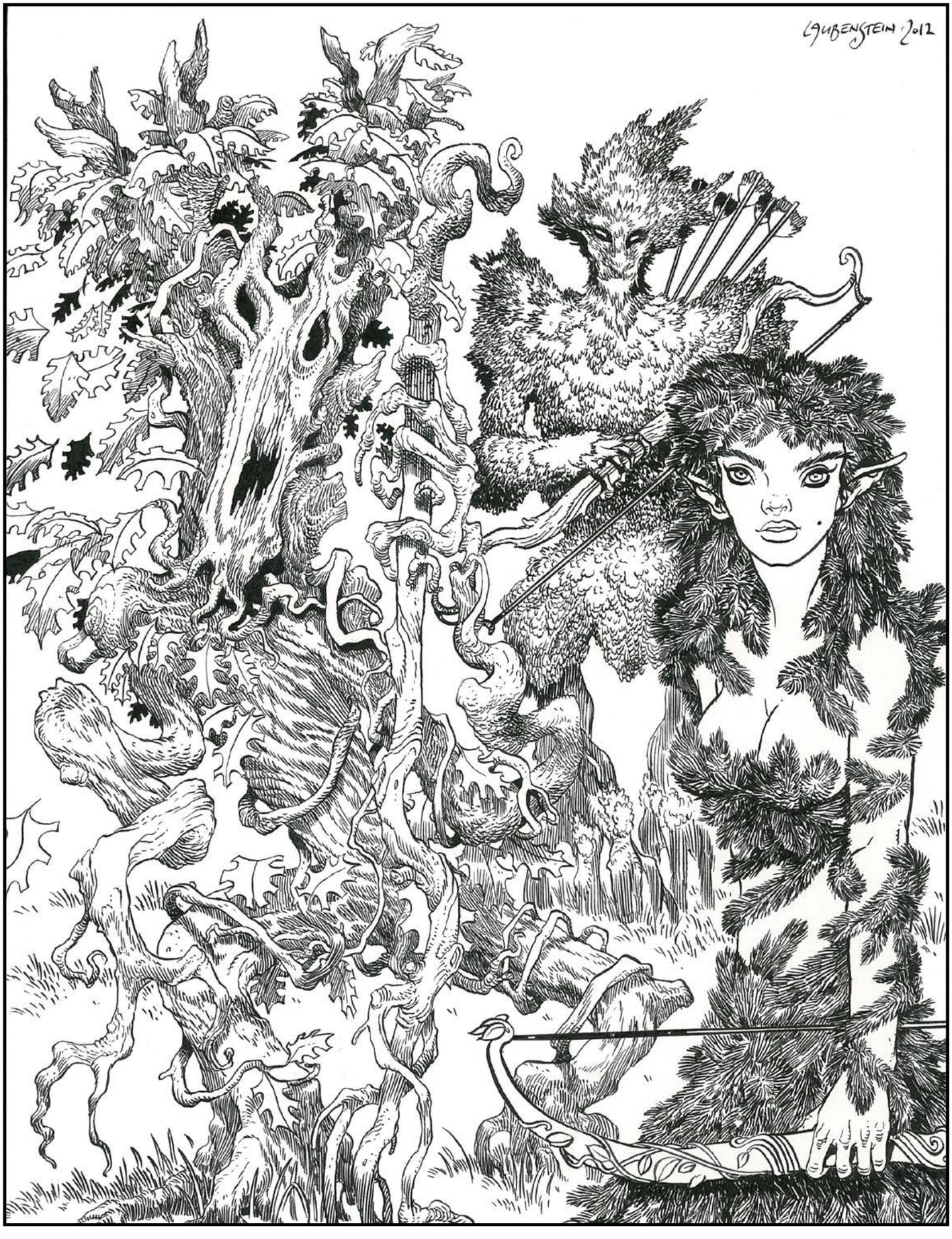
The Green Age was the time when the descendants of Flamal grew and covered all of the world. First came the Slorifings, the ferns and mosses who have such odd love habits; then were the Vronkali, the conifers. When Yelm, the Flower Bringer, came, the Mreli, the deciduous plants, appeared, and then finally the flowering broadleaf plants. This last group, which soon became the most populous, was named the Embyli. As the woods spread, so too grew the influence of the forest-goddess Aldrya.

With the advent of the Lesser Darkness, ice storms and devouring troll or insect hordes assailed the surprised elves. Flamal was killed by trolls, beginning the Great Sleep. Some woodlands held. Many vanished forever. Many Embyli forests changed when the Gods War began, and shed their leaves. Their elves and Trees simply went to sleep, hibernating in hopes that times would improve. Other disasters ensued. Genert's Garden was burnt to stubble by desperate humans seeking light in the endless dark.

When Chaos came, things worsened. Aldrya entered the unending sleep, and her children began to die one by one, in the cold winter. Genert, the father of all the goddesses of the land, was killed by Chaos. Sometimes the woods defended themselves valiantly, but the Aldryami role in the Great Darkness was primarily defensive. They were led by High King Elf, the leader of the unsleeping green elves. He led a beleaguered band of elves through the Great Darkness, ever struggling to protect the dead shells of the forests.

With the Dawning, the whole world awakened. Voria, the bright young goddess, walked the world awakening the life forces of all the earth. The Age of Sleep ended. The green elves rejoiced to find their brethren once again whole, and Aldrya danced from forest to forest carrying the message of love and elvish unity. Aldrya was trailed by brightening greenery, flowers, and awakening elves. Those elves that had slept through the Darkness now invigorated the survivors.

At the Dawn, the green elves were dominant, for only they had the power to remain awake and they had worked hard to spread their domains. Mighty conifer forests rose wherever there were living elves. It was the green elves who danced the Dance of Rebirth with Voria and renewed the sleeping world. Thus, at first, the green elves were the acknowledged leaders of all elfkind.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True Elves

This picture depicts three different elves and illustrates the variation in appearance typical of Aldryami. From left to right:

Brown Elf gardener: This Aldryami looks more like a walking oak tree than a human. It has no knees or elbows, but four sinuous limbs that are vaguely arm or leg-like. Its head nestles at the split of two branches. The Brown Elf's face has hollows where the eyes should be and a gaping maw that channels the wind into piping vocalizations. Its head is covered with oak leaves and acorns. It carries an ornate magical staff that has been grown to aid it in tending to the forest.

Yellow Elf scout: This Aldryami is more humanoid than the gardener, but not as much as the Green Elf. He is kin to the cypress trees that grow in his vast lowland rain forest of the Errinoru Jungle. He is covered with bark, with creepers and vines crawling up him. His "hair" is a tangle of cypress leaves. This Yellow Elf carries a living plant he uses as a bow.

Green Elf warrior: This female Aldryami is kin to the pine trees of her upland forest. She is about 5' 6" tall and slender. She looks almost perfectly human – almost too perfect, bred and grown to easily interact with the nearby human tribes. Her hair is made out of pine needles. She carries a living plant that she uses as a bow.

The whole world sprang back to life in Glorantha's first years after the Dawn, radiating from the nuclei of life which had survived the ravages of the Darkness. The bountiful Life Force knew no unhappiness in those days. Every living thing was refreshed by bliss from the harmony of the Great Compromise. The Elder Races cooperated as never before. Their gods had surrendered to each other and given up their innate hostilities in favor of cooperation.

The longest lasting unity was the Theyalan Council, afterwards called the First Council. Unfortunately, the idyllic harmony of the Theyalans did not last. Personal enemies from before the Darkness began to quarrel again. Interspecies hatred erupted, such as when the dwarves cheated and shamed the elves at the Ixtilian Fields. But worst of all, every species fell into internal conflict, such as the wars between the human tribes of Peloria, or the internecine elvish conflict that destroyed the Tallgreen Forest.

During this period, vile racial wars broke out between elf types. The green elves had been leaders since the end of the Gods War. Now, in lowland Genertela, the brown elves began to contest with them. In Pamaltela, the yellow elves thrust back the conifer forests to the bleak mountains. The forests of Jolar were destroyed through inter-elf rivalry. These wars spanned the early part of the First Age, known afterwards among elves as "Aldrya's Woe."

In a final effort to recreate the lost unity, the Aldryami helped the Unity Council create Nysalor, the White Light. But even that noble project resulted in more war, as the trolls, dragonewts, and humans of Dragon Pass broke away, heightening species discord. The Council was moved to Dorastor where elves gradually took control, after eliminating dwarf rivals. In the last part of the Age, the Gbaji Wars crippled elf power in Genertela.

In the early Second Age, the Genertelan elves were assailed by trolls and dwarves, and more strife ensued, further weakening the elves. However, in Pamaltela the mighty Errinoru elf dynasty arose to unify the entire jungle. Near the end of the Second Age, the Errinoru Empire temporarily restored woodlands over parts of Jolar. But at the end of the Age, the Errinoru leaders were destroyed by a new type of insect.

The elves of Pamaltela have yet to recover from the extinction of the House of Errinoru. Currently, elves are sorely beset by humans. In Genertela, the Lunar Empire expands apace. It has already burned two healthy forests to the ground. In Pamaltela, Fonrit, an old enemy, has gained prominence.

Elf Types

"Aldryami" embraces several mostly humanoid races, all claiming kinship with plants. The many types of Aldryami differ as much from each other as humans do from trolls and newtlings. "Aldryami", in fact, refers to an entire range of creatures which can be compared to "animals" in its comprehensiveness.

All Aldryami share certain traits. Most significant is the size relationship. In general, the larger a plant, the larger its Aldryami counterpart. A human-sized elf requires normal-sized trees for support. The God Learners once estimated that it took a square mile of moderate forest to produce ten brown elves. All Aldryami tend their immobile plant kin, caring for them and cooperating with others of their type. Aldryami come in various types, dependent upon the type of forest in which they are found.

The God Learners used a color-based nomenclature to distinguish between elf types – this classification system is widespread among many humans but is not used by elves themselves. It is not a literal description of the appearance of the elf types, who appear generally plantlike in many hues – green or yellow leaves, colorful flower-like parts, and so on. The color associations are from God Learner sorcerous investigations that related these types to elemental associations. Thus, Brown and Green are both Earth Colors, Blue is the Water Color, and so on. Red Elves are the Fire of the south, while the Yellow Elves were found by the God Learners to be much closer to Yelmalio, God of Light, than any other type of elf.

True Elves
(Mreli, Vronkali, and Embyli)

The brown, green, and yellow elves are by far the best-known, most numerous, and most important elves. The remainder of this chapter is concerned primarily with these elf types, and all comments apply only to them, unless stated otherwise.

Slight of frame, quick, and intelligent, the elves of Glorantha are a race coupled to trees. They are quite shy outside of their protective forests. Among their trees, elves are supreme, living in complete harmony with their environment. The elves view themselves as caretakers of the forest, and their activities are directed towards that end, ever ready to clear up an outbreak of giant aphids, an incursion of human loggers, or land clearing farmers.

Some types of elves are found only in myth, legend, and rumor. White elves are said to have lived long ago, but disappeared in the Gods War. Fire elves are said to still reside in the realm of fire which is south of Pamaltela, but their lifecycle must be far outside nature for they are unknown even to other elves, who naturally fear fire. Moon elves are said to be covering the Red Moon with exotic forests, but they have never been seen on the Surface World and most believe them to be Lunar lies.

Brown Elves (*Mreli*): Associated with deciduous trees, they are the most common type of elf in Genertela at the end of the Third Age. When elves work they always group together no matter what tree they are from, and so it is common to see elves from willow, birch, oak, and elm living together. Since elves are related to local species of trees not all brown elves are known to each other. The Genertelan and Pamaltelan forests are the most obvious example of this estrangement.

Green Elves (*Vronkali*): Associated with coniferous trees, they are the sole elven inhabitants of the pine forest of Winterwood in northern Fronela. Green Elves are also found in all brown elf forests, which they protect while the Mreli hibernate through the winter. Tree elves do not recognize a

segregation of types among themselves and so green elves are mixed with the brown. Observers usually note that elf groups have individuals who correspond to many types of trees among them.

Yellow Elves (*Embyli*): Associated with tropical evergreen trees, the yellow elves are the most common type in Pamaltela, and are also found in southeastern Genertela, the East Isles, and other islands. Yellow elves, like the others, come in many shapes and sizes, colors and leafage all depending upon the species they are related to. Where green and brown elves are found in the same areas as yellow elves (notably in Fethlon, Vralos, and the Pamaltelan mountains), the different species mix together in a single Aldryami society.

Other Aldryami

In brown, green, and yellow elf forests we find other types of Aldryami. Few outsiders know much of these shy woodland beings, let alone encounter them.

Dryads: A lithe and feminine race of embodied plant spirits. Dryads are the protective spirits of the woods and all within their forests; they are generally incapable of harming anything except those that would harm that forest. Although contained in a physical shell, the Dryads are capable of becoming "spiritualized" in their form. In that form they cannot be touched physically, although they cannot influence the physical world either. In their physical form they are capable of almost any plant magics.

Great Trees: The spiritual center of power of each forest. The Great Trees, also called "Shanassee Trees", are so sacred that only the Aldryami rulers and a few chosen followers are allowed to know their location. The Great Tree is on the forest Council of Elders and speaks for the plant matter.

Each Great Tree is an actual tree. They have survived from the Gods Age, or were grafted from such an ancient tree. Some have several kinds of bark upon them or glow with magical power, and all are surrounded by rare and exotic plants, as well as a sprig of every type of plant in their domain.

Runners: The creatures categorized as "runners" are small beings, resembling elves the way shrubs and bushes resemble trees. Runners usually lack courage and full intelligence.

Sprites: Tiny creatures associated with flowers and weeds. Their abundance varies greatly from forest to forest, even when the forests seem outwardly identical. They may have some minuscule magic powers.

Recollections of a Pamaltelan Trader

Nochet Knowledge Temple 949-3020-JFB-2.1.

From an interview with Neb Nmochek, elf-friend and merchant of the land of Enkloso, in Umathela, on the continent of Pamaltela. Conducted by initiate Jormar Four-Bowstrings, 1618 ST.

EVEN AFTER TWENTY YEARS experience with the Aldryami here in Enkloso, I feel a certain trepidation each time I enter one of their trading clearings. These creatures are worthy friends, but they are not like you or me. Even a troll is simple and predictable by comparison.

You mentioned curiosity as to my unusual skin condition. Without going into too much detail, let me say that I was lucky to get off so lightly when I violated the taboo that gained me this. Humans are never fully trusted by elves, and such bounties are certain to come your way if you do any business with elves. The color is a bit embarrassing, but the warts and wrinkles are not painful, I assure you. The small pollen buds which you noticed only appear during spring, or when the west wind blows very hot, as it did today.

I hope my observations can be of use to aspiring young traders. There have been far too few new apprentices coming forward, especially since the recent outbreaks of hostility in the forest.

Let me see if I can summarize my opinions on the various elves I have dealt with over the years.

Black elves are about the best bargainers I have dealt with among the various elf types. They are gentle and even friendly on occasion, so trading with them is a pleasure. Their potions are always sought after, and they are so rare that maps showing previously unknown black elf tribes can go for much silver in any of the big cities. The way they can communicate among each other is a wonder. Never try to fool the fellows; they are smarter than you are and once you start double-dealing, they will respond in kind.

Blue elves, the ones that live in the sea, aren't accessible to cautious merchants like myself, so I can't say much about them, just what I've heard. They can be friendly, but are shy and easily frightened. They love to receive quicksilver in trade for any of the treasures of the sea. When looking for blue elf tribes in this area, watch for the tell-tale sign of flying jugfish. These things are apparently scouts or familiars for the sea elves.

Brown elves are common in this land. As you may know, they tend seasonal trees, and you must remember that they are affected more than other elves by the seasons as a result. Winter is impossible for trading, since they are all asleep (except for the guardian green elves). The growing season is also not a good time for trading, since the fellows are excitable and filled with thoughts of their secret dances and fertilizations (subjects best never referred to, by the way). With luck, brown elves can be excellent sources of goods. Their specialty is items made or grown of the finest hardwoods imaginable.

Green elves are also common in our land. They are trustworthy and honorable, even with the more abusive and arrogant merchants. They can be harsh, and tend to get a bit unpredictable during festival weeks or their wars. If you wish to tell whether war is imminent, I suggest you check carefully on the trading paths for pine trees banded with three-striped cords. Black, purple, and red striped-cords are especially dangerous. Other combinations of colors have meanings I cannot state for certain. I have only one comment about green elf females; they are lovely, yes, but some of the physical effects of a liaison last for years. I know one fellow who still has the "white bulges," as we call the condition in my hometown.

Red elf tribes can be found several months' journey to the southwest of Enkloso, in Hornilio. Trade is rare with the goblins, though profits can be high. Their "curse concoctions" bring a fine price in the black markets of Afadjann. Negotiation with these little rascals can be challenging and even perilous. They are barely able to communicate, and quick with their "jokes." Avoid spitting in their presence, lest they consider you to be challenging them to a fluid-projection contest, which you will always lose, believe me. Goblins are often treacherous and a show of strength is always in order at the slightest provocation. Avoid the Jasafrazzi which have the squirming red tendrils on their heads and shoulders. They love to eat humans.

As you may know, the yellow elves live in the fever-ridden jungles to the east, where only the most hardy (or desperate) merchants travel. I myself have made only one expedition to yellow elf lands, at the request of a long-term client. The trip was not a success.

Other Aldryami Subtypes

Black Elves (Voralans)

The black elves are not true descendants of Flamal, being related to fungus rather than true plants. They are classified as creatures of Darkness, and are often found living near trolls. Even so, they have a cultural affinity with other elves, and may hide refugee elves from their troll friends.

Black elves are about 4'1" tall and 65 lbs in weight. They are slim and delicate, with no body hair, and sometimes possess swollen craniums. Their skin is a smooth, dusty grey and they have no fingernails or toenails. Black elves are hermaphrodites, but only rarely reproduce. Each birth results in a large number of near-identical siblings, who have a lifelong telepathic link with one another. Little is known about the life history or culture of black elves.

Black elves make weird and wonderful mushroom drinks, salves, and other potions. They worship the goddess Mee Vorala.

Blue Elves (Murthoi)

Blue elves live underwater, and die when taken out of the water. They tend submarine forests of seaweed and feel an affinity for their distantly-related cousins, the land elves. One type of blue elf lives in freshwater bodies. Some colonies thrive in the open sea, amid floating colonies of seaweed hundreds of miles from land.

The upper bodies of blue elves somewhat resemble those of ordinary elves, though their skin is pale, purplish red, and they have weird, unblinking eyes. Their hair is violet. Their

bodies taper off into a long thin tail, which they vibrate to move themselves through the water. Little is known of the reproduction patterns or life cycles of blue elves. They worship the sea goddess Murthdrya.

Red Elves (Slorifings)

Red elves were the first great dynasty of the plant world. They are the relatives of ferns and spore-bearing plants. They are the most varied of the Aldryami, and many types are not even humanoid. For this reason red elves are often referred to as goblins.

All Slorifings have several things in common. All are small in size and fierce in nature. All members of a single species share the same social function in their complex swamp life. Also, no species has any females in their number, but rely instead upon the good graces of a type of being called Olarians (love nymphs, daughters of Uleria and Aldrya), whom they worship. After a successful worship, the fortunate Slorifing buries himself for eternal sleep. Upon his grave sprouts a spore-bearing plant. The seeds or spores of this plant hatch into more goblins, similar to their parent. Newly-hatched goblins, called "imps," are identical to adults, except in size. They have a full measure of cunning and intelligence, and can speak their language from the moment of birth. Other red elves treat them as adults, and any group of goblins includes an array of scurrying imps of all sizes, from only a few inches tall to nearly full size.

Description

A typical brown elf weighs about 120 lbs, and stands around 5'3" tall. Green elves are a little taller than this, and yellow elves are shorter. They usually appear plantlike with green or yellow leaves, colorful flower-like parts, and so on. Some appear strikingly human; others look more like mobile trees than men, with bark instead of skin. Elves are typically grown for a purpose: those that interact with men tend to be more human in appearance; those that fight against men can be very non-human in appearance.

Those elves who interact with mankind tend to be slim and rather pretty. They are slight of build. Their most striking difference to humanity is their eyes, which have neither white nor pupil. Their eyes come in many colors, such as pale chartreuse or violet, silver, light pink, etc. Some elves actually have leaves for hair.

No two elves look alike. Each has its own type of tree, and different elves vary with their tree. For instance, a birch elf is slender and pale-skinned with light green-yellow hair; while an oak elf is less thin, with dark green hair and darker skin. Both are tall, whereas an apple-tree elf is shorter, with bright green hair and a comparatively ruddy complexion.

Elf senses include all the human ones. Their night vision is better than human (especially in the case of green elves), but they lack true darksense and are blinded by total darkness. They possess an "elfsense." This sense permits the elf, by touch, to detect the health and emotional state of the target, and whether or not it is stressed or in pain. It also gives the elf details about soil – the soil's nutrient, moisture, and overall quality.

Elves reproduce by internal fertilization (at least, this is the current human belief). The females give birth to a coconut-sized hard seed which is planted in a secret place. The seed, carefully tended by the parents, sprouts a stalk, leaves, etc. and eventually produces a large fleshy fruit. The fruit enlarges in size. When it is ripe, the parents open it and within is a small elf child. It takes about two years from fertilization to the opening of the ripe fruit. The "newborn" elf child is similar to a human child of between four and six years of age in age and maturity.

Yellow elves are all male. They mate with dryads for continuance. Green elves are both male and female. When a green elf male mates with a dryad, no children result. Brown elves are both male and female, and can successfully reproduce with dryad mates as well.

All three types of elves mature in a similar way. After birth, an elf reaches full size within 20 years, but is not considered mature (or capable of reproduction) until he reaches 40 or 50 years of age. These young elves (between the ages of 20 and 40 or so) are not full members of elvish society, and often become adventurers for a time.

Elves are long-lived, but not immortal. Their lifespan is linked to their associated tree; the longer their type of tree lives, the longer they live. Green elves are the most enduring; with a typical specimen dying of old age at about 300 years. However, some very rare green elves associated with the great redwoods live over a thousand years. These ancient elves are rarely (if ever) encountered, but their existence has created many legends of elf immortality.

Brown elves are less long-lived than green, but are still enduring by human standards. They are not considered "old" until they are 200 years of age or more, and an average specimen may hope to achieve 250 years of age. As with green elves, certain very rare types of brown elves linked to unusual trees live far longer than most, up to 500 years in certain cases. But normal death from old age occurs at around 250 years.

Yellow elves are the least long-lived, typically living to 200 years before dying of old age. Few of the trees of the jungle environment last beyond this point.

As an elf reaches an advanced age, he becomes more and more treelike. His skin becomes gnarled and bark-like. His hair becomes leaf-like. Eventually, he goes to sleep and does not reawaken.

Culture

Elf distribution is dependent upon the natural distribution of vegetation, according to ecological divisions. Altering this overall effect are the activities of humans, who have often displaced elves but allowed trees to remain, and of trolls, who often eat the trees, too. Elves always live within forests based on their own type of trees. Thus, green elves stay in pine woods, brown elves in deciduous forests, etc.

Elves do not mind getting wet, and are much more resistant to the elements than humans. They build no buildings, and make no cities. Within their forests, they live in the open air, needing no shelter at all.

Diet

All elves are vegetarians. They eat a variety of plant parts, including leaves, flowers, fruit, stems, and even roots. They do not cook their food for aesthetic reasons, but it may be dried, crushed, bruised, pureed, aged, pickled, preserved, or marinated. Often, elves eat their food fresh off the plant. They never use salt, but have many delicate spices and flavorings. Some elven food is inedible to humans, but none is poisonous. Green elf food is redolent of resins and aromatic oils. Brown elf food is notoriously bland to humans. Yellow elves occasionally spice up their food with a scrap of raw meat, a fragment of fish, or a struggling insect – a practice viewed by other elves as loathsome.

Aldryami Populations

Dragon Pass	5,000
Elder Wilds	70,000
Fronela	400,000
Lunar Empire	10,000
Maniria	230,000
Ralios	750,000
Seshnela	150,000
Teshnos	590,000
Jrusteli Islands	122,000
Teleos	50,000
Errinoru Jungle	4,400,000
Umathela	1,830,000
Total:	**8,607,000**

Search for the New Seeds

In a sunlight grove surrounding a Great Tree with golden, glowing bark, a beautiful Dryad performs a graceful ritual dance, while brown elf Forest Gardeners carry various magical plants, sticks, and other items that are to be presented to the representative of High King Elf. A fateful Heroquest is about to begin – the search for the New Seeds that shall reforest the lands razed by the humans.

Great Tree:
This tree is nearly 300 feet tall and has golden bark that glows slightly even in the daylight. The tree is ancient, born in the God Time before the Gods War. It is fully sentient, and a demigod in its own right.

Dryad:
The spirit of the grove, this Dryad performs rituals and ceremonies on behalf of the Great Tree and is revered by the elves. She is performing a joyous, graceful dance and is completely naked, without ornamentation, jewelry, tattoos or anything else. Her hair is extremely long, bronze in color, and she wears a garland of vines as a crown. Her skin has a gold or yellow undertone to it. She has no pupils, but is otherwise human (or divine) in appearance.

Forest Gardeners:
These Brown Elves rule the deep forest and tend to the plants and animals. They have no need to interact with humans and look more like walking oak or beech trees than humans. The Forest Gardeners are gathering magical items (such a carved piece of knotted wood, a cloak of leaves, and a wooden bowl with acorns of solid silver) that are to be used in the Heroquest the High King Elf is preparing for.

High King Elf:
This Green Elf (associated with conifers) is more humanoid than the Forest Gardeners, but has pine needles for hair. High King Elf wears armor made of enchanted copper, covered in fine filigree, and tied together with plant material, not leather. The elf carries a recurved bow made out of a single green, living branch of a tree with a leafy string attached and a wooden quiver with plenty of arrows. He carries a spear with a glowing copper spearhead and a copper leaf-bladed sword.

Language

Brown, green, and yellow elves all speak the language known as Aldryami. Black elves all speak Voralan, and sea elves all speak Murthoi. The goblins of Porlaso and Hornilio all speak Vorlarian, while the goblins of Sozganjio speak Parolarian.

Aldryami is not related to any other Gloranthan language. Elves usually prefer to speak to humans in the local tongue, even if the humans try to show off their knowledge of the Aldryami language.

Elf names all have specific meaning to elves. Sometimes the elf translates his name into the local human tongue for use when among humans. Sometimes he does not bother. Sometimes the elf uses both names at once. For instance, Rohir means "Oaklimb" in Aldryami, and an important elf of Pavis is known by humans as Rohir Oaklimb. It is impossible to tell an elf's sex by his or her name. Here follow a selection of typical elf names.

Written forms of Aldryami are used occasionally, but little is known of these complex techniques.

Elf Names

Some Brown and Green Elf names (with human translation); Arolela (Magic Child), Brikala (Magic Seed), Cenor (Heartwood), Eina (Snowblossom), Elamle (Friend), Enchasol (Warrior), Ernalad (Acorn Lover), Feola (Hazel Nut), Fethrelem (Whiteseed), Fodronu (Leafless), Folemi (Whitesprout), Fontir (Love Gone), Fratom (Gold Forest), Fwalfla (Long-lived), Gentre (Gardener), Horalin (Wetroot), Inelaora (Stronglimb), Ishor (Springtime), Jonala (Nameless), Kalada (Quickroot), Kanaph (Sneaky), Kinlae (Root Seeker), Koncherry (Robber), Kreledu (Withered), Krenray (Evening Blossom), Laslak (Petal Jewel), Likita (Earth Power), Lowin (Sunshine), Mrel (Lingerer), Onakal (Man Hater), Pennoa (Ringwood), Ralelin (Many-hearted), Rohir (Oaklimb), Senalfe (Seed Mother), Seomale (Sun Follower), Seshnomal (Plowed), Shen (Lost Flower), Stomara (Morning Blossom), Talpam (South Wind), Tarogat (Quiverloam), Teshana (Summer Breeze), Trigora (Secret Seed), Vlari (Soulseed), Webliu (Old Friend), Yetharon (Quiet Rest).

Life

Elves are paradoxically both solitary and social. They enjoy privacy and seclusion, but they also prefer to live in forests where there are many other elves. Elves have a marriage ceremony, but divorce is apparently unknown. Many elves do not marry, though this does not necessarily mean they are celibate. Brown elves do not sleep, except in winter. Green and yellow elves experience a daily period of rest. This is not the same unconscious state as humans undergo, but is more like simple inaction.

Brown elves must hibernate each winter. They find a hollow tree or bury themselves, and remain quiescent and comatose till the spring. Some students believe that the elves' spirits go to the Afterlife during the winter. Green elves remain alert all winter long, and have the responsibility of defending the forest during this troublesome time.

Each elf chooses his own occupation, which he performs for the good of the forest. Most tend particular types of plants. Some are food-preparers, while yet others protect the forest's inhabitants. When an elf needs a particular good or service, he goes to the elf who provides it, taking what he needs. In this way, all elves provide the necessities and luxuries of life to one another. No money changes hands, no barter occurs.

Government

Each elf forest is governed by a Council of Elders, which is headed by the Great Tree. The Council of Elders includes representatives of High King Elf, Elder Sister, High Gardener, the chief priests of the forest gods and spirits, and the Chosen One, an empty seat which is occasionally given to someone or something which appears according to prophecy. The Council of Elders decides on the ways of the forest and can be very conservative. The Council moves in response to the mood and cycles of the forest itself, and often performs deeds strange to humanity, though always dedicated to the protection of their forest.

The beings of the forest are represented by the Council. The Great Tree speaks for the vegetable matter. High King Elf speaks for the elves. Elder Sister speaks for the dryads and other forest spirits. The Gardener speaks for the rulers of the deep forest community. The other gods and spirits can speak and advise, but have no vote.

Each forest of green elves is ruled by a king, called the Vronkal. The Vronkal governs together with the Council of Elders as an equal partner.

Yellow elves are ruled by Elder Sister queendoms, who govern together with the Council of Elders as an equal partner.

Relations with Other Races

Humans are enemies because they kill trees for tools and dwelling-places. Trolls are enemies because they eat trees and elves. Dwarves are enemies because of old God Time wrongs. In general, elf opinions are based solely on the potential threat or benefit each race represents to the forest.

Elves have long memories. They never forget an old wrong, but also never forget an old kindness. They are slow to form opinions, but once formed, they rarely change. Because humans have proved themselves to be foes, all elves distrust humans. Even so, an individual human can prove himself loyal and helpful, perhaps even earning the favored status of elf-friend. However, any comrades of the elf-friend must prove themselves individually – the general elf opinion is not altered by an exceptional case.

Warfare

Elves maintain small regular units of armed warriors to defend their forests from incursion by other armed forces. They are generally familiar with every facet of the geography of the region and have spent centuries preparing the most natural routes with various plants to assist in the defense. A small war band of elves is capable of driving away much larger bands of trolls, dwarves, or humans.

Elves can gather the defenders of the forest and muster large armies which have, upon occasion, left the safety of the woods to fight wars. They do not like to do this, and the departure of an elf army from its forest is a sign of momentous events occurring.

Elf armies are noted for their effective arrow fire and their small, but fierce and dedicated, bodies of infantry. They do not normally muster mounted troops of any sort.

All elves have an aversion to iron, the "poison metal," refusing to handle it and are poisoned by weapons forged of it.

Religion

Aldrya rules in all regions where trees dominate: pine forests, deciduous woodlands, and tropical jungle. She is the mother of elves and dryads, who are her servants in the forests. Worship of Aldrya is near-universal among green, brown, and yellow elves. Within elf communities, the cult of Aldrya is the vehicle for all religious and social organization and provides the fabric for daily existence as well as mystical satisfaction. Heterodoxy and apostasy are nearly unknown, though friendly deities such as Yelmalio and Flamal (to call them by their human names) are welcomed in secondary cultural roles Although worship of Aldrya is universal, many other gods, spirits, and powers are welcomed by the elves. The Theyalans identified the most important of these deities as:

Flamal: The Seed Father who dies each year and is reborn.
Yelmalio: The Unfailing Light in the Darkness.
Babeester Gor: The Earth Avenger.
Earth Witch: Knower of the Secrets of the Earth.
Ernalda: The Earth Mother.
Gata: The Primal Earth.
High King Elf: The Guardian of the Forest.
Ty Kora Tek: The Keeper of the Dead.
Voria: Goddess of Spring and new birth.

Other types of elves worship other deities, but they maintain the elven habit of emphasizing a single goddess above all other deities. The blue elves worship Murthdrya, red elves worship Slor, and black elves worship Mee Vorala.

Elf Plants

Elves can grow almost any type of plant. They have plants which produce spearheads, arrow-shafts, clothing, even strips of tough cord for lacing. The most valuable plants produce magic items. No elf would ever show one of their special plants to an outsider, and no outsider could properly tend and grow one.

Regions of Origin

Following is a listing of the areas of Glorantha where significant populations of elves are found. Specific places of importance within these areas are described briefly.

It is interesting to note the wide range of relationships that humans and elves have in various regions of Glorantha, from the all-out war prevalent in Onlaks to the incurious acceptance prevalent in Teleos. The history of several of these areas has been included.

Elder Wilds

In the First Age, Aldryami forests covered all the Elder Wilds, although the majority of elves clustered on and about the Elf Sea. The Great Tree of the Elder Wilds was rooted on the northernmost of the Bear Hills, surrounded by another large elf forest.

In the Second Age, war between the trolls, dwarves, and elves destroyed much of the elf civilization of the Elder Wilds. The elves are now largely confined to the woods covering the foothills of the eastern Rockwood Mountains and to the northern fastness of the Er'oring Wilds. The Elder Wilds are still accounted as one of the Six Great Woods of the Aldryami.

An Aldryami Shaman's Grove

Goldedge Knowledge Temple Document 0V293-1920PU-0.02AF.3-BBT.
An excerpt from the Exploricatum of Alfosios, written by his pupil Blin Brownthumbs, 1032 ST

THE WOOD WAS about 6 square miles in size and seemed only lightly populated. When Alfosios the Wise went through this wood he chanced upon the sacred grove of Red Throat, an elf shaman. There was a wonderful contest, after which all the nature spirits from nearby came and showed themselves to Alfosios.

A number of beings and items of interest were present in Red Throat's domain, which appeared to be small, about a fifth of a square mile in extent. In the pursuit of knowledge, I recorded every creature and every notable aspect of the grove that I could observe. The grove itself, like the wood, was primarily cedar and oak, very mature.

Listing:
Red Throat, brown elf shaman.
2 oak nymphs.
1 birch nymph, well formed.
1 cedar nymph, though not the one Alfosios sought.
7 pixies quarreling about which of them was Queen.
3 rats or mice.
A rabbit.
A deer, the white tail breed we love.
A black fox, which was unknown before, and has not since been seen.
5 beetles.
20 other crawlers, creepers, and burrowers.
1 hawk, the red-tail, who came first because Alfosios already knew him.
5 other birds: wren, blue jay, large quail, raven, and brown owl.
4 stately bushes.
Over 100 runners, crowding into all the trees about and making various comments.
3 creek or pool nymphs.
1 tiny spring of remarkable clarity.
An unusual rock.
2 clifftop spirits, with beautiful voices.
Something stony underground.
4 unrecognizable ghosts.
1 will-o-wisp, who did not return home.
2 wraiths.
1 hungry quicksand.
1 gold elemental.

The holiest day of the year for all Aldryami is Flamal's Day (Waterday of Fertility Week in Sea Season). On this day all elves rejoice in the power of life, and come to full awakening after the long sleep of winter. A dryad is illustrated here, bursting from her sacred tree to revel in the life-giving sun.

Errinoru Jungle

A vast tropical jungle stretches across all of the northeastern quarter of the continent of Pamaltela. It is little known to humans, save for its fringes. It is mostly flat ground cut by many raging rivers. Seven great tribes of yellow elves (Embyli) control the territories of this huge jungle, which is named after the great elf Hero Errinoru, whose dynasty ruled the jungle for much of history.

The jungle overlaps several geographical regions of Pamaltela, and borders on many human lands, especially the coastal land of Maslo. Humans are suffered to exist in modest numbers near or inside the jungle, although they are utterly outnumbered by the elves.

The yellow elves do not dominate their endlessly vast jungles in the same profound way that brown and green elves do their forests. It is possible to travel through the jungle for days, even weeks, without encountering an elf (although the elves likely know of the trespass), and in some sections of the jungle outright elf-enemies survive.

The humans of Maslo have varying relationships with the Embyli. Most of the civilized humans of the coasts are hostile to the yellow elves, but not all. Several tribes of primitive Hsunchen and pygmies reside in the jungle at the edges of the elf jungle, and are allied to the Embyli.

Seven Embyli tribes, each with their own Great Trees, divide the contiguous Errinoru jungle among themselves. The tribes are: Gaskallia; Novarooplia; Feofaxia; Garbulia; Ytarian; Jhostrobbios; and Zhnaquafian. Attitudes towards the humans of Pamaltela vary greatly between the seven Great Jungles.

Each Embyli tribe is governed by its own Council of Elders, who are moved by the Spirit of Aldrya to make decisions concerning their tribes.

Fronela

At the Dawn, Fronela was covered by the vast Greenwood Forest that spread from the Keniryan Sea to the Neliomi. Its elf forests are now fragmented into smaller, less-powerful pieces.

The Erontree is a mighty elf forest, one of the Six Great Woods of western Genertela. It is primarily inhabited by green elves, though a sizable minority of brown elves also lives here. There is only limited contact between the elves of Erontree and the Western culture that rules western Fronela.

Winterwood is another of the Six Great Woods. The green elves believe that this conifer forest was the birthplace of the first

Maslo and the Embyli

MASLO IS A TROUBLED COASTAL LAND in the northeastern corner of the southern continent of Pamaltela. It is of interest to students of the Aldryami because of the varying relationships between its human population and the Embyli that rule the interior.

Maslo is centered around a small body of water, the Maslo Sea. Two peninsulas, Elamle and Onlaks, jut north from the eastern corner of Pamaltela to create this sea. Many small human cities and numerous towns dot the coast of Maslo, but the Embyli jungle continually threatens to grow over them.

The relationship between humans and elves in Maslo is unusual. On the Elamle peninsula, relations with the Embyli are friendly, and human tribes friendly to elves thrive in the depths of the elf jungle, but elsewhere humans and elves are mutually suspicious. In Onlaks, there is a sporadic but vicious war between human and elf.

green elves and that it was also High King Elf's last stronghold against the Darkness. It is primarily inhabited by green elves. Like Erontree, there is little contact between the elves of Winterwood and the humans of Fronela.

To the east of Winterwood are the Maidstone Mountains, bitterly cold mountains inhabited by green and brown elves and by the grotesque Maidstone Archers.

Rathorela is the woodlands of the Rathori Hsunchen, the Bear People. The area is virgin forest, and, though not dominated by elves, many elven exiles and refugees from other forests still reside here. The Hsunchen and elves of Rathorela have a friendly relationship, and sometimes hunt cooperatively. The elves here have a fierce hatred for the Lunar Empire and its allies, who the elves blame for the destruction of their ancestral forests with the Skyburn.

Fronela is one of the regions of Glorantha that the elves hope to reforest.

Hornilio

The western coastline of the continent of Pamaltela is known as Hornilio. Hornilio is a complex concatenation of salt marshes, swamps, marshes, bogs, and mud flats, inhabited by red elves and monsters. Across the Worm Sea lies the similar land of Porlaso. Hornilio is less often visited than even the wastes of Porlaso across the sea, mainly because the goblins of Hornilio seem to be organized and are reputed to be capable of dealing with any intruders.

The Oveltor (a type of swamp goblin) are the largest and most common of the Honilian red elves. They are rarely seen by men, as they live in water-filled burrows, and only come above ground when near maturity. They have two twisted, short strong legs with root-like toes, a stocky body, and three long flattened arms. Their head is small and hairless, and the face is flattened, wrinkled, and ugly to human eyes.

Jrusteli Islands

The Elder Races rule the Jrusteli Islands, a large archipelago to the north of Pamaltela. Trolls, dwarves, and elves abound. Virtually all the isles' elves are found on Grigdom, the elf island, whose residents include green and brown elves. The dense forests which cover the entire island have been carefully bred and trained by the elves to woodland perfection. A Council of Elders rules the elves of Grigdom.

Maniria

The Arstola Forest is the only major center of elf population in the land of Maniria, a broad, variegated land located in southern Genertela.

Arstola is primarily a brown elf forest. It consists of thick deciduous woods covering the foothills of the mountains south to Wenelia. Arstola is one of the Six Great Woods of the elves.

In Maniria, elves are rarely found outside the upper regions of this widespread forest. Maniria is one of the regions of Glorantha that the elves hope to reforest.

Peloria

In the First and Second Ages, elf forests dominated much of Peloria. The power of the elves was destroyed by the rise of the Lunar Empire, and the elf forests are but shattered remnants of their former might. Peloria is one of the regions of Glorantha that the elves hope to reforest.

Porlaso

Red elves and other creatures of unknown nature are believed to live in this great coastal marsh to the south of Slon, west of Hornilio across the Worm Sea.

Ralios

Ralios is one of the western lands of the continent of Genertela. It is a great expanse of hilly terrain centered upon Lake Felster, a placid inland sea. Ralios is surrounded by precipitous mountains in the north, east, and south. At the Dawn, this was Greatwood, which extended from the Erontree to the borders of Kethaela. However, Greatwood was divided by the Gbaji Wars, and elves now control the two great forests of Ralios, Ballid in the north and Tarinwood in the south.

Ballid is one of the Six Great Woods of western Genertela. This means that here grows one of the Great Trees of Aldryami legend and myth, born from the seed of the First Tree long before history. No outsiders have ever seen the sacred tree. The last large-scale political activity was when the elf warlord led his troops out to aid Arkat the Liberator. The forest is typical of Aldryami strongholds: humans can penetrate a day or two within its fringes, but no deeper without being met by elves and forced out.

Tarinwood is the southern elf wood of Ralios. It is a vast virgin forest, occupied by brown elves who maintain a traditional aloofness and forbidding presence from their woody stronghold. One of the Six Great Woods, Tarinwood is one of the most populous centers of elven culture in Glorantha, containing almost 400,000 green and brown elves.

Seshnela

Kanthor's Islands, in the land of Seshnela, is home to many brown and green elves. The islands are the remnants of the ancient Kingdom of Seshnela, whose upland forest is all that is left of the Kingdom after a magical holocaust. The Luatha, demigods from a far land, were responsible for the sinking of Old Seshnela, and now patrol the islands in their Purple Ship, destroying all humans who trespass. The elves of the islands claim to have no agreement with the Luatha, but few facts are known about either group.

Sozganjio

Sozganjio is the marshy southeastern coastal lands of Pamaltela, which scholars believe may be inhabited by red elves. The dominant species of red elves in Sozganjio are the Scythanni swamp goblins. They are scrawny, evil-looking creatures, despised even by other types of swamp goblins. However, they are extremely prolific and are the most numerous of the goblins of Sozganjio. They always travel in large groups.

Teleos

Teleos is a tropical island located to the north of the continent of Pamaltela. Teleos is mountainous in the interior and jungle everywhere else. The population of Teleos is primarily human, divided into six primitive, peaceful tribes, each with a different skin

The Flowers of Peloria

"Mother of all life, the most splendid.
She rules all wooded domains, and everything therein.
Green time, keen time, the Heroes will rise again
When the flowers grow in Peloria
and the calm returns home.
Hero time, war time, blood, ichor, and fire time.
Then the sleepers awake, the forests walk across the earth."

– a well known elf song, sung in many languages for guests.

Comments:
The flowers in Peloria may refer to the unusual flowers of the Gardens of Karresh, or the lush vegetable fields of Rist. It seems that the flowers are a prerequisite to the Elf Heroes' appearance. The walking forests are subject of much speculation. One of the most succinct and convincing follows:

"Go to the Spirit Wood of Winter, where the baby sprouts sleep to await their rebirth. Can you count them? Watch out for the guardians – they are ruthless. I say that they are few, because they are inhabiting seeds to be born. I say they have planted a million new elves, and plan to cover all of Fronela with a new forest. Watch in Oral-ta, where a forest will appear suddenly, and you will know my word is true."

– Ostorion the Sage, 1618

So far, no forest grows in Oral-ta.

color. These humans have a friendly, mutually beneficial relationship with the two Elder Races they share the island with: dragonewts and yellow elves. The yellow elf population is small.

Relations with the yellow elves are regular (unusual for human-elf relations), but ritualized, and the Teleos tribespeople believe the yellow elves to be just another part of *Igalo Olagi*, or "Other Life," which includes everything not of their tribe except dragonewts.

Teshnos

Teshnos, in the southeast corner of the continent of Genertela, is home to many elves. A large population of yellow elves, and a smaller group of brown elves, inhabit the Fethlon Jungle, the warmest place on the continent. Yellow elves also inhabit the Sofali Islands.

The elves of Teshnos are friendly, and often seen in human lands. However, they are hostile to the humans of Kralorela, the ancient and powerful empire to the north, and all right-thinking Kralorelans return this disdain.

Umathela

Umathela is a large region of temperate climate in the northwestern corner of the continent of Pamaltela. The two major sub-areas of Umathela are Enkloso, to the west, and Vralos, to the east. Enkloso is the coolest region of Pamaltela.

The coastal lowlands of Umathela have much farmland, held by humans, but the forest primeval remains. These forests dominate the entire land in Enkloso, but are much reduced, though still large, in Vralos. The forest is mostly pine woods in Enkloso, deciduous in Vralos.

The forest is dense in Enkloso, becoming more open as one travels to the east, until the treeless Fonritian uplands are reached. To the south are the Tarmo Mountains of Tarien, home of trolls and trollkin.

Umathela contains the largest concentration of green and brown elves in the world. The Enkloso elfwood is vast, the Vralos forest much smaller. Brown elves have a small majority in the Vralos forest, and green elves predominate in the great Enkloso forest.

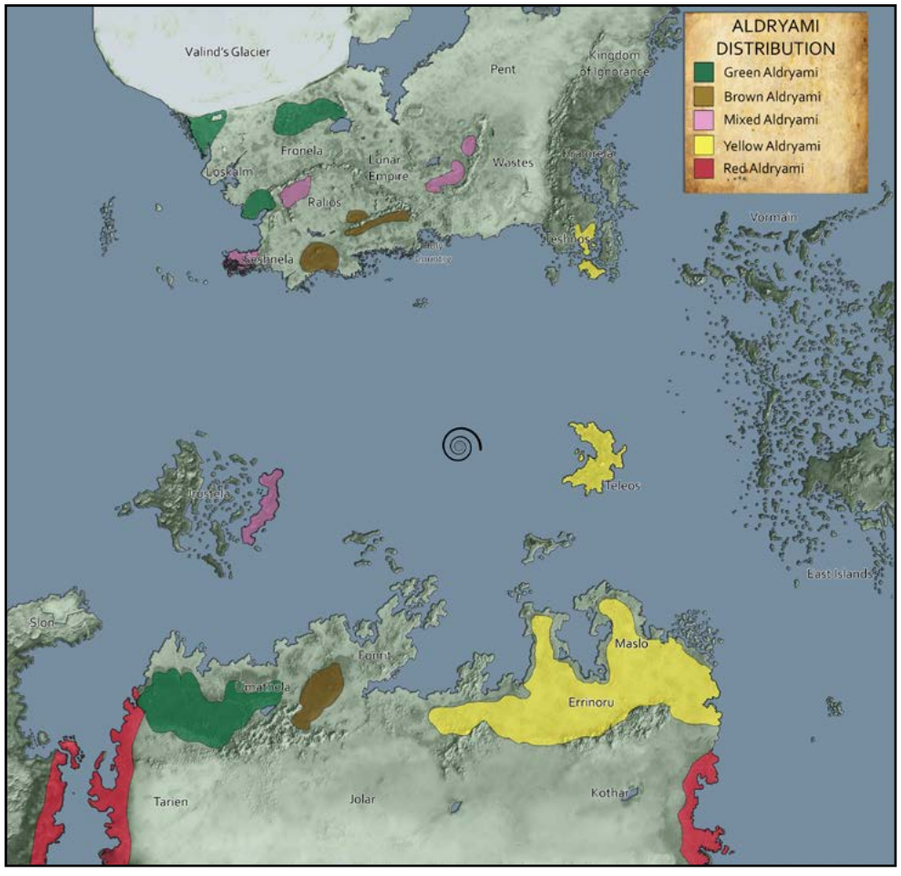
The High Elven Council of the Enkloso forest rules the elves of Umathela with a hand of ironwood. All peoples in the Council's domain follow an elven body of laws and political rules known as the Woodland Judgments.

Until recently (in elven terms), all humans in Umathela were subject to the rule of the High Council. Many humans still retain close, cordial relationships with elves, and several tribes of humans are still ruled by the elves: the Huamaz, Kallima, Kormarkan, and Orik.

The huge Enkloso Forest is one of the strongest elf centers in the world, combining green and brown elves into a single powerful political unity, and holding several human tribes under its sway.

The Vralos Forest, a smaller elf wood, is noted for its skilled warriors, and for its willingness to fight in league with the nearby humans of Cerngoth.

Cerngoth, a powerful city-state of Vralos, has one of the closest and most regular relationships with the Aldryami of any human state in Glorantha. The Patriarch of Cerngoth has maintained a policy of alliance with the Aldryami, and actually supports elvish incursions into neighboring, human-held Fonrit.



The Hero Wars Begin

THE NEW SEED

A new movement has taken hold amongst the Aldryami of the Arstola Forest that starts a world-spanning adventure for the New Seed Travelers. Though they can come from anywhere, their task is the same. They stabilize their local affairs. They travel across Genertela, going to all the Great Trees of the continent, including somehow getting to Fethlon.

Their plans are opposed by plots from the trolls and dwarves. They successfully thwart them, returning to the Arstola Forest with the New Seed. And then the Reforestation begins.

THE REFORESTATION

The elves plant thousands of secretly stockpiled magical seeds across Fronela, Maniria, and Peloria. Dryads and elves throughout the Great Forests of Genertela are performing the Awakening Dances, an elaborate ritual that takes several years to complete. When the spell is ready, the seeds will spring into life, creating new Aldryami groves throughout those lands. The Aldryami and their allies fiercely protect these new groves against all who threaten them.

Over the next few years, the groves grow with unnatural speed around a central tree with glowing golden bark. After about six years, much of Western Genertela is covered with twisted elf woods, hostile to dwarves, trolls, and most humans.

Dragonewts

Commentary:
We at the Sartar Knowledge Temple have proven time and again that many of the legends pertaining to the local dragonewts are accurate, and if anything, underestimate the situation. Certainly dragonewts are capable of startlingly peculiar acts. This is not to say however, that a lack of logic exists in dragonewt behavior. It simply is necessary to undertake closer study. A decade or so of persistent observation, say by burying yourself in a mound of earth near a dragonewt plinth and keeping very quiet, will do wonders for your understanding of these remarkable beings.

– Garstal Shavetop of Sartar.

Dragonewts claim to be the eldest creatures of Glorantha, descendants of neotenic dragons from before the Green Age. Dragonewts are peculiar creatures who continually reincarnate and metamorphose, ever striving to achieve dragonhood. They are an enigmatic race, misunderstood and mistrusted.

The dragonewts appear in several different shapes, although they claim all of them are one species. It has been generally agreed that the various forms of dragonewt are different stages of growth, but this is unproved. Their colors are variable from individual to individual, and even sometimes changes according to instinctive needs or according to the creature's intelligent volition. In any case, they have been reported to be of every natural color.

The dragonewts are feared by other sentients, as much for their unpredictable behavior as for their kinship with the dragons that devoured all during the Dragonkill.

History

The origins of the dragonewt race lie in the childhood of the True Dragons. Before the coming of plants, animals, or men (and some say even before the coming of mountains, rivers, and sky), the dragons lived and grew in innocence. Sometimes these immature dragons clutched in innocent bliss and left behind them eggs which were, like the dragons themselves, immature. In that age when there was no limit to the creativity of the world, the eggs hatched and brought forth the dragonewts.

Because there were several matings, there were several "tribes" of dragonewts. Several of these tribes were joined by common parentage through the dragon known as the Wondrous Mother of Many. However, the largest and oldest of these clutches was at the base of Kero Fin, in the place later known as Dragon Pass.

The dragonewts that hatched from those eggs were young and innocent too, and many of them simply grew from hatchling to dragon, setting an example for their slower kin to follow. However, each dragonewt followed at its own pace, working together in instruction and inspiration.

During the Green Age, they grew and flourished, and watched and taught animals. They helped arrange mysterious and powerful stones across the world during the Golden Age of the gods, and they waxed in power during the Gods War, often benefiting greatly from the errors of others. Through all these ages, other immature dragons, including some that had been born dragonewts, mated and produced new tribes. In this way, the dragonewts produced a widespread and populous civilization across much of Glorantha. They built elaborate cities and created sophisticated magics which brought many beings, mortal and divine, to study at their feet. Some claim that Genert, the ruler of the northern lands, was advised by a True Dragon, called All Eyes Open But One, who had once been a dragonewt. Even Orlanth learned to speak with Hykim and Mikyh, and after that there was no trouble for a long time between the dragons and the Orlanthi.

When the Chaos Gods began infringing upon the world, the dragons and their kin did nothing. They were populous and powerful, but did not move when their friends and surroundings were destroyed, nor did they seem to be affected when vast portions of their own lesser kin were wiped out by the invasions of Chaos. As far as can be determined, most of the dragonewt race allowed itself to be passively slain.

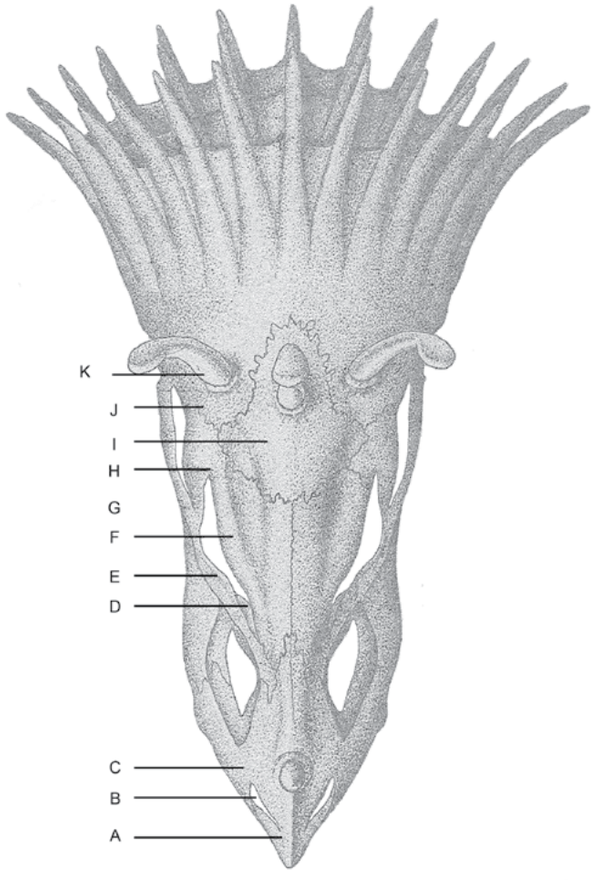
Two places did resist; one in strength and one in weakness. The stronger was Kralorela. There were many people there who believed in the same ideals and were aided by neighbors

Communicating with Dragonewts

Regular contact of normal dragonewts with outsiders is usually assigned to one individual in a group, who tries to act according to human expectations. He learns human languages, and learns to write or otherwise communicate ideas to humans. Sometimes he will own or be an interpreter dragonewt who has been surgically altered so he can stumblingly speak human words. Altered interpreters may have guards, servants, and so on. Such dragonewts occasionally fall from the Path of Right Action.

Dragonewt Skulls

These illustrations are fragments of a more complete God Learner work detailing the anatomy of the dragonewts. All known copies of the full work were lost when Slontos sank into the Mournsea.



The Third Stage Dragonewt:
Also called noble or Tailed Priest, this is the most developed stage we have specimens of. Note the fully developed parietosquamosal horn frill crowned with numerous bone spikes. The squamosal and parietal spikes are also bone. The appearance, size, and even color of the horn frill and squamosal and parietal spikes differ wildly from specimen to specimen and appear to mark status and are used for social display.

The Third Stage is fully carnivorous (unlike the largely vegetarian Phase One or the omnivorous Phase Two), and its teeth display marked heterodonty. The sharp horns growing out of the maxilla, dentary, angular, and suprangular bones are similar to the horn frill.

Skull Anatomy of The Third Stage: Noble Dragonewt

A: Premaxilla – often called the "beak" of the dragonewt. It is less prominent in the third stage than in the second stage.

B: Nasal – the dragonewt sense of smell is very well developed and they use smell, along with visual displays, for communication. They enhance their sense of smell by using their forked tongues to collect airborne particles, then passing them to the vomeronasal organ, giving them a sort of directional sense of smell and taste simultaneously.

C: Maxilla

D: Prefrontal

E: Lacrimal

F: Jugal

G: Frontal

H: Postfrontal

I: Postorbital – note the large orbit. Dragonewts have large eyes relative to their size and have extremely keen eyesight, comparable to birds of prey. Our field experiments suggest that they can see beyond the visible range and can detect things we humans cannot. So Dragonewts have better sight than us, better smell than us, better taste than us.

J: Parietal

K: Squamosal

L: Quadrate – the hearing of dragonewts is surprisingly sensitive and they can hear sounds below and above the human range. Their communication techniques includes auditory signals, such as hissing, jaw grinding and clapping, and vocalizations, although it would appear such techniques are less important than coloration and body movement.

M: Articular

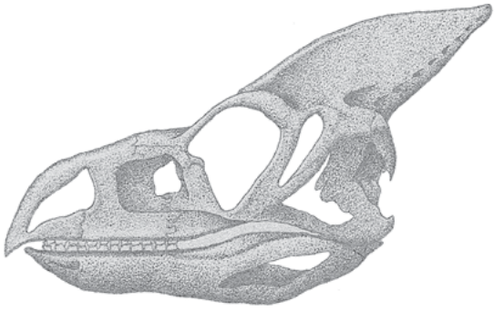
N: Angular

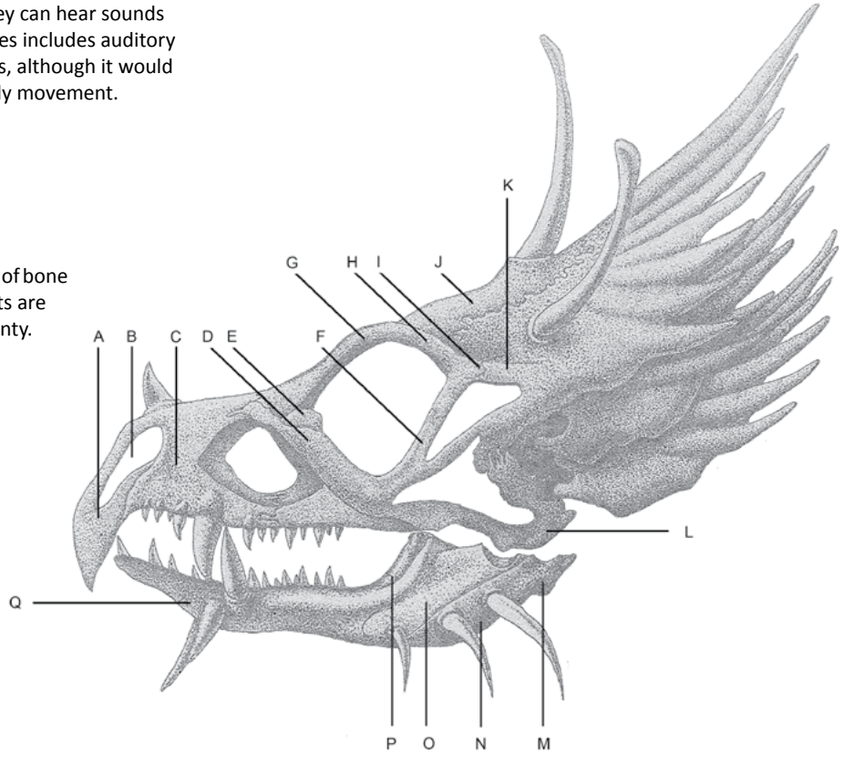
O: Suprangular

P: Coronoid

Q: Dentary

Stage 1 (Scout) is presented for comparative scale. Note the complete lack of bone spikes and the parietal crest instead of a frill horn. Stage One dragonewts are vegetarian and have bluntly serrated teeth that display marked homodonty.





The Dragonewt Expedition

Master Lord-Prince of the Four Jewels, a Full Priest, leads a dragonewt expedition from Dragon Pass to distant Sog City for some unknown mystical purpose. Master Lord-Prince of the Four Jewels passively observes as a Crested Dragonewt with a mutilated face negotiates with a pair of ducks. Master Lord-Prince of the Four Jewels is attended to by Master Two-Weapons, a Tailed Priest, and by a demi-bird mounted Beaked Dragonewt named Fourth True Light. In the distance, Beaked Dragonewts attend to a triceratops.

Master Lord-Prince of the Four Jewels:
This winged Full Priest has only limited direct contact with the profane world and spends much of its time in mystical meditations. Here it is contemplating a beautiful wild flower. It carries only a stone utuma, a flint blade used for fighting or for ritual suicide. Its skin is scaly with various vivid colors and its frills, spines, and wattles have complex bright coloration (even garish) as a means of communication.

Master Two-Weapons:
This Tailed Priest carries a klanth and a gami, both made out of dragonbone. Its frills, spines, and wattles are even larger than those of Master Lord-Prince of the Four Jewels. It wears a "bandolier" in which are placed numerous hand-hurled missiles cut out of dragon teeth which are jagged on the edge and capable of slicing.

Beaked Dragonewt on a Demi-bird:
This Beaked Dragonewt carries a korff, and a long bow shaped specifically for shooting from the saddle. It rides a demi-bird, a huge carnivorous bird with vestigial arms instead of wings.

Crested Dragonewt:
This small creature has been surgically altered so it can speak to humans and other lesser races. It wears an ornate collar fashioned from silver and gold and possibly some other decorations designed to impress the lesser races it interacts with. It is totally subservient to its masters and does not act without their express permission.

Triceratops:
In the background we have a triceratops being tended to by Beaked Dragonewts. The Triceratops is ornately decorated with garlands, painted symbols, and bells.

willing to lay themselves at the mercy and control of those capable of protecting their existence. Most of them were simple creatures related to the animal gods. The Inner Circle of Wisdom was able to withstand the changes of the Gods War by maintaining a particular net of existence which held their world intact. They survived the Darkness, but at a cost of later flexibility in Time.

The Resistance in Weakness came from Dragon Pass, and was led by a being called Heart of Weakness, a dragonewt from the region. He was aware of the destruction of the world about him and braved the entanglements that would result from aiding his friends, many of whom had helped him or his kin earlier. The dragonewts were only one of many species in the region and Heart of Weakness sought to maintain himself as part of the whole. This made the dragonewts one of the participants in the Unity Battle, and one of the members of the First and Second Councils. They suffered terribly in the Gbaji Wars, when they first opposed and then assisted Gbaji.

Afterwards, they did not act as a single political force, though their troops continued to appear on every front, usually hired as mercenaries.

The dragonewts aided the humans of Dragon Pass at the start of the Second Age, enabling those humans to speak with the dragons. These humans founded the Empire of the Wyrms Friends (often called simply the EWF) and, for a time, humans and dragonewts cooperated in that mystical enterprise. The dragonewts gradually slipped from center stage, however, and at last only humans and human dragons ruled the EWF until its downfall.

In 1042, the dragonewts abruptly turned on the rulers of the EWF. In one night the dragonewts and their troll allies slew thousands of the key leaders of the EWF. Afterwards, no dragonewts aided humans, and they set strict restrictions against any human entering their lands. Later, when the various kings, khans, and lords attempted to reassert human rights in Dragon Pass, their armies were annihilated in the Dragonkill War of 1120.

There followed a century and a half without human contact at all.

Subsequent entry of humans into the region of Dragon Pass was met with dragonewt disinterest and apathy. Humans cultivated this avoidance until about 1350, when a speaking emissary from the dragonewts approached the Twins of Tarsh and cordially invited friendship between their race and the newcomers. They occasionally aided in Tarsh's wars, but lost interest again after the Twin dynasty ended in 1448.

Sartar contacted the dragonewts around 1480, and concluded whatever agreements were necessary to build Boldhome. Although the agreement was not binding to dragonewts outside of the Quivin Mountains, nor to Sartar's heirs, the city was never bothered by the dragonewts after its foundation.

In 1539, the Dragonewts Dream began, and ended two years later. At this time, the real dragonewts seemed to go about their normal, ordinary business, but in addition there was a huge number of phantom dragonewts going about mysterious tasks. These phantoms could not be touched by living people or by magic, yet their works affected the real world. Once their primary patterns were noted, the humans avoided them if possible. And, after two years, they disappeared again. Some scholars believe these phantoms were doing tasks originally done 1300 years earlier, in the First Council era.

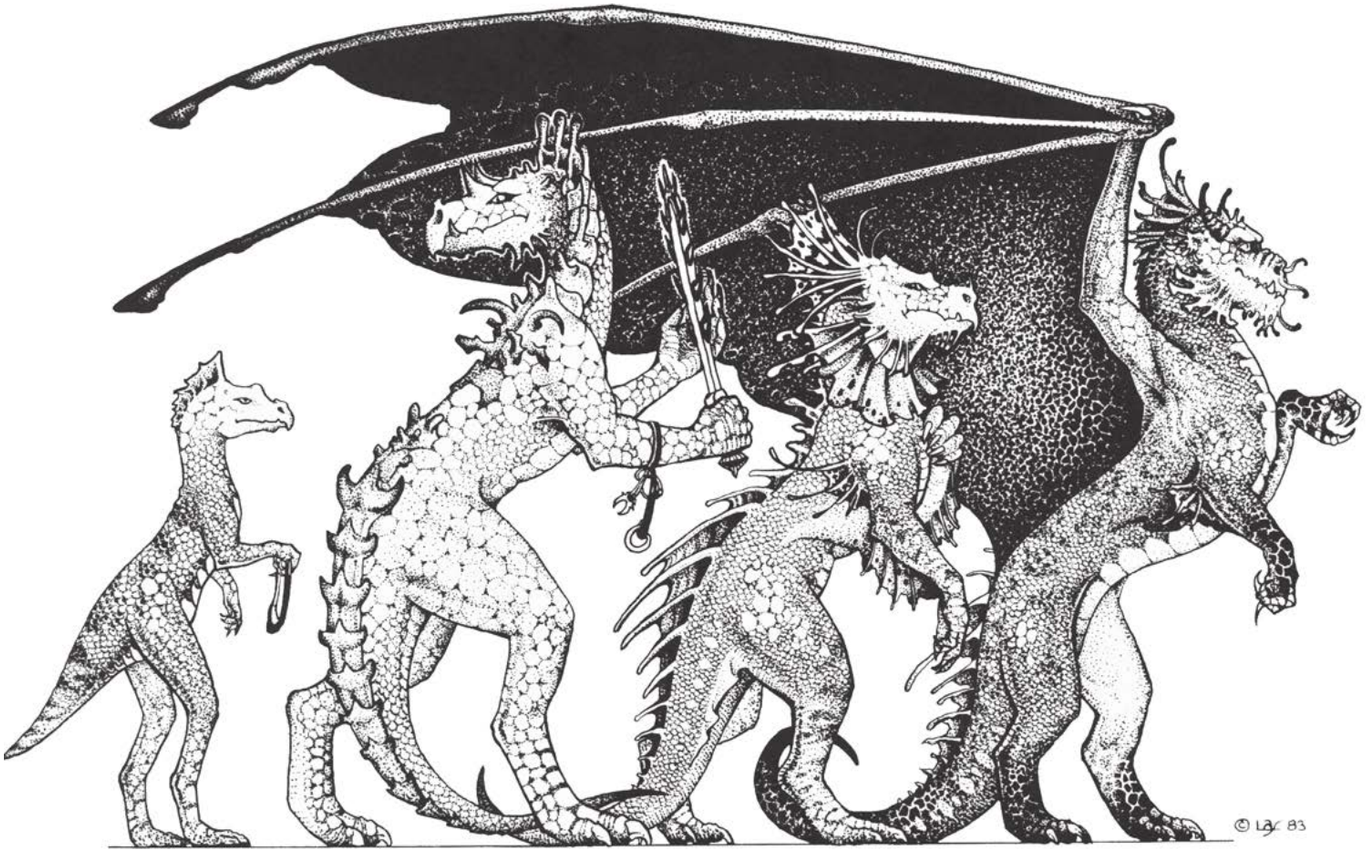
Dragonewt Code of Ethics

Dragonewts strive to purify their mundane bodies and souls through Right Action and thereby reunite themselves with the limitless spirit of Ouroboros, the Cosmic Dragon, who is ever devouring its own tail and who is the origin of all the universe. Right Action is defined by several simple requirements. Interpretations of these vary and are still open to redefinition.

Duty to the Ancestors: Since all dragonewts are descendants of dragons, their religion is really the worship of dragons. However, during the Golden Age there were actual families and tribes of dragonewts. Most of those ancestors are outside of the cycle of reincarnation but may be sought as spirits upon occasion.

Duty to One's Lord: Lordship is dependent upon certain physical and personal traits being present in an individual. When these shapes manifest themselves, nature has proven the person's qualifications and thus that person is obviously worthy of respect and obedience. To differentiate between persons of equal rank the dragonewts also have temporal lords who they report directly to and whose orders take precedence over others.

Duty to Repay Favors: If someone does a favor for a dragonewt, then the dragonewt will owe some return favor of equal or greater value. These owed favors are considered to be a great burden on a dragonewt's development since he must attempt to fulfill them through lifetimes, if possible. These are not relevant in terms of friendship or agreement but must be returned even if it impedes their own development. The dragon religion urges that dragonewts avoid these owed favors, but their duties and orders often prevent it, and thus entanglements enter into their lives.



In 1570, dragonewts were seen to be employed by the Lunar Empire. They subsequently hired out forces to the Kingdoms of Tarsh and Sartar, but they later assisted in the downfall of Boldhome in 1602.

Dragonewt Life Cycle

A dragonewt is not like other creatures. For them, death does not exist – it is only an interruption. Each dragonewt is born once but dies hundreds of times; each time it dies its soul reanimates a new body grown from the same egg. All dragonewts hatch from eggs laid by immature dragons. All the spawn are small, of the stage called "crested" or "scout". Individual dragonewts trace descent from whatever dragon or dragons laid the initial clutch of eggs which resulted in their existence. Dragonewts of the same clutch call each other "egg-brother".

Originally True Dragons taught the hatchlings the Dragon Way, and many infants grew quickly to maturity. The dragonewts still in Glorantha have been the slowest to develop, and are still developing through the dragonewt cycles.

When a dragonewt dies, typically after being killed in battle or undergoing a ceremonial suicide called *Utuma*, its body is discarded and its soul instantly returns to the egg from which it hatched originally. Each egg can grow any number of dragonewt bodies, and will until the dragonewt matures. After some days the reborn dragonewt emerges, personality and memories intact, from the leathery, unchanging egg, ready to pick up its life from when it died. The time spent in the egg varies with the moral development of the dragonewt.

All dragonewts are four-limbed, bipedal, tailed, left-handed, and have opposable thumbs. Dragonewts do not use metal, but use bone, stone, and wood for weapons and tools. Only special leaders ever wear armor, though all stages may wear trinkets, jewelry, and bits of cloth.

The dragonewt language (Auld Wyrmish) is musical and includes auditory, olfactory, and empathic components. Dragonewts have no written language, having no need for one; being immortal and ever-reincarnating, they learn needed facts directly from other dragonewts. They seem to be incapable of drawing a picture, planting a seed, or binding a companion's wounds.

They do not often seek human contact, and seem content to go about their existence oblivious to other mortals. But they do trade, and are periodically interested in something or other from human kingdoms.

Utuma

Utuma is the ritual suicide committed by a dragonewt when the time comes to shed its current form and become reborn in a higher stage of development. It is also the name of the bone short-sword used in the ritual.

Stages of Growth

Dragonewts have four distinct stages of growth, though their precise shape alters within each stage. Each stage also has distinct responsibilities. Not surprisingly, their particular shape suits their occupations.

The Crested Dragonewt (First Stage)

The crested dragonewt is small (between 4 and 5 feet high and weighing around 100 pounds), short-tailed, and has an arched crest upon the head. A vegetarian, it prefers leaves and fruit.

The markings of the crested dragonewt may be of various colors and patterns – usually drab. Its betters will train it as a slinger to bring down birds and rabbits, teach it the art of scouting and skirmishing, and to serve as a slave.

As the stage develops, the tail elongates and the body as a whole enlarges, but the most prominent changes occur in the head: it elongates, grows a more pronounced crest, and the beak lengthens and develops front teeth suited to crop grass and strip bark. At some indeterminable point, often after centuries and many deaths, the dragonewt emerges from its egg as the next stage, the beaked dragonewt.

The Beaked Dragonewt
(Second Stage)

The beaked dragonewt is larger than the crested (between 6 and 7 feet high and weighing over 300 pounds) and is carnivorous. The tail now reaches to the ground, and at first the skin is covered with scales and small protrusions. As the second stage matures, the warrior's skin thickens to armor-like material, sometimes concentrated on the back, forepart, tail, or other body part. Whether the protrusions grow into spikes, hard knobs, or horns depends on factors unknown to humans. Thus representatives of this stage may appear very different from one another, except that all seem well-suited to combat. The skin colors and patterns vary, and may change over the span of the stage.

The beaked dragonewt is most often found as a guard or a hunter in dragonewt nests.

Most beaked dragonewts ride upon horse-sized creatures called demi-birds. Demi-birds are feathered, bipedal, beaked, and lay eggs, but their bones are solid, and they have vestigial arms, not wings. Dragonewts breed these monsters, which are not found in the wild. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

The Tailed Priest
(Third Stage)

The tailed priest is smaller than the beaked dragonewt (less than 6 feet high and weighing around 175 pounds). Second-stage armor and natural weapons are, in the third stage, nearly entirely replaced by frills, spines, wattles, pouches, and other decorative and communicative devices. Skin colors become more vivid, and the number and variety of the scent glands increase.

A tailed priest will lead and represent; the stage is expert at living peacefully with the outside world. This stage is omnivorous. Some ambassadors to human cultures are recorded as having become formidable gourmets.

The Full Priest
(Fourth Stage)

These rare dragonewts are almost never found outside their own nests. One is usually found in each small nest, and several in a town cluster. Their community functions, diet, and powers are unknown. Some have turned into immense dragons in order to defend their nests. The appearance of a full priest resembles that of a tailed priest, but with functioning wings that grow increasingly large with age. The full priest is larger than the tailed priest (over 7 feet tall and weighing about 500 pounds).

Presumably, a full priest meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It then will depart from its nest, to go to wherever dragons go.

The Inhuman King
(Fifth Stage)

Sometimes a full priest refuses to enter dragonhood. It then remains on earth as the Inhuman King or Sibilant Tongue of Ouroboros. The reason for doing this is unknown. Nor is the full extent of the Inhuman King's power known, although a full dragon is reportedly capable of thinking enemies to death and shaping the land as men mold clay. It is typically described as far larger than a full priest and covered with wide, shining, purplish scales.

Dragonewt Behavior

Dragonewt behavior is extremely perplexing to outsiders. They are unpredictable and often seem irrational. Even the same dragonewt met twice is likely to look and act as two different creatures.

What outsiders consistently fail to understand is that to a dragonewt, physical death is an illusion. In each stage of a dragonewt's existence it is expected to participate in experiences that enable the dragonewt to purify their mundane bodies and souls through Right Action. By cleansing themselves of the webs of illusion which restrict their spiritual growth, they eventually shall reunite themselves with the limitless Ouroboros, the Cosmic Dragon.

A seeming irony is that the more powerful the dragonewt becomes, the less willing the dragonewt is to use its powers. Each use of their immense magics get the dragonewt more and more enmeshed into the problems of existence by creating debts which must be paid before passing onto perfect draconic existence.

Draconic Religion

The dragon religion preaches and proves that existence is a web of illusion. The illusion is maintained by immersion into the five elements, each of which is associated with one of the five perceptions. Through practice of Right Action the dragonewts can cleanse themselves of the webs of illusion which restrict their spiritual growth and eventually liberate their psyches to join the eternal Dance of Pure Being, which is the thought of Ouroboros.

Because they shun the elements, they do not use any magics which are elementally oriented, including the worship of gods which have such connections. They do not deny the existence or power of such gods, but they do not support them even through propitiatory worship. Instead, the dragonewts may choose to purify their minds through the discipline of thought and deed. They perform spiritual exercises practiced in the mundane world which free them from opposite powers.

Draconic magic is different from the various magical techniques known by men. It is not Rune based and is based on the spiritual development of the dragonewt – a more developed dragonewt has more powerful draconic magic.

Use of draconic magic hinders a dragonewt's spiritual development, and it may prefer death (with subsequent reincarnation) to using dragon magic in many situations. If the dragonewt does decide to use magic, it may do so sparingly to maintain its spiritual balance. A dragonewt on an important mission is likelier to use magic. A spiritually-impure dragonewt may use dragon magic to prevent a lengthy death.

Dragon Magic

Crested dragonewts do not know dragon magic and may learn conventional magic from spirits, gods, or wizardry, but shun all elemental magic. However, it must forget all such spells before it can progress to the beaked dragonewt stage.

Beaked dragonewts have dragon magic for their role in dragonewt society, making them more dangerous and more effective warriors. Beaked dragonewts have been known to grow in size and strength, shrug off damage, breathe fire, and even sprout wings.

Tailed Priests can duplicate the magic of Beaked Dragonewts and more. For example, they can don a set of ornamental dragonbone armor that is immune to weapons, destroy the soul of another being, and dismiss lesser gods, spirits, and sorcerous entities.

Full Priests are great beings with access to all magic of lesser stages, plus more. Since these beings are encountered so rarely, their magical power is largely unknown. However, they have been known to summon and command Dream Dragons and to shape the elements with their thoughts.

Dragonewts and the Unity Council

The dragonewts were one of the peoples of the Theyalan Council. To prevent strife in the age of Time, the Only Old One invited the survivors of the Unity Battle to join together in peace. The Unity Council kept Chaos out of Dragon Pass and spread the Dawn to the rest of Glorantha.

Dragonewt Populations

Dragon Pass	20,000
Kralorela	200,000
Maniria	8,000
Ralios	60,000
Teleos	10,000
Total:	**298,000**

Dragonewt Weapons

The klanth, a weapon made with flint blades set into a wooden haft and grip, is the sacred ritual weapon of the dragonewt warriors. It is used (along with the bone utuma) only on special occasions; on journeys of particular meaning; or used for the first stroke of extremely important battles.

Dragonewt weapons are never made out of metal. Stone and wood are the most common materials for both crested and the younger beaked stages. They later attain weapons made from dragonbone which are magical in nature and can be made to grow along with the individual.

Crested dragonewts use slings and crude stone throwing blades and stars. The beaked stage uses a wooden klanth and other weapons only until it has undertaken its Weapons Quest and attained the materials needed to make its dragonbone tools.

The weapons made of bone are the korff, a one- or two-handed sword; the gami, which is a three-pronged weapon that can catch and break swords; throwing blades and stars, cut from dragon teeth; and the utuma, a short-sword used either for fighting or for the ritual act of the same name, where the body of the dragonewt is destroyed so that it can be reborn in a higher form. Additionally, the beaked dragonewts use a large bone bow that has incredible range and power, but can only be used by the dragonewts.

Dragonewts avoid using body armor except for that which they grow upon themselves or for ornate and magical dragonbone armor. As they age and develop, their skin thickens and hardens.

The Dragonewt Roads

A network of invisible roads accessible only to dragonewts crosses their lands. Much of the continent was once interconnected, but many roads were broken apart when the Empire of the Wyrms Friends was betrayed and fell.

The roads are marked by peculiar standing stones which appear mostly to be crude and stylized representations of dragons, wyrms, and an otherwise unknown thing vulgarly called a "frogosaurus" in Dragon Pass and Peloria, a "ken majee" in Kralorela and Teleos, and a "hurler" in Ralios. By knocking down and breaking the standing stones along a length the road can be broken, as was done by a rash warlord in Kralorela some time ago.

Dragonewts enter the roads only in special magical sites located in their towns, which may, in fact, have originated simply as elaborate guard posts for these sites. The magic is cast and the dragonewts run, in formation, across the open courtyard and through a gateway of two standing stones and a lintel, and disappear from the normal world. On the roads movement seems normal to the runners, but in the real world they move with extreme rapidity.

Outside of the roads, but nearby, passage along the roads is noticeable. First, the stones begin to hum slightly and glow magically. When the dragonewts pass by, a low roaring sound is very audible, and some people can see the immaterial forms streak past. The roads seem to have a field of activity which they require for passage, and if too many outside bodies interpose themselves along the way, the dragonewts are interrupted and phase into the normal world again, usually very angry about the interruption.

When a road is broken, any dragonewts passing along it can enter from a functioning site, and when they reach the broken end they simply re-enter the world as if bodies had been interposed. Thus some dragonewts roads are one-way to their end.

In many places in Peloria, Ralios, and Kralorela, stretches of dragonewt road are visible, but unusable because no departure sites are connected to them.

Regions of Origin

Dragon Pass

Dragonewts have always had a large presence in Dragon Pass, with a large city (called by everyone the Dragon's Eye), eight smaller cities, and many smaller "nests". Dragon Pass is fully described in the Dragon Pass chapter.

Kralorela

Kralorela, the eastern empire, follows an ancient dragon way which is, they say, unchanged since the beginning of Time. The dragonewts of Kralorela have no Inhuman King but obey the Dragon Emperor of Kralorela. The famous Scholar Wyrm of Heortland voices what is known as the 22nd Complaint when he says the Kralori claims cannot be, "because the Kralorelans are humans." The Kralori claim that their emperors are, in fact, dragons, and that it is not the place of wyrms or dragonewts to determine draconic dogma.

"If we were not true dragons then the draconic masters would destroy us, as all false dragons are destroyed," they claim.

Indeed, the malevolent group of God Learners known as the New Dragon's Ring, who displayed all the outward appearances of draconic power, were destroyed in 1120 by conservative mandarins and exarchs invoking the True Power. The mandarins began their invocation in 1051, and the whole land was shaken the next year by a cataclysmic earthquake which destroyed much of the southern provinces as the True Dragons woke. The strongest dragon magic of the New Dragon's Ring grew more difficult for non-Kralori to evoke and then disappeared, leaving only their False Draconic powers manifest. The exarchs used their power to move a star, rebellion spread, and in 1120 a flight of True Dragons came and exterminated the False Dragons, their prophets, and their followers. The Dragon Emperor was reinstated four years later, re-instituting the ancient line.

The Kralorelan army is mostly humans, but also has a considerable draconic segment which usually overwhelms any enemy. Several units are formed from members of the Cult of Immanent Mastery (which is why the emperors allow it to exist at all, say some), others from the hundreds of students training to become dragons, and occasionally the dreaded Army of Every Death is heard of, whose warriors each command a Dream Dragon.

Maniria

Ryzel is a dragonewt land with its own version of the Inhuman King. It has a large city and many small nests. Some theorize that there are secret dragonewt roads between it and the Dragon's Eye.

Ralios

A dragonewt colony was founded by Dragon's Eye in the First Age. It kept close ties to Dragon Pass until its rulers and its magical roads were destroyed by Alakoring Dragonbreaker in the late Second Age. Since then, its dragonewts have become increasingly wild and their behavior is more erratic and irrational than that of other dragonewts.

Teleos

The island of Teleos has a small but ancient dragonewt colony. It has no Inhuman King and its dragonewts lack the spiritual insights of Dragon Pass or Kralorela.

Dragons

Dragons are pervasive in Glorantha. Ancient legends relate them to be enemies of the gods. A mythic Age of Dragons is recognized as having existed millennia before humankind was imagined. Dragonewts still exist, and the ruins of their ancient civilization are surrounded by residual draconic magical effects. The Empire of the Wyrms Friends activated dragon energy and affected the whole world. And even now warriors whisper the persistent rumor, "The dragons are waking."

Draconic ways are unfathomable to humans. Some understanding was gained in the Empire of the Wyrms Friends period, but most was lost abruptly at the end of the dragonewts' friendship in 1042. Most humans wisely avoid contact with dragons and their kin as much as possible, and quietly believe the stories of a vast, and secret, draconic destiny infiltrating the whole world. This is as close as most people get to the dragons.

Scholars have tried to get closer, patching together the pre-EWF and post-EWF records and memories to reconstruct a greater understanding. Some of their more accurate considerations are listed below.

Dragonkind

Draconic philosophy consists of a series of draconic images presented in a descending order. Each step, however, is of an order of magnitude almost incomprehensible to humans. A Dream Dragon is far greater than any human, but the True Dragons are to Dream Dragons as Dream Dragons are to humans. True Dragons are surpassed by their Ancestral Dragons, who participated in the creation myths. The next step up is the Cosmic Dragon, then Ouroboros.

The Cosmic Dragon consists of everything in the Gloranthan universe. It was born of the Cosmic Egg and was dismembered to create everything. Some God Learners called it "God as Dragon."

Ouroboros includes all of the universe, and everything else, too.

Mythic or Ancestral Dragons

The mythic dragons existed, and the story recorded among the stars occurred. These beings had powers formidable enough to confront gods, and for the most part live in the God World now, but are no longer worshiped in a way to empower them to rebel.

These creatures are so immense that one of them suffices for the whole of the body of the Ancient Waters Dragon, or the constellation Stella Draconis.

However, these beings never manifest directly, though their reduced mantles have descended onto certain True Dragons who seem cosmic enough in their own right. Thus the Kralorelan Ocean Dragon called Thrunhin Da is a True Dragon which is believed to wield the powers of the Ancient Waters Dragon.

True Dragons

True Dragons live on the Surface World, but are of such immense stature that humankind has difficulty comprehending them. Their physical size makes them more like pieces of epic geography than mere creatures. Their life span is so great that they do not seem a part of history, save for the single incident of the Dragonkill War of 1120, which everyone wished afterwards had never occurred, and hopes will never occur again. Their power is so great that they sometimes seem immune to powerful magics and cannot be seen or attacked by discorporate beings.

The True Dragons, where they are known, are said to be asleep. Indeed, their physical state appears to be that of sleep. But the boundaries of a True Dragon and the rest of the world are less certain than a human's,

and the consciousness of the dragon impinges upon the waking world of mankind. Thus the dreams of the sleeping True Dragons manifest in the world, bringing about Dream Dragons.

But the influence of the True Dragons does not end with dreams and geography. The Dragon Age was their creative time, when strange interactions occurred that have been unknown since, but whose results have left their descendants upon our age. The best-known of these are the dinosaurs and other draconic kind.

Known True Dragons are rare. Dragon Pass and Kralorela are known to have several each, mostly very small examples.

Dragon Pass True Dragons

Dragon Pass residents are certain of three, and suspect many others, sometimes without justification. The True Dragons of Dragon Pass are:

The Black Dragon: A slave of Cragspider, and with a history of friendliness for trolls since before the Dawn. It lives near Cliffhome.

The Green Dragon: The smallest of the three True Dragons known to men, it is still more than three miles long. Older documents record its existence in the First Age, but it is widely believed that its latest appearance heralded the arrival of Sartar in Dragon Pass, as this monster was seen landing about 150 years ago in the difficult mountain tops near Arrowmound in the Skyreach Peaks of the western Rockwood Mountains.

Krisa Yor, The Red Dragon: Known to have been in the Dragonkill War and to have slaughtered tens of thousands, and to have leveled the city of Harna Gamoon. It lives in the Red Dragon Vale.

The Dragon of Jarn: The notes by Garstal Shavetop included in this chapter offer the only current information about the rumored fourth True Dragon of Dragon Pass.

Kralorelan True Dragons

The best-known Kralorelan True Dragons are:

The August Dragon: A True Dragon found in the city of Ting Shui, in Kaisen

A Dragon Poem

Silence, The Infinite.
O Zero, or an exclamation.
OU A cry of pain; Ego.
OUR Collectiveness, plurality.
OURO Collective emptiness.
OUROB Creation Collective
with end-stop "b"
OUROBO Closed Infinity, or Being.
OUROBOR Birth.
OUROBORO Nothing, emptiness.
OUROBOROS = "Voice" (i.e. the
sound a serpent makes).

This immortal poem is a dragonewt chant and prayer which relates the creation of the world. The right-handed explanations are glosses to a human version of the poem made by a human scholar (probably a God Learner or a worshiper of Lhankor Mhy). They contain hints and explanations to elucidate the symbolic imagery of the inhuman magic. They are, of course, incapable of containing all the nuances and secrets of the poem in Auld Wyrmish, but are helpful in indicating the lofty realms in which the dragonewt philosophy begins.

In general, the poem shows a gradual internalization of something to bring about the formation of the concept of "self." This poem was also repeated backwards at dragonewt rituals, and transported the chanters and the universe into a mystical bliss which was ordinarily impossible to reach.

The Dragon of Jarn

Boldhome Knowledge Temple Doc. 8933-392-x-GS (Restricted section DD-2).

– Garstal Shavetop of Sartar. 1622 ST.

THE DRAGON OF JARN cannot be approached easily. My guide, the magisaur called Veevee (you can recognize him by the very thin red crest atop his head), gave me good instructions which worked.

For two weeks beforehand we drove herds of black cattle into the valley where the Dragon of Jarn lives. They were usually ignored for a few days, then all of them devoured overnight. We never saw them eaten – Veevee insisted that we hide every night in a cave – but they eventually disappeared so we figured they were eaten. After over a hundred cattle disappeared this way Veevee said it was as safe to enter as ever. For an outrageous price he cast some sort of draconic protection on me in case the Dragon of Jarn was unpleasant and breathed fire or accidentally crushed me. Veevee said that it would even keep me alive for almost a day if the dragon swallowed me whole. With that unpleasant prospect in mind, we set off.

We passed through several burned patches of trees and dried-out stream beds on our way into the valley. Few large trees survived, probably due to the dragon's fiery breath. The smell of smoke was very strong. Veevee warned me that the dragon was over the next hill, a very steep incline of rock and loose gravel about 900 feet high, and we trudged upward. Veevee could not make it, and alone I reached the top after a great effort that left me exhausted.

The gravel was dug out of an enormous pit, many miles across, where the Jarn dragon apparently slept. It was asleep when I saw it, or pretending. But I felt watched. Smoke blew out of its nostrils in a long, regular tempo, and collected in a huge, mildly swirling pocket at the far end of the pit, like the smoke from a burning city. It was bigger than the Red Dragon, but had a much narrower jaw, with few trees and boulders attached. The rest of the creature was hidden under gravel.

Looking around, I noticed that Veevee was high-tailing it over the hills back to camp. I also noticed that the gravel I was standing on was very blackened. A strong presentiment made me decide to leave without further observations. I regret the lack of data but am glad to have survived.

Province, on Hum Chang Island, this great being has four times awakened and prophesied for anyone who came to him, whether exarch or slave. Everyone eagerly awaits it again and hopes to have a chance to be interviewed.

Godunya, the Emperor Dragon: The Dragon's Awakening Shudder, which devastated much of Kralorela, was the soul of this dragon shaking off the morphic shackles of the New Dragon's Ring. It is now the ruler of all Kralorela.

Thrunhin Da, the Dragon of the Waters: This True Dragon lives east of Kralorela, beneath the Kahar Sea, from whence she once taught humans of the Cult of the Orca to help combat the wicked Zabdamar mermen of the sea.

Dream Dragons

Dream Dragons are the best-known type of Gloranthan dragon. When people speak of dragons they usually mean this kind. Dream Dragons are monstrous and terrifying, capable of destroying armies of men, are sometimes immune to all types of magic, and in general manifest the powers most frightening to humans. They are long, scaled, serpentine creatures, sometimes winged, sometimes not, and typically with either four legs or none.

Dream Dragons are like Gloranthan illusions: a temporary reality. They are formed from the unconscious thoughts of True Dragons and often manifest petty traits which are normally suppressed by such transcendent beings. Thus Dream Dragons are often cruel, selfish, destructive, and greedy for material wealth. Their physical appearance also varies greatly as a result.

Some Dream Dragons defy the normal categorization and are known for their benevolence and friendship towards humans. Even these, however, have been known to treacherously turn against former friends, and the lessons of the draconic betrayal of all humans in the Dragonkill War have not been forgotten, even after 500 years.

Most Dream Dragons do not reproduce, and appear genderless. Nor do they usually grow older or larger (unless they choose to enlarge their size through dragon magic).

Dream Dragons appear to be normal physical beings in almost every way, save perhaps for a slightly different style of decay after death. Dream Dragon corpses do not usually dry out and desiccate, but instead slowly fade without essentially changing except for density. The harder parts take centuries to fade significantly, the horny skin lasts for about fifty years before getting significantly soft, and muscle and organs take from ten to twenty-five years to fade.

Dinosaurs

Dinosaurs are neotenic species, descended from dragonewt warriors which have somehow become diverted from the draconic way and become entrapped in material flesh. Some God Learners thought that the dragonewts actually interbred with pre-existent dinosaurs, but this is unproven.

Dragonewt warriors develop individual physical traits, though some types seem to have been more standardized in ancient times. This gave rise to the most common types of dinosaurs in Glorantha.

The God Learners speculated that the profusion of dinosaurs in Pamaltela, where there are no dragonewts, is due to the Gods War when the dragonewts were exterminated, leaving behind only their distant kin.

Sometimes dinosaurs are recognized as Original or Normal. Normal dinosaurs are fairly standardized in appearance and traits, and are descendants of other dinosaurs. Original dinosaurs are those warriors which have mutated, and they often have a malicious intelligence and magical powers. They are always carnivorous, even if their Normal descendants are not. Thus we sometimes find meat-eating triceratops, stegosaurs, or even brontosaurs.

Human philosophers have tried to determine the nature of the dragonewt emotional imperfections or diversions which cause them to become various types of dinosaurs. These diversions are popularly known, but unsubstantiated by the dragonewts themselves. The four standard interpretations are as follows:

The Hero Wars Begin

The Dragonrise:
Attracted by its magical potential, the Lunar Empire constructs its New Lunar Temple in Dragon Pass atop a buried and sleeping True Dragon. In 1625, the best magicians in the Lunar Empire gather to consecrate the New Lunar Temple, accompanied by much of the leadership of the Lunar Provinces and the Lunar Army. A band of desperate Sartarite Heroquesters awaken the dragon, which then devours the temple, the magicians, and most of the Lunar Army.

This initiates a new age of draconic engagement in the affairs of men not seen since the Empire of the Wyrms Friends.

Triceratops, Monocerous, etc.: sexuality.
Tyrannosaurus Rex, Allosaurus, etc.: greed.
Brontosaurs, etc.: impatience.
Stegosaurs, etc.: ambition.

Magisaurs

Magisaurs are different from other types in that they are not responsible for the mutation which took them from the dragon path, but are the result of damaged dragon eggs which hatched. They generally have an ambition to become dragons which is inevitably thwarted by their nature. This has turned some of them bitter and hostile towards their more fortunate kin, while others are merely sorrowful and accepted by their distant kinsmen.

Young, newly-hatched magisaurs usually look just like crested dragonewts, but develop differently after several years.

Commentary:
I personally do not believe this theory about dinosaurs to be true. If a dragonewt was capable of actually feeling one of these emotions it could certainly feel two. Yet no records exist of any combination of these creatures, except when Orlanth crushed Kardganthos the Monster Lord in God Time, after which none of the combined creatures appear.

– Garstal Shavetop of Sartar.

Wyverns

Wyverns continue the pattern of neotenic draconic ability. They are somewhat draconic in shape, and only ever have two legs. Occasionally, True Dragons dream of lust and their lustful dreams, taking on a life of their own, join to produce offspring which are wyverns. Wyverns can breed true. Depending upon the True Dragon(s) from whence the lusty dreams originate, wyverns often have a family characteristic derived from their ancestor's whims. Thus the wyverns of the south Pelorian hills often keep hoards of gold, since one of their ancestors was Zaranforis the Greedy, a famous True Dragon slain during the Storm Age by Vingkot the Victorious.

Wyrms

Wyrms are distantly related to dragons, probably through some sort of ancient mutation which is unrecorded in human annals. They look like great legless serpents with wings. The living wyrms say that their ancestors sought a path of development other than the usual dragon path. The nature of the original way of life is lost, but the result was the wyrms.

Wyrms are the most magical of the dragonkind, and have a tradition of shamanism and sorcery among themselves. Many like to join divine cults. Orlanth is one of the favorites, since his Movement magics are extremely useful for this handless race, and control of the winds greatly facilitates their flying.

Wyrms are the draconic race friendliest to humans, though the majority are still neutral or hostile. During the Second Age, many wyrms in Dragon Pass, working together, helped interpret the dragon way to humans, and the resulting organization was thus called the Empire of the Wyrms Friends (often abbreviated with the stylized symbol EWF). Their imperial banner bore a wyrm. The wyrms also provided the necessary link between draconic and human speech, hence the name Auld Wyrmish for the spoken version of the draconic tongue.

Stoorworms

These foul, Chaotic creatures are the poor relations of dragonkind. During the God Time, some dragons were defeated by Chaos and other forces. Just as humans and trolls were warped into ogres and cave trolls, some dragonkind suffered mutation and became stoorworms. Stoorworms superficially resemble other draconic creatures, but are mutated and vile. Many vomit poisonous gas or corrosive acid. Fortunately, few can use draconic magic.

Stoorworms are most common in Pamaltela, whose dragonewts were exterminated in the Gods War. In Genertela, they are most often reported in Dorastor and the Kingdom of Ignorance.

A Visit to a Dragonewt City

Boldhome Knowledge Temple Document 302-930-IP.-D.1
Excerpt from a narrative given by Yangshak Rockfist, initiate of Waha, chieftain of Prax, circa 1540 ST.

After the events in which our sacred heifer was stolen and the dragonewt was killed, we resolved to journey to their nearest city, although the Sartarites warned us and laughed at our vows of justice and revenge.

A drunken scholar told us to follow their roads to find one of their cities. He claimed a road passed near Herongreen, and he did not lie. We followed the dragonewt road north from that town, carefully prepared with many days' supplies and our best war-beasts, weapons, and armor.

Each time we saw the creatures passing on the road we leapt into their path, but to no avail, although Jodkin insisted that he felt his hands on their throats. The plinths were planted in a line straight as an arrow although the hills and gullies of this strange land rise and fall like the waves of the sea.

It took us many weeks of marching, but at last we came to the city at the foothills of the mountains.

The city was no larger than Pavis, but fashioned oddly, rising up into the mountains very high. No guards challenged us, though several groups seemed to be aware of our arrival. Bisonbiter and Jodkin wished to capture one of the monsters and hold him for ransom, but I chose to wait and negotiate, which may have been a mistake.

The city seemed laid out in a fashion more open and pleasant than the usual city-grubber style. There were no walls or gates, so we simply prodded our mounts forward and rode onto the nearest paved street. There were few dragonewts visible, except for groups of the big ones with swords that we would see around a corner sometimes, shuffling along.

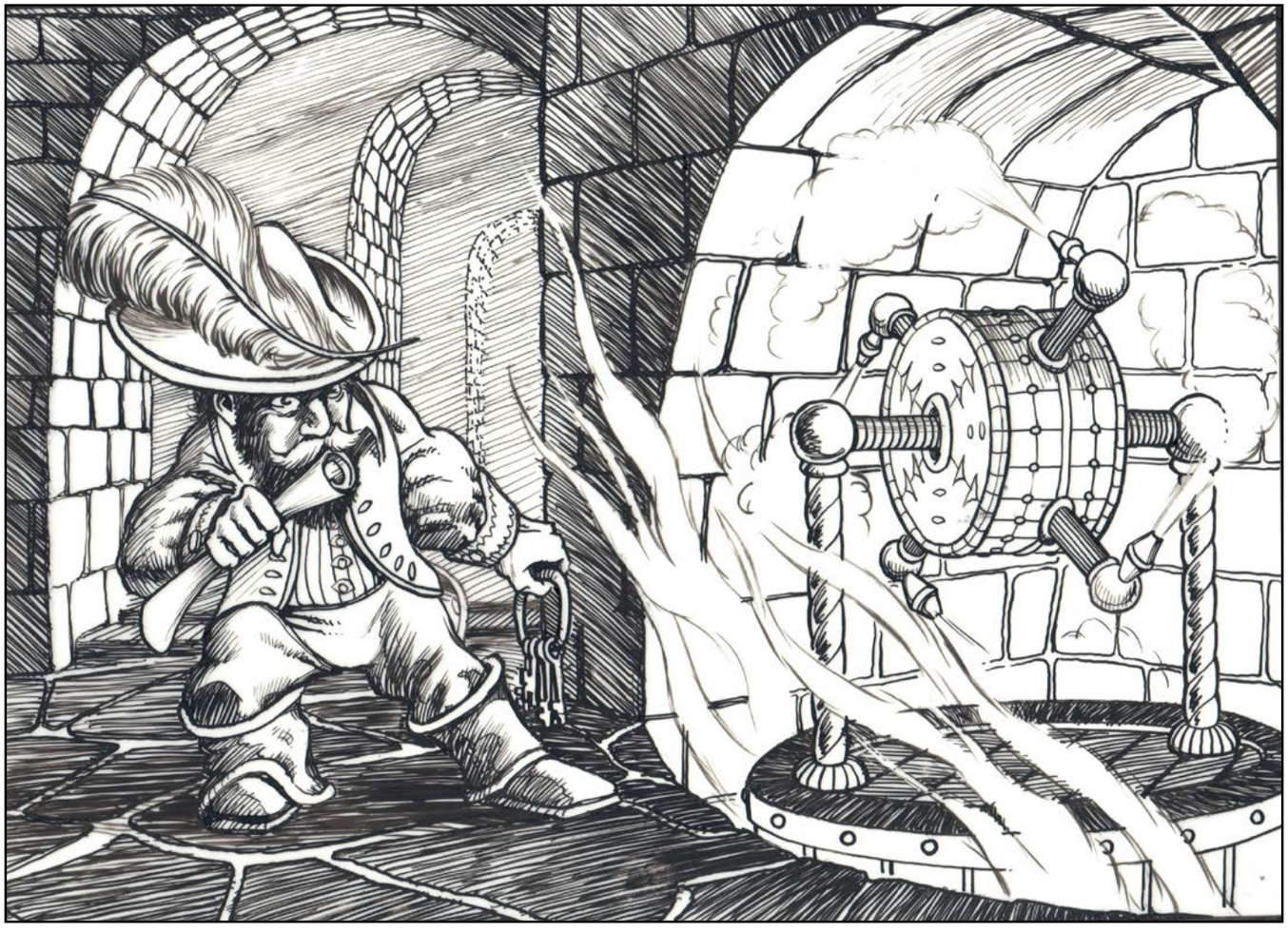
After we entered the city, we wandered for a long time before any dragonewt spoke to us. Bluebottle, a troll who had joined us when we passed by Skyfall Lake, kept smelling some odd sort of food, and became quite excited, but there was none to be had that he could find, though he jumped in several open windows. There was no sign of any animals, certainly not of our lost heifer. The streets were clean of any dung or other signs. In fact we kept thinking we'd see some slaves cleaning the place, it was so naked and barren, but we never did.

Finally, a tall green fellow with a white bone in his ear began walking behind us. It was a moment or two before any of us noticed, surprisingly for such experienced hunters. When we stopped, he motioned us into the nearest building, where we found our heifer standing, looking no worse except that she was missing her tail. There was no wound; it was as if the beast had never owned a tail. Looking more closely, we also noticed a set of small white marks on her hind legs, very close together.

We were very angry at this mutilation, and Greatnose, my hot-blooded cousin, grabbed the big newt and slammed him against the wall hard enough to break bones. Unfortunately this was a mistake, since the wall opened up, or else was a mirage, and both of them then disappeared through the wall right then. There were no screams or blood, and Greatnose never came back.

When we ran outside to check the other side of the wall, which seemed solid enough to us, we found we were in another part of the mountains. The heifer was with us, but the city was gone.

The Mostali



Mythos & History

Dwarf Mythology is concerned with Mostal the Maker, a personification of the creative force of Construction. Mostal is the World Machine, the system by which the world works. Personifying this faceless system makes it easier for the dwarves, and others, to understand dwarf history. Mostal is the Maker. He made everything, or else taught others how to make them. His three greatest inventions, called by the dwarves the Three Elders, were the first tool, Helper, also called Toolmaker; the Spike, the cosmic mountain which was the linchpin of the universe; and the Mostali, an intelligent race of beings.

Tools are the mark of the Mostali. Many races of Mostali existed, each related, yet different. All were made by Mostal or his children, and all were humanoid. All had the same mind and will. First, Mostal worked; he crumbled rock in the First Container and worked it until the Rock Mostali emerged. The Rock Mostali aided their creator and sensitized his manipulation. They helped Mostal mold the Lead Mostali. The Lead Mostali were more sensitive yet, and helped their father form the Quicksilver Mostali, and so on until eight basic races were created. The original eight races (Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, and Gold) comprise the Octagony of Ancient Minerals.

When Umath the Destroyer was born, he began the ruin of the cosmos. Standing upon the Spike, he wrenched apart sky and earth. The bowl of the heavens, carefully placed and perfectly moving, was knocked atilt. The Machine was broken, its delicate mechanisms shattered. Though forces rallied to drive off the storm gods and reassert the Old Law, soon things got worse.

Death appeared, and the Gods War took a fatal turn. Elves slaughtered the Mostali, who marched unaware to their doom, still innocently attempting to win contests with virtues or expert artisanship. High King Elf bore Death to the heart of the world, the Spike, and there shattered the central shaft of the World Machine. There died Stone and the Three Elders of the Mostali. Other disasters came. Trolls poured out of secret passages, slaughtering and devouring faithful Mostali, wrecking their machinery and laboratories. They melted Mostali in their own pots and drank them.

In Council, the Octagony of Ancient Minerals fortified themselves against the growing troubles. Together, they created the Iron Mostali, whose occupation was to make tools of war. So fortified, the Mostali marched to battle. Iron was designed to burn

Gold Dwarf

An aeolipile is a steam-powered rotating device which dwarves have used to create time-measurement tools. The Gold Dwarf must maintain the water reservoir of the aeolipile and keep the device lubricated, aligned, clean and shiny. Each dwarf must work towards perfection in order to overcome the near-fatal damage done to the World Machine in the Gods War.

LAUBENSTEIN · 013 -

the greatest enemies of the Mostali: trolls and elves. For war, they created weapons: hammers and picks, which they adapted from their tools; axes, like that with which the elves shattered Mostal; and swords, weapons of the Air gods.

The Mostali were superior, but when destroyed were irreplaceable. As losses mounted and endless armies of foes continued to swarm, the Octagony met again to create a new breed. This time, they sought quantity, not quality. They made the Tenth Container, the Clay Jar. From it clambered the many Clay Mostali – dwarves. These are quite different from their predecessors – less magical, less intelligent, and generally inferior in every way. But they were numerous and eager to help. Some stayed on the Spike to help with further creation, but most were outfitted with tools of war, attired in iron, and sent to follow the Iron Mostali into war. Lastly, the Octagony and the First Clay Dwarf applied their might to make the Diamondwarves. They were endowed with diamond skills to be leaders of the dwarf race.

As the world worsened, the Mostali gathered at the Spike, site of the first action of the Gods War, to attempt their mightiest work – to heal the breaches that now riddled the universe. At the height of their ritual the Devil arrived upon the slope of the Spike. It shattered with a clap of doom, and, with the Mostali, vanished into nothingness. The world plummeted towards oblivion.

Many dwarves (though few true Mostali) survived this cosmic catastrophe. They survived at outposts and factories across the universe, working whenever respite from the constant destruction could be found, slaving at the hopeless task of fixing the universe more quickly than it was being shattered. The dwarves maintained strongholds throughout the Gods War. Some fell to Chaos, others fell to other foes, but many survived. They wrought wonders, hammered out scattered parts of the Machine, and rejoiced when the Sun rose again, proof that their perseverance and labor had paid off. Thus they were inspired to maintain their iron discipline, working ever harder to complete the world's repair. They know that the Gods War is not over yet, for their perfect universe is not yet restored.

Since the start of Time, and probably before, the united dwarf civilization has been ruled by an organization called the Decamony, which is similar to the Octagony but has added Iron and Clay Dwarves to its number. Each region is, in turn, ruled by its own Conclave.

In the First Age, dwarves assisted in the creation of Nysalor, the Bright One. But as time went on, dwarf support waned (though many remained loyal to the Bright God). Dwarf fought dwarf in the devastation of the Gbaji Wars near the end of the Age, weakening the race and preparing the way for the catastrophes of the Second Age.

In the early part of the Second Age, many wars were fought against trolls and elves. The dwarves maintained their ancient lands and citadels, but took heavy losses. Heresy became rampant. Internal difficulties finally burst into a grim civil war which settled nothing and crippled the Nidan dwarf kingdom, the oldest and second-largest dwarf civilization in Glorantha. When the predatory God Learners rose, they looted dwarf kingdoms for their lore. By the end of the Age, dwarfdom was the weakest it had ever been. Even so, dwarf machinations helped lead to the final doom of the God Learners.

The rising of the Red Moon in the Third Age was cheered as a great sign prophesying that the ancient World Machine was, according to plan, being repaired. Dwarf unity was again secured, and the internal strife that characterized earlier ages was eliminated. Dwarves now remain mostly quiescent. Individuals and messengers are sent forth, but the greater body of dwarfdom remains aloof. They wait in confidence, knowing that their great machine is slowly coming together, despite Time.

Dwarf Subtypes

This picture depicts examples of five subtypes of dwarves (beginning in the upper left hand corner and going clockwise):

Rock Dwarf
These dwarves mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society. They are the least human-looking of the dwarves, with stunted limbs and large shovel-like hands; they have no skills or inclination to interact with inferior mortal races. This dwarf carries stone mason tools on belts – mallets, chisels, straight edges, and punch hammers.

Iron Dwarf
These are the blacksmiths of the Mostali, devoted to the science of war. They forge and use the weapons of the Mostali. They are covered in heavy iron armor and are armed with wicked axes, and sometimes even with a brace of ornate wheel-lock pistols.

Quicksilver Dwarf
These dwarves know the arts of transmutation and the science of alchemy. They brew terrible compounds in their workshops.

Silver Dwarf
These dwarves are the enchanters and sorcerers. This Silver Dwarf carries a small iron cage within which it has trapped some powerful energy source (perhaps the souls of mortals, or even a small god).

Gold Dwarf
These are the mind of Mostal. They are teachers, and maintain the continuity of dwarf society through correct project management and indoctrination. This dwarf is ugly and grotesque, but still presentable to humans, and wears ornate gold talismans, rings, bracelets, as well as clothes designed to impress inferior species such as humans.

Dwarf Subtypes

The term Mostali is now used mainly to refer to the original beings created by Mostal – the Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, and Gold Mostali. The Iron, Clay, and Diamond races, formed without Mostal's assistance, are usually called dwarves.

The primeval Mostali are nearly extinct. Some of the original types may be gone forever. Only a few Mostali are known to the outside world. A Quicksilver Mostali still survives in Dragon Pass, and several Lead Mostali are known to dwell in Slon. Today, Diamond and Iron Dwarves are, respectively, highly skilled dwarves, and dwarf warriors armed and armored in iron. It is unknown whether this was always the case or whether there were once (or still are) true Mostali in these categories.

After the destruction of the Mostali, dwarves maintained their best reproduction of the ancient system. Thus there are Rock Dwarves, Gold Dwarves, Copper Dwarves, and so forth, each carrying out the tasks which the ancestral Mostali once performed. These subtypes are not ranks, and form no hierarchy, but most closely resemble job distinctions.

The subtypes are: Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, Gold, and Iron. Usually counted as a separate subtype are the Diamondwarves, who have reached perfection in their craft. Diamondwarves are the pinnacle of dwarfdom, serving to replace the forever-lost Mostali. Each subtype has its own Diamondwarves; thus there are Iron Diamondwarves, Gold Diamondwarves, and so forth.

Rock: They mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society, and build cities and laboratories. They work in cement as well as stone.

Lead: They invented plumbing, and later developed glassblowing. They work closely with the Quicksilver Dwarves. Lead Dwarves also specialize in making seals and wards to prevent entrance or to block off forbidden areas.

Quicksilver: They know the art of transmutation and the science of alchemy. They brew terrible compounds in their fuming labs, and know the secrets of gunpowder, medicine, and all forms of vitriol and potions. They also make the dwarf version of food. Although they use magic, they specialize in manipulating physical elements.

Dwarf Constructs

The Mostali made several races of creatures from stone, metal, and clockwork to aid them in their labors. One of these is the Jolanti, a race of stone servants who were created to act as mass infantry in battling Chaos on the surface of the world. Many are still automatons loyally serving the Mostali. Some Jolanti received unusual aid from the True Giants in the First Age, when Gonn Orta, a legendary figure now widely believed to be vanished from Gloranthan history, aided their revolt, and liberated hundreds of Jolanti from the Nidan Mountains. This destruction opened the so-called High Llama Pass between Fronela and Ralios, and ended dwarf/giant friendship forever. Neither dwarves nor giants have ever told humans what it was really about. (Much to the discomfort of the dwarves, a band of free Jolanti was later endowed with intelligence by a band of sympathetic, and cruel, elves).

Dwarves have made another race, too, diminutive instead of gigantic. These are the Nilmergs, subintelligent miniature creatures, which are capable of performing one task and little else in life. They do not reproduce, but are manufactured. Whenever humans are found to have made a machine from their own genius, or (more likely) from plans stolen from Mostal, the dwarves will send destructive Nilmergs (called Gremlins) to inhabit it and make it function poorly, or not at all.

Dwarves have other creatures to help them protect their possessions, too. One of the best known is the Gunpowder Gobbler. They have many hands and a great mouth, and they are very strong. Their appetite is enhanced when eating the alchemical powder, and they get stronger and more frenzied from it as well. Thus, the more there is to eat, the hungrier, nastier, and more frenzied one gets. Once it has eaten everything, it goes on a rampage. Other types of Gobblers consume other arcane substances valued by the dwarves. Many instances of Gobbler outbreaks are recorded, and most authorities are quite adamant about suppressing the development of, or even experimentation with, that alchemical powder in their districts.

Copper: They make tools, containers, and some weapons. The original Copper Mostali created the world's first coinage – clacks. One of their tasks is to manufacture the special magical conduits which purvey energy to all the parts of a dwarf factory.

Tin: They summon and control those useful creatures, gnomes. They create the semi-living constructs, such as Jolanti, Gobblers, and Nilmergs, which work for the dwarves in specialized tasks, hard labor, or harsh environments. They also manufacture replacement limbs and organs for crippled dwarves, and the cans which store dwarf food.

Brass: They are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of heating the forges and keeping the necessary heat channeled to appropriate spots and at the correct temperature for the job at hand.

Silver: They are enchanters and sorcerers. All dwarves learn sorcery appropriate to their subtype, but these specialize in working with magic power. Some construct great enchantments taking centuries to complete. They say they made the Red Moon.

Gold: They represent the mind of Mostal. They are teachers, and maintain the continuity of dwarf society through correct education and indoctrination. They keep the lore of the dwarves.

Iron: The blacksmiths of dwarfdom, devoted to the science of war. They forge armor and weapons, and also learn how to use the tools of war.

Description

Dwarves are stocky humanoids from 24 to 55 inches tall and from 22 to 165 lbs in weight. Average size is 100 lbs in weight and 45 inches tall. Dwarf facial features are rather grotesque-looking to humans, but are not hideous or repulsive. Many, but not all, dwarves are bearded.

Dwarves have disproportionately short limbs and many are hunchbacked or otherwise distorted. These seeming deformities, far from hindering them, appear to make them better-suited to their cramped burrows and heavy labor. Their gnarled bodies have massive bones and are stout with twisted muscle. Pound for pound, dwarves are the strongest and toughest of the Elder Races.

Dwarves have a sense, unique to them, called "earthsense". It is like long-distance touch, and permits them to sense heat, air pressure, and air currents with remarkable accuracy. They can maneuver in the dark using Earthsense, calculate their depth beneath the surface, sense moving objects, and even measure the size and shape of a cave system by simply standing in a corner of it and sensing the air currents. Thus, a dwarf can travel swiftly through an unfamiliar cave system, trusting his "feel" as to what tunnels lead where.

Dwarves have no family life, and no equivalent to marriage. They are manufactured at need rather than born. When a Conclave decides that more dwarves of a particular subtype are needed, a special ritual is performed that creates what is required.

Sexuality is unknown to dwarves, even though other races discern apparent genders among them. The very thought of biological reproduction is violently repulsive to dwarves, and they keep their methods of reproduction secret, usually professing absolute ignorance on the subject (even if they do have knowledge).

When it is time for new dwarves to be made, the selected male and female dwarves must report to the New Mud Laboratory, where they are instructed in the use of their respective "mortar" and "pestle," and then sequestered to grind and grind away for about three weeks. What actually goes on is horrible to the dwarves, and they may blank out their memories of it. At the end of this grisly experience they deliver a protodwarf module to the Quicksilver department.

The Quicksilver foreman places the module into an appropriate container to be finished. These are: the Rock Bowl, the Leaden Pot, the Quicksilver Alembic, the Copper Kettle, the Tin Dipper, the Cauldron of Brass, the Pan of Silver, the Ewer of Gold, and the Crucible of Iron. At the end of several years of brewing, a young, adult dwarf is brought out, assigned a job, and sent to its supervisor for an eternity of labor. The precise time depends upon the type being made: 5 years for Rock Dwarves, 6 for Lead Dwarves, 7 for Quicksilver Dwarves, on up to 14 for Iron Dwarves.

Female dwarves are much less common than males. The reasons for this are unclear, though they may be harder to create. They appear to be equal in status with the males, of no greater importance, and certainly no less.

Dwarves that stay with the way of Mostal, even if heretic, never age nor die naturally, though they can be slain or killed by disease. However, apostate dwarves are subject to the unnatural force of death. They begin aging at varying rates that seem to be based on the overall physical and mental characteristics of the individual.

Culture

Dwarves live in huge underground artificial complexes hollowed out by Rock Dwarves. Dwarf cities are connected to one another by tunnels which are sometimes hundreds of miles long. The interiors of dwarf cities, by all accounts, are spacious and carefully formed. Walls are decorated with geometric patterns or grinning faces, while the floors may be polished stone or splendidly tiled.

Dwarves claim they can get anywhere in the world through their tunnels. Most tunnels are through solid earth and rock, linking their mines and shops together for whatever community interaction they need.

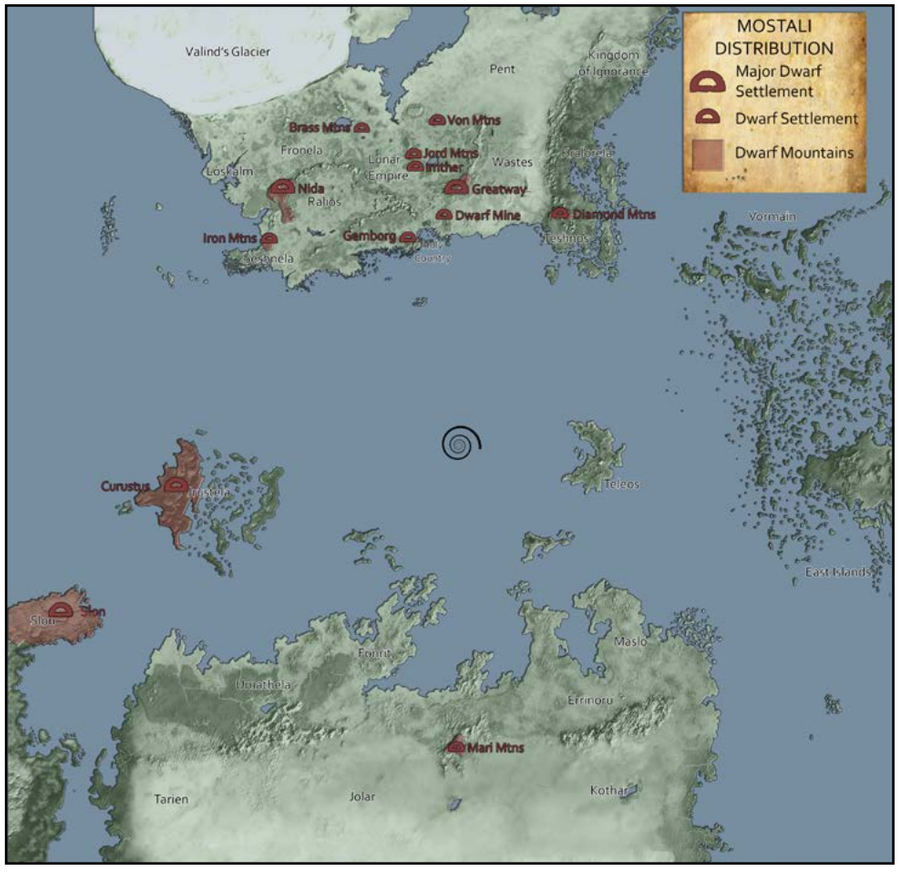
Dwarves are perfectly suited for tunnel living, and their senses show a terrible deficiency in the open air. Thus, they try to never leave their underground fastnesses. This sometimes forces them to engage in terrible fights with other underground species, but most of those are driven back or else pose only a few occasional problems. Krarsht, for instance, was once a problem, but now the once-mighty Krarsht labyrinth in the Jord Mountains is occupied by a dwarf city.

Dwarves manufacture their own food from elements they mine or refine, called Alpha Red, Beta Green, Gamma Yellow, and Monthly Stew. This food is stored in sealed tin containers until used and can be kept for decades without deteriorating. Dwarf food is nourishing to all species, but tastes loathsome to all except dwarves. The secret of its creation is known only to the Quicksilver Dwarves.

Dwarves all know how bad non-manufactured food is. In fact, many have been forced to eat grown foodstuffs in dire emergencies (although others preferred to starve rather than undergo such a humiliating experience). However, dwarves universally lack the slightest knowledge of anything about food choice or preparation. Thus, whenever forced to fend for themselves, they likely endure a troubled meal similar to that described by an early Hendriki explorer who returned from Dragon Pass with this story, c. 1470:

When mealtime began, their leader insisted that they could fend for themselves. I believe he mistrusted my food or intentions, despite the three weeks we had spent struggling together. He gruffly gave instructions to his followers who were seen to sigh deeply, but resigned themselves to their fate.

They went about, gathering all types of plant leaves and insects. None seemed interested in trying to catch anything warm or meaty. Then they threw it all into a sack they carried, and each man reached in with his left hand and drew forth a mass of branches and crawling things. With his right he guzzled some potion, then stuffed the mess into his maw and mournfully began chewing like some bovine set to graze. Some of them ate it all, most spat much of it out, and some became quite ill from it despite their potions. None ate much. We nearly had a row when Jeems could not stop laughing at them, but our common cause held us together despite the youth's indiscretion.



The dwarf language, called Mostali, has been learned by many humans. All dwarves and Mostali speak this language, as do their artificial creations (those capable of speech, at least).

Dwarf names are simple, but often mystify humans. A dwarf may call himself by a title, such as the famous First Age dwarves, Iron Diamond Voice and Long Ear. Such descriptive names always refer to the dwarf's occupation. Thus, Long Ear's title did not refer to a physical defect, but to the fact that his job was to spy on the activities of humans and other dwarf enemies. Some dwarves are known by an actual name, such as Isidilian (the ruler of Dwarf Mine). Yet others have both name and title, such as Chark the Liberator or Angarko Golden Diamond.

Sample Dwarf Titles: Anglesmith, Brightfitter, Chain Song, Gnomerob, Hammer Dance, Hollow Copper, Rock Hanger, Steamjack, Sword Maker, Wheeler.

Sample Dwarf Names: Asgrind, Fwordung, Gorfang, Hakator, Hefist, Jobfag, Swot, Throndbal, Vorkan, Werand.

Life

A dwarf is assigned a particular work period which is never changed. Between work periods, each dwarf rests or works in his own private niche. These chambers are often cut right into the side of the dwarf's laboratory or workshop, so that he is as near to his labors as possible. Each niche is carved by the owner, and may be quite elaborate, filled with the owner's handicraft. During their nonworking hours, dwarves usually engage in whatever handicraft they have taken as a hobby.

The dwarf system is not comparable to any human economic scheme. Each city is highly centralized; all decisions are made by the Conclave or Decamony. Each dwarf is assigned his task, and labors without question. Over the years, each dwarf accumulates the goods he needs and desires, including magic tools and unliving servitors. By human standards, every single dwarf is fabulously wealthy. Little of that wealth is ever seen aboveground, however – dwarves traveling to the surface leave their goods behind, where they are safe and properly protected.

Dwarves are cold, shrewd beings whose every action is predicated upon careful calculation. They are not artists, but artisans. Their finely-built constructions and magic devices are all made by nameless crafters. By human standards, dwarves are colossally greedy and selfish. In turn, dwarves find

contemptible the human tendency to permit valuables to slip through their fingers. Trade is unnatural to dwarves, though a few groups of dwarves have attempted to imitate human mercantilism, notably at Bad Deal in the Nidan Mountains and Dalamdring in the Jrusteli Islands.

Government

Each dwarf city is ruled by a Conclave, with one or more members representing each of the Ten Minerals. All the Conclave's decisions must be unanimous, though much discussion may occur before a final decree is issued.

Each city's Conclave must answer to an overall ruling council called the Decamony, which claims sovereignty over all dwarves. The Decamony is in two parts, one based in the Nidan Mountains, the other at Slon. The Nidan Decamony rules all Genertelan dwarves, while the Slon Decamony organizes the activities of Pamaltela and Jrustela. The two parts of the Decamony are in complete harmony, each ruling their part of the world in accordance with the good of the Machine.

Relations with Other Races

Dwarves do not get along with any other intelligent race.

Trolls are an inferior underground species that competes with (and eats) dwarves, causing great catastrophe. Since they delight in similar spaces, trolls are considered to be a competing species.

Elves personify the wrongness which began the ruin of the cosmos. All elvish existence is based on growing, a corrupt and false version of the dwarves' own linchpin of reality. Elvish malignance has often stymied dwarf plans, as when they slew Mostal or assassinated the dwarf rulers of Dorastor in the First Age. Dwarf hatred for elves is innate – not a learned prejudice.

Humans are dishonest creatures with short lifespans and even shorter attention spans. They steal dwarf secrets, ransacking the salvage pile of dwarvish society. In short, dwarves fear trolls, detest elves, and despise humans.

Chaos is also a serious problem, but it is an attack from without, and not a corruption of the Machine from within. Thus, it must be defended against, not actively repaired.

Warfare

Dwarves avoid warfare if possible, preferring to let the other races annihilate each other. They feel that repairing the World Machine will eventually remove the other races through natural means. However, they face reality and are willing to confront other species when necessary and use every method at their disposal.

Iron was invented to serve as a weapon of the dwarves, and as armor. Iron is not a natural mineral, but was invented by the Mostali race as a Bearer of Death in the Gods War. It was made specifically against their traditional foes, trolls and elves. Many people since then have heard ancient Mostali claim that they would have made it work against humans, too, if they had known what would happen.

The Iron Dwarves are the armor of the dwarf face, shielding all the softer peoples deep in their subterranean world from the ravages of the wicked outer world. Dwarf armies are always armed and armored with the best quality iron weapons. They are always superbly trained and disciplined. Many of them have acquired centuries of experience, even remembering battles fought before the Gods War. They prefer defense and try to draw their foes into their caves.

When necessary, the dwarves march from their tunnels to participate in set battles or, less often, guerilla warfare. They seem to find comfort and courage in numbers.

Dwarves usually use conventional weapons, but have been known to use weapons which are undreamed of by other races. In the Second Age, they used devices called guns, and mustered an unbeatable regiment armed with pike and musket. The whimsical Dwarf of Dragon Pass has rented out a battery of giant guns, called the Cannon Cult, on several occasions.

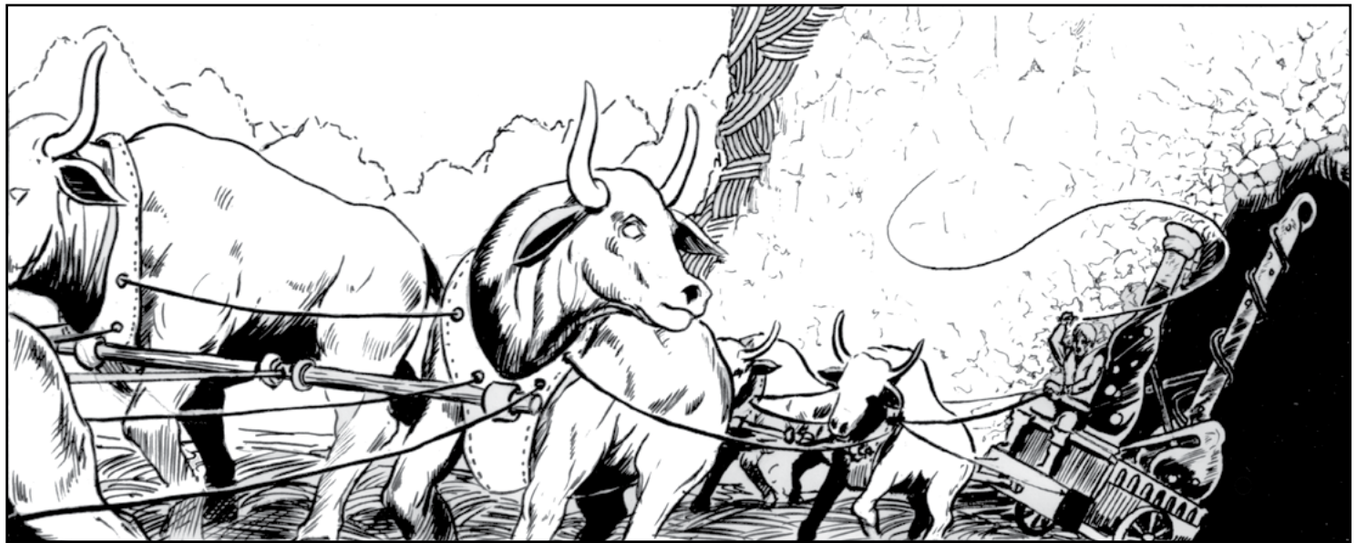
Dwarf Weapons

Dwarf fighters are usually pictured with axes and hammers because they are loath to even show their best weaponry to outsiders who will covet them and even try to imitate them. However, their expertise extends far beyond the simple weapons which humans use.

Dwarves make everything they use. For centuries, dwarves living beneath the surface felt little need for missile weapons within their tunnels. However, their unceasing conflicts with the other Elder Races showed them the terrifying power of the elf bow and troll slingstone. So, with typical dwarven craftsmanship they set out to make a useful missile weapon.

The result was the crossbow. It is the ideal dwarf missile weapon, having a flat trajectory rather than the arcing fire of bows and slings. It is perfect for corridors and defending dwarven cave complexes, as many invading elves and trolls have discovered.

The dwarf crossbow was quickly copied by men, though nobody had the expertise to copy the repeating mechanism which makes



The Alchemical Transformer is a marvelous piece of equipment, built by the dwarves of Dwarf Mine from philosophers' dreams, arcane apparatus, and dwarf ingenuity. Its parts are loaded on sturdy wagons, which are drawn by blind cave oxen, and it is tended by a secretive cult of devoted human worshipers.

the dwarf light crossbow so devastating in combat. Perhaps this was because humans also used normal bows, which did nearly as much damage as light crossbows, and were much cheaper and faster firing. The craftsmen of the Nidan Decamony sought a new mechanism which would have the flat trajectory of the crossbow, but which would be preserved from human copying. The ancient secret of black powder was adopted for this purpose.

None but dwarves know when black powder was discovered. God Time elf and dwarf tales tell of raiding parties in dwarven caverns suddenly confronted with devastating explosions and deadly rains of rock and iron. The dwarves kept this costly invention a dire secret, and never allowed it out of their tunnels until the proliferation of Openhandism in the First Age.

The dwarven musket appeared on the Surface World for the first time during the Gbaji Wars, a tool of the Decamony as much against the Openhandist heretics of Greatway as against ancient and modern dwarven foes. Keeping firearms safely in dwarven hands has always been a major Decamonic obsession, and the Cannon Cult of Dragon Pass is a distinct source of orthodox Nidan paranoia.

Early Nidan muskets paralleled Earth-style models. First they used matchlocks, then the wheellock, and then hit upon flintlocks. They have stuck with that mechanism for many centuries.

One of the problems with dwarf firearms is the great clouds of smoke that accompany every firing. However, the dwarves have learned to use that as an advantage, making their powder smokier to act as a shield during reloading. In their own complexes they often use large mechanical fans to blow the smoke toward their attackers, so they can use the cover to advance to close quarters with their axes. This trick is best against humans and elves – troll darksense is not fooled by mere smoke.

Even before the invention of gunpowder, dwarves were hard nuts to crack in their underground fortresses. Invaders were continually surprised by falling floors, spikes shooting from the floor, and sudden jets of burning oil or steam. Certain dwarf caves in volcanic regions used steam-powered cannons and rivers of lava to let their enemies know they were in hot water.

Once black powder was invented, the dwarves devised rolling disorder mini-kegs, adapted from bowling balls, which were placed in special corridors containing curving turns, and even carved grooves. Their built-in, precision-timed fuses are a glory of dwarven craftsmanship.

Dwarf Religion

Dwarves do not have a true religion. Instead, they follow the Way of Mostal. This path defines the universe for the majority of dwarves everywhere. It gives them personal immortality at the expense of illusory freedom. Dwarves that keep at their ancestral tasks, doing the things that dwarves are meant to do, live forever – a powerful incentive to maintain this way of life.

Eventually, the World Machine will be repaired and the God Time will be restored. Every time a dwarf turns a screw or makes a tool, that glorious day draws nearer. When that happens, all the many races of Glorantha will die or find their properly subservient place within the Machine, and the cosmos will work properly.

Good dwarves never learn spirit or divine magics. They have many special sorcery spells which can be used to increase their skills' effectiveness synergistically. Each subtype has its own spells, and each dwarf is taught those spells necessary to the performance of his job.

Dwarf Heresies and Apostasy

Variations from the Way of Mostal, when they become divergent or threatening enough, are officially condemned by the Decamony, and are then titled heresies. These heresies run deep, and even the sternest dwarf citadel may contain dwarves holding to one or another of the heresies.

More serious than heresy is apostasy (the abandonment of the dwarf way). Under this state of affairs, the Way of Mostal is completely violated, for example by sacrificing to a god other than Mostal. Apostate dwarves become mortal. The Decamony does not condemn specific apostasies – the fallen state is obvious for all dwarves to see. An apostate dwarf is termed "broken."

Individualism: They believe that a single dwarf has inherent value outside his community. They go further, and claim that each dwarf has, or can have, an individual soul which retains identity after death, and does not turn into just another zap of energy. The implications of this struck later, when a number of formerly quite tame dwarves decided to seek their own destiny and creativity.

Individualism was born in the Second Age, around 700, founded by a dwarf later called Chark the Liberator. Chark had been alive before the Dawn, and the shock of the Openhandist heresy disturbed him to seek solace in the mysteries of Mostal. While probing in the depths of the earth, he met young Arkat. The combination of Arkat's knowledge, plus Chark's own seeking, brought him to the secret of his heresy.

Individualism soon found believers in most dwarf strongholds. In 850, the Nidan Decamony declared it to be a full and complete heresy, sparking off a war between the Decamony and the Openhandists, who seized the opportunity to weaken the Decamony. Individualism still survives, though it is not dominant anywhere. The communities over the centuries that adopted this belief have all become extinct. Some were purged in war with the Decamony. Some slipped from mere heresy into full dysfunction, losing the way of Mostal, and becoming mortal.

Octamonism: They believe that the catastrophes which have beset dwarfdom since the Darkness were aggravated by the creation of the Iron Mostali and Clay Dwarves, and that if the Mostali had remained true to the primeval Octagony of Ancient Minerals, they could have weathered the ensuing disasters. They reject the warlike attitudes of the Iron Dwarves and the elitism of the Diamondwarves.

Octamonism preaches that dwarves must give up all contact with the outside world, even that of warfare. Dwarf salvation, to them, lies in tunneling ever deeper into the earth, until they are forgotten completely by the outside world. When trolls or elves infest a dwarf area, the "diseased" part must be walled off, excised, and abandoned.

The Octamonist heresy originated in the Nidan mountains in the last years of the First Age, with the final disasters of the Gbaji Wars. It enjoyed a burst of popularity across Glorantha during the early Second Age and doubtless contributed to dwarvish losses in the elf-troll wars of that era. Octamonism was never officially condemned as a heresy, for with the wars it passed out of favor everywhere except in Diamond Mountain, in Teshnos, where iron was rare anyway. Still, believers remain in every dwarf city.

Openhandism: "Openhandism" refers to the practice of open dealing and trading with humans or other races. Openhandists believe that non-dwarves can and should assist in the rebuilding of the cosmos. Openhandists trade dwarf secrets and goods in return for the wealth and services of the outside world. This "generosity" is only relative, of course, and even Openhandists insist on recompense for gifts. The small but influential Openhandist faction in Slon traps humans, trains them, and keeps them as slaves.

Conventional dwarves argue that humans and other races can only find their part in the Machine after it has been repaired, and that teaching secrets to such beings can only prove disastrous in the long run.

Openhandism is the oldest known Mostali heresy. It was known before the Darkness, and some of the earliest acts of the Iron Mostali were to retrieve dwarf secrets from unworthy beings who misused them. Openhandism became rampant during the First Age, when dwarves assisted in the construction of Osentalka. During the Second Age, troubles with humans caused Openhandism to wane rapidly in popularity. After long conflict, Openhandism became partially sanctioned by the Decamony. A dwarf may now believe in Openhandism without serious repercussions, but he may not spread those beliefs to others. In modern times, only one major dwarf stronghold – Greatway, near Dragon Pass – practices much Openhandism.

Vegetarianism: This heresy is native to Pamaltela. These dwarves plant and tend gardens, using their crops as food and fuel to further their work. The use of elf powers in this manner is grossly shocking to most dwarves, who are convinced that it is the worst form of apostasy, even though the practitioners are not visibly aging.

Capstan of Curustus

Within one of the vast subterranean chambers built by the dwarves deep beneath the stone mountains of Curustus is a huge capstan many hundreds of feet high. A huge cable has been attached to the capstan by countless Brass Dwarves and secured with the eldritch sorcery of the Silver Dwarves. In the foreground, a Gold Dwarf has convened a project management meeting with several other dwarves concerning progress on their work projects.

The Gold Dwarf sits atop the Chief Directives Supervisor Stool carried by an Iron Dwarf. The Iron Dwarf logically observes that the nearby humans and other Elder Races must all be exterminated before they can endanger the Project.

A Silver Dwarf calmly raises concerns regarding recent mytho-magical disruptions caused by warring human tribes.

A Quicksilver Dwarf, using a powered cable relay system to move around the underground chamber, presents demands for resources to power the magnificent Alchemical Transformer.

The spokes of the capstan are attached to teams of dinosaurs, brought here from Slon by the dwarves. Above the spoke is the massive pillar to which the cable is being attached. The pillar is made of Truestone. Attached to it is a huge cable that extends hundreds of miles to the dwarf stronghold of Slon.

The dwarves have been turning the capstan for several years to pull additional wires onto the cable; eventually the cable will be more than fifty feet thick. When they are ready, the dwarves will use the capstan to raise their sunken continent out of the sea, flooding much of the world and destroying entire civilizations.

Dwarf Secrets

Dwarves operate the most technologically advanced civilization in Glorantha. They are able to make all manner of devices completely impossible to the rest of the world. Some of their creations have been stolen, such as crossbows and ironworking. Others are not yet revealed.

Black Powder: Dwarves have long known the secret of making an explosive black powder. In normal use, the substance is put into small wooden, stone, or metal containers known as "disorder kegs." In use, the keg is placed near the object slated for destruction. When properly placed, a special spell is cast upon it. Dwarves distribute kegs of differing power, and they usually do not tell the purchasers how far away to stand when igniting the keg, and so everyone has heard stories of their inherent danger.

Firearms: Most dwarf cities know how to make black powder, which they utilize to make crude bombs. However, only the Nidan dwarves possess the secret of manufacturing pistols and muskets, and actually fielded a musket and pike regiment during the Second Age wars. The famous Quicksilver Dwarf of Dragon Pass has managed to create working cannons. His are the only cannons in all Glorantha.

Possession of firearms by non-dwarves is considered one of the greatest dangers to dwarves, and whenever they have heard of such a thing they have always sent out Gobblers to repossess them.

Regions of Origin

Brass Mountains

Located in Peloria, in the Carmanian region of the Lunar Empire, the large city of Brass Mountain dwarves have maintained a formal trading relationship with humans ever since the arrival of the Carmanians several centuries ago. The dwarves have a strict limit to their trade and never negotiate the amount of brass they have to trade, or the price. The reasons for this are known only to the dwarves.

Curustus

Curustus is the largest, most mountainous of the Jrusteli Islands. The interior holds a profusion of dark valleys and brooding snow-covered peaks, several stunningly beautiful canyons, and several vast glaciers. Inside the mountains, beneath the wilderness, lives a large dwarf nation.

The dwarf council of Curustus is officially supervised by the Decamony of Slon. The dwarves of Curustus keep no fleet themselves, although dwarf stone ships commonly travel from Slon to Curustus and back again.

The history of the Jrusteli Islands has relevance to the study of dwarves. Curustus and the other Jrusteli mountains are the remains of the Magnetic Mountain, said by many to be the birthplace of Mostal. Its magnetic properties were lost, either sometime during the Storm Age or when the Spike exploded, an event that shattered the Magnetic Mountain. Curustus is a key element in the dwarf schemes for the Hero Wars.

Diamond Mountain

This dwarf city lies beneath the Hachuan Mountains, north of Teshnos. The residents are conservative, staunch believers in Octamonism, and therefore are little known to the outside world.

Dwarf Mine

Dwarf Mine is a small settlement of dwarves in Dragon Pass, on the continent of Genertela. One of the friendliest dwarf leaders of the world lives here, a practitioner of Openhandism and Individualism. He has been known to give out gifts or offer rentals for unusual prices, and some of his rentals are for unusual mercenaries, like the Cannon Cult and the Alchemical Transformer. The relationship between Dwarf Mine and Greatway is a mystery to humans.

Dwarf Populations

Dragon Pass	15,000
Elder Wilds	100,000
Fronela	300,000
Holy Country	35,000
Lunar Empire	130,000
Seshnela	30,000
Teshnos	50,000
Jrusteli Islands	67,000
Jolar	40,000
Slon	400,000
Total:	**1,167,000**

Gemborg

A sizable population of dwarves inhabits the depths of the Bluesmoke Volcano in Caladraland. Their city, whose surface portions can be found on the south face of the volcano, is known as Gemborg, named after the famous gems the city specializes in. Caladraland is an unusual region of rough terrain and active volcanoes in Maniria, on the continent of Genertela.

Greatway (and Dwarf Hat)

A large population of dwarves lives in the eastern Rockwood Mountains, between Dragon Pass and Balazar. The dwarves of Greatway joined with the humans of Dragon Pass to form the Unity Council and assisted in the construction of Osentalka. Since the Second Age, they disdain trade with Dragon Pass residents, but still maintain some mercantile interests with the primitive Balazarings to the north. Greatway is the name of the dwarf settlement which is, as usual, mostly underground with several "cities" defending the surface entrances. Dwarf Hat is the name of a nearby tall mountain with its own external city, but it is actually part of the underground Greatway complex. There is thought to be at least two true Mostali at Greatway.

The Hero Wars Begin

Mostali: The Raising of Tharkarn and Somalz

The Mostali intend to raise their God Time realms of Tharkarn and Somalz and make the most significant repairs to the World Machine since Time began. The dwarves of Curustus are reshaping Capstan Mountain in preparation. In 1622, a Mostali war fleet sails from Torphang in Slon to Zadeel. After some work, the great doors open, shaking off the tons of rock which had safely buried it. The Mostali enter, and fleets begin transporting many dwarves, dinosaurs, and Mostali constructs to the island.

Capstan Mountain is made to be a cube, and the Mostali begin construction atop it. Terthinus (and allies) raid and sink many Mostali ships. In 1628, a monstrously huge fleet sets sail, guarded by everything that the Mostali have to protect it. Fifty large ships drag a huge cable all the way to Zadeel and pass it inside. It is attached to the capstan atop the cube mountain, and the dinosaurs circle and start to drag in the ever larger cable. This continues to 1630 and beyond.

Once complete, the Mostali shall reclaim their God Time realm in the southwest of Glorantha. Of course, any civilization in the way shall simply be crushed. Likely, the other Elder Races of Jrustela and the Vadeli are the first to realize the extent of the Mostali betrayal (and the Vadeli quickly pledge loyalty to their ancient Mostali allies to further their own nefarious schemes), but soon the peoples of Umathela find their very existence threatened by the Mostali.

Imther

These Pelorian mountains house a small dwarf settlement. They are very conservative, having suffered greatly during the old wars, and maintain trade with humans only through the ruling family of the Kingdom of Imther. This family has only one remaining member, who is without descendants, and many people worry about the trade stopping when he dies.

Iron Mountains

A small range of steep hills or small mountains near Old Seshnela has been a friendly dwarf trading area since Time began. They freely trade iron, making this one of the primary sources of this precious metal for all of Glorantha. Perhaps half of the world's iron has come from here. The dwarves do not like newcomers, but are friendly with those traders who have maintained the traditions established centuries ago. The dwarf settlement is called Belksan.

Jord Mountains

The dwarves of this range suffered terribly during the Elder Race Wars of the Second Age. However, the dwarves were victorious and the once-mighty Krarsht labyrinth is now occupied by a dwarf city. It houses the largest group of dwarves within or near the Lunar Empire. They trade with local merchants. Noastor is the name of their settlement.

Mari Mountains

In Pamaltela, only a single significant dwarf settlement remains from the mythic days when a single range of steep mountains, thickly defended by dwarves, covered this entire continent. The dwarves have nearly withdrawn from all human contact, feeling that the residents are far too savage to benefit from such interaction. The dwarves here practice the unusual heresy of Vegetarianism.

Nidan Mountains

The Nidan Mountains stand between the lands of Fronela and Ralios. They are steep and high, creating a barrier impassable to most creatures. Their crests are snowy year around.

Beneath the large westernmost bulge of the Nidan Mountains is a powerful dwarf complex controlled by the Council of Nine, who rule all True Dwarves in Genertela. As with all dwarf nations, most of the settlement lies underground. Three true Mostali are believed to reside within Nida; all are members of the Council of Nine.

High Llama Pass is the only safe route over the Nidan Mountains to Ralios. Halfway through the pass is the citadel of Bad Deal, where dwarves openly trade with humans. Bad Deal is one of the few places in the universe where dwarves deign to trade with anyone from any race, including trolls or elves, who are natural enemies. However, the name says it all, and the dwarves charge exorbitant prices and never bargain.

Slon

Slon is a region of Glorantha little known to most beings. It is located in the southwestern corner of the world, west of Pamaltela. South of Slon, there lies a vast but little-known land whose explored coast is the wide marshland of Porlaso.

Slon has two parts, Inside and Outside the Wall. Inside, the land is dominated by one of the greatest dwarf civilizations of Glorantha. Many cities, connected by subterranean tunnels, are inhabited by dwarves, while the land above is inhabited by slave humans. Outside the Wall, the countryside is infested by dinosaurs, runaway dwarf creations, and wild savages called Jaskali who worship and hunt dinosaurs.

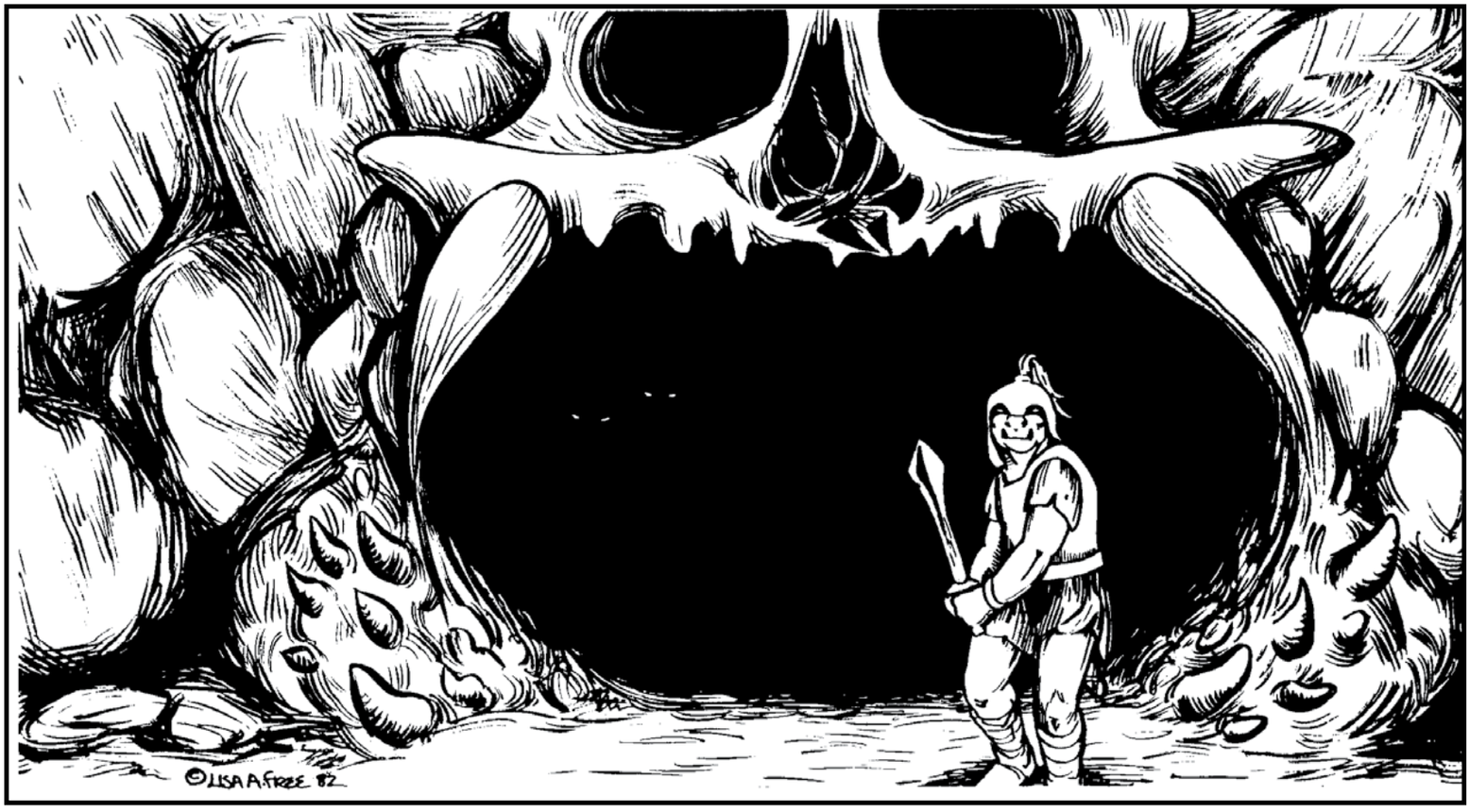
Inside the Wall, Slon is ruled by the Slon Decamony. At least three true Mostali reside in Slon, and all are members of the Decamony.

The enslaved humans are directly supervised by the Gold Dwarf hierarchy. Their food, shelter, and clothing are supplied by Gold Dwarf overseers. Most of the humans consider themselves to have the same relationship with dwarves as dwarves have with Mostali. These humans plan for the day when they will no longer be part of the Gold Dwarves' stewardship, but will take their place alongside the dwarves as fellow laborers on the World Machine. One band of humans, known as the Eleventh, seeks a human seat on the Decamony itself. So far the dwarves have not suppressed the Eleventh, perhaps because these humans work harder than the others. The slave humans all speak only Mostali.

The visible army of Slon is led by Iron Dwarf officers who command armies of well-trained human infantry armored in fine plate and wielding heavy weapons. The army is purely defensive in nature. In ancient times they held the walls, and when those were breached, the walled cities of the surface. If a city was breached, the dwarves sealed it off and relied on the well-known dwarf talent for siege and counter-siege to drive out invaders.

The dwarves have several huge stone ships which regularly sail to Curustus, but have never ventured to other dwarf strongholds. These ships are heavily armed and nearly impervious to normal naval combat, but once holed they sink like rocks.

The Uz



Mythos & History

Trolls are sometimes known as Men of Darkness, or darkmen. They are an ancient race, old in the God Time when age could not be measured. They originated in the Underworld, a place of eternal cold blackness – perfect for trolls.

During the Lesser Darkness, trolls and other creatures of night swarmed over the Surface World (called Hurtplace by the trolls). This catastrophe was viewed as a malignant invasion by the surface inhabitants, but the trolls had actually been driven forth from Hell by Yelm, whose death had sent him there, and whose bright light was unendurable to the hordes of Hell.

The trolls ruled much of the world during the Great Darkness, and they bore the brunt of the fight against Chaos. Kyger Litor built several of the legendary Castles of Lead as bulwarks against the Chaos armies. Trolls from the Dagori Inkarth Castle of Lead fought in the Unity Battle where Chaos was destroyed.

At the Dawning, trolls controlled much of the Surface World. They cooperated with the Theyalan Council until the plan to create a deity was formed, when they left along with the dragonewts, resulting in the Broken Council.

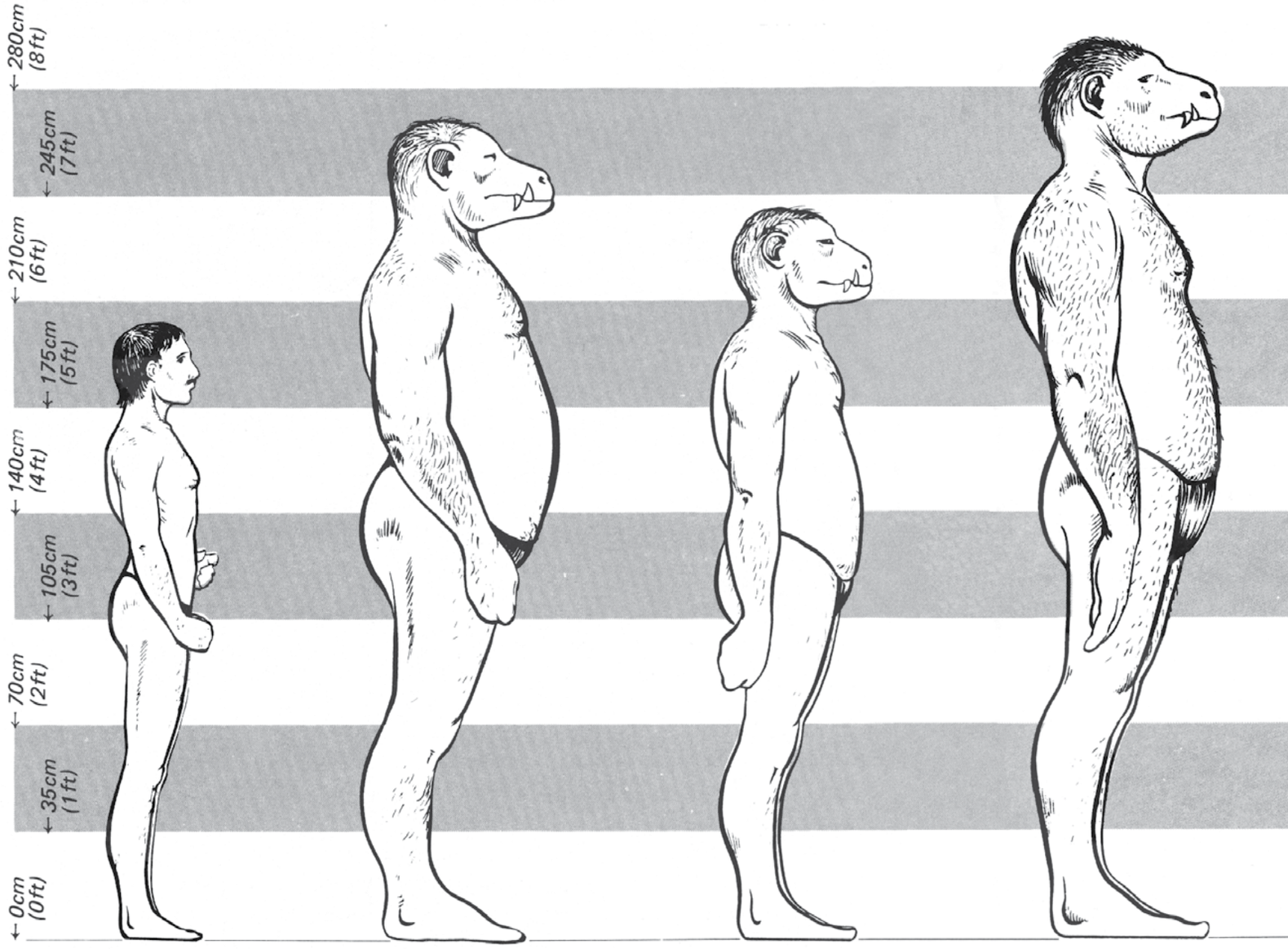
When Gbaji was formed, he cursed the trolls, overcame the trolls' goddess, and broke a part of her soul forever. This is known as the Trollkin Curse or the Curse of Kin. From then on, approximately half of dark troll births were the stunted hideous trollkin instead. Attempts to break the curse resulted only in the creation of great trolls, and in making trolls deliver litters of trollkin instead of singly.

When Arkat came to destroy Gbaji's Chaos malignance, the trolls helped him eagerly, teaching Arkat their shadowy powers and adopting him. They marched to the final doom of Gbaji with Arkat.

Trolls began the Second Age in a position of relative power, but the Trollkin Curse condemned them to increasing weakness and decline. In the early part of the Second Age, the trolls, elves, and dwarves engaged in debilitating wars that saw the exhaustion of all three species. At this time humans also began their rapid expansion, forcing trolls out of lands they had occupied for centuries. The humans' conceit finally led to their downfall, and trolls happily participated in the final destruction of both the God Learners and the Empire of the Wyrms Friends.

As always occurs when humans become fearful of each other, a resurgence of the Elder Races occurred at the start of the Third Age. Trolls, forever waiting in the corners, seeped back to the surface. Eventually, the trolls ran so rampant that several human cities were sacked. The rising of new human nations eventually pushed the trolls back to the highlands, where they wait, as always, for humans to weaken.

Above:
Entrance to the Castle of Lead in Dagori Inkarth.



Troll Types

Since their advent on the Surface World, trolls have evolved or mutated into a bewildering variety of forms. Some, such as Giant Trolls, Bearded Trolls, and Rock Eaters, have seemingly become extinct. Others, such as Nightriders and Midget Slashers, have degenerated so far that only traces of troll physiognomy remain. Here, we describe the most important troll variations which are still recognizable as trolls. The troll name for themselves as a whole is "Uz," though specific troll types have their own names.

The Mistress Race (*Uzuz*): The Mistress Race, the revered mothers of the trolls, is an extraordinarily ancient breed. According to troll myths, they predate the land and sea. Their digestive system is capable of wrenching energy from inert chemicals and their eyes are capable only of distinguishing the presence of light. The long, extended face is a highly sensitive receptor for darksense which they constantly emit, and the large ears are highly mobile. They are heavy-boned and the most ancient may have stone bones. Females are multi-breasted and usually have multiple births each pregnancy.

These monsters are so rare that they are largely believed extinct by men. All men of knowledge groaned the day in 1618 they learned that two Mistress Race trolls were sighted in Dragon Pass, for such could portend only the greatest troll events.

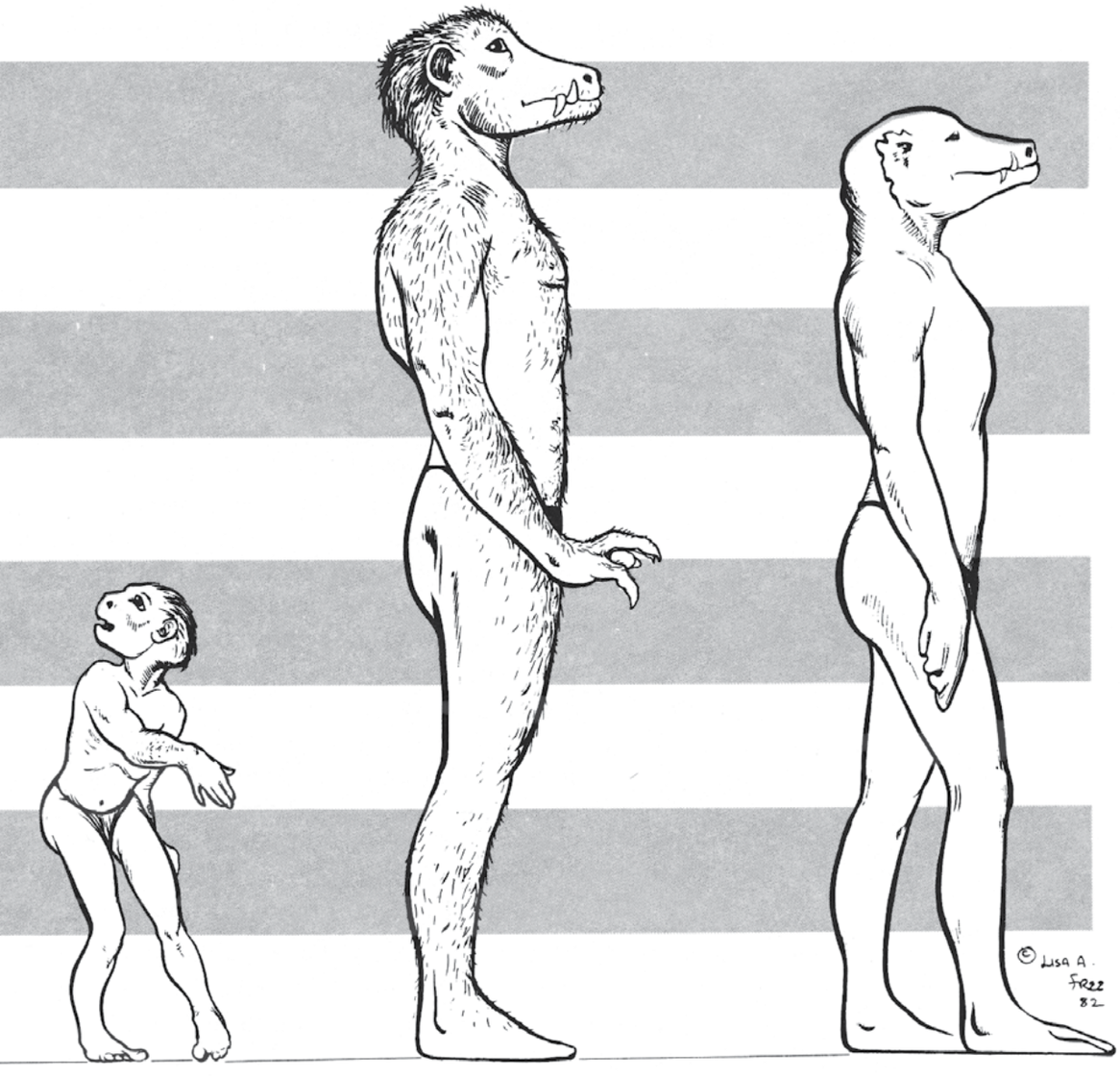
Dark Trolls (*Uzko*): The basic troll stock. This species is better adapted at living in Hurtplace than its ancestors. Their digestive system is more specialized and can make maximum use of plant and animal foodstuffs. Their Darksense is not as good as the Mistress Race, but to compensate they have eyes which, though farsighted and color blind, are useful in open spaces, heights, and depths. They have a sense of smell far superior to the Mistress Race. Females generally have two breasts. In ancient times, before the Curse of Kin, dark troll females occasionally bore twins or triplets. Since the Trollkin Curse, trolls have decreed that all multiple births are trollkin.

About 30% of any normal troll community consists of dark trolls, the remainder being trollkin with a smattering of great trolls. Many wild troll families consist of dark trolls only. Both great trolls and trollkin are born to dark troll mothers, though the reverse is not true. Dark trolls live throughout Genertela and Jrustela, and in the Tarmo Mountains of Pamaltela.

Except as otherwise noted below, remarks and comments in this section apply to dark trolls only.

Great Trolls (*Uzdo*): A huge subtype of the dark troll. The Curse of Kin has been a major preoccupation of the trolls since it was manifest, and many have attempted to break it. In the Second Age, Cragspider came close. However, the result was the great troll instead.

Great trolls are gigantic, powerful, and of limited intellect. They range from 6'7" tall and 330 lbs to 9'4" tall and 925 lbs, averaging around 7'10" tall and 550 lbs. They are always male, and usually are slaves.



About the Study

In constructing the chart at the left we determined that our primary aim was to contrast and highlight the differences between human and troll body shapes and sizes. One of the Orlanthi hunters, a Jonjon the Whistler by name, agreed to stand with the trolls while we took measurements. He is a well-developed human of approximately average height.

We required all of the trolls to stand up straight, a more formidable task than it appears. We could not take accurate measurements when they slouched. This seems to be the natural tendency for all trolls, particularly the cave troll type. In fact, the whole race seems to be cursed with misshapen spines that cause them to prefer haunching their shoulders and walking with a peculiar side-to-side rolling motion.

All of the trolls used in this study, except for the trollkin, are representative samples of the major troll types. They were all captured near troll lands. Trollkin vary markedly in stature and appearance so a typical type is impossible to obtain.

Ganjeeb Crowquill
Scribe of Lhankor Mhy
Jonstown Temple

They are popular bodyguards. They are only found in Genertela and Jrustela.

Trollkin (*Enlo*): The product of the Curse of Kin, these are puny degenerate creatures, mockeries of the mighty troll frame. Many trollkin are born dead or die shortly afterwards (especially those born to other trollkin). The wretches that survive never finish their natal development and are stunted and unfinished for their whole lives. Post-birth growth is often erratic and bizarre; resulting in a wide variety of misshapen mutants, twisted bodies, and often deformed bones or faces. They have overdeveloped eyes which make them very sensitive to light. If they could stand erect, they would be no more than 4'10 tall, weighing maybe 130 lbs. In their usual cowering squat, they rarely exceed three feet in height.

Trollkin may be found living with dark trolls or on their own. Trollkin live in Genertela, Jrustela, and the Tarmo Mountains of Pamaltela. Huge mobs of trollkin live in the Kingdom of Ignorance.

Cave Trolls (*Romal* or nose lopers): This monstrous, bestial species is descended from trolls mutated by Chaos in the Great Darkness. Though tainted by Chaos, they are admitted to the kinship of other trolls who do not persecute the species, but can even be found herding them like dogs. They have inferior Darksense to the dark trolls and are terrified of the light. They are not considered to be true Uz and live like wild animals in the wildernesses of Genertela and Jrustela. In Pamaltela, they inhabit the mountain ranges and the Hornilio swamps.

Sea Trolls (*Uztagor*): The sea trolls are found in the depth of the seas. Their Darksense is unexcelled and it seems that other deep-ocean creatures have copied it. They die quickly when taken out of the water. They are tainted with Chaos and even less intelligent than cave trolls. They live in cool coastal waters and the East Isles.

Jungle Trolls (*Muri*): They are also known as hot trolls. When the trolls overran the Surface World, one group, led by Qualyorni the Cold One, invaded the southern continent. Pamalt defeated Qualyorni and her followers, but her descendants remain, the jungle trolls. They are the only trolls to thrive in warm temperatures. They are somewhat taller, but much thinner, than dark trolls. They mainly live in the rain forests.

Mountain Trolls (*Snang*): These are gigantic carnivorous beasts. Like cave trolls, they have lost much intelligence and become tainted by Chaos. They live only in Pamaltelan mountain ranges.

Snow Trolls (*Uzhim*): These beings are externally quite similar to dark trolls. They live on the northern frontier of Genertela. Some people say they live on the cold glacier itself, and eat nothing but ice.

Tusk Riders (Half-Trolls): Not true trolls, but weird man-troll hybrids that ride giant boars. They are abominated by both trolls and humans and live as brutal raiders, every man's hand turned against them. Occasionally they are hired as mercenaries.

Description

Male dark trolls range from around 5'1" tall and 165 lbs in weight up to 7'7" tall and 530 lbs in weight. An average male stands 6'6" tall and weighs around 285 lbs. Females are somewhat larger, an average female standing 6'8" tall and weighing about 340 lbs. Trolls are thick-set, with snouted faces and fangs or tusks.

Troll skin can have many colors. The Mistress Race's skin is velvety black, sometimes showing dark grey spots or patches. Dark trolls have a dark to light grey skin. Dark troll skin often shows a mottling in a different shade of grey, such as orange-grey, or blue-grey. Great trolls' skin is colored similarly to that of dark trolls, while trollkin hide varies tremendously, though it is generally much lighter than an adult dark troll's. Sea trolls are black-blue dorsally, lighter blue underneath; and cave trolls tend towards a bleached green or grey washed over a dull black base.

Trolls tend towards obesity, and their powerful muscles are often concealed under a layer of surface fat. Their height is partly concealed by their typical hunkered down stance. Trolls are often hairy, even rather shaggy, but their scalp hair is no thicker than that elsewhere on their bodies.

The Hero Wars Begin

Uz: The Swarm

In 1621, trolls of Guhan complete a magical ceremony that generations of trolls have participated in. In 1622, the Great Caravan of the Uz leaves Guhan and moves across Ralios with the aid of the Argan Argar Chain. Both helped and attacked by humans, it finally reaches Halikiv. After performing additional rituals and gathering even more trolls, the Swarm travels over the western Rockwood Mountains into Dragon Pass.

In 1623, a great swarm of thousands of trolls, trollkin, Dehori, and insects of every variety enters Dragon Pass. The Swarm includes Mistress Race trolls and carries exotic foodstuffs and artifacts from Guhan and Halikiv. The Swarm marches across Tarsh, and then enters the Stinking Forest. Despite ambushes by Solar cultists and elves, the Swarm makes its way to Cliffhome and from there to Dagori Inkarth and the Castle of Lead. Although the trolls do not speak of why they swarm, a persistent rumor terrifies all non-trolls: the Great Mother of Dagori Inkarth is pregnant and hungry.

Uz: Boztakang's Empire

The trolls in the north of Genertela have formed a vast, although thinly spread, empire of many thousands of Uz. The Blue Moon Plateau is the forward stronghold, manipulating their Lunar allies to bring forth a new Great Darkness, where the trolls may once again rule the cosmos.

Culture

Trolls prefer to live underground, in caves, burrows, or simple scrapes. They do not excavate extensive networks like dwarves, but may enlarge upon an existing cave system to suit their needs. When not enough caves are available, trolls live in tumbledown villages composed of crudely-constructed huts and shacks often made of piled rocks. Troll houses generally lack windows. Trolls are nearly immune to cold, and their shelters reflect this innate toughness. Their shanties would be considered uninhabitable for human families.

Trolls are the Eaters. They can eat anything: pine cones, gravel, moss, flesh, trees, other trolls; anything they can bite or chop into pieces small enough to swallow. Trolls thrive best on organic matter, and dirt and stones are usually only eaten as snacks or as a last resort. Their favorite foods are dwarf and elf. Their least favorite foods are feces and air.

Trolls speak Darktongue, one of the oldest languages of Glorantha, and certainly the oldest written language. Written Darktongue must be carved into stone or metal, and can be read by feeling with one's fingers. Jungle trolls speak a related language, called Shadowspeech.

Dark trolls usually have single names. Trolls often acquire nicknames, such as Growler, Spooner, or Sir Scissor. This nickname may entirely replace the troll's "real" name or be added to it as a sort of surname, such as with Kajak-Ab Braineater or Vamargic Eye-necklace.

Do not overemphasize the fact that we have divided troll names into "male" and "female" categories – trolls do not find such distinctions as important as do humans, and many names listed below can be used by both sexes.

Great trolls have normal troll names, tending to be short and monosyllabic.

Usually all trollkin in a litter are given rhyming nonsense monosyllabic names, though sometimes trollkin earn nicknames, too. Some trolls give all trollkin in a given litter the same name.

In central Genertela, all female trolls in a family tend to begin their names with the same initial sound. Sons begin their name with a sound taken from within their mother's name. Thus, the sons of Dozelin are named Elinstak and Zeldoz.

Male Troll Names: Aronzing, Astelkak, Astkoz, Azfizon, Bog, Bolargi, Cholkol, Elinstak, Elkozi, Grunge, Jatkorg, Jonakel, Jonjor, Kaltorb, Kanakel, Karvorki, Kitbod, Kozakang, Kozkal, Krakor, Kragel, Lagor, Lastak, Lorgzang, Lostani, Obash, Pengtak, Pentak, Sanjoz, Sigron, Snonang, Stagkan, Stalkoz, Taksag, Tikgak, Timak, Tongkal, Torgtan, Tortaz, Ubblag, Xigxag, Zakstan, Zeldoz, Zimak, Zwiftig.

Female Troll Names: Bakgoz, Bakstal, Baktav, Balbek, Beljon, Belorg, Belzart, Benkoz, Chakos, Chalazak, Chomagor, Dangtaz, Dastalak, Dengaz, Dornel, Dorsnon, Dozalaf, Dozelin, Dozkal, Kantorg, Kozastel, Kozjorak, Kozrof, Kozzag, Makstan, Marazak, Marjaz, Martoraz, Melzorki, Mingtele, Mingtoz, Mingzak, Moralg, Mozag, Mozjat, Sostale, Tavtoki, Tiztod, Tozbod, Xoroho.

Typical Troll Nicknames: Blacktroll, Broos-Smasher, Gouge, Hungry, Sidekick, Smash, Snarl, Squeeker, Stomper.

Typical Trollkin Names and Nicknames: Badass, Bandage, Bizzle, Checker, Comere, Fleabag, Gworch, Lugger, Neep, Oroff, Quik, Shooter, Six-tooth, Skinner, Squek, Thinker.

Life

Trolls are principally a mountain-dwelling race, at perpetual war with elves and dwarves, and dealing with mankind as the occasion demands. The dispersion of trolls was so great during the Gods War, and since the Dawning, that several distinct breeds arose, as well as one blasphemous crossbreed with man, the so-called "Tusk Riders". All trolls have an aversion to iron, the "poison metal," refusing to handle it and taking poisonous damage from weapons forged of it.

Trolls are able to move in the deepest night, due to their stygian origin. They have the perception of "darksense", not available to other races. Darksense is similar to sonar, and allows trolls to maneuver as do humans in full sunlight. Though trolls hate the light, it does no direct harm to most. Cave trolls and trollkin, though, are adversely affected by light.

Trolls have small families in which, as a rule, the female rules the roost and raises the children. The male is a sort of rogue, leaving home frequently to hunt and gather food, and contributes little or nothing to the upbringing of the young. The male obeys the female when at home, but does as he pleases when on his own.

The whole concept of "fatherhood" is alien to trolls. They know that females don't give birth until they have consorted with males, but the precise male to whom one owes one's existence is of no import. The female lineage is all that matters, and all clan and family boundaries are defined by

matriarchal descent, always from an ancestral female Mistress Race troll.

Trolls possess a formal marriage ceremony, but it is often ignored. Many females never marry. Often, several sisters will share multiple husbands. However, about half of all dark troll pregnancies result in a litter of trollkin, an occasion for mourning.

True dark troll children are highly valued, carefully taught, and well-protected throughout their entire childhood. A child officially becomes an adult at the age of 14, and is for the first time permitted to leave the cave in which he was raised. At this time, he is initiated into the cult of Kyger Litor.

The Curse of Kin

When a dark troll female gives birth to trollkin, she has been rendered unclean and is humiliated in her own eyes. All subsequent births by her will be trollkin litters unless she undergoes a complex and lengthy purification ritual.

After birthing trollkin, the female must remain chaste and pure for one full year before becoming pregnant again. At that time she undergoes some religious ceremonies and is once again able to try to bear "real" children.

Approximately half of all births are litters of trollkin, the other half being single dark troll children. Mothers that have never yet given birth to trollkin are highly honored and favored.

A dark troll's natural lifespan is around 90 to 110 years. Trollkin lives are shortened by overwork and abuse, and they generally die before they reach 35, worked to death.

Only rarely does a troll concern himself with more than the most basic types of personal satisfaction: food, shelter, and comfort. By human standards, even wealthy trolls live amidst squalor and wretchedness. When a troll is hungry, he eats. When he is angry, he kills. When he is tired, he sleeps. It does not matter to him whether he sleeps under a rotting horse carcass or under satin sheets, except that the horse makes a tasty midnight snack.

The predominant characteristic in a troll's personality is hunger. Trolls are always hungry. They are also pessimistic, callous, brutal, and extremely dangerous.

Government

Troll tribes or clans are composed of a band of trolls who all descend from the same (sometimes legendary) ancestor. Each clan is ruled by its Elders, and is subdivided into individual families. Tribal government is not complex, since it is dominated by the fact that trolls are always apt to be swayed by sheer strength. Within the tribe or clan, trolls live as matriarchal extended families, each of which can trace its descent to a fairly recent ancestor, often within living memory.

Each family is run by the most powerful mother within the family, who is obeyed and assisted by all her descendants, parents, and siblings.

Troll Hunting Party

In the scene above we can see a dark troll hunter leading his trollkin and their catch home after a strenuous day in the field. The four classes of trollkin are clearly illustrated.

A value trollkin follows directly behind the troll. These are the best kept of all trollkin and are prized for some special ability or unusual feature which the troll considers valuable or attractive.

From the middle of the party an ever-wary trollkin warrior scans the grasses for enemies. A scout and a laborer are shown next. Both of these are considered to be worker trollkin – the lowest class above food status. The laborer leading the catch appears to be a favorite of the troll judging by the fine flint bauble dangling from his neck, though that may be merely a small snack for later.

Finally the day's catch destined for the food bins is being led by a leather tong. They will only be saved if something useful is discovered about them. Many wild trollkin roam the hills and valleys at the edge of troll lands, making for lively sport for their more civilized kin.

As this party is traveling home the troll is less concerned about enemies than he normally would be, and he has pulled slightly ahead of his slower-moving kin. If they were traveling through dangerous terrain the value would be kept close by, the warrior would walk slightly ahead, the scout would scurry through the brush and grass about 150 feet to one side, and the worker would pull the catch nearer to the troll.

Relations with Other Races

The primary opinion trolls hold of any race is flavor. Elves are the tastiest of meats, and are much sought after. Dwarves are not so flavorful, but, because of troll biochemistry, eating a dwarf gives the troll a powerful euphoric reaction, much like being drunk. Trolls complain of the ashy flavor of dragonewt, but eat it when they can. Humans are fine, the younger the better.

Warfare

The troll style of fighting is the ambush. They try to fight at night, starting out with harassing attacks, such as sending in shades, giant beetles, or trollkin skirmishers. Then the trolls themselves come, often hiding behind Darkness magic (through which troll sonar works perfectly) to launch thrown rocks or slingstones. When their foes seem demoralized, the trolls attack.

A common troll tactic is to send in useless food-class trollkin to make their enemies waste magic and missiles fighting them.

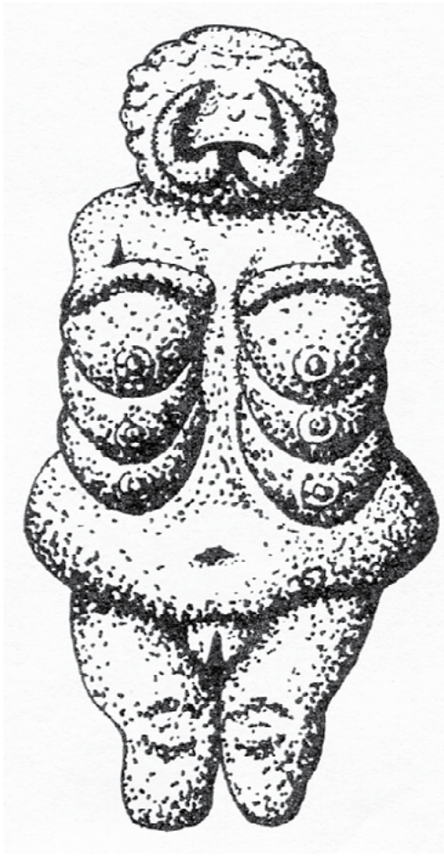
Troll military units are called "gangs" by humans for their apparent lack of organization. Sometimes the more dignified expression, "war gangs", is used. Trolls serving in war gangs are often not volunteers, the troll queens using a form of conscription to fill the ranks. Some units even raid rival troll gangs for warriors (usually to take trollkin or great trolls).

Troll war gangs are not organized like human regiments. They have no sergeants, no officers. Each war gang is centered on from three to ten magically powerful devotees of troll war gods. These individuals exercise control over the unit, not by command, but by example. When the leaders charge a foe, the other warriors do likewise; when the leaders stop marching, so do the rest. If, as occasionally happens, the leaders are all killed, the followers are thrown into disarray, and flee to join other nearby units. This weakness is offset by the quickness with which troll armies take action on the battlefield.

Religion

Every adult troll is initiated into the religion of Kyger Litor. Sometimes other Darkness entities rise to importance, and Kyger Litor is sometimes over-shadowed, though never forgotten. Important troll gods include:

Kyger Litor: Mother of Trolls, the Great Goddess.
Annilla: Mystic goddess of the hidden Blue Moon. Patron of all who perform acts in secrecy and darkness. Controls the ocean tides of Glorantha.
Aranea: Feared spider goddess.



Korasting Amulet
This is a common troll fertility and luck amulet. It is said to be Korasting, before she was ever wounded or removed from Kyger Litor. Multiple mammaries is a Mistress Race troll feature, not common among dark trolls.

A Darkness Ceremony

Deep in the Great Caves of Dagori Inkarth, Kozjorab Ab, a Dark Troll priestess of Kyger Litor, is performing a ritual to call upon her Dehori allies. Her loyal adult son, Kozkal Snarl, a powerful Dark Troll warrior, is bent deep with respect but warily ready to kill anything that enters the cavern. A Great Troll bodyguard of the Zorak Zoran cult slouches behind the priestess. Trollkin slaves are present, terrified by the ritual (the Dehori often feed on trollkin not under the protection of a powerful Dark Troll) but ordered to be here by the priestess (they carry ritual items the priestess needs for her ceremony). In the background is a Kygerlith – a potent stone image of Kyger Litor brought from the Underworld in the Gods Time.

Priestess Kozjorab Ab: This female dark troll is a magically powerful priestess of Kyger Litor, the Dark and Hungry Mother of the Trolls. She has blue-grey skin which is mottled in an orange-grey. She is heavily marked with ritual scarring – the runes of Man, Darkness, Fertility, and Magic are most common, along with strange markings she obtained during Heroquests into the Underworld. She has four breasts, a sign of her great power.

Our Dark Troll priestess is garbed in robes that are a garish hodgepodge of colors (the trolls are effectively color-blind, except for the color red, which they hate). She has elaborate headgear that represents a Spider's Web. Some of her clothing is made of extremely high quality silk (spider silk), others from filthy ropes and rags, with insects and spiders crawling around in them. Tied to her clothes and limbs are various fetishes and charms (bones, claws, fingers, horns, stones, poisonous plants, and at least one human head) that bind the spirits she has captured. She is beating on a drum and singing to the Kygerlith.

Dehori: These pitch black Darkness Demons are ancestral allies of Kozjorab Ab.

Kozkal Snarl: This male dark troll is the dutiful adult son of Kozjorab Ab. He crouches low, with his shoulders hunched, showing both respect and readiness to attack intruders. His arms are disproportionately long and his head is large for his size. Kozkal has particularly pronounced tusks. He is a lighter grey than his mother, but with a similar pattern of mottling. He is scarred and marked with magical signs given to him by his mother, especially Man and Darkness. His face is disfigured from battle, and an ugly scar across his snout gives him a perpetual snarl. Kozkal is a deadly killer, but almost pathetically obedient to his mother (whom he is terrified of).

Kozkal wears a crude vest made of hide, a skirt, and leggings of some sort. Kozkal carries a vicious mace with a lead head that has been marked with the runes of Darkness and Death.

Great Troll Bodyguard: This monster stands 8 1/2 feet tall and weighs over 660 pounds! He is too stupid to show respect, and stands with only his shoulders hunched. It has orange-grey skin. Its ears have been pierced with hoops and feathers (showing that he is owned by Kozjorab Ab) and it is heavily marked with scars – both magical and from battle. It has a Third Eye marked on its forehead, making it clear that this brutal creature is devoted to the Troll Death God. The Great Troll wears armor – a breastplate made from a giant beetle carapace, plus beetle carapace greaves and vambraces, all painted with runes. It wears a dirty skirt around its loins. The Great Troll carries a huge, two-handed maul with a heavy lead head.

Trollkin: Several pathetic trollkin slaves are present, carrying ritual items for Kozjorab Ab or cringing on the ground in fear.

Argan Argar: God of surface darkness. Messenger and translator for the troll pantheon, god of merchants and interpreters. Son of Xentha and restrainer and binder of fire.
Arkat the Troll: Ancient troll hero. Destroyer of Gbaji the Chaos God. Linked to Zorak Zoran.
Basko the Black Sun: Troll god popular in Kingdom of Ignorance. Traditional enemy of the Sun God, yet ostensibly part of the Sky pantheon.
Dehore: Father of shamans, source of the Darkness spirits called *Dehori*.
Gorakiki: Mother of insects.
Himile: God of cold. Brother of Subere and Dehore.
Karrg: Master of Weapons, Valiant Protector, son of Kyger Litor, and first male troll.
Mee Vorala: Goddess of fungi.
Qualyorni: Moorgarki, the Cold One. Goddess and tragic heroine of the jungle trolls.
Subere: Goddess of the Inner Dark. Mother of Death.
Xentha: Goddess of Night.
Xiola Umbar: Goddess of compassion and protective darkness.
Zong the Hunter: Troll god of the hunt.
Zorak Zoran: God of hate and violence. Troll war god. Only Darkness god to control fire.

Below:
Bina Bang is a very powerful dark troll Heroquester from the Blue Moon Plateau. She summoned and tamed Lord Lurker in the Shadows, a terrible Dehori spirit, to impress the Eldest Kin of Dagori Inkarth and took him as her lover. Their child is the dread troll shaman Pikat Yaraboom.

Snow Trolls

The icy wastelands of the north offer questionable resources for men to live upon. However, for hardy trolls it is a place of primeval bliss, unbothered by aggressive humans and unfriendly seasons.

Trolls top the food chain in and beyond the tundra. The snow trolls tell fabulous stories of how their brave ancestors fought white bears, but no such bears have lived north of Fronela since prehistoric times.

Where seals or their kin congregate, or where birds gather, or whales wash ashore, there are families of trolls. In other places, amid the lonely islands and ice floes, single hunters live a rugged life on the brink of starvation. These have a reputation, even among snow trolls, of being fierce, terrible, and happily cannibalistic. They are sometimes called lone trolls.

The optimal temperature range for trolls is between 22 to 50 degrees fahrenheit. Higher and lower temperatures are less and less survivable, but may be extended to -30 to 85 degrees. The extreme human ranges, by comparison, are between 5 to 120 degrees. Protective clothing helps keep the trolls warm at the lower temperatures, plus their natural ability to store fat.

Trolls also have a hibernation mechanism which will allow them to survive long periods without food. Length of the sleep will vary by the individual and the severity of conditions. Boztakang's heir claims to have an army of a million trolls sleeping in Valind's Wastes, left over from the God Time. Scholars doubt that they could hibernate so long.

Troll winter clothing is crudely worked. The preferred fur is from white sea lions worn several layers thick, giving rise to rumors that they are, in fact, white and furry. This is untrue.

Troll leather work is crude. They use stone tools to cut hides, slice leather into strips, and some other jobs. Their teeth fill many needs, such as piercing furs to be laced together, scraping skins, digging ice holes, etc.

They do not use snowshoes or skis, even though the humans about them do. Most display a widely-splayed foot, well-adapted to walking upon ice and snow.

They use one tool of death, or weapon, and that is the spear. With a floatation bladder attached to a walrus-hide rope, it is a harpoon which will carry speared prey to the surface where trolls can reach it, or go in and swim for it. They credit an ancient hero, named Heynoona the Swimmer, with bringing this item to the snow trolls. It is believed to have doubled their population in the Keniryan Sea region.

They prefer to live, eat, and sleep in caves, or on the protected side of a rock from the wind. They never make structures of any sort. Instead, each troll has a large fur sack which both holds his earthly possessions and serves as a sleeping bag when it is too windy to walk, or when sleep is needed.

About the Keniryan Sea, the trolls have developed a social sleeping bag as well, capable of tending the needs of communities. They lace their personal bags together to form a huge leather and fur blanket. Another is sometimes used underneath. Food, goods, and tools are all tossed in, and the whole community squeezes beneath. Eventually the blanket freezes and supports the weight of ice and snow overhead. The insulated trolls underneath survive, entertain, and enjoy themselves in trollish ways until they can move again to their food sources.

Every human says that the snow trolls were not affected by the trollkin curse. This may be true, or it may be true that any trollkin unable to earn his share is eaten, and that the survivors are welcomed as equals rather than scorned.

Troll Regions of Origin

Blue Moon Plateau

This plateau is reputedly formed by the remnants of a planet which crashed to earth. On it now lives a considerable troll population who claim to know powerful secrets doled out by their invisible goddess. Blue Moon temples are found deep within the plateau, and more than a quarter of all trolls here are initiated into the secretive Blue Moon cult. The trolls are on friendly terms with the Lunar Empire, unlike most trolls who despise the Chaotic associations of the empire. The Blue Moon trolls often aided the march of the Red Goddess in establishing her terrestrial empire. Regular caravans of trolls travel across the Empire, between the Blue Moon Plateau and the Yolp Mountains.

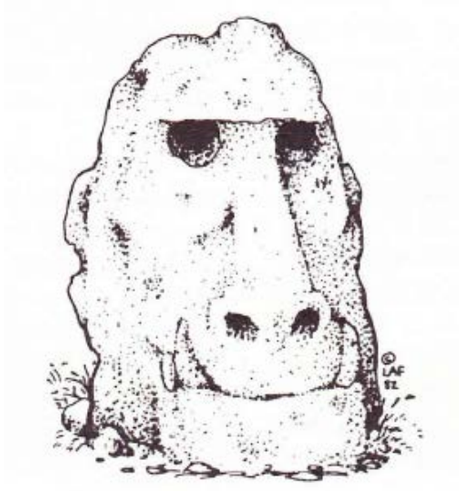
Dagori Inkarth

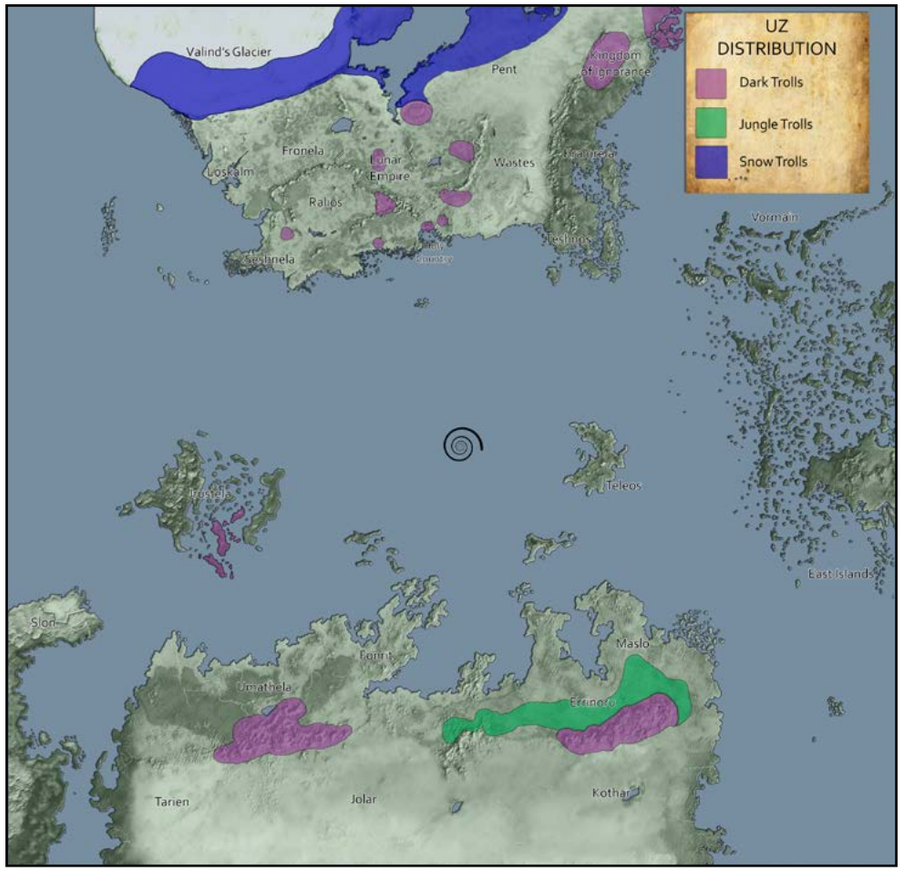
This claims to be the oldest troll settlement on the Surface World, originally dug out by the great heroes Gore and Gash. Even the air and sky around it seem infected by darkness. Sporewood, a vast forest of giant fungi, covers a portion of its land. Though often invaded, it has never been conquered.

The first Castle of Lead is here, home of Kyger Litor, and the center of her cult. Within its bowels live the ruling of circle of Mistress Race trolls called the Eldest Kin. Zorak Zoran is the primary war god in Dagori Inkarth and nearly one in five trolls here belong to his cult.

Elder Wilds

This region to the far eastern border of the Lunar Empire is home to many Elder Races, including a large but disorganized body of trolls. They are in constant war with the resident elves, and any eventual victory is still in question. The trolls of the Elder Wilds are fearsome hunters, and more than a third of them follow Zong the Hunter.





Errinoru Jungle

Jungle trolls are mainly found in the steamy Errinoru Jungle of Pamaltela, tolerated by the ruling Embyli. The total number of jungle trolls is moderately large, given the vast area of the jungle, but only tiny tribes exist in any given location. Moorgarki is the primary war goddess here, although Zorak Zoran is a close rival.

Fronela

At the end of the Second Age, trolls founded and expanded a settlement in Fronela called Xemstown, at the edge of Jonat Big Bear's kingdom. It became the center of a troll kingdom that often hired itself out as mercenaries in the wars between human tribes and kingdoms. Xemstown is still under the Syndics Ban.

Guhan

Originally settled by trolls from Halikiv and Dagori Inkarth at the bidding of Arkat Kingtroll after the Gbaji Wars, this region is now a very strong center of Uzdom. It is ruled by the Wizard Children, descendants of the First Hundred trolls who stayed with Arkat throughout the Gbaji Wars and went with him to Ralios afterwards. Guhan is the center of the Arkat cult among the trolls.

Halikiv

This is one of the oldest, permanently-settled troll lands in Glorantha, established at about the same era as Dagori Inkarth. It boasts a Castle of Lead, one of the famous residences where Kyger Litor is said to stay on the Surface World. Zorak Zoran is the chief war god in Halikiv, and a quarter of all trolls belong to his dread cult.

Below Left:
Sacred troll monument called a Tog. These carved shrines are common in troll communities.

Troll Populations

Dragon Pass	70,000
Elder Wilds	430,000
Fronela (Valind's Glacier)	30,000
Holy Country	41,000
Kingdom of Ignorance	1,500,000
Lunar Empire	460,000
Maniria	5,000
Pent	46,000
Ralios	370,000
White Sea (Keniryan Sea)	30,000
Jrusteli Islands	72,000
Errinoru Jungle	140,000
Tarmo Mountains	500,000
Total:	**3,694,000**

Troll Ecology:
A Lhankor Mhy Appraisal

TROLLS ARE BUILT TO EAT almost anything. Because of their digestive system and strong teeth, they can feed on pine cones, grass, dirt, flesh, and almost anything else. Because of this, they are extraordinarily well-adapted for survival in marginal regions. Trolls do well in waste areas, barrens, taiga, cold deserts, mountain tops, and similar areas. Because of their temperature preferences, they do not do as well in hot areas, and prefer the chill of the north to the hot desert. They also need to have some water around, and thus do not care much for parched areas. In bare areas, where humans cannot dwell anyway, the trolls are supreme. They are possibly the most effective predator in the cold wastes and prevail in these regions.

Trolls also like warmer climates, of course, but are not often found there. This probably is due to competition with man and other races. Trolls breed slowly. There are legendary reasons for this, but it is enough to know that all large predators in areas with little food tend to be very slow-breeding. Trolls are naturally suited to famine lands and use them. In more fertile grounds, humans will quickly out-breed trolls, outnumber them, and eventually force them out. Morokanth, barbarian dragonewts, baboons, and other lowland species are similarly fast-breeding. This is probably the major reason that trolls are now confined to the barrens. They enter into lower areas whenever the dominant race there is forced out (such as the Dragon Pass area after the destruction of the Empire of the Wyrms Friends), but eventually must leave again.

Trolls are not forced out of their dismal habitats because no race can do so. On the cold mountain tops or frigid desert wastes, trolls breed as fast as humans (since humans breed slowly there), and can outbreed most other types. In a match of ecological strength in such an area, the troll would be victorious. It seems likely that Glorantha will always have trolls dwelling in her mysterious, little-traveled corners.

Why do elves and dwarves hate trolls? The answer to this is not as easy as it seems. Every elf, dwarf, and troll is raised with tales of past treachery, crimes, and racial hatred to fill his mind, but this alone should not keep the races antagonistic through so many centuries. Humans have committed crimes enough against elves, for example, yet many humans are today friendly to elvish ways and peoples. Why not trolls?

First we will discuss the reasons for dwarvish enmity. Dwarves, like trolls, dwell in burrows, caves, tunnels, and the like. Dwarves, like trolls, are capable of eating soil and some minerals. Dwarves and trolls are competitors for living space. Trolls like eating dwarves. Because of biochemical reasons, feeding on a dwarf sends a trolls into a state of mild euphoria, followed by a period of pleasant slight torpor. Dwarven flesh aids a troll's digestion, and is a handy morsel to have around on the bitter mountaintops, when all else there is to eat are rocks and snow. The existence of dwarves in these empty spaces is a great aid to hungry trolls, and a cause for extreme problems between dwarves and trolls. The trolls regard the dwarves as important assets to their food supply, especially in mountain wastes – after all, it is often easier to catch a dwarf than a nimble mountain goat! Resenting being an article of prey for their larger competitors, the conflict between the trolls and dwarves is begun. Theoretically, peace could be brought between these races, but it would probably only be short-lived unless some sort of barrier were placed between them, so that dwarves did not dig where trolls roamed.

What about Elves in Troll Areas?

Elves are not prevalent in troll stronghold areas, such as the Blue Moon Plateau or Dagori Inkarth. But since elves are found mainly around the edges of human activity (driven there by man) and since man is found almost everywhere except where trolls live, the poor elves usually are sandwiched between trolls and man. The carnivorous and highly predatory trolls continually send hunting patrols out into the adjacent, more fertile countryside, and these patrols must often out of necessity enter elven territory. Certainly trolls will find plant food abundant and succulent in these places. We know that trolls will frequently eat elves and their wards – no cause for friendship. Elves enjoy being prey no more than most other races, and this keeps their anger running, as elves are a long lived race.

Why don't the elves and dwarves exterminate the trolls and save themselves all these problems? Let us again look at the two races individually and see the difficulties involved.

An individual dwarf is no match for a dark troll, though he is stronger than a trollkin. In a battle of armies equally armed and of equal numbers, the trolls would tend to overwhelm the smaller and weaker dwarves. Dwarves are generally better armed than trolls, especially since dwarf fighters universally belong to the Cult of Iron. This gives them iron weapons which far outclass any comparable weapons the trolls could use. And dwarf armor is the best in the world. Even their bronze armor is marginally better than normal, and many wear cold iron. Dwarves are almost always better disciplined as well, and this studied attitude has often allowed smaller dwarf armies to stand before and destroy much larger troll armies when fighting a pitched battle.

However, trolls are the best guerilla soldiers in the world, and have long ago learned to avoid pitched battles with dwarves. Trolls have superior distance perceptions, are not dependent upon artifacts or items but rely on their own strengths, live as hunters, and are skilled in the arts of stealth.

Thus troll-dwarf wars are contests in which dwarves try to lure trolls into set-piece battles and the trolls try to lure dwarves into country skirmishes. The net result is that dwarves usually control small (i.e., underground) places so the trolls cannot use their mobility to any advantage. Trolls, though, clearly dominate the dwarves above the surface, and as a result, there are very few large dwarf settlements on the surface.

What about the Elves in Combat?

In hand-to-hand combat, few elves would have much chance to survive against an average troll. Even trollkin are nearly as strong as an elf. Furthermore, other than magic bows, the elves have no weapon superiority. In the open, almost any formal battle would go to the trolls if the darkmen were allowed to close to melee range, even if the Aldryami outnumbered the trolls, and even if many of the trolls were trollkin.

In brush, using a style of guerilla warfare, the elves are vastly superior to the trolls. Anywhere where the vegetation is tall or dense enough to provide cover, an elf is much more dangerous to trolls than in open grasslands. Elves hide better than trolls in woods, and elves are aided by the very cover which trolls would use to hide themselves! Pixies provide superb reconnaissance, runners are nimble skirmishers, and the elvish militia is capable of quick strikes against even powerful invaders.

The net result of this is that trolls generally avoid any forests where the Aldryami are still active, and the elves avoid travel across any open lands where trolls are known to live.

– Colnar the Learner
Priest of Lhankor Mhy, Jadnor Temple (857 ST)

Holy Country

This kingdom was organized by Belintar, who incorporated the resident trolls into his society. The main center is the Shadow Plateau, where the Tarpit now marks the place from whence the Only Old One once ruled. Trolls also inhabit the northern woods of Heortland. The Shadow Plateau is the center of the Argan Argar cult and nearly a third of all trolls here belong to the cult of Surface Darkness.

Jrustela

Trolls live on the large islands of Malusoll and Ekgastor, as well as several smaller islands nearby (Malisk, Ebonmisk, Izish, Tomisk, Misk, Zargar, and possibly others). The trolls here are typical dark trolls and include contingents of great trolls and trollkin. The islands are covered with forests, though less thickly than the uninhabited islands.

The troll queen, who rules unseen in the shadows, has struck a bargain with the mermen of the surrounding waters. Trolls sacrifice living beings to the mermen; in return, the mermen act as scouts for troll ships.

Kingdom of Ignorance

Once a powerful troll empire which rivaled Kralorela, this is now a land of dark, blood-soaked ruins ruled by malignant humans who worship gods which would best be forgotten. Many trolls remain, willing servants of the rulers, along with hundreds of thousands of enslaved trollkin who do their dark bidding. A great Castle of Lead once stood here, but much of its exterior was destroyed by the Dragon Empire, leaving only an entrance into the Underworld. The cults of Basko and Zorak Zoran are powerful amongst the trolls of Ignorance, and the Black Well is one of the most important centers of the Subere cult in Glorantha.

Troll Hierarchy

Troll society is crude, but the following general principles are handy to remember when dealing with trolls:

1) Members of the Mistress Race, if present, outrank dark trolls. They always fill as many of the highest cult ranks and leadership positions as possible.
2) Dark trolls outrank trollkin.
3) Trollkin are split into four categories, which in order of decreasing worth are: Values (trollkin of proven usefulness), Warriors, Workers, and Food.
4) Free trolls outrank slaves.
5) Females outrank males.
6) Elders outrank ordinary trolls. Elders are composed of those full priestesses and shamans who are at least 50 years old. The Elders dominate troll society, and rule their group.
7) Among troll females, those mothers with the most living dark troll children outrank the others.
8) All things being equal, or pretty equal, the stronger, meaner, and tougher troll outranks his inferiors. Remember, a weak troll mother with six warrior children and siblings to back her up may well qualify as "stronger" than an orphaned great troll. This is part of the reason that females wield so much more power than males in troll society, despite their generally inferior combat skills.

Jungle Trolls, or *Muri*, inhabit the rain forests of the Errinoru Jungle. They are immune to the Curse of Kin, and sometimes enslave lesser Darkness creatures such as Midget Slashers to serve them.

Every Kyger Litor temple contains chewed-rock representations of the Mother of Trolls. Religious statuary serves as a focus of religious worship for both the priestesses and the troll community, and the magic and sacrifices bestowed upon the image during the ceremonies is channeled to the goddess.

Keniryan Sea

The fringes of this icy sea provide plenty of food for trolls which live around it, sometimes going to sea in small boats to hunt seal and walrus.

Koromondol

This is the most northeastern region of Genertela, known only from a few ancient explorers' notes. Inhabitants are mostly descendants of trolls and trollkin who fled from the Kingdom of Ignorance when it was conquered by the Empire of Kralorela. The trolls here revere Basko and Zorak Zoran.

Pent

The wide northern plains are inhabited by some trolls, who lead a furtive life hiding from the nomads who dominate the area. Traveling northward towards the snowy wastes, the trolls increase in numbers and the nomads decrease. Zong and Himile are the most important gods after Kyger Litor for the Pent trolls.

Tarmo Mountains

These are the northwestern mountains of Pamaltela, cool and wet enough for normal dark trolls to dwell there. Survivors from the destruction of the Spike are said to be the original settlers there, and now dark trolls, trollkin, and a few Mistress Race trolls all dwell there. They have no great trolls.

Although a Castle of Lead stands here, the only such home of Kyger Litor outside of Genertela, the Tarmo Mountain trolls never formed a political organization like in the troll queendoms of Genertela, and the many trolls are confined to their clan activities. They regularly leave their mountain fastness to raid the forest to the north or the plains to the south.

Almost a fifth of all trolls here worship Himile and periodically blanket the forests and plains with his cold and ice. The cults of Xentha and Subere, the goddesses of Night and of the Dark Deep Within, are more popular here than in other troll lands.

Valind's Glacier

This sheet of ice stretches for immeasurable miles from Fronela to the edge of the world. It is the undisturbed land of many snow trolls who live happy lives, ignorant of the struggles in warmer climes.

Yolp Mountains

This troll colony guards at least one part of Gbaji, the evil god, buried within its fastness. A larger percentage of Yolp Mountain Trolls – nearly one in ten – are initiated into the mysteries of Subere than in any other troll land.

The Yolp Mountain Trolls grew strong during the Third Age as a result of the turmoil in Peloria. In 1346, the trolls established regular tribute payments on the humans of Talastar and Aggar, which continued for a century. They are individually friendly to the Lunar Empire, but not political allies. Xarkarsh is the name of their capital city.

Merfolk

These are water-living creatures, whose lower bodies are finned, but who have arms and hands. Merfolk are direct descendants of the gods, and are of several types. Some creatures seem to be similar to humans or other outsiders, but the kindred are clear about who is or is not one of them. The God Learners said that they are all descendants of the Man Rune.

Only land dwellers and others who are ignorant believe that all mermen are the same type of creature. The variety of intelligent life beneath the sea is nearly as great as that above.

Types of Merfolk

The six types of mermen are divided into two main groups: the Piscoi and the Cetoi, which are differentiated in a number of ways. The Cetoi descend from Naiads who voluntarily allied with the storm gods, usually through marriage. Cetoi are usually friendly to surface dwellers and sailors. The Cetoi include the Ludoch and the Ouori tribes.

The Piscoi, in contrast, had Naiad ancestors who fought the storm gods and failed. Piscoi are generally quite hostile. Cetoi are mammalian, with dolphin- or seal-like hindparts. Piscoi are fish-like, with scaly tails and even bodies. The Piscoi include Malasp, Ysabbau, and Gnydron mermen. Zabdamar, the last of the kin, have a yet different origin and are neither Piscoi nor Cetoi.

The merfolk tribes vary in appearance, and are commonly called by the names which shore folk confuse with local animals. Thus, those centered at Loskalm are called Red Seal People, the merfolk all around the Banthe and Brown Seas are called Fish People, and the tribe along southern Genertela is called the Dolphin People.

Almost all merfolk can stay underwater for about an hour at a time, but must then surface to breathe for a time.

Gnydron

Gnydron are huge beings, scaly with large tails and several non-limb fins. They are the only merfolk which still breathe water. Gnydron suffocate in the air, and cannot long endure fresh water.

The deepest depths are the natural home for Gnydron, and so they are rarely seen by humans. When they are seen, people find them hideous and terrifying. All Mermen are in awe of the Gnydron, whose ancestress actually defeated and plundered the storm god who attacked her. This ancestress, Janelosp, changed shape to male and then cut and twisted her foe to be her mate and bear the first Gnydron.

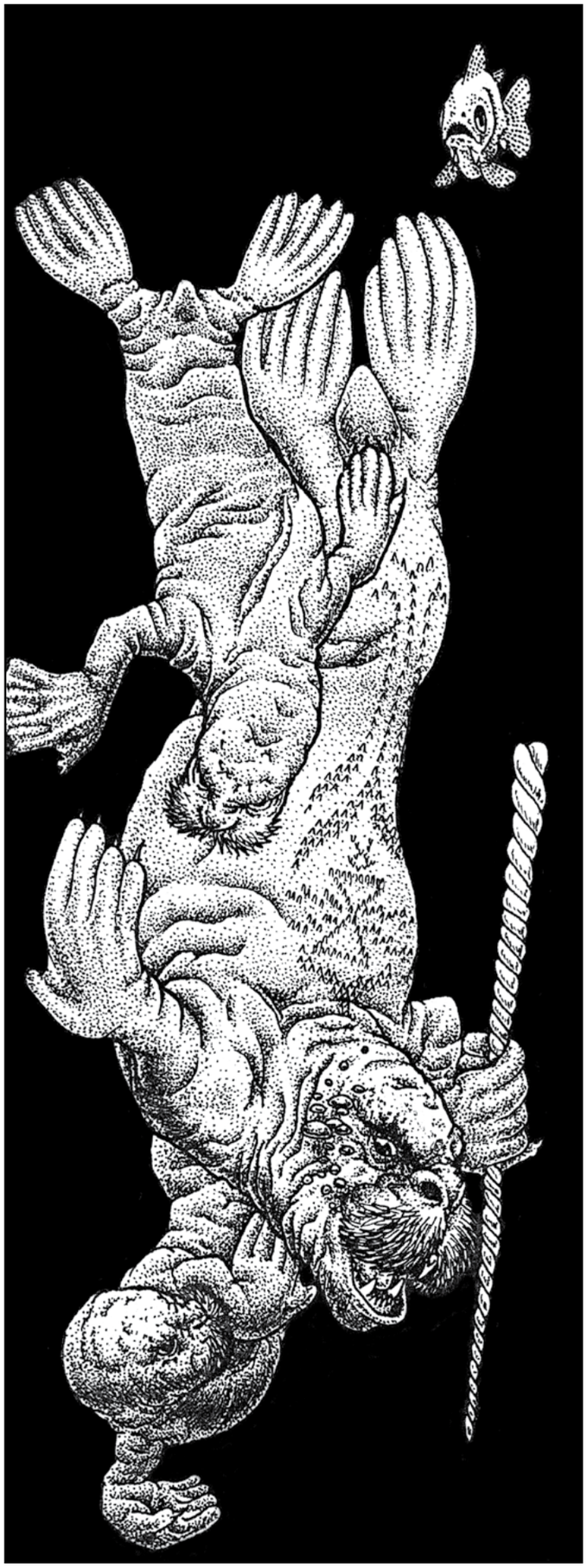
The Gnydron typically use sea monsters from the deep ocean in combat. They also can attack with huge versions of normal weapons, such as tridents and daggers, or by slapping enemies with their great tails. They are magically very powerful. They worship sea gods such as Magasta and Wachaza, as well as lesser known gods such as Daliath, god of secret wisdom; Framanthe, goddess of the primal ocean; Drospoly the Cold Death; Janelosp the Ancestress; and Varchulanga the Mother of Monsters.

Ludoch

One of the two Great Kindreds. The Ludoch are seen more often by humans than any other type of merman. Their tail skin is smooth and slick, like that of a porpoise or whale, and their flukes project sideways. They eat only fish, squid, and other aquatic animals. Ludoch are often called Dolphin People by humans.

Ludoch live in the Togaro Ocean, the Shshorg Ocean, the Dinisso Sea, the Marthino Sea, the Venperhan Sea, and along the south coast of Genertela. Ludoch are naturally

Gnydron
These enormous monster merfolk live in the abyssal depths of all oceans and rarely come to surface. Most sailors consider them to be sea monsters, not merfolk, but their partially humanoid forebodies and obvious intelligence cause scholars to classify them as Piscoi.



gregarious and gather in schools which tend to be as large as possible. Thus, in fertile seas large tribes are known, while in other regions only small clans are found. Five large tribes are known, called by the sea where they center: Choralinthor (near the Holy Country), Marganstí (Dinisso Sea), Alsporanjabbi (Jabbi Islands), Valararriano (Vithela), and Kostjahobbi (southwest of Vithela).

Ludoch, being an amiable race, are overall friendly to humans. However, larger clans rarely cooperate with other races, despite their friendliness. On the other hand, many individual Ludoch have shown devoted friendship to sailors, and even loyalty to the death.

Ludoch mate for life, and if the mate dies, they never take another. Parents are intensely loyal to children, who remain close to the parents' sides for seven years before departing. They honor wisdom and forethought most highly, and generally go to the wisest counsel before taking any new action.

Ludoch are highly organized and engage in many complex group activities. They can muster a fighting force quickly to protect against attacks from sharks or shadow squids. They perform complex ceremonial dances in deep water, out of sight of humans. They have a language which cannot be spoken by humans, but they can quickly learn almost any spoken language simply by listening carefully. The wisest among them have learned to write the local dialects to communicate with humans.

Ludoch hate and fear Malasp, who are portrayed as evil and demonic in all Ludoch stories. In combat, they are much like humans, with different tribes favoring different weapons and magic. Magasta, Triolina, and Wachaza are the gods most commonly worshiped.

Malasp

Malasp are one of the two Great Kindreds, having scales and fish-like fins and tails. Unlike most Piscoi, Malasp have been known to deal peaceably with humans. They live in the Brown and Dashomo Seas, and feud with the Ludoch over possession of the Marthino Sea. They are called Fish People by the local humans.

The Malasp are a breed of mermen who are violent and predatory, hateful of all things which breathe air, perhaps hating themselves the most of all. Malasp are generally hostile to surface dwellers and they plot both subtle deceptions and overt aggression against coastal nations. They eat large fish and other life forms, including whales, dolphins, sharks, and other mermen.

The Malasp live in small family groups of 5-10 adults and about as many children, each protecting their bubble nest and a stretch of shallow territory to feed in. They war against each other, sometimes even slaying each other in territorial disputes. Mating is seasonal, taking place inside the bubble nest where the females lay their two eggs and join with the males to thrash about in a great, sticky, fertilizing goo, which also hardens the bubble nest even more than usual. The eggs hatch in eight weeks, and the nest dissolves in about twenty-five more. During that time the family feeds the young Malasp regurgitated food.

The Malasp believe that might makes right. The leader is always the toughest and smartest of the family. War parties are organized by a leader commanding all who have been beaten in combat or bullied to obey. Their fierceness is found in both males and females, and even the young show a combative tendency.

The Malasp were enlisted at the end of the Second Age to help destroy the hated God Learners. They were organized into larger numbers for the operations, and some of them gained divine powers. After the destruction of Jrustela and the Closing, the Malasp maintained their organization, and in the newly created archipelago of Jrustela formed a cohesive kingdom now led by Terthinus the Voice of the Deep, a son of the god Veredth. Now most of the Malasp, probably 80% of all of them on Glorantha, follow Terthinus, and they control the whole of the Brown Sea without dispute. One of Terthinus' control mechanisms is to provide weapons and tools for the previously primitive Malasp.

In combat Malasp are much like humans, with different tribes favoring different weapons and magic. Magasta, Triolina, and Wachaza are the gods most commonly worshiped. Shamanism is common as well.

Ouori

Ouori are a plump race of mermen, sometimes known as the "walrus-folk" or "seal-people", although they have no tusks. These gross and flabby merfolk are surprisingly friendly to humans, though they are also very shy. They live primarily in the Western Ocean and Banthe Sea, and inhabit the ice shelf of the north, parts of the coasts of the Neliomi Sea and the northern Jrusteli Islands, and reportedly the northern coasts of mythical Luathela.

They are occasionally found swimming out in the open sea, and they seem unaffected by the force of the greatest currents, unlike ships or humans.

The Ouori are the friendliest and most easy going of the merpeople. They do not trust mankind and are quick to flee his presence, stampeding into the water whenever a boat nears them on the shore. But if a

human can get the trust of one of them, the trust will spread quickly to the entire herd. Once gained, trust is held by the Ouori until it is broken, which only the humans do.

Ouori have no material needs. They wear no clothing, use no tools, and build nothing. Their primary interests are in eating, which takes up about half their time, and lolling about in great heaps in the sun. Only in mating season do they change, and then the dominant males become belligerent and territorial towards males of their own species. After the month-long rut the males abandon all relationships with the females and everyone again becomes one big, happy herd.

Females give birth to a single young in Earth Season. Humans have never witnessed a birth, for the non-pregnant females gather in a tight protective wall about the laboring mother. They sing their loud birth songs the whole while, and a monster spirit hovers about protectively.

Ouori have the simplest social system. No one commands, save for the respect they accumulate through age, experience, and expressed wisdom. The herd acts as a whole, but only after long debate determines their activity. Any new action is likely to be undecided, either dividing the herd or bringing inertia.

Although they avoid combat, they can defend themselves with their great strength. They worship sea gods, such as Triolina, and winter deities, such as Valind.

Far Left:
Ouori – The gross and flabby Walrus-Folk are surprisingly friendly to humans, although they are also very secretive. They are powerful swimmers, capable of swimming down to the Niiadic depths of the seas.

Above:
Ysabbau – These hideous merfolk hate all sailors. They are found in all oceans, but are fortunately rare.

Ysabbau

These are an uncommon type of deep sea merfolk. They are most common in the Togaro, but can be found in all oceans. They commonly travel in schools of ten to thirty individuals, depending on available food. They are capable of swimming close to Magasta's Pool in apparent defiance of its great power. Some of these are commonly found among the retinue of the sea gods.

The Ysabbau hate humans more than do any other type of merman. They commonly seek to destroy all ships and sailors.

When there are not enough Ysabbau to attack a ship openly, they cut fishing nets, plant barnacles and shipworms on the hull, and break up the rudder or keel. Seamen of all Glorantha curse the Ysabbau and blame them for an astounding variety of calamities, often truthfully.

The Ysabbau are the most hideous mermen to human eyes. They are large, spined, and scaly. Like other merfolk, they normally breathe at least every hour, although they are known to stay underwater even longer than that. Ysabbau are very aggressive, and have been known to use lances, tridents, nets, and even primitive bows to attack ships. They worship dark sea gods, such as Magasta, Wachaza, Varchulanga the Mother of Monsters, and Drospoly the Cold Death. They generally prefer magic related to combat and death.

Zabdamar

Zabdamar are different from other Merfolk. Their females look like beautiful human women from the waist upward, with glitteringly scaled tails. Their males appear, to humans, like toothless walruses except more ugly. Stories are well known of Zabdamar females who considered their males ugly and sought sailors as lovers.

They are the rarest and most magical of all the mertribes, and were first born of a love story in ancient Vithelan mythology. Their ancestors were the goddess Harantara, the newly come Sea, while their father was Kahar, prince of the land of Abzered. After Abzered sank, the bottom of the sea was left to the Zabdamar.

They live almost exclusively around Kahar Sea. Though they occasionally travel elsewhere, they always return home to this sea.

Male Zabdamar use tridents in combat, both as handheld and thrown weapons; although female Zabdamar fight as well, they do not use weapons as effectively. Many male Zabdamar become shamans, and specialize in the summoning and control of elementals, ghosts, and spirits. Female Zabdamar usually become priests or sorcerers. Popular gods are Triolina; Iphara, goddess of fog; and Harantara and Kahar, the goddess and god of the Sea of Fog.

The Hero Wars Begin

Triolini: Eat Big
The merfolk have discovered the Uz plan to break Valind's Glacier and have begun to cooperate by chipping away at the ice from below. The Tritons have started a number of long-term projects which will give them great strength during the coming Flood, so they can carry away as much terrestrial plunder as possible while it lasts.

Lesser Elder Races

Beast Men

Mythos: The mythos of the Beast Men has not yet been recorded by scholars.

Subtypes: The Beast Men include centaurs, manticores, minotaurs, satyrs, and many other rare forms. The category of Beast Men defies logical definition, including beings with normal intelligence and beings that are not sentient, and including one combination of human and animal, while excluding another, similar combination (satyrs are included, for example, but the similar broos are not).

The only unifying factor seems to be that Beast Men are all beings related to natural forces.

Beast Men know of and immediately recognize each other, so definitions are not of importance except to scholars.

Description: The Beast Men of Glorantha are a varied group of beings with a combination of human and animal characteristics. For example, centaurs, the most important Beast Men, are horses with the upper body of a human in place of the horse's neck and head.

Culture, Life, Government: The Beast Men live an utterly simple existence, disdaining most tools, shelters, or other human items. Daily life revolves around rituals of fertility and nature-worship.

Beast Man culture is dominated by the centaurs, who are considered to be first in prestige among the various subtypes.

Each subtype of Beast Man has its own sub-culture, based on the habits of the animal(s) associated. For example, centaurs act in many ways like horses, running in herds with a dominant stallion.

The Beast Men have no known form of government, although custom is a powerful force in their society. Centaurs are almost always accepted as leaders of the many types of Beast Men in times of emergency. Thus when warfare intrudes into Beast Valley in Dragon Pass, bands of satyrs, minotaurs, and even manticores are found following Ironhoof and his captains. At other times, the other Beast Men are commonly found at the periphery of the dominant centaur culture.

Religion: All Beast Men worship Arachne Solara, creator of the universe.

Relationship with Other Races: Beast Men are known for their simplicity, sense of honor, and lack of greed. Thus their relationship with most races is neutral or friendly. Other beings related to nature are especially close, such as Wind Children.

Regions of Origin: Beast Men are found only in a few regions in Glorantha. Most are found in Genertela, though an obscure species of Beast Men, the Rascullu, live in Pamaltela. The biggest colony of Beast Men is in Seshnela. Beast Valley, in Dragon Pass, is perhaps the most famous region of origin. Beast Men sometimes are found in Aldryami forests.

Broo

These evil monsters are tied irrevocably to the Rune of Chaos. They are given to atrocities and foul practices, and carry numerous loathsome diseases.

Broos

Broos are vile, evil, despicable creatures detested by all living things in Glorantha. They are the most numerous of all Chaotic things, and thus considered to be the leading Chaotic race.

Mythos and History: Broos originated during the Gods War when Ragnaglar, a mad god, joined with Thed and Mallia to form the Unholy Trio and assisted in opening the world to Chaos. Now all of the god's descendants are corrupted with Chaos.

Subtypes: The disgusting broo habit of impregnating anything has resulted in a wide variety of broos, usually showing traits similar to the most common animal (or very rarely, plant or mineral) forms of the region. In areas where domesticated animals are the most common, broos will have the features of those animals.

The typical broo type is based upon hardy wild animals, such as antelope or goats, or upon domestic animals such as sheep.

This situation is linked to the prevalence and easy impregnation of such animals in broo territories. Broos of more unpleasant stock are known. For example, huge, muscular bison and rhinoceros broos are rumored to exist in the Big Rubble of Prax.

Few broos based on aggressive, carnivorous animals exist (lion or python broos, for example), not because such broo hybrids are impossible, but because host carnivores are scarce, and more importantly, impregnation is usually challenging. One hermit of the Elder Wilds claimed to have seen an allosaurus broo, but this horror was never confirmed.

Description: Broo are a warped Chaos species, long since polluted by foul practices. Their parentage is often totally indistinct. Each may differ from his brother, though most that survive are vaguely humanoid. The great majority have the horns and head of

herd animals, such as deer, goats, antelope, cattle, and sheep. They are larger, stronger, and more resistant to pain and damage than humans.

Culture: In numbers and power, broo are the strongest of the Chaos folk. Broo are by nature (and the number of enemies) a nomadic species; there are no broo cities. Sometimes, however, broo take over habitations or inhabit ruins, and a particular band may operate from such a base for years.

Two main broo "cultures" exist, based on the broo reproductive cycle.

The first, known as the Feral culture, is primitive in the extreme. Commonly, broos, alone or in small groups, break into barns and corrals, using their monstrous fertility to infect all the harmless beasts present with their vile progeny. Many weeks later the surviving animals give birth en masse, producing dozens or even hundreds of slimy infant broos. These tiny monsters at once attempt to crawl away into the wilderness. If they escape, within a few years a pack of Feral broos infests the area. Such broos may live far distant from any other Chaos beings, know no magic, and are little more than intelligent, humanoid monsters. They are armed only with what they can manufacture themselves, often only crude clubs and sharpened sticks. They are ferocious in the attack, but show little tactical subtlety.

Not all broos live thus. Many live in tribes, with leaders, shamans, and organized contact with other Chaos groups. This broo culture is known as the Wild culture. These tribes are much more deadly than the Feral fraternal bands, since they have magic, know the best ways to apply their Chaos features, and can often obtain real weapons.

This division of broo types is an oversimplification, of course. Sometimes a broo from a Wild tribe comes across a raw, uneducated Feral pack and takes over. He may even manage to transform the pack into a real tribe over many years. Or a gang of Feral broos may run into a tribe and join it.

Relations with Other Races: Broos are hated by all living things and killed on sight. Even the famed Wild Healer of the Rockwood Mountains, a broo who has joined the peaceful Chalana Arroy cult, is regularly hunted whenever sighted, even though he has saved lives, resurrected good folk, and bestowed blessings on strangers.

Religion: Broos worship their ancestral cult, Thed, Mother of the Broos. Mallia, Mother of Disease, is the other main cult of the broos, although many evil religions are known.

Regions of Origin: Broos are found in Genertela and in southern Pamaltela.

Ducks

Ducks (*durulz*) are a peculiar race found primarily in Dragon Pass.

Mythos and History: The origin of the ducks of Genertela is a mystery to outsiders. Rumor says they claim to have once been the rulers of the world until their own sins and errors forced them into subservience to lesser races (elves, trolls, etc.) and, later, to humans. Ducks keep their secrets to themselves. The God Learners connected the ducks' prehistory with that of the Keets.

Description: These small (around 3 feet tall and weighing some 75 pounds), feathered humanoids have the heads, bills, and webbed feet of ducks. Ducks have a variety of different colored feathers and are excellent swimmers, though they cannot fly, having arms instead of wings. Instead of laying eggs and being free to fly, ducks must bear their eggs within them until they are ready to hatch.

Culture: Duck culture is an approximation of the Orlanthi culture which has surrounded them since Time began.

Relations with Other Races: Ducks scorn other races and prefer to keep to themselves. Ducks are rather argumentative, bullying little rascals, tempered only by their innate cowardice, which has endeared them to no one.

Religion: Orlanthi Pantheon.

Regions of Origin: Some ducks have been known to claim their origins from the mythical land of Ganderland, an empire which is long-extinct. They are found primarily along the length of the Creek-Stream River in Dragon Pass and the Holy Country, and along the coasts of Maniria.

Jelmre

These lemur-like beings live very simply. Most dwell high in the mountains, in small dens, lean-tos, or hollow trees. In Gujelmre, a lowland area, they live in hollow volcanic cones. In general, the material culture of the jelmre is very primitive.

Mythos and History: The jelmre are the result of Pamalt's second attempt at creating intelligent life (working with Balumbasta). They have suffered in myth and history and are a rare race now.

Description: The jelmre are diminutive climbers, humanoid in form, but with attenuated, foot-long fingers and huge ears and eyes. The jelmre have the unique ability to experience whatever emotion they require. When a jelmre wishes to be frightened, he is frightened. When one wishes to be courageous, he is courageous, and so forth. The jelmre feel their emotions far more strongly than do humans. Normally, jelmre are cautious, timid beings.

The jelmre can also "crystallize" their emotions. When they desire, a particular jelmre will grow a specialized tumor somewhere on his body which crystallizes and can be plucked off. This is the emotion crystal, a particular deep, iridescent shade of solid color – the shade depending on the emotion. Only one emotion can be crystallized at a time, and once so crystallized, that jelmre forever loses the ability to feel that emotion.

The being to whom the emotion crystal is given can break it, swallow it, dash it into the ground, or use it in another manner specified by the jelmre, to gain a powerful effect.

Culture: The jelmre have a simple and primitive culture of arboreal hunter-gatherers.

Relations with Other Races: The jelmre are shy and reclusive and difficult to reach by members of any race.

Religion: The religion of the jelmre is unknown to men. It is thought to have something to do with the jelmre's remarkable emotion magic.

Regions of Origin: Jelmre are found only in and around the Palarkri Mountains, in eastern Pamaltela.

Jelmre

These strange creatures have the ability to experience whatever emotion they desire. Despite this ability, or perhaps because of it, they have not prospered in the world and are few in number.

Keets

Keets are a subspecies of duck which is found in the East Isles.

Mythos and History: The keets believe that they are descendants of an ancient and honored race of the Golden Age, when all which was good wore feathers. Their ancient home was called Ganderland in the God Learner language. During the Gods War, they sacrificed their wings for the good of the world, and were given arms by the Emperor of the World as compensation.

Description: Keets are a bird-people similar to ducks. The vast majority are similar to the ducks of Dragon Pass and the Holy Country. The East Isles hold various other tribes: booby, coot, cormorant, gull, merganser, parrot, pelican, puffin, and tern. At least one island boasts a village of flamingo-men. Most have arms and hands, but no wings, although one branch has wings. Otherwise, colors and specific features, such as beak shape, vary widely.

Culture: Keets adopt the rituals and customs of whichever local island they inhabit. They hold strongly to their family, which is called a Nest. They are generally well-mannered and kind, in contrast to their Genertelan kin. Many keets live in villages consisting of their own kind – thus a small port of pelican keets would probably only have that one kind of keet, though a human minority is quite common. Most large islands and large human towns include a keet contingent.

Government: Keets honor the clan system in loyalty, and participate when possible in the government of their various islands.

Relations with Other Races: Keets are held in amusement by most locals, whose mythology says the keet ancestors were once men but were punished for their vanity and pride with their current form.

Religion: Ancestor worship and their local deity. Many keets embrace East Isles mysticism and some great mystics have been keets.

Region of Origin: Keets are found only in the East Isles.

Newtling

These small creatures are a race similar to dragonewts, and are often mistaken for crested dragonewts. However any connection is remote, as the species is primary amphibian rather than reptilian, storing water in their tails for use in dry territory. They do not have a reincarnating cycle like the dragonewts.

Newtlings

Mythos and History: Newtlings say they were born in the primal mud of creation, and have lived there ever since, despite the general hardening of the earth and cooling off of the air.

Subtypes: Newtling young are like giant tadpoles, requiring submersion in water to survive. Bachelors, the most often met form, are bipedal and tailed with bulging eyes and faces like a frog. Adults, found only in their homeland marshes, are similar but less robust. The adults also possess various sexual characteristics of interest only to other adult newtlings.

Description: Newtlings are small (standing less than 4 feet tall and weighing about 75 pounds). Bachelors are sexless and store water in their tails for use in dry territory.

Culture: Adult newtling culture centers around the raising of the tadpoles. It is not materialistic and honors survival over truth. The bachelors are often imbued with great curiosity, and a desire to travel and see the world before they reach adulthood.

Government: Government is centered around the fertile adults, who act as elders and provide leadership, inspiration, and protection for the young.

Relations with Other Races: Newtlings are sometimes used as slaves by dragonewts, which they do not seem to mind. They are generally shy and fearful, especially of the humans who often chop off their tails as food.

Religion: Ancestor worship.

Regions of Origin: Most newtlings originate in the New Fens of Maniria, in southern Genertela. Most rivers or swamps can support newtlings.

Ogres

Mythos and History: Ogres claim to be the original form of humans and hold secret contempt for all the other forms of humanity. Others say Ogres were humans corrupted by Chaos, which they still follow and worship. At least one Malkioni sect hold that they are part of the original race of humans, who disagreed with the Brithini over the role of "true men" in the world, and later followed the Devil.

Ogres hold a dark and evil view of the universe, claiming that their god Cacodemon is the Creator, temporarily taking refuge in this world to reform it to its original image.

Description: Ogres often try to fit into human society, indulging their cannibalistic tendencies only in secret or when no one can gainsay them. In this guise they often try to infiltrate cults, seeking magic to further their aims and victims to sate their appetite. They often masquerade as traveling merchants or other foreigners, and are often quite handsome or beautiful.

Culture: Ogres live among humans and adopt the surrounding culture as their own.

Relations with Other Races: Ogres feel superior to, and are contemptuous of, all other races, yet because of their small numbers and fear they keep their opinions secret as much as possible.

Religion: Ogres sometimes join local cults where their innate Chaotic taint will not give away their secret. Most worship the demonic Cacodemon in secret.

Regions of Origin: Ogres can be found in small numbers in any of the cultures of Glorantha, save for the Brithini.

Scorpion Men

The scorpion men are foul, partially-human creatures spawned during the evils of the Great Darkness, when Chaos oozed into the world and corrupted all that it touched. During that time many creatures elected to join with the evil, and the taint of Chaos lingered upon them long after their evil gods were slain.

Mythos and History: The scorpion men are a remnant of the Great Darkness, when Bagog the Scorpion Goddess entered the world and devoured all who opposed her. After consuming her foes, she laid eggs which hatched into smaller versions of herself. Her progeny varied with her provender, and so there were scorpion men, scorpion horses, and many other types. Some were unable to live, while others – particularly scorpion men – flourished in the Darkness.

The scorpion men have survived in Time because they live in places that other races dread: Chaos nests, impassable mountains, and unlivable deserts.

Description: More scorpion than man, these Chaos horrors typically have the chest, head, and arms of a man, but the abdomen, venomous tail, and rear legs of a scorpion. They attack with clubs and their stinger can easily kill a man with its deadly poison. They eat sentient beings.

Culture, Life, Government: Scorpion men are relatively unintelligent and their warbands reflect a consequent lack of social organization, usually grouping a few followers around one superior individual. Worship of Bagog provides the minimum culture needed to survive the hardship of the wilderness.

Their society is based upon servitude to gigantic queens, who perform most of the breeding. These Scorpion Queens are truly dreadful monsters, whose only redeeming feature is that they normally remain hidden from outsiders.

Scorpion men live in small villages, each containing a single Scorpion Queen, who continually spawns masses of glutinous eggs. In every hatching are many males and few females. The females live a subservient, secluded life until the Queen dies or a new village is founded. At that time, one of the females begins to grow fantastically, eventually becoming the new Queen.

Scorpion men are cannibalistic omnivores, eating both their own kind and members of all other sentient races. They are extremely rapacious, and in times of extreme food shortages may devour all animal and most plant life over many hundreds of square miles.

Relations with Other Races: Scorpion men hate all things non-Chaotic. They are friendly with broos, and often exploited by broos as shock-troops and slave worshipers of broo spirits.

Warfare: Scorpion men kill and devour all non-Chaotic trespassers within their territory. They occasionally surge and spread over nearby lands; such swarms often result in their rapid population growth until either they are defeated or have devoured everything and can no longer support their numbers.

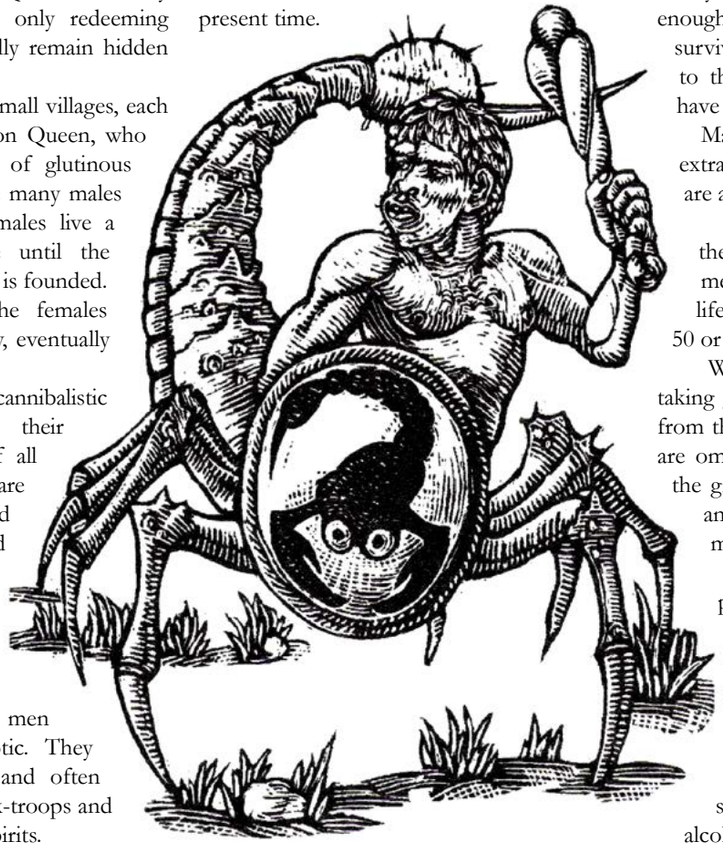
Religion: All scorpion men worship Bagog the Scorpion Goddess. Exceptional individuals or hives may worship other Chaos gods as well.

Regions of Origin: Scorpion men are found only in Genertela. They are most common in the Wastelands, Dorastor, and Chaos Nests such as Snakepipe Hollow of Dragon Pass, and the Foulblood Woods (known by Chaos folk as the Forest of First Reward) of Heortland. They have been known in Peloria since the God Time, and have even been found in the Shan Shan Mountains of Kralorela.

Wind Children

Wind Children are humanoid creatures with large, beautiful feathered wings that vary widely in color. Called the "Qa-ying People" in Kralorela, they are mistakenly classified as Hsunchen.

Mythos and History: Wind Children are descendants of sylphs and humans who mated during the Gods Age, when such crossings were more likely to occur and to succeed than the present time.



Scorpion Man
This vile and dangerous Chaos breed is left over from the Great Darkness. They live in mountains and wastelands.

Description: Wind Children are hairless, save for soft head hair, and males are always beardless. Clothing is minimal, usually consisting of a fur or leather harness to carry tools and weapons. They are extremely keen-sighted in the daytime, though no better than humans at night.

Wind Children thrive in open spaces and suffer under closed conditions, even to the extent of dying of claustrophobia if confined. Even flying under a tree canopy causes them difficulties. They far prefer to glide for long hours among the clouds, often in solitary contemplation. They delight in communicating with the airs. They have a natural affinity with sylphs.

Culture, Life, Government: Wind Children are a flighty, independent race of freedom-loving creatures that are more concerned with their momentary pleasures than anything else.

Wind Children live in groups called aeries, which cluster about the tops of steep mountain peaks and cliff faces. Nuclear family groups, called crèches, live in their own nests. Unmarried adolescents live in a large group nest called the "flight nest." Children are born live and nursed for up to a year, take their solo flight and leave the nest around 7 years, mature about 20, and marry around 30.

Wind Children are long-lived. After about 125 years feather loss becomes significant enough to hamper flight, and by 150 most survivors are nearly flightless and confined to their aerie. The oldest Wind Children have been known to reach 200 years.

Marriage is monogamous and for life, extra-marital sex is uncommon, and young are always born in early spring.

Government is informal, led by the conclave of each aerie. Respected members are elected to the conclave for life, usually when they reach the age of 50 or more.

Wind Children are primarily hunters, taking game animals from the ground, birds from the air, and livestock from farms. They are omnivorous, but they dislike staying on the ground to gather vegetable foodstuffs, and so eat mostly meat. They often eat meat raw, especially if it is from birds.

Wind Children are not materialistic, preferring trifles, baubles, and items of beauty to other possessions. They trade mountainous creatures' furs, hawk and eagle fledglings, and high-mountain herbs for metal weapons, jewelry, and trinkets.

Wind Children are extremely susceptible to even small amounts of alcohol, but never suffer hangovers.

Lesser Elder Races

This fresco depicts various lesser Elder Races associated with Dragon Pass. Such wall paintings adorn the halls, temples, and palaces of the wealthy throughout the Holy Country and Dragon Pass region. Nochet is famed for its skilled artists, and craftsmen from that city have long been in demand throughout central and southern Genertela.

Upper level: Two Wind Children displaying their "swordsticks" decorated with red feathers. The Wind Children are common to the high mountains around Dragon Pass and the Holy Country. Note the distinctive coloring – Wind Children have a much wider range of skin and hair colors than humans.

Lower level (from left to right): Two ducks, a centaur, a minotaur, and two newtlings. These species are common to the area called Beast Valley in Dragon Pass.

Relations with Other Races: Wind Children seem extremely self-centered to all other races. They consider humans, the species most similar to themselves, to be impressively strong but boring. The greed and occasional generosity of humans represents a strange combination of materialism and idealism to Wind Children, who see themselves as more consistent and logical in their self-centered behavior.

They have an ancient prejudice against elves, whose legendary forests of immense trees once threatened the Wind Children's wide open spaces. They have no real enemies except griffins, who sometimes compete with them for the same environmental niche.

Warfare: Wind Children rarely go to war, but when they do, they use the same techniques they use when hunting. Their preferred weapon is the "swordstick," a long wooden shaft with a sword-like blade at the end. With this weapon, they cruise and swoop suddenly, flying over their prey and stabbing or slashing as they pass just overhead. Slingers hang back and use their altitude advantage to harass targets. They are experts at shooting moving targets in flight, and commonly catch their dead prey before it hits the ground.

Religion: Wind Children worship Orlanth as the storm god, but ignore his warlike and leadership aspects as irrelevant to their lives. They are primarily shamanic, worshiping their local wind spirits, mountain spirits, and others as needed.

Regions of Origin: Wind Children are found only on the continent of Genertela. They live in three areas: scattered among the eastern Rockwood Mountains, around the hills and peaks of Dragon Pass, and in the Shan Shan Mountains which border the eastern Wastelands. Why they do not live elsewhere is unknown.

Time in Glorantha

Time is called the Child of Arachne Solara, the Weapon of Ghani, the Backbone of Kana Poor, the Invisible Nail, the Eater of Entropy, and the Great Compromise. Time is rarely worshiped yet is present as a permanent part of the cosmic fabric. It is the product of all the gods, although the Seven Lightbringers are usually called its parents.

The world of Glorantha is about 1600 years old. That many years ago, after a great and timeless darkness, the Sun God rose in the east for the first time since the Sun fell in the Gods War and instituted the new power of Time. Since then, dates in Time often have been written ST, Solar Time. The year 575 ST, then, would be the 575th year after the first sunrise.

Time is the most powerful of the gods of the new age. We recognize Time in three natural forms (lineal, cyclical, and illusory), but Time did not exist in the God Time. The lineal relations that we impose upon the stories and myths of the God Time are a result of our own temporal existence. Mythical events did not necessarily occur in the order we perceive them, and it can be difficult to reconcile conflicting versions of certain occurrences in God Time. The difficulties with which we understand that age are illustrated by the words we use for it: God Time, Gods Age, Dreamtime, Non-time, and so on. Each word or phrase has some measurement of Time within it. It is interesting and perhaps important that the magicians of the Hero Wars period (when contact was greatest between men and gods) referred to the God Time as "the magic place" or "God World," even when referring to a prehistoric event.

Time was born in Hell, where the shadows of Chaos reigned and held sway over the heart of the universe. All of the universe was in confusion, elements blundered amidst each other, and devils ran amok, slaying and kidnapping gods and mortals alike, carrying them to the formless void. When the Lightbringers entered the Underworld and completed their great tasks, they forged a cosmic pact which bound all entities, living and dead, spiritual and physical, pure and unholy, intelligent and inert, into the Great Compromise. No beings responsible for the creation of the world had exemption from this final synthesis. In their pact, the deities settled their senseless and destructive wars which had precipitated the Chaos they now united against. They agreed to accept a common ground of existence in order to share responsibility for the protection of the realm and to uphold their present status in the universe. They thus bound themselves irrevocably to the spiritual matrix of the new age.

Their vows are the source and cause of Time; the energies of this Compromise provided the soul-essence of the new age. The old deities created the will of the new age and bound themselves to uphold it. The more powerful the deity, then the more numerous the commitments binding it into the world matrix, and the more effectively fossilized its role in the Time to come. The lesser creatures of the world, especially the surviving mortal races, were free to grow, change, and develop within the new age. By utilizing their freedom and knowledge of the new laws accompanying the new age, the mortal folk could commune with the gods and powers of the universe.

Kinds of Time

The form of Time was a function of the Compromise. As stated, there had been horrible fighting and confusion before that agreement. Death and even parts of Chaos were well-mixed with the world. Time re-organized this confusion so that there was regularity between light and darkness, life and death, and other measures of Time.

Some cults believe in Lineal Time, maintaining that Time once began and that it will continue onward in an unbroken line into the future forever, or until the world ends.

Cyclical Time, supported by many cults, holds that certain events, such as day and night, alternation of seasons, lunar cycles, tides, spiritual recycling, etc., actually are the same event occurring again and again. Minor, local, and mundane observable differences actually measure mortal removal from the primal sources, rather than marking any true change.

Illusory Time is that progression of events which seems to manifest itself as we glance backward to God Time myth, or upon the activities of Heroquesters performed in that realm of legend and magic. Cosmologically, the world of God Time exists only in stasis, beyond Time, and Chaos lies at the other pole. Reality stretches between them, and the non-existent realms are reachable only when individuals force Illusory Time upon God Time – causing immense philosophical and thaumaturgical ramifications.

Calendrical Time

Uniform dating in Glorantha is difficult, for many dates are based on local circumstance, such as "the third year after King Grozz defenestrated Harl Half-Ear." A universal calendar exists in many places, however, and is used in the following manner for general dating.

Dating Systems

Most dating systems in Glorantha begin with the Dawn, when Yelm rose into the sky and inaugurated the age of history. Created by the Theyalans of Dragon Pass, this system is called Solar Time (ST) and is the most common time-measurement system used in the world. Most dates given in this book are in ST. The current year is 1621 ST.

Day

One day on Glorantha is the time needed for the Sun to traverse the sky from the east to the west. One night is the time needed for the Sun to traverse the Underworld from west to east again.

Week

One week is made of seven days, named for the five elements, one Godsday, and one 'Wild' day. Elemental influences vary in intensity by the day of the week. Windsday will have more airy energies available than usual, for instance.

Wildday is an unformed piece of time, often propitious to various Chaos magics. The influences vary widely, however, and depend on location, history, pre-arranged conditions, and more factors. The most powerful local deity may be worshiped on this day.

Godsday may see the most worship and meditation. The most important holy ceremonies may occur on this day. The deities will be more influenced to receive worship on Godsday.

Season

A season is made up of eight weeks, named after the eight Powers: Disorder, Harmony, Death, Fertility, Stasis, Movement, Illusion, and Truth.

Sea Season: compares to our spring. This season follows the rebirth of the Sacred Time, and during it the young gods of the new age are free to exert their influences on the world.

Fire Season: is like our summer. This is a time of warming and ripening, when the plans and schemes of men mature and bear fruit, as do herds and fields. Energies are ripe for activities, intellectual pursuits, and outward expansions.

Earth Season: compares with our fall, with harvest and food gathering against the hard weather to come. The forces of life draw to themselves, leaving the fields and pastures to the soon appearing cold and darkness, but this also is the time of the greatest plenty, and a period of festivity and joy.

Dark Season: is like our winter, and there is great hardship and gloom across the world. Weaker beings should hide now, hoarding their food and spouting cheerful stories before their crackling fires. Only the boldest go forth.

Storm Season: is the time of greatest violence and danger. The air gods rule this season, and their energies always are of a violent and unpredictable nature. This time is like the War of the Gods; this bloody season can undo the effort of a whole year, and troubles begun here often inadvertently allow Chaos forces to slip into the world.

Sacred Time: equals two weeks in length, but officially is listed as 14 days instead. Normal activity halts, and the world ritually and really re-enacts the death and rebirth of the cosmos in order to replenish the world, for incorporating the entropy of Chaos into the living world is agreed to in the Great Compromise. To live, one must descend into death and be reborn. The participation of all beings in these annual ceremonies and their commitment to them integrates the participants with an unconscious understanding of the cosmic balance – a major factor in the high level of mana generation and use in Glorantha.

The Theyalan calendar lists the day of the week first, then the week of the season, then the season, then the year. Two ways are commonly used to record the actual dates. One is by inscribing the Runes appropriate to the day, while the other is to note the date numerically. In the latter system, numerals are used to denote season. Thus 4/6/3/1614 is the same as ᛜ/ᛟ/□/1614, that is, the same as Windsday, Movement Week, Earth Season 1614.

THEYALAN CALENDAR		
Day of the Week	**Week of the Season**	**Season of the Year**
● Freezeday	ᛝ Disorder	≋ Sea Season
≋ Waterday	ᛁᛁᛁ Harmony	⊙ Fire Season
□ Clayday	ᛏ Death	□ Earth Season
ᛜ Windsday	ᛞ Fertility	● Dark Season
⊙ Fireday	⌓ Stasis	ᛜ Storm Season
ᛉ Wildday	ᛟ Movement	Sacred Time
✱ Godsday	∴ Illusion	
	ᛉ Truth	

Solstices and Equinoxes

The Spring Equinox comes in the middle of Sacred Time, on Waterday of the second week of Sacred Time. On this day, Yelm rises in Youth. Day and night is exactly the same length, twelve hours long.

The Summer Solstice is Yelm's High Holy Day: Fireday of Harmony week in Fire Season. This is Midsummer's Day, the longest day of the year: the night only lasts eight hours.

The Autumn Equinox is on Waterday of Stasis week in Earth Season. Day and night is exactly the same length, twelve hours long.

The Winter Solstice is on Fireday of Illusion week in Dark Season. This is Midwinter's Day, the shortest day of the year, when the night is sixteen hours long.

Variant Systems

The Dara Happan Empire measures time from Yelm's Enthronement, 111,000 years before the Dawn (meaning 1621 ST is 112,621 YS). This dating system is the YS system, and is still used in Dara Happa. The Dara Happan sacred calendar divides the year into four seasons of 7 weeks of ten days each plus a 14-day Sacred Time.

Comparison Table of Solar Time and Lunar Calendar Reckonings	
Solar Time	*Lunar Wanes*
1220 to 1247	0/0 to 0/27
1248 to 1301	1/1 to 1/54
1302 to 1355	2/1 to 2/54
1356 to 1409	3/1 to 3/54
1410 to 1463	4/1 to 4/54
1464 to 1517	5/1 to 5/54
1518 to 1571	6/1 to 6/54
1572 to 1625	7/1 to 7/54

The Red Goddess was born in Rinliddi (Peloria) in 1220 ST. Lunar chronomancers always start their chronologies from that date. The Red Goddess lived within the Middle World for 27 years before her apotheosis.

When she departed and took her place in the sky, the goddess was at the height of her power. Her possessions upon earth suffered a decrease in available mana for 27 years after her ascent, then increased again for 27 years to the levels available when the goddess had been on earth. This makes a 54-year period between the crests of power, with a central low point. This cycle is called a Wane, since the power is at a wane during its center.

The Wane is the primary number in Lunar calendar notation. If the first number is a 1, then the event was in the 1st Wane of the goddess; if it is a 7, then the event was in the 7th Wane, and so on. An occasional Wane may receive a name or title: Hon-eel's Wane, or the Hero Wars Wane. Events of the goddess' lifetime upon earth took place in the Zero Wane.

The second number of a Lunar date tells the year of the Wane in which the event occurred; any number from 1-54 is possible.

Unlike the Theyalans, the Lunars associate the day of the week with the local phase of moon (which differs depending on one's location in the Empire).

The Brithini calendar measures time from the first turning of the Red Sands of Time, which they date to 14,825 years before the Dawn (making the year 1621 ST the year 16,446 by Brithini reckoning). The Brithini divide the year into ten months of 28 days each, plus a 14-day Sacred Time. However, most mortal Malkioni adopted the Theyalan calendar in the First Age and the God Learners spread the use of the Theyalan calendar throughout the Middle Sea Empire. As a result, the Brithini calendar is only used by the Brithini, Vadeli, and Waertagi peoples, and by some Rokari wizards.

The Vithelan cultures persist in using six seasons of 7 weeks each. This method is widely popular throughout Kralorela, the East Isles, Teshnos, and Vormain.

Most Pamaltelans (with the exception of Umathela and Fonrit, which use the Theyalan calendar) use a four season period. Each season consists of 72 days (12 weeks with 6 days each). The extra six days, called Holy Week, resembles the Sacred Time of the Theyalan calendar.

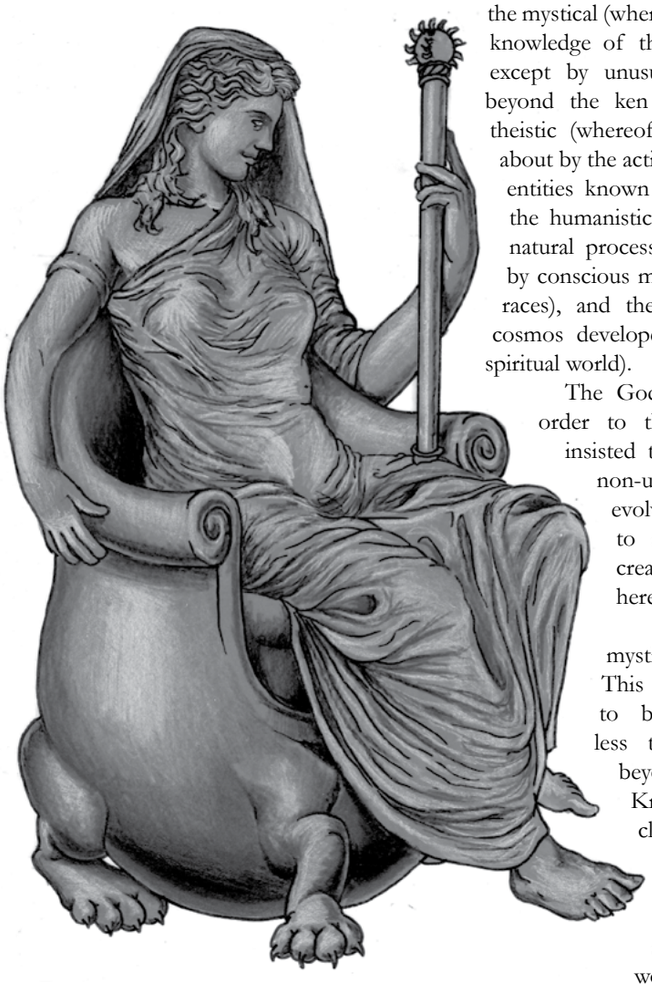
Mythos & History

In analyzing the mythos of Glorantha, four streams of belief prevail. They sometimes mingle and sometimes flow in separate channels, but they all flow in the same direction. Each is a preferred way to reach an understanding of the cosmos. In choosing one stream as a guide, a person finds a cohesive and unified view of reality useful to their individual development. Though one might assume that a particular viewpoint or way of existence is correct and that the others are somehow wrong, as often happened in Gloranthan history, we must warn the reader. Such a limited point of view will only further confuse a difficult subject.

Cosmology

Before Creation

During the Second Age of Glorantha, a very powerful people came from the island of Jrustela. They managed to create a world-wide view combining all the popular philosophies which they encountered across the world. They were called the God Learners, and from their studies developed Jrusteli sorcerers and militarists to dominate the coastal lands of Glorantha for much of the Second Age, before nature sprang back and destroyed them. Despite their effective condemnation, the God Learners gave a coherency to the confusing cosmologies, and the Jrusteli understanding remained popular long after the Jrusteli demise. Their views underlie most of the discussion which follows in this chapter.



The four philosophies of Glorantha are the mystical (whereof the forces and the real knowledge of the world are unknowable except by unusual experiences normally beyond the ken of mortal people), the theistic (whereof the world was brought about by the actions of great and powerful entities known as gods and goddesses), the humanistic (whereof the world is a natural process conquerable and usable by conscious manipulation by the mortal races), and the animistic (whereof the cosmos developed into the material and spiritual world).

The God Learners developed an order to these four modes. They insisted that they were, in fact, a non-understandable concept evolving from one form to another as part of the creation. They are presented here in order of evolution.

THE VOID is the mystic origin of the universe. This pre-existence is said to be indescribable. "It is less than Nothing, Formless beyond Emptiness," says a Kralori poem. The mystics claim that the dragon-powers manifested themselves in the void by becoming committed and entangled with the world that was yet to come, and in those actions created the barrier shimmering between the perfect void and our understanding of it. The Kralori religion (which is based on Draconic belief) suggests that the void is a state of bliss which should be sought after in every way possible and that even the briefest experience of it will bring about belief, though not understanding, thereby incorporating the individual harmoniously with the cosmos. This unknowable force is nowhere presented as hostile. If a label must be attached, then it is neutral.

THE PRIME MOVER originates the humanist universe. Nowhere is it personified or otherwise given any attributes of being. This strictly impartial force can be tapped and/or exploited by the dominant mortal races of the world through manipulation of Knowledge and Power. The Malkioni religion primarily supports this belief, and since it further supports active human dominance in the universe, there is a corresponding belief that the secrets of this prime mover were discovered by their god and passed on to his people. The Malkioni race founded the Wizards, who shape the universe without consent from gods who are elsewhere believed to rule everything.

Glorantha, Empress of the Celestial Court

The Goddess Glorantha was always held to be the eldest of all deities and is called Firstborn. She is also called Source of Creation, for from her came the Prime Movements of the universe. She was the Soul of the Cosmos, because she embodied all of the mystical and magical forms and fancies of the world, hiding ever behind the wall of the Great Mystery; always present and approachable but always elusive and untouchable.

Heavens Corrupted

Many mythological events of the God Time took place in the Sky and were witnessed by every culture in Glorantha. Cultures and cults disagree as to the interpretation and meaning of these celestial movements, but all agree on the basic sequence of events.

The Dara Happans meticulously recorded celestial movements. The following account is taken from the Copper Tablets of Yuthuppa. The names given are those used by modern Lunar scholars.

1. First

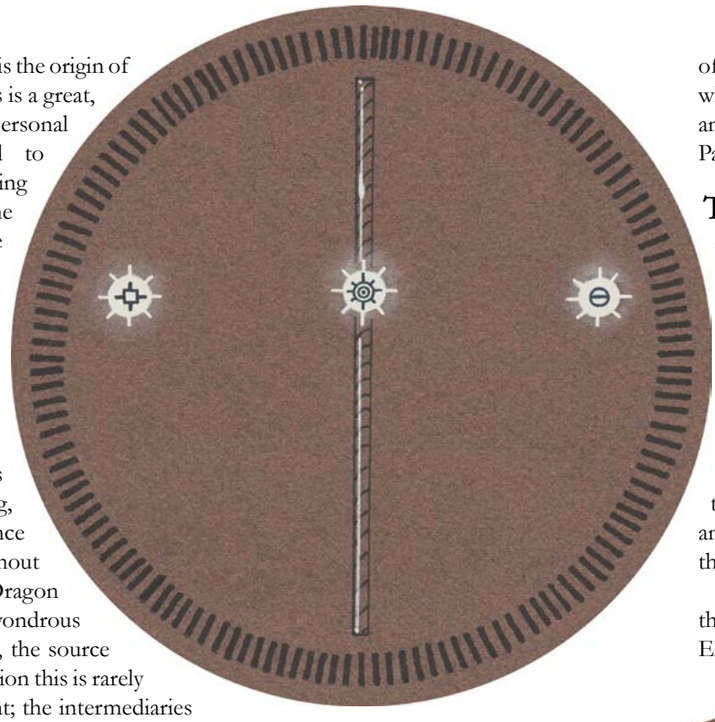
First was perfection. The Mighty Pillar stood in the center, while the Perfect Bowl arched overhead.

2. Separation of Three Good Brothers from One

The Perfect Sky was divided equally among the Three Good Brothers: Lodril, Yelm, and Dayzatar. Enclosing it all was the Aether.

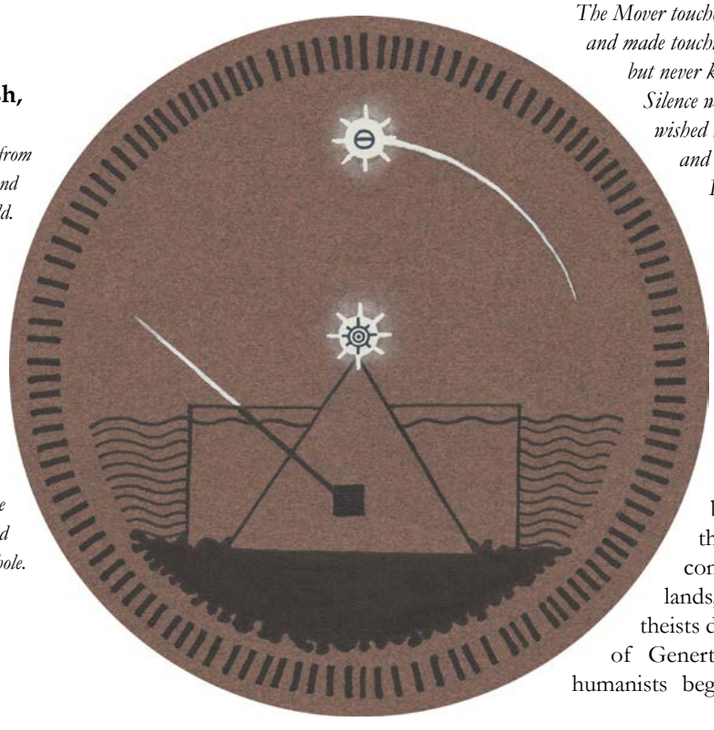
3. Lodril's Descent, Crash, and Burn

Dayzatar withdrew from the polluting world and rose to the Sky World. Yelm descended to the Center, settling upon the Surface World. Lodril, the lowest of the three brothers, could not resist the temptation of the world and descended to the ground. Where he touched, he crashed and burned a great hole.



THE SILENCE is the origin of the theist universe. This is a great, dormant, and impersonal force which is said to contain "everything within it, still One, the wonder of the universe which would come after it." The theists sometimes personify the silence and call it the mother of Glorantha, Queen of the Universe. Always seen as a wondrous and awesome being, this entity has intelligence and benevolence without limit. An anonymous Dragon Pass poet says, "The wondrous Source, the egg of life, the source of wonder." After creation this is rarely mentioned as important; the intermediaries who stand between it and the worshipers both are closer and more likely to respond to worship.

THE PRIMAL PLASMA is the final source of the universe. It is popular with animists. Rock paintings often depict the plasma as the Well of Wonder, producing the rest of the world. The Well contained a miraculous material which separated into those parts of the elements recognizable as the material world and those spirits which guard and tend them. The plasma is not claimed to be intelligent or to have done any active task.



The Jrusteli philosophers said that their research brought order and synthesis to these divergent origins, and that each was a finer or grosser representation of the umbilical cord stretched between the unknowable and the real. To quote an anonymous Ninth Century poet:

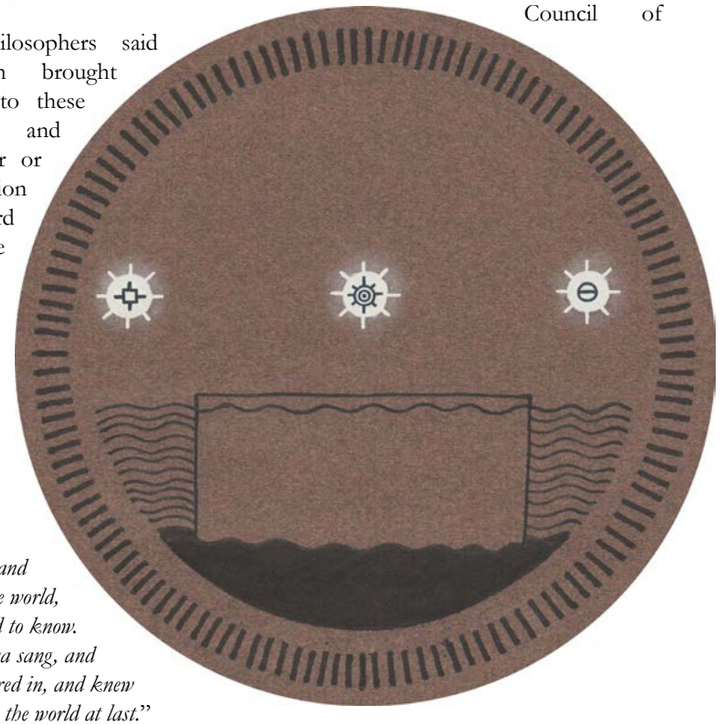
"The Void, unknowable,
never knew.
The Mover touched
and made touching,
but never knew.
Silence woke, and
wished up the world,
and hoped to know.
Plasma sang, and
entered in, and knew
the world at last."

Every tale or concept of origin was popular in the Dawn Ages among some population. The differences sometimes caused conflict, as they had in the Gods War, both before and after the God Learners. Mystics concentrated in the eastern lands, especially Kralorela. The theists dominated the central lands of Genertela and the oceans. The humanists began in the western lands of Genertela, while the animists were found wherever the others were not, especially among animals, savages, and in the lands of Pamaltela.

The Celestial Court

A body of deities, the Celestial Court, are said to have made the world. Mystics say that since the deities were the first misconceptions concerning reality, they set the pattern for misunderstanding existence. The humanists claim the powers presented as entities on the court were actually inert Runes which established the formats for further interactions between the emerging patterns of creation. Animists and theists agree that godly beings made up the Court.

The Celestial Court was made up of three distinct parts: the Council of Pairs, the Elemental Deities, and the Elder Gods.

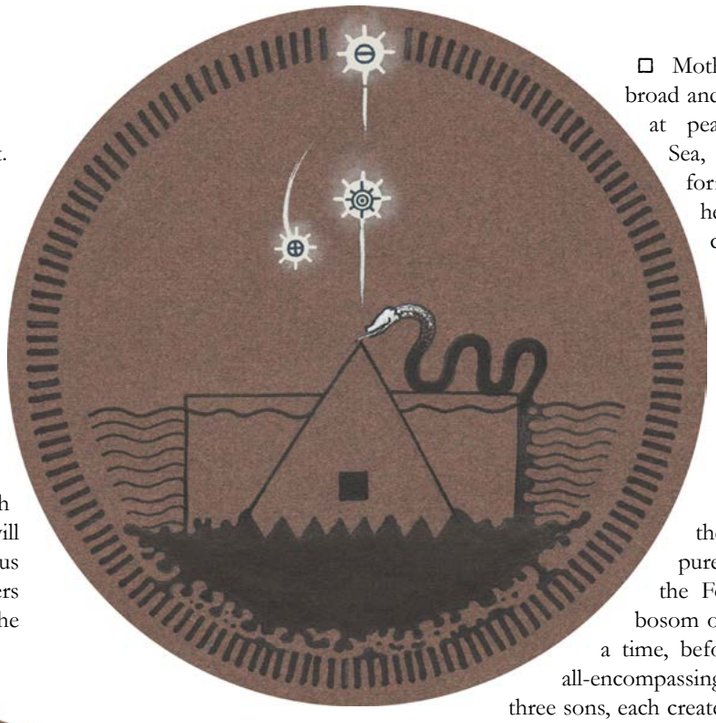


The gods of the Council of Pairs are called the deities of Power. Each of the eight gods were associated with one of the ancient Power Runes:

Acos (⏢), Unchanging God of Stability and Upholder of the Cosmos, Porter of Eternity, Father of Mostal, and Maker of Builders.
Larnste (ᚱ), God of Change and Motion, the Shaper, and the Soul Arranger.
Uleria (ᚷ), Goddess of Love, the Attractor, That which Binds Inside.
Kargan Tor (†), God of Conflict and War, the Divider.

Orenoar (ϒ), Goddess of Truth, and Soul of the Flame.
Tylenea (∴), Goddess of Illusion, Mistress of Masks, Lady of Trickery and Deceit.
Harana Ilor (lll), Goddess of Harmony and Peace, Musician of the Cosmos.
Ratslaf (Ɪ), God of Disorder and Confusion.

The opposing polarities of the Council of Pairs are a reflection of the basic dualism which permeates the cosmos. The primal division of the universe into two opposite, yet mutually dependent, Powers was critical to the development of Glorantha. There is a creative law which decrees that the Original Acts of the gods will be repeated by their own creations, and thus the dualistic tensions and interface of powers was reproduced consistently throughout the subsequent development of the cosmos.



□ Mother Earth was third, broad and bountiful. She floated at peace upon the Great Sea, meditating upon the forms and powers within herself. She bore many children, and many of those without any partner. So rich was she that life teemed upon her surface, and Grandmother Mortal chose her as his home. In most tongues she is called **Gata**.

⊙ Lord Light was the fourth. He was the purest and brightest of the Four. He sat upon the bosom of the Earth quietly for a time, before growing to be the all-encompassing sky overhead. He had three sons, each created by Divine Word. He is the Source of Light and Heat, the bright and fiery **Aether**.

Storm King is the last, Beater and Shaker. He was Strength and Violence, and his first act was to tear apart his parents, Gata and Aether, forever. He had many children, and a few had no mother. He was the woe of the world and the savior of the cosmos. His name is **Umath**.

The Elder Gods are impersonal entities whose existence is basic to Glorantha, but who failed to attain any personal status in the cosmos. The deities who came afterward absorbed or mimicked their attributes and functions. There are, for instance, entities

4. Dragon's Rise and Yelm's Ascent to High Sky

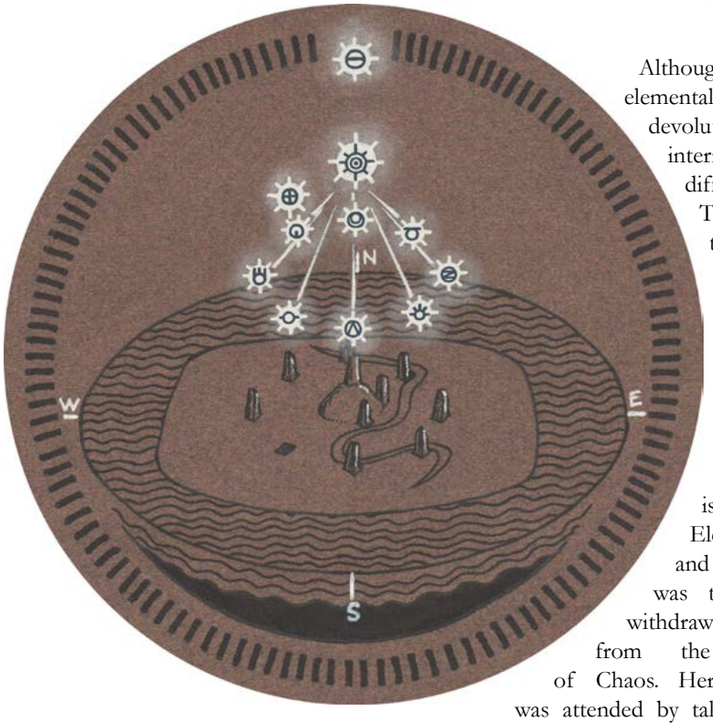
After Lodril's descent Life came from the earth, and the Nestentos Serpent came to the surface. Yelm rose to the Sky, leaving the terrestrial realm to Murharzarm.

5. Yelm's Eight Sons and the Ascent of Entekos

The Eight Sons – Zator, Reladivus, Shargash, Derdurnus, Deumalos, Falsoretus, Verithurus, and Ghevengus – each took up their position in the Sky. Entekos, the Goddess of the Atmosphere, rose above the ground to be the link between the high gods and the lower gods. She took her position in the west, lower than Yelm.

6. The Pit and Umath

A flaw appeared in the Dome, and from it came Umath who moved everything.

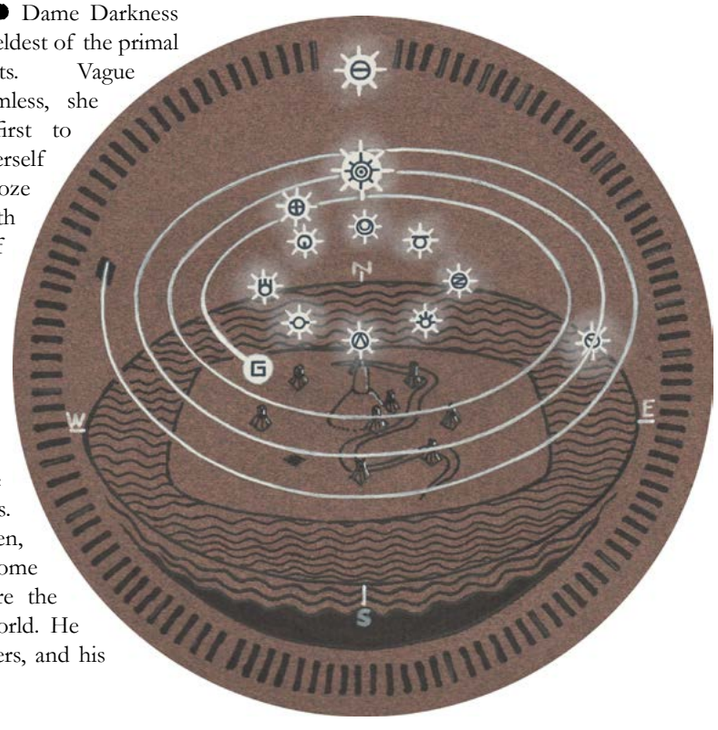


Although each of the elementals underwent the same devolutionary activity, their internal devolvement differentiated their natures. The humanists showed that some devolved upon mathematical lines, propounding that the divine genealogies are merely ignorant personifications of derivable mathematical formulae.

● Dame Darkness is the eldest of the primal Elements. Vague and formless, she was the first to withdraw herself from the ooze of Chaos. Her birth was attended by tales of the primeval wars of Darkness against Chaos. Her name is **Nakala** (speak it with care).

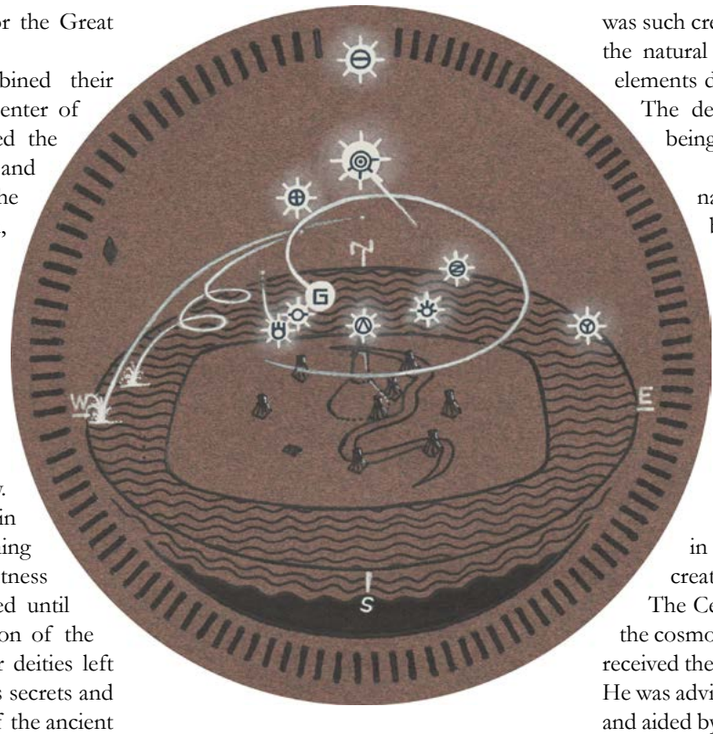
Father Ocean was second. Within him lay all the potentials and possibilities of the universe without Darkness. He created many children, and gave birth to some himself. Among them are the seas and rivers of the world. He is the Source of the Waters, and his name is **Zaramaka**.

The Elemental deities provided the mundane stuff of the universe. The eldest Elementals are prodigious entities composed of much matter and little intelligence or spirit. These primal Elementals then entered into a self-exploration of potentials which was called devolution. In this process the entities divided and subdivided themselves in a manner which isolated portions of their internalities as recognizably separate beings. Some of these lesser beings were mostly material, while others were highly spiritually developed. This process formed the elemental pantheons of the animists.



called the Maker and Grower, or the Great Mother and Witness.

The Celestial Court combined their powers and together built the center of the world. This 'center' is called the Perfect Palace within its interior, and its exterior was called the Spike. The Spike was the cosmic mountain, and it got its name from Mostal the Maker, who engineered the mundane construction. Mostal loved tools, and so called the place the Spike because it was the thing which nailed together all of reality and held it in place. The Perfect Palace was a place of harmony, beauty, and singularity. It housed the firsts of everything in the world and maintained everything in perfect order. Within its fastness the powers of creation expanded until they spread beyond the protection of the mountain of the Spike. Younger deities left the unchanging mountain with its secrets and filled the universe with variants of the ancient schemes. Thus the world grew.



7. Umath's Spiral of Destruction

Rebelling against Yelm's rules, Umath burst into angry violence. Umath moved in a wide circle through the Middle Sky, provoking the other Sons of Yelm to respond. Several sons were destroyed, others corrupted by his movements.

8. Umath and Shargash

Shargash was struck directly by Umath. The Red Planet thrust the invader onward, and then followed after. Umath was fatally wounded and wobbled around the sky, sinking lower. Shargash moved inside of Umath's path, protecting the City.

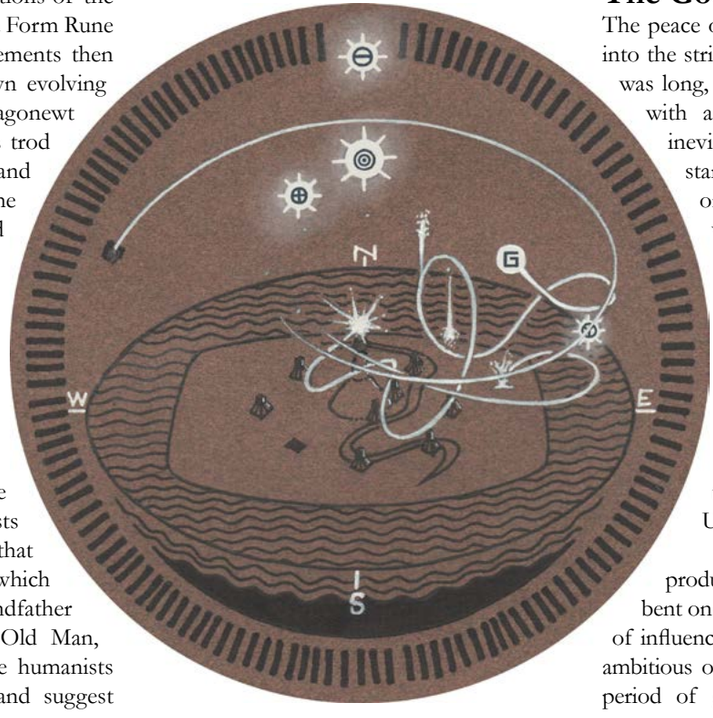
The Golden Age

The Golden Age of the gods was a time when dreams were true, then stored for later generations to use as they might. In those days there was nothing but peace and harmony, and all of the cosmos expanded in love. Innocence was everywhere. It was impossible for anything to go wrong.

This era saw new types of beings. The Form Runes were introduced and the Young Gods were born. Said to be creations of the Celestial Court, each deity made a Form Rune by contributing to it. All the elements then tested the Form, each by its own evolving nature. First made was the Dragonewt Rune (), and all the world was trod by races now extinct, whose lives and kinds must be guessed. Then came the Green Age, when the world was covered by vast forests and fields as the gods experimented with the Plant Rune (). Next the world knew creatures modeled upon the Beast Rune (). Finally came the Man Rune (), and humanoid races spread across the world.

These Form Runes cause lively debate between the humanists and the theists. Theists claim that there were entities or beings which embodied these Forms. Grandfather Mortal, also commonly called Old Man, is the best-known of these. The humanists call those explanations fables, and suggest that the so-called Forms resulted from natural forces which developed impersonally. Both arguments depict the same result: the population of the world. The formation, or possibly recognition or usefulness, of the Spirit and Chaos forms did not come about in this era.

When the elemental deities and power gods grew to their limits of their fulfillment and filled their natural realms, the Young Gods were born. Here, at the borders of the elements, they discovered each other. There was such creative abundance in the world that the natural divisions of the world between elements did not hinder further expansions. The deities and spirits combined their beings and produced new entities.



At first only the least of the nature spirits engaged in this sort of breeding, and from these unions spring the least of the nature spirits. Joinings between more powerful entities produced increasingly powerful children. These Young Gods were the delight of the Celestial Court, who nurtured their strange powers and taught them ancient knowledge.

Many races and beings grew in the Golden Age, filling all of creation with their existence and bustle. The Celestial Court handed rulership of the cosmos over to the Sun God, Yelm, who received the title of Emperor of the Universe. He was advised by his elder brother, Dayzatar, and aided by his lusty younger brother, Lodril. Yelm demanded absolute submission to his Divine Order. This benevolent dictatorship was splendid during the Golden Age, when Yelm ruled everything with easy harmony and simple truths. During this time many cities and nations were made. There was no need to work, for the earth brought forth its own food, all water was pure and healthful to drink, and anything was willing to offer any aid or assistance. Peace was said to be Yelm's Cloak, and so the world lived beyond Time.

The Gods War

The peace of the Golden Age slowly turned into the strife of the Gods War. The process was long, and came in small steps. Viewed with afterthought, the process seems inevitable. The birth of the god Umath started the Gods War. It was no fight or conflict, yet it immediately led to violence. Umath's first recorded activity was to demand a realm of his own to be equal to those of his parents. When none was available, Umath made one for himself by ripping asunder his father and mother. Thus the sky was separated from the earth forever. This primal violence set the pattern for the children of Umath as well.

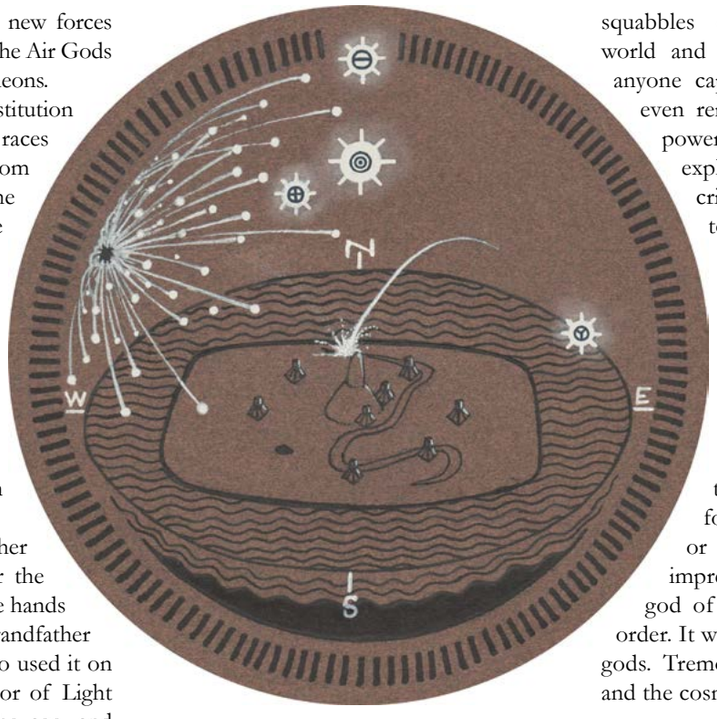
Umath devolved violently, producing a brood of unruly entities bent on taking or making their own realms of influence. They were joined by many other ambitious or frustrated Young Gods. A long period of growth, change, and movement

followed in the cosmos, as these new forces found their places. The power of the Air Gods rose at the expense of other pantheons.

During this time, the institution of worship spread as the lesser races sought protection and support from the greater entities. Sometimes the peoples could tame the violence of the gods, but more often not. As the fighting worsened, the races became more dependent for survival upon the gods.

When deities began competing for the worship of lesser races, the trouble spread rapidly. The Golden Age eroded. Imperial Yelm contested as an equal with barbarian Orlanth.

The power of Death was either the first of the New Powers or the last of the old. It came first to the hands of Humakt (who used it on Grandfather Mortal) and then to Orlanth (who used it on Yelm). The death of the Emperor of Light felled the last strongholds of the age, and instituted a new reign.



The Storm Age

Philosophers also call the Storm Age the Lesser Darkness. It began when Yelm was killed by Orlanth, and left the world of the living to follow Grandfather Mortal into the land of Death. Other gods of light also failed: Dayzatar the Sky God drew further away, Lodril was first buried and then imprisoned by a god of Darkness, and lesser gods (like Yelmalio) were wounded or hid themselves away.

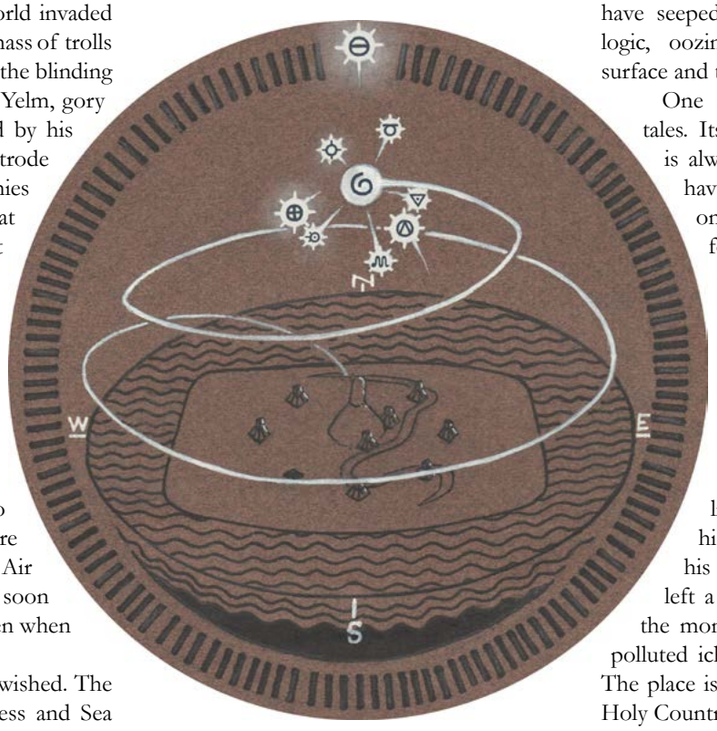
Darkness from the Underworld invaded the surface of Glorantha, a huge mass of trolls and other darkness things fleeing the blinding and burning light of dead Yelm. Yelm, gory and crying in pain, accompanied by his weeping and mourning minions, strode through the Underworld, and armies of trolls were burnt to nothing at the Battle of Hanroo Field. Great masses of trolls thrived on the surface in the growing Darkness.

More than Darkness spread across the age, for life followed the light into the lands of the dead. Spirits of plants, animals, and minerals took the path of the dead and were lost to the world. The Sea gods sought to flood earth and heavens, and were defeated in turn by rampaging Air gods. Without light the earth soon slept, and the world seemed barren when compared to the Golden Age.

The gods fought when they wished. The Air gods dominated, but Darkness and Sea deities also fielded powerful forces. Glorantha became a broad, barren land swept by angry storms, crushing ice, brutal volcanoes, and pieces of the sky tumbling dead to the earth.

During this time new races of humans were born in the world, and sometimes the old ones adapted or survived as slaves. Despite the hardships, cultures throve, and grandly barbaric societies gladly and grimly fought for existence.

Unchanged in all this was the Celestial Court. They had held aloof from the petty squabbles changing the face of their world and lent themselves impartially to anyone capable of wielding the powers, even remaining unattached when their powers were used in new ways by exploitative intelligences. As the crisis grew, the Court could not act to halt their own abuse. Instead they engaged in "immortal discourse, celestial debate, and the scribbling of scrolls." The world disintegrated around them, at last straining the immortal strength of the Court beyond endurance. Imagine the dilemma of Kargan Tor, the god of war, when he was forced to face himself in battle, or when Uleria, goddess of love, impregnated herself, or when Acos, god of Stability, undermined his own order. It was as if an illness came upon the gods. Tremors shook the immobile Spike, and the cosmos weakened.



The Birth of Chaos

The growing instability worsened conditions for gods and men who craved peace and security. The initial disruptions were hastened by Ratslaf, god of Disorder, and his race of creatures called Boggles. Some blame everything on Ratslaf and his followers, but such blame only shifts attention from the real culprits, the gods themselves, who persisted in acting against their own welfare.

Gradually there came to be other things in the world. At first these creatures seem to have seeped through cracks in the world's logic, oozing through and infecting the surface and the interior of reality.

One such creature is well-known in tales. Its true name is unknown, but it is always called Krarsht. Krarsht may have been the creature which Larnste once saw, "a small squirming thing, foul to sight and smell, which lay on the ground and turned the dust to ash." The god of Motion stamped upon it, hoping to destroy the thing with his divine trampling, but the slimy thing bit him and pierced the skin. Larnste was immediately infected and ever afterwards limped when he moved. Worse, his blood was infected. Wherever his blood dropped to the earth it left a foul cesspool. The place where the monster had been was drenched in polluted ichor, and never has healed itself. The place is called Foulblood Woods, in the Holy Country.

9. The Death of Umath

Umath and Shargash fought with missiles; eventually Umath wavered, and then crashed down in the far north. One of the Sons of Yelm went into the Pit and was never seen again. Instead, the first myriad of stars came out.

Fatally wounded by Shargash, Umath crashed upon North Camp. This started the tilting north-south Dome Movement. It went northward first, because the Pillar there was broken, until it was pushed back even harder by Kalikos. The rebellious Sons of Umath then rose out of the ruined North Camp, bearing the weapons of their dead father.

10. Yelm Destroyed

A conspiracy of Rebel Gods, led by Umath's son Orlanth, killed the emperor. The Doom Conjunction brought many planets together and the light of Yelm was blocked out. The great fire disintegrated, and its six parts scattered. Orlanth usurped rule of the Middle Air.

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Chaos Wars

Armed with his obsidian thunder-stone, the godling Baroshi confronts Osboropo and the Chaos Maggot, and their myriad of Chaotic minions inside the depths of the Earth Temple. Baroshi is aided by the spirits of those already killed and perhaps by the grim figure of Babeester Gor, the goddess of Vengeance.

The Earth Temple: The battle is deep underground, inside a lavish temple carved jade. The walls are solid jade and are fantastically decorated with reliefs and sculptures. Depictions of Earth goddesses and gods of Earth and Air are everywhere, peacefully and happily engaged in life-affirming pursuits such as sex, harvesting, gathering flowers, pageantry of kings and queens, community, and so on. Some of the reliefs and sculptures have been damaged or destroyed by the raging battle.

Baroshi: This heroic godling (representing the powers of the coming Spring and the return of life) is small – about four feet, ten inches tall. His head is shaped like a grain of barley and each grain is like a drop of amber which, if viewed closely, reveals a spark of lightning within. His eyes are a scintillating emerald green, and his barleystalk "hair" is pure gold. His body, human in form, has red-gold skin which, if scrutinized, can be seen to be stamped with patterns of roses and apple blossoms. His feet are shod in iron boots. His left hand holds a copper shield which has had the skull of a monster with horns above the eyes neatly scratched into it as a design. His right hand holds a piece of sharply-cut obsidian which crackles with ambient lightning – this is the mighty thunderstone, a gift from his storm god ancestors.

Osboropo: This monstrous demon-god has huge, twisted horns over his goat-eyes. He is terribly warped and twisted by Chaos – a deformed, nightmare creature from Hell. His very existence taints the world.

Chaos Maggot: This huge, hideous, pale white maggot is consuming the rotting remnants of the dying world. Where it has been wounded, it bleeds hundreds of small red worms.

Demons and Spirits: Both sides are aided by demons and spirits. Baroshi is assisted by the heroic spirits of his dead ancestors – gods of Air and Earth – and their bodyguards, a retinue of sword-wielding blue warriors.

There were other such minor invasions as well, but they failed to do more damage to the world than the gods did to themselves.

The Conspiracy of the Unholy Trio

One god who lived at this time is said to be the last born of the Young Gods or the first Chaos deity created. He was called Rashoran, and none know his parentage. At first Rashoran went about calming the frightened gods, teaching them to be unafraid. It is said that of all the cosmos only he did not fear what he did not know. He taught this knowledge to some of the other gods; most of them succumbed to the Darkness without a struggle after learning from Rashoran, though a few seem to have been fortified, such as Humakt and Uleria. Three others found that they were not afraid, and that they could use the fears of others to their own ends. One of the first things they did was to destroy Rashoran to keep his secret to themselves.

These murderers were the Unholy Trio. Hatred, selfishness, greed, and jealousy motivated them. These short-sighted emotions are now considered to be symptoms of Chaos in the world, and they were originated by the three, who concentrated their forces and wills to create something new.

The first of the trio was Ragnaglar, whom some call kinsman to Orlanth and Storm Bull, driven to hatred by jealousy and dishonorable acts. The second was Thed, said to have been wife to Ragnaglar at one time. The third was Mallia, another goddess, who had great properties to aid birth and growth. These three joined together and perverted their natures to make their weapon of hatred and vengeance.

The Unholy Trio made the end of the world. They wove a great magical ritual of potency far greater than anything before accomplished, for they had discovered the wonder and power of primal Chaos, and used it to magically strengthen themselves for what was to come. They then engaged in their rituals of Chaos-birth. When it was done, the world was changed, and new forces roamed the world.

The Devil: Wakboth and Kajabor

The result of the ritual was Wakboth the Devil, the product of poisoned souls. After that, more deities and spirits of Chaos and destruction were born into the world.

Wakboth the Devil was the moral evil of the world. This senseless and terrifying entity was caused by wanton disregard for life, and he supported continuous brutal destruction. Twisted and foul, Wakboth was the world defiler. His existence was pure insult, since the world was doomed anyway, and he worsened the pain for all involved.

The terror spread by such foulness gave the incentive for individuals to fight on and eventually win the I Fought, We Won battle and helped even gods (like the Lightbringers) to take heart and attempt the impossible, but in the short run Wakboth offered immense advantages to his followers, and in their fear many joined him, swelling the strength of Chaos and bringing all creation to a crisis.

Kajabor was another major enemy in this age. Kajabor is mistakenly called 'the Devil' in some older documents, confusing him with Wakboth. They were similar, for both were great gods for a short time, and had many worshipers, and both turned on their followers. But you must know that Kajabor did it because he had to, and that Wakboth did it for delight.

Kajabor wielded entropy in the world. Often called God Killer or Black Hole or Great Fear, he destroyed all vestiges of matter or energy, annihilating all possibilities of individuality or unity. Entities slain by Kajabor have never returned, and often even their names have been lost after being pulled from the universe.

Kajabor was the Great Fear, and this motivator was important to the actions of the gods. Some say the Great Fear drove people or gods to follow such corruption as Wakboth. For those reasons Kajabor was as much an enemy as true evil, even though it was utterly impersonal and, some say, as natural as the forces of creation.

The Gods' Last Stand

Several locations are believed to be original sources for the Chaos armies which began overwhelming the world. Most of these places are on the far edges of Glorantha, where the forces of order were weakest. Genertelan legend says the major Chaos army approached from the north, and that Kajabor led it.

The survivors of the gods were notable warriors and leaders, and were inured to the rigors of war and death. A great alliance of deities met upon the Fields of Plenty to fight these new enemies.

Genert led the gods' army. This Earth god was the ranking spirit there, though not the greatest fighter. Others with him included Splendid Yamsur, who was a son of the Sun, and Seolinthur, river god for Genert's realm. They were disappointed that others did not come, such as their allies Storm Bull and Tada, and their friends from the Celestial Court.

The forces of Chaos fought to utter victory. The gods disappeared in a maelstrom of previously unknown forces. Their bodies

Opposite:
In the depths of the Great Darkness, the Chaos demon Osboropo drove the Maggot of Chaos deep into the womb of the Earth Mother in Dragon Pass. The Chaos Maggot killed the storm god that defended the Earth Mother, and Osboropo killed his queen after she had given birth to the storm god's child. But the new godling Baroshi rose from his cradle and went on the trail of the worm. Aided by the spirits of the dead (sent by Babeester Gor, the grim goddess of divine vengeance), Baroshi killed and decapitated the Chaos Demon Osboropo and wounded the Chaos Maggot, who in fright, turned and burrowed straight down.

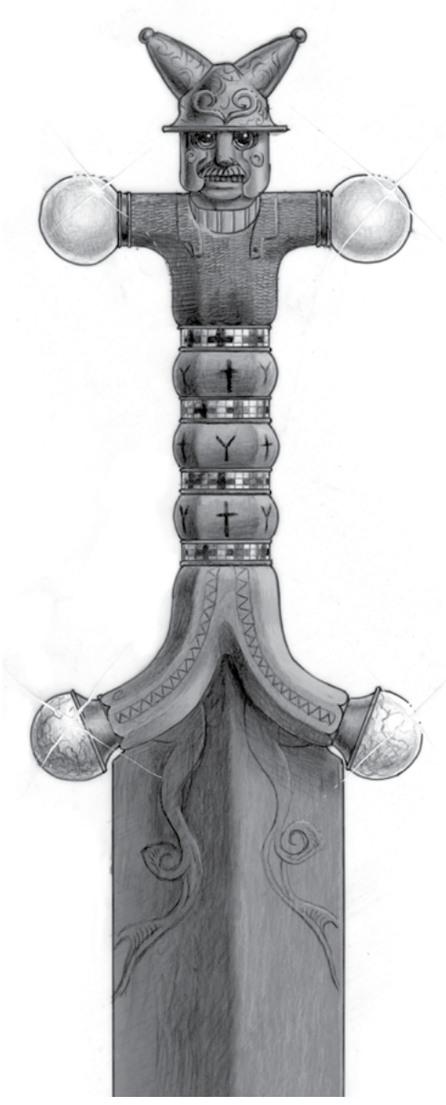
were changed to gorp, and their souls were scoured by the Fatal Screaming. Forever polluted, the Fields of Plenty are now called the Krjalki Bog. The mortal races who sought to escape the rout were saved by Genert, who turned many into a stinging cloud of copper which protected the survivors. Their sacrifice is still visible in the waste of Genert, when the Copper Sands are seen.

Though inured to death, the Storm Age was shocked the way the Golden Age had been shocked. True Death, divine entropy, sent some gods into flight, some into inertia, and some into a more rabid defense. Many gods sought refuge in the Spike, relying upon the ancient Celestial Court for protection.

From all sides the armies of Chaos were drawn toward the Spike. The inhabitants prepared a spirited, if hopeless, defense. The once-impregnable Spike was rent by cracks, and it groaned with misuse. The most ancient powers of the cosmos were decrepit and indifferent. The Young Gods did their best and did it well, delaying Chaos and learning some secrets to fight it. But Kargan Tor abandoned his post and the hordes of Chaos slid through his faults and into the heart of stability.

The gods fought fiercely, desperate in their fear, but the armies of Chaos soon swept down the corridors and into the chambers where the Celestial Court prepared for their end. The Chaos forces burst upon the powers of creation, smashing the ancient Runes and scattering them to the winds. The gods and goddesses collapsed and were hacked to pieces or otherwise abused by their foes.

The final struggle unbound anxious energies which had been bent and twisted by eons of divine misuse. A cosmic explosion freed the pressure, vaporizing the Spike and its inhabitants. A great vacuum opened in the center of the world, from which stepped the gods of Chaos. This began the Great Darkness.



Humakti sword associated with the Tournament of the Masters of Luck and Death. The four jewels indicate that there were four original participants competing for the sword, although it is currently owned by the champion of the Lismelder tribe, from the region of the Upland Marsh in Sartar.

The Age of Terror

The Age of Terror is another name for the period known as the Great Darkness. This was the end of the world for most Gloranthan entities, and a period of pain, fear, and misery for the rest. Parts of the world vanished. Parts were isolated and set adrift in a shapeless existence without hope. Nothing was tenable, and even change was unreliable.

The destruction of the Spike begins this era, for the explosion rocked the world to its foundations and determined the final struggles of many gods.

At first the vacuum at the center of the world threatened to swallow everything. However, many deities sacrificed themselves by leaping fanatically to combat the void, and their acts filled it, rather than leaving a hole into emptiness. The gods who sacrificed themselves that way were changed by it, though many of them managed to survive the death of their universe through their actions. Prominent was Magasta, a sea god who rallied almost all the waters of the world to aid him in filling the hole. From that time on, all rivers have flowed downhill, toward Magasta's Pool, rather than continuing their creeping invasion of the land.

The struggles were rarely so successful. Death and entropy raged across the land, leaving it barren and rotting. Reigning Young Gods were now fugitives. Places became empty of air, water was broken or jellied, and the earth began to lose solidity. Gods died. Races vanished. Life flickered.

Gods of terror in this age included Kajabor and Wakboth as leaders. The Unholy Trio continued their rampage, so that the names of Ragnaglar, Thed, and Mallia became synonymous with fear. There were other invaders, too, such as Tien the Headhunter and Krarsht the Hungry One. Beings who had once been Gloranthan in nature, but had turned to Wakboth's ways for their selfish ends (such as Vivamort) prowled the lands. Conquered areas were filled with slime by a giant malevolent ooze called Gorpgod. New races of creatures, born from Chaos or mutated from traitorous things, crawled over the land. The wildlife once opposed to the invasion, such as the Crimson Bat, was overwhelmed and enslaved.

Resistance still held out. Where there was a fight, there would be help, meager though it might be. Star Captains fell from the sky and saved their tribes. The Lowfires were freed; Oakfed became a great weapon to scorch away all impurities. Foundchild came then and taught people to hunt for food to sustain themselves.

The destruction of the world and its people left less and less for the gods and monsters to prey on, and they hungrily turned on each other. The ragged survivors eked out a shaky existence amid the warring forces of their enemies; the awesome unity which had stormed the Spike was revealed to be either an accident or a misconception.

At one point the armies of Kajabor and Wakboth began to devour each other, but philosophers dispute which one was killed, for no one alive or sane could know such things.

Prevalent belief says that Kajabor was killed by Wakboth, leaving the world defiler to face the Storm Bull and the god of entropy to face the forces of the dead. This theory has much strength, since the mundane world (reconstructed later) was usually held to be the origin of immorality, while the combination of entropy and existence seem to synthesize into the god Time, who later rules the cosmos.

The Final Battle of Mortality

The tattered remains of the world seemed to have no chance for unified action against the forces of Chaos. They were isolated by unbridgeable gaps. For instance, though there was a staunch fortress of elves who doggedly defended their sterile forests, aided by Arroin and Yelmalio, they were unable to close the gulf of Chaos between themselves and the trolls' Castle of Lead, another redoubtable fortress.

There was a unity between them in their wish for survival, and this unquenchable desire brought individuals across time and space, order and chaos to confront the final dissolution of the world. It did not matter from whence they were drawn or where it occurred. They fought their last desperate fight against overwhelming odds, motivated by their survival and determined to do their utmost. In this way, they combined forces and unconsciously aided each other against their own fears. They were alone, yet found

themselves with others like themselves and gained strength.

In Dragon Pass, the Orlanthi Hero Heort went to the World's Edge to confront Chaos after learning the secret of the Second Son. In Peloria, Kargzant drove off the Monster Army with his light alone and gathered together the Starlight Wanderers. The Dragon Emperor Vayobi defeated Sekever the Demon Emperor and liberated Kralorela and Vormain. In Brithos, Zzabur created a great magical spell which harnessed the forces of anti-life (entropy) and sparked off a new reaction of Powers in the world to generate a new creation. High King Elf led a staunch forest of elves to doggedly defend the sleeping bodies and seeds of the trees and forests. Kyger Litor left her Castle of Lead to devour Chaos at the Grey Hills of Dread. The Mostali reentered the Lost Workroom and began making repairs to the broken World Machine.

This is called the I Fought, We Won battle or some variation thereof, and said to be responsible for the preservation of the world. Notable among those who claim this are the Orlanthi of Dragon Pass, Kyger Litor and the Darkness deities, and also Zzabur the Sorcerer Supreme.

Some survivors of the Great Darkness consciously aided each other, such as when Orlanthi, trolls, elves, dwarves, dragonewts, and other sentients united to defeat Chaos at the Unity Battle. The fight joined, the forces of Chaos were destroyed, neutralized, or dispatched.

During the period following the death of Kajabor, the Chaos forces dissipated and weakened. Some deities were still capable of action; foremost among them was the raging Storm Bull.

Storm Bull mustered his forces to fight the Devil in Prax. He was the destructive desert storm which leaves ruin in its wake and whose touch scours flesh from bone. He was backed by righteous outrage and strengthened by compassion, two things of which Chaos has little. Though his kin and his friends were slain all about him, he still fought on, aided by all of the world. When he was thrown to the earth, the earth gave him power, and when he was held in the air he drew power from his breath. Fire aided him and so did cold, and when he had run out of allies, the cosmos responded to his cry. A massive block of Truestone, a piece of Law cast adrift when the Spike exploded, crashed to earth and struck the Devil, grinding him and spreading him and his strength about. Afterwards, other forces and beings further lessened it and destroyed its unity in the world forever.

Without leadership, the forces of Chaos further fell back. Gods, people, and spirits attacked and began the arduous righting of their world. Daka Fal came, and taught people how to tell the living from the dead. Heroes appeared among the people, and taught survival and compassion. Slowly the world knitted into place. The survivors rebuilt, strong in their new-found hope.

The Lightbringers' Quest

The Lightbringers' Quest was the single greatest undertaking which managed to unify other cosmic events enough to bring about the resurrection of the dead world. Many other deities had struggled mightily and suffered as much, and the world would be a sorrier place without their extreme efforts, but the Lightbringers' Quest was unique in that it moved through the realms, tying them together and making important links in a world that had fallen apart. When the Great Compromise was reached and evil devoured, the renewed energies of life flowed through the channels forged by the Lightbringers.

It is generally accepted that there were seven Lightbringers: Orlanth, Issaries, Lhankor Mhy, Chalana Arroy, Eurmal, Flesh Man, and Ginna Jar. Sometimes, however, other deities or people are mentioned as being with these greater gods. It is as if these mighty saviors were attended by a number of lesser creatures along as a retinue. Such honor would be as natural to the gods as it would be for a mortal king to bring servants on a journey. It is likely that most of these lesser beings were killed during the Quest or left before it was over.

Orlanth, chieftain and king of the storm gods, was the slayer of the Sun and husband of the Earth Queen Ernalda. When Yelm, the Sun god, fell and went to the Underworld, it cast the world into the Lesser Darkness. After many other acts Orlanth decided to right this wrong he had done. His path crossed that of Flesh Man and Chalana Arroy and they all joined together.

Issaries was absent from his golden treasury on the Spike when the disaster struck and robbed him of home and kin. He traveled on through the dangers, rootless, ever protective of his own place. He met Lhankor Mhy, who was the holder of many secrets, and the two became friends.

Lhankor Mhy, grandson of the god Acos, was the holder of knowledge. When The Spike exploded, he began collecting many pieces of the stone, keeping its secrets as his own. He could use these secrets himself but was loath to give them up even in exchange. Even so, he contributed to the Quest.

Eurmal was the Trickster god. He had been a mischievous imp at first but grew to more dangerous proportions as the world aged. It was he who discovered the first sword, Death, hidden deep in the recesses of the Underworld and who guided Humakt to its place. He also helped Orlanth steal it from Humakt, then convinced Orlanth to lend it to Zorak Zoran, and several more times aided in passing the lethal weapon among gods and men.

He spread destruction without hesitation, for his runes include Disorder. As the world shook, he alone was at home. Flesh Man saw this, and chose to follow Trickster, but it was Orlanth who forced Eurmal to lead them on their chosen Path.

The God Learners speculated that Ginna Jar may have been the ghost of Glorantha, the Great Goddess of the Cosmos who had once headed the Celestial Court. Many Heroquesters have contended that Glorantha, Ginna Jar, and Arachne Solara are the same being. However, other authoritative sources (including that intrepid Heroquester, Belintar of the Holy Country) have suggested that Ginna Jar was the ghost of Ernalda, the Great Goddess of the Earth.

The path of the Quest was long and there are many versions of it. Most have the most significant facts in common, and this description deals only with those aspects of the Quest. All agree that there are four major parts to the Lightbringers' Quest: the Westfaring, the Long Descent, the Hall of the Dead, and the Dangerous Return.

The Westfaring was first. This was a journey from the center of the world toward the west, meeting and joining with the others along the way. Chaos monsters laid ambushes and raised armies to stop the gods. The six were together when they reached the edge of the world where the ocean seeped across the land. Beyond that place, the lap of cold chaos froze the very stuff of the world. There, upon the edge of the cosmos, they discovered the mysterious being called Ginna Jar.

The dying Western Ocean was traversed with the help of the Turtle God. The Lands of the Luatha were filled with hostile demigods, and Rausa, bloody Goddess of Dusk, hated Orlanth for slaying her father, Yelm. Once inside the Fortress of Dusk, they found at its center the key and gateway to the Underworld.

The Long Descent was next. Sometimes the path was clearly visible because Yelm's blood still glowed and dark, shapeless things fed upon it and preyed upon unwary travelers. More and more and more foes were attracted to them by the scent and feel of Life the deeper into the Underworld they went.

The Underworld was the object of the Quest, a place of gloomy truths; dark, secret realities; unmoving death; and poisonous, stale certainties. Orlanth and his companions

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worked their way through this dismal realm, though each suffered losses and learned much. On the journey Orlanth fought and fought well, but learned the lesson of defeat before he got to his ends. Eurmal tricked and joked his way through the falling cosmos but could not attain his goal until he was tricked and learned some logic and responsibility. Chalana Arroy received a wound which would not heal, Issaries lost his road, and Lhankor Mhy found a fact he could not know. Each Lightbringer was pushed to the edge of his knowledge and endurance, and beyond into unknown challenges. They trod unlivable plains, forded rivers of acid and hatred, met their worst foes, their deadliest nightmares, and faced their own doomed selves who tried to bar the way before them. Yet they succeeded, and they entered alive into the Hall of the Dead, and found their way to the Dead Emperor.

At the gate was King Griffin, crippled now, dragging a wing. Orlanth heard laughter from inside and strode boldly up and spoke to the gatekeeper: *"Whose hall is this, So merry in the Darkness?"*

The Ancestor of Griffins said: "*That is the laughter of Despair, the daily drink here. It would sound Joyous to only one being – Yelm's murderer! Begone! The Weeping Emperor will not be glad to see you.*"

But Orlanth was in no mood to discuss this. "*Step aside, Gold-Griffin, or announce my presence. I've come too far to bandy words with a servant, and I must warn you that killing you again will be no trouble for me.*"

Orlanth entered boldly, but Yelm did not welcome him. Orlanth made his bid for friendship; Yelm made his demand for atonement. Orlanth made his demand for recognition; Yelm made his requirement for proof. Orlanth made his promise of the future; Yelm made the demand of trial by combat.

Orlanth began with his song of Truth. He underwent the Trial by Combat, and fought all the Keepers of the Gate. These were monsters which had kept the dead imprisoned, and were the last of the deities to come into the Hall of the Dead.

Orlanth made his Promise of the Future. He said there could be a future, and it would be like the past. Yelm demanded, "*Which past?*" and Orlanth said, "*Like all of them."*

Orlanth underwent the Requirement for Proof; a searing, burning shower of the acidic hatred of all who hated him. If he had not been in the Baths of Nelat before he would have died for certain. But he survived, supported by all who loved him. And in the lands of Life, thousands of mortals suffering from the Great Darkness woke from a nightmare, and prayed to Orlanth that it would not be so. When Orlanth emerged alive, all could see that he was changed.

Yelm made his Statement of Recognition, and by this agreed that Orlanth and all that he stood for truly deserved a place in the Universe. Each swore great vows of truth and honor to bind themselves to the task.

After that, the goddess Arachne Solara laid great schemes and plans between them, and they swore to those plans also, joined by the other gods in death who yearned to survive. They stood fast as Chaos reached the land of the dead, to confront the empty powers of life for the last time.

Arachne Solara constructed a great and magical web made of many things no longer found in the world, and then she gave the web to all of the gods to hold ready between them. When Chaos entered into their realm, the gods cast the net upon Kajabor and held him tight while the goddess leapt upon him with a vengeance and the strength of desperation and mystical splendor. She enwrapped the Chaos god in her legs and struggled mightily, and at last devoured him whole.

Then the goddess carefully collected her net and used it to conceal the birth of her child. The child is the Pledge of the Gods, and all existence swore by it to uphold their agreements. This is also called the Great Compromise or the Immortal Pact, and it is the oath which recreated the world.

Yelm and Orlanth and the other deities prepared to leave their home of death. There was still a struggle for them, for they were held in the Underworld against their will, and even the victory of Arachne Solara did not bind the Holders of Hell. But nothing could hope to stand against the liberated forces of Light and Life, and so they surged on into victory and beyond.

The reborn gods reached the edge of the world at the place now called Dawngate. There a star waited for them, and even the Darkness was glad to see them. The flush of Dawn, the rosy goddess, came. Arachne Solara stood upon the Gate of Time and cast her net across the universe, catching each surviving thing and binding it into the new world. Her child was born then, concealed by the net and protected by the strands. The child was called Time. The gods marched across the barren world, bringing warmth, light, and blooming flowers to awed survivors.

The new world was created. Time reigned. History began.

The Lightbringers Quest

This depiction of the Lightbringers' Quest is from the Likstrandros Commentaries of the early Second Age. It depicts the mythological Lightbringers' Quest through the Underworld and is based upon Belorden's first-hand testimony from Harmast Barefoot.

1. The Rune of Rausa, the Goddess of Dusk. To enter the Underworld, the Lightbringers traveled to the Lands of Dusk at the Western edge of the world.
2. The Fortress of Dusk. Each night, the Sun enters the gates of this magical fortress to descend into Hell.
3. The Obsidian Mirror. The mirror is the portal into the Beyond and the conduit to the supernatural powers of the Underworld.
4. The Guardians of the Underworld.
   Two guardians are depicted. The first guardian has a dog's head with bulging eyes, a scaly body, a snake-headed tail, the talons of an eagle, and four sets of wings. The demon is obviously male and carries an axe and a mace.
   The second guardian is a female monster. Her face inspires dread and fear, and glares terribly. She has the fangs of a snake and the tusks of a boar, naked breasts, a hairy body, hands stained with blood, long fingers and claws, and the talons of an eagle. In her hands are writhing snakes.
5. The stone spiral staircase down the Underworld.
6. The Judge of the Dead.
7. The Bridge over the River of Swords. On top of a bridge made out of stones is a giant skeleton holding aloft an immense bone staff. The giant knocks perjurers and oathbreakers off the bridge into the River of Swords.
8. The Round Mirror. The mirror has the outline of the spider's web that connects together the living and the dead.
9. Twin newborn gods in swaddling clothes. These are the promise of rebirth.
10. The feast of the Dark King. At a table sits the Dark King wearing a crown of rulership. At his left, the murderous Trickster reveals that he has killed the son of the Dark King. At his right, the Trickster's liegeman, the storm god Orlanth, reacts with horror and outrage. The Dark King himself is outraged at this breach of the sacred laws of hospitality.
11. The Seven Lightbringers are in a boat riding the waters of Darkness. Sea monsters assail them.
12. The Hellmouth devours all, leaving only fragments that float further down into the Underworld.
13. At the top of the panel are flames that burn away everything. Beneath them is a band of purest gold. Beneath the panel are five dead gods, all upside down. They are from left to right:
    Magasta the Sea God, Kyger Litor the Darkness Goddess, Ernalda the Earth Goddess, Orlanth the Storm God, and Yelm the Sun God.
14. The final panel depicts the World Spider, Arachne Solara, as she weaves her web that binds the world and the otherworld together. Beneath Arachne Solara is the web that binds Creation together. Beyond that is the Void.

Arachne Solara

Arachne Solara is the nickname of an otherwise unnamed deity who may be the Goddess of Nature in Glorantha. Her origins are mysterious, but there are strong indications that she is the ghost of Glorantha, the Mother of the Universe. Some claim that she even extracts respect from the greatest gods.

Arachne Solara first comes to notice in the tale of the Great Compromise, wherein Orlanth, Yelm, and the other deities in the Underworld swear pacts and oaths to preserve themselves. This plan is said to have been created by Arachne Solara, based upon mutual support between the entire remaining world.

Arachne Solara appears in one of two forms. In her dark aspect she has the form of a woman's body from the waist up, but mounted upon the thorax and bloated abdomen of a huge spider. Her face is beautiful, although her teeth are sharp, and her head is haloed in a gleaming white fire.

In her light aspect she is tall, slender, and radiantly beautiful. A great mass of jet black hair erupts from her head and writhes about her body. The hair obscures much of her body, but always reveals her face.

Arachne Solara has many limbs,
She has many forms.
All the world lies in her web.
All the world is her prey.
All the world is her love.
All the world is her child.
She lives upon death and dies from life.
She makes the living and she slays the dead.

Prayer to Arachne Solara,
Wild Temple, Dragon Pass, 1618.

The World of Time

History in Glorantha is the sum of events occurring since Time began. Mythical events prior to Time were non-sequential and simultaneous actions, not subject to the order of lineal or cyclical time. Time is the Great Compromise. The world of Time is bound by certain laws which the world must follow. If the laws of Time are broken by the world then the impossible has occurred and Chaos reenters the world. The most impressive display of this came in the Gbaji Wars that ended the Dawn Age.

Time permanently separates the gods and their world from the destruction of the Gods War. They formed the Great Compromise to ensure their survival, and the world opted to become stagnant rather than nonexistent. The gods sacrificed all their freedom in return for immortality. The balance between the extremes of creation and destruction was moderated by cyclical sharing of extremes by the participants.

Everything which had been killed in the Gods War had to remain dead one-half of Time, yet also was alive one-half. Thus the world which made up the gods' bodies is now subject to those changes, and the magical energies of the world also follows the flow and pattern. Thus in winter the earth and fire deities are weak, but in summer, the fire gods are most powerful. Within the world of Time live other beings, though, who did not share in the Compromise. These are the mortal races who survived. Unlike the gods, the mortals maintained their freedom. They can impose themselves upon the world, and change it to the extent of their powers.

The God Time is always present in the background of Glorantha – endless, eternal, and always reoccurring.
Mortals can still witness it, experience it, and with powerful magic even interact with it.
But as creatures of Time, mortals are not of it and not restrained by its limitations.

The Dawn Age

The Sun rose. Heretofore only shifting patterns of darkness and shades of grey mottled the sky. The bright orb rose into the sky, descended, and has risen again every morning since. Several pockets of humanity survived the Darkness as unified, civilized cultures, albeit materially impoverished and often fanatical in their ways.

The first five centuries after the Dawn comprise the Dawn or First Age. The years following the first sunrise saw the surviving races of the world grow and flourish. Lands broken and ruined by the Gods War and the Great Darkness were rejuvenated as the deities reaffirmed themselves within the cold matter of the world. The Dawn Ages began with a calm and wonderful growth reminiscent of the Golden Age.

The young world grew, initially with cooperation, as it reflected the recent Great Compromise. Among humans hostilities soon began or, more often, continued from conflicts known before the Dawn. Philosophers concluded that the Great Compromise included continual conflict in both Nature and Culture. The Elder Races are closer to their gods, all of whom participated in the Compromise, so were generally slower to resume their ancestral hatreds. The Dawn Age was a time of peace between most Elder Races.

Four primary human cultures survived the Darkness to dominate the Dawn Age. Each originated in one or two places, or was liberated by someone from those places. Each place can be identified as the homeland of one of the four thought-modes mentioned as propounding a view on what came before creation.

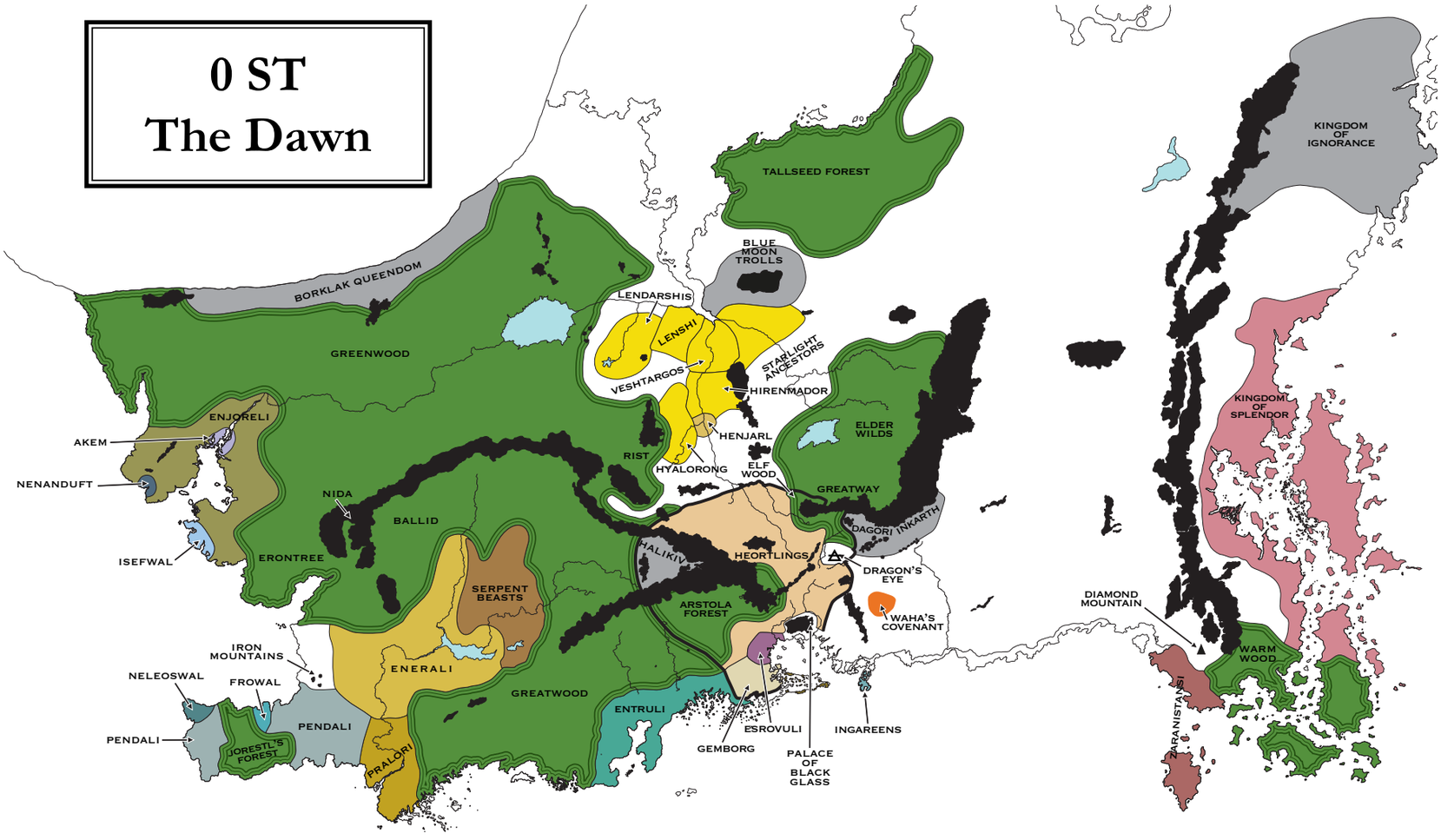
Western Genertela was the source of the humanists. The culture began in the land of Brithos, and was ancient even before Time began. It was so old that it had schisms within it even in the Dawn Age. For instance, the Old Malkioni religion was long forgotten, dead when the god was killed, and instead the Wizards' secrets gave spiritual mastery and fulfillment for the people, but the dawning of year two established the New Malkioni religion – the spiritual support of the Hrestol Men-of-All. The Malkioni of Seshneg and Akem expanded into the darkened lands and drove away or absorbed the savages who lurked there. They were a sea-going race, thanks to intimate contact with the Waertagi. They dominated the regions around the Neliomi Sea, the trade routes into Fronela and Tanisor, and the coasts of Slontos.

Dating the God Time

The Dara Happans claim their recorded history goes back to the enthronement of Yelm, which they date to 111,000 years before the Dawn. Although other scholars belittle these claims – for how does one ascertain the length of year before Time exists – the Dara Happan dating system is influential despite its many deficiencies.

This system is called the Yelmic System or YS. Some of the more significant dates given by the Dara Happans are:

0 YS – Yelm's Enthronement begins.
10 YS – Light Beam lowered from Sky.
100 YS – Dayzatar reaches up.
1,000 YS – Yuthubars, the City of God, is built.
10,000 YS – Lodril touches down.
25,000 YS – Marriage of Yelm and Dendara.
30,000 YS – Umatum appears.
50,000 YS – First People made.
60,000 YS – Dara Happa established. Murharzarm enthroned.
75,000 YS – First Rebel Gods come to Yelm.
100,000 YS – Rebel Gods murder Murharzarm with Death, Yelm disintegrates and his soul departs for the Western Gate.
100,173 to 100,200 YS – The Flood.
109,201 YS – The Ice covers Dara Happa.
110,179 YS – The World is destroyed.
110,666 YS – Planet Rise
111,000 YS – The Dawn.



Central Genertela gave birth to the theistic way of life. There the people entered into formal and powerful relations with the intelligences of the universe, and the worshiped gods gave great magics in return, according to the patterns established in the Great Compromise. In the region now called Dragon Pass and the Holy Country, the people who were present at the first Dawn were so overjoyed at the success of their gods that they joined together into the Theyalan or Lightbringer Council. These Lightbringer peoples led the liberation of Peloria from darkness, meeting the Sun-worshiping horse barbarians first, and then the Sun-worshiping Dara Happan Empire. Wherever the Lightbringer missionaries went, these agents woke the gods and spirits of a region with their worship and magic.

The vast spiritual empire of eastern Genertela clung to the mystic secrets of the universe as being the most important. This was another ancient seat of culture whose list of emperors was long at the Dawning. These peoples say they were untouched by the Great Darkness, because their powers kept them an island of safety amid the fears of Chaos. The dragons are said to have been their teachers; the dragons of Dragon Pass were proof of the mystical way.

The animists followed the most widespread way of life in Glorantha. They paid worship to local spirits, objects, places, or vague, impersonal, powerful forces. Animism is the religion of animals, plants, and spirits. In Pamaltela, the southern continent, this way of existence dominated, and the natives of all races sought to live in a close and simple harmony with their world.

The expanding cultures of Genertela often encountered indigenous peoples whom they labeled savages and ignorant natives. Despite observer prejudice, these inhabitants were usually spirit-worshipers of similar outlook to the animists, though frequently that outlook would be incomplete or limited.

In the Dawn Age, these cultures had little contact. Though the borderlands were regions of conflict and synthesis, where people broke away from stereotypical world views and integrated new knowledge and experience, there was little penetration of new thinking into the strongholds of belief. The west remained godless and practical, the central lands stayed a land of magical beings and places, and the east was a realm of mystic peace and strange studies. The rest sank into savagery.

But Dorastor was a different land. The Theyalan Council moved there from Dragon Pass so the leaders could use the remnants of a civilization discovered there. With its secrets, men gained new insights, and many from across the world went there to study.

They unearthed what they thought to be the secrets of the universe, and a way to determine the truth of the matter. After many debates, the leadership decided to attempt to return the Gods Age to the world by making a god, perfect in every way for all people, to be named Osentalka the Perfect One.

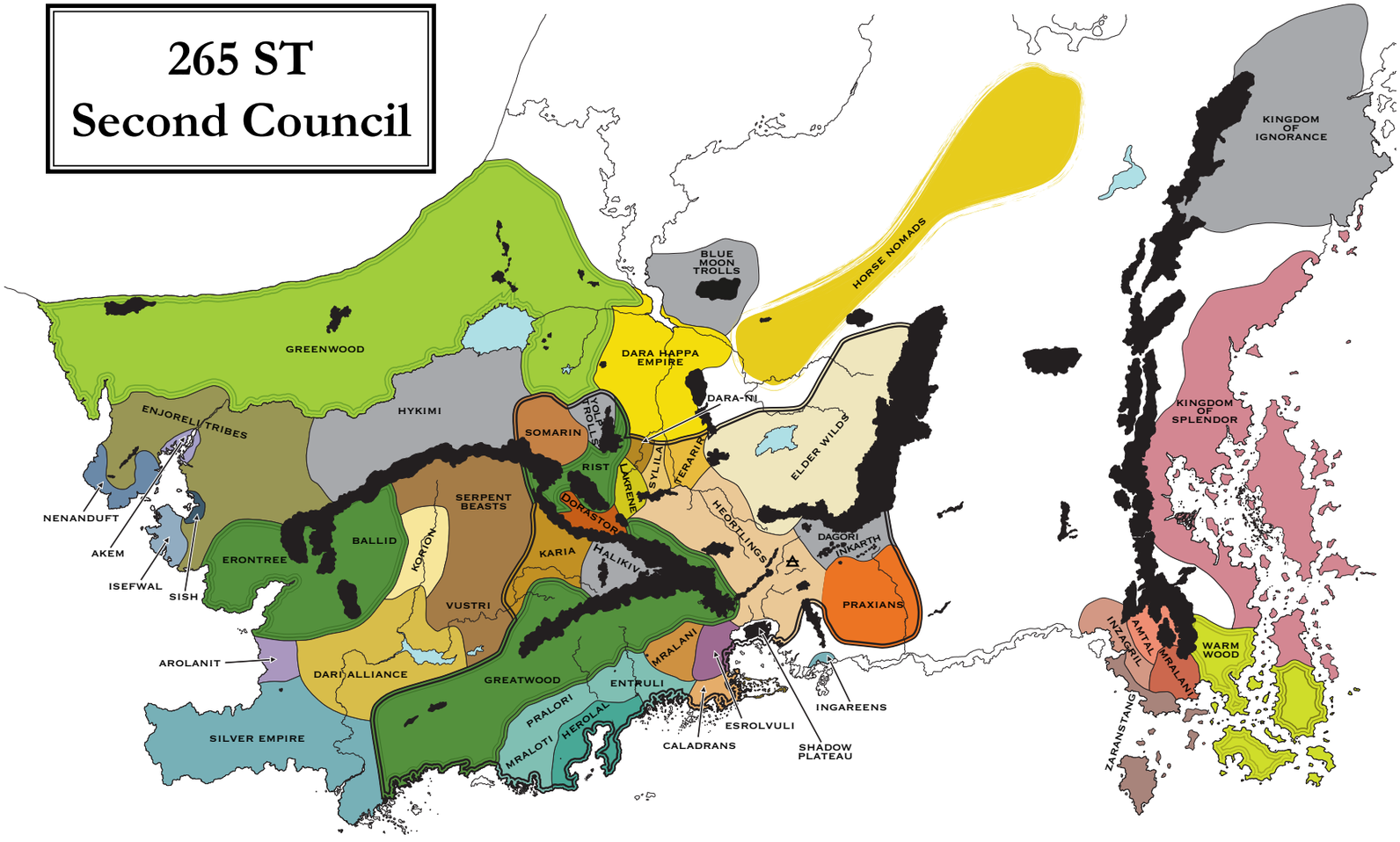
As the project began, contention arose with those who were not consulted or ignored; swords flashed in the Hall of Inquiry, regiments clashed in Dorastor, and war broke out in distant provinces. The trolls and dragonewts were especially disgruntled, but their opposition was not sufficient to disrupt the project. Great rituals aided the project, and many spirits were summoned while the gods looked on. Thousands joined in from many countries to lend their power to the project, and the rites went forward with less trouble than theorized.

Everyone was sure it would be a success.

Dawn Age Seshnela

Western culture survived the Darkness in several colonies spread around the Neliomi Sea, unified by Brithini lords and armies which moved about on Waertagi dragonships. The Waertagi race had sailed the seas since the Lesser Darkness and maintained an unshakable alliance with the Brithini. Though local fishing craft plied all shores and non-Waertagi magical craft sometimes carried travelers across the seas, all trade was carried in Waertagi ships. They kept the world's peoples secret from one another, so that no real knowledge of the peoples overseas was available to anyone but the Waertagi for centuries.

In the first few years after the Dawn, Prince Hrestol, a Talar of impeccable standing and son of Froalar, the ruler of the Seshnelan Malkioni,



discovered a way to speak directly through Malkion to the Invisible God. Hrestol later traveled from Seshnela to the Malkioni colonies in Akem, and then to Brithos itself. Most colonies of Brithini eventually converted to Hrestol's new optimistic method of worship, relegating the island of Brithos to a reclusive and conservative path. Arolanit alone has maintained unbroken loyalty to Brithos through the ages. Now, the term "Malkioni" is usually used to refer to the Hrestoli Way or one of its offshoots.

Spurred on by Hrestol's liberating philosophy, the Kingdom of Seshnela became the center of Western civilization. Initially, the native goddess Seshna lent direct assistance to the ruling dynasty. The seeming paradox of the Hrestoli monotheists abetting, indeed even worshiping, the local goddess bothered no one for a century and a half as they took possession of the land. The founding dynasty, called the Serpent Kings, died out after the whole region empowered by the goddess Seshna was within the Kingdom's political boundaries. Two centuries later the Serpent Kings, and all overt contact with their ancient ways, were condemned as pagan and their temples sealed over.

The Kingdom of Seshnela had been promised, by the goddess Seshna, safety and sovereignty within its borders, and from that security the peoples expanded. Other dynasties came and went, always managing to unify the noblemen to resist invasion from Safelster, but indulging in internecine competition the rest of the time. The Kingdom of Seshnela was small, with the king engaged in purging other dynasts of their inheritances, when Arkat came to the land at the end of the Dawn Age.

The Theyalans

The Theyalan civilization, centered upon the Heortlings of Dragon Pass, exhibited the greatest cooperation among species for the longest time. Orlanthi, trolls, elves, dwarves, and dragonewts had survived the Darkness together and called themselves the World Council of Friends. When their gods returned with the Dawn, the Theyalans set forth from their secure strongholds to bring the word of safety and light to the other survivors scattered across the land. Many peoples were found and gradually learned Theyalan ways. Elf groves were reintegrated, dwarf cities placed into contact with each other, human tribes were civilized, and dragonewt settlements once again howled and hissed with ancient dragon prayers. In this manner, the Theyalans brought the Dawn to the world.

Around 80 ST, the World Council encountered a northern people who refused to embrace the Council's guidance. Horse nomads who boasted the title of the Sons of the Sun and rode chariots, ruled "the walking hands," a dominated slave race who worked the land for the luxury of their lords. These northern folk worshiped solar gods, while most World Council folk acknowledged the superiority of Orlanth and the storm gods. Soon the disputes between the Council and the Sons of the Sun inflamed ancient mythic hostilities into open conflict.

This violent conflict greatly alarmed the World Council. Soon peaceful council members were replaced by champions of war gods such as Humakt and Zorak Zoran. In 180, the belligerent factions refounded the World Council as the High Council of the Lands of Genertela, more popularly known as the Second Council. It no longer included all member races in its ruling body, and policy changed from missionary work to war with the Pelorian horse lords. The council seat moved to Dorastor where unique magics had been found; many hoped to harness these magics to the war effort.

The Sons of the Sun were a powerful folk who had held lowland Peloria since before Time. In 230, a combined effort by the Second Council trapped the horse lords at the Battle of Argentium Thri'ile. The nomads were slaughtered with terrible vigor. Instrumental in the battle were the Praxian animal riders, whose leaders received grants of land in Peloria and began several dynasties of animal riders in those lands. The few surviving Sons of the Sun did not surrender but returned to their herds, packed their belongings, and abandoned Peloria, riding east to their ancestral lands in Pent.

After the Sons of the Sun left, the "walker" populace of former slaves instituted their own rule. Three ancient cities on the Oslir River elevated the noble Khordavu as Emperor of a restored Dara Happan Empire. They proclaimed the universal rule of Yelm the Sun God, Orlanth's former enemy from the Gods War. The Dara Happan Empire soon proved to be an even more formidable foe to the Council than the horse lords had been.

For over a century, the heirs of Khordavu warred with the Council, and the battlegrounds of Terarir were soaked with blood. Finally, in 352, after the three Councils of the Oak, peace was negotiated between the Second Council and the Dara Happan Empire. Many Heortlings bitterly resented the terms of the peace, and a feud between their champion, Rastalulf Vanak Spear, and the champion of the Second Council, Lokamayadon, resulted in the Immolation of Rastalulf. Soon the Immolation Song would become a rallying cry of the Heortlings against the Second Council.

As the Second Council prospered, folk came from distant lands to study Dorastor's ancient mysteries. Scholars claimed to have discovered the secrets of the universe. In 352, the Second Council resolved to restore the glory of the Gods Age by creating a new god, perfect in every way for all people.

But the Council was not united in this resolve. Challenges echoed in the council chambers, swords clashed in Dorastor, and war broke out. In 365, Heortlings, trolls, and dragonewts revolted from the Second Council and called those loyal to Dorastor the Broken Council. Even without the dissidents the Broken Council grew in power, for in 372 the Dara Happans joined the Broken Council, impressed by the grandeur of the project. The experiment succeeded, and spawned the god named Osentalka.

The Sunstop

The year 375 was critical for Glorantha. At that time many synchronous events of tremendous magnitude culminated to force an impossible act to occur. In central Genertela, the great Genesis of the Perfect One reached a climax. In Fronela, the wizards engaged in a thaumaturgical contest with a powerful barbarian god, promising a great sign of their strength to destroy their foes. In eastern Genertela, in Kralorela, the latest of the Dragon Emperors meditated upon a potent symbol, whose consequence and inner working was unknown. Without realizing it or not caring about it, he called upon the Dragon's Eye to shine upon him.

In Pamaltela, a hundred thousand elves, led by their god of nature, sent their energies coursing through the world to call upon a good spirit to come to their jungle to help combat a virulent rot besetting their inner fibers.

The Sun stopped in the sky.

None knows how long it stood there, for that act halted all normal Time. Manuscripts from the west claim that time was different before and after the Sunstop, but this has never been verified. All the mortals of the world looked skyward; the Sun did not move from its place, though the people went about their business.

At first nothing happened, but then dark strands grew bolder in the sky, like huge loops of rope from the western edge of the world, and hooked over it tautly. Soon a great dark net was visible, straining to pull the Sun back to its path. Strands snapped and unearthly shadows were cast upon the world.

Then a great dark spot rose into the sky upon the net. This huge bloated shadow flickered with a smoky glow. The shadow crept across the face of the Sun, blotting it out and making all the world cold for a moment. A snapping moment of terror pierced the world, then the dark sky-web vanished, and the edge of the Sun crept past the shadow. The shadow disappeared and the Sun brightened, but everyone thought it looked paler than it had before. Some said it moved differently, too.

In Pamaltela, the heat strengthened the many spirits of that realm. They entered into the jungles, plants, and elves, and combated the rot in their fibers.

In Kralorela, the Dragon Emperor realized the secrets of the symbol, and was liberated to another stage of consciousness.

In Fronela, the invading god was struck with weakness; the wizards used their magic to destroy his army, and the soldiers fled in panic, never again to be a great force.

In Dorastor, there was a birth. Born was Osentalka, the Perfect One. Most called him Nysalor, the White Light, and worshiped him by that name. He was a wonder and a miracle to behold, and the peoples who helped to make him accepted him as a god, and instituted his worship.

The cult of Nysalor grew peacefully and benevolently; it spread eastward from Dorastor into Peloria, and westward across Kartolin Pass into Ralios. The spread of the cult was kind, and in Peloria many elves developed great fondness for this god of light.

Against the Heortlings, trolls, and dragonewts the cult was harsher. Nysalor's armies carried war to the heart of Dragon Pass. The god cursed his Darkness foes, and the light of his curse shriveled their children. The descendants of Kyger Litor everywhere afterwards suffered the Trollkin Curse. The Heortlings were broken and enslaved, and Nysalor's priest Lokamayadon even usurped Orlanth's place in their temples. The dragonewts were conquered and became mercenaries for the rulers in Dorastor.

In the west, Nysalor's proselytizers encountered the monotheists and humanists of the Seshnegi and Brithini cultures, and the new cult was not well-received. But when a plague broke out in Tanisor and spread into Seshnela and Arolanit, the Riddlers of Nysalor were able to heal the plague, and so were often accepted among those peoples.

The Gbaji War

In 365, the Orlanthi, trolls, and dragonewts rebelled against the High Council, and the Dragon Pass region, including most of the original Unity Council lands, stood against the Broken Council. In 375, the Sunstop occurred and Nysalor was born. In 378, a new army was mustered, led by Dara Happans and including dwarves and elves among the forces, and invaded Dragon Pass. The next year the great battle called Night and Day was fought between the Broken Council and the rebels. Gods fought alongside men, and new gods appeared that had never been seen before. Nysalor and the Broken Council were victorious. Dragon Pass was conquered by the armies of the High Council of Genertela, which then proceeded westward towards Slontos.

Nysalor spread peace and prosperity across the whole realm. Peloria fondly remembers the period as the Good God's Time. His worship transcended all political boundaries and absorbed family, kingdom, or cult with equal ease.

We don't know exactly what Nysalor did. None of the changes were concrete: no great art, architecture, cities, or families were initiated. Everything disappeared, as prophesied, when the god was killed, leaving only vague nostalgia and deep-rooted resentment against the killer. In current Gloranthan time (1621 ST), the Lunar Empire worships a god they publicly claim to be Nysalor, though most of the outside world claims it to be Gbaji. Only the most experienced and sincere Lunar devotees know the truth, and they never speak directly, preferring abstruse riddles.

We know more about what Nysalor's empire did in the Western lands. Nysalor's priests, called the Riddlers, secretly initiated a terrible plague in the Western lands, and then stepped in to cure it, thus treacherously gaining the gratitude and confidence of the people. Eventually, thousands of people used every cruel and unwholesome magic conceivable to their twisted minds. And Nysalor somehow created Arkat, one of the most important and enigmatic figures of Gloranthan history and mythology. Arkat was a fanatic soldier extraordinarily able to detect and fight the forces of the enemy god he called Gbaji, the Deceiver. Never did Arkat call his foe by any other name, and now all the Western lands know only Gbaji.

Arkat and Nysalor

Arkat came from the western land of Brithos. This Hero led a long and successful war against the cult of the god Gbaji.

Some say Arkat's father was Humakt, the god of war, but the Brithini claim the hero's father was a barbarian warrior. Whatever the truth, Arkat possessed a powerful weapon before he left the island: the weapon was called God-Cleaver, reputed to be the Unbreakable Sword.

His mother was driven from home by her outraged parents, though none now know why. Arkat grew up among the Aldryami of Brithos. He was raised in his grandfather's soldier-caste, and proved himself a prodigy in combat. Later, in his youth, he saw the dark side of the foreign cult. Because of this Arkat fought well on his island and helped drive the vile religion from the cities. It was here that his life-goal of eradicating the Gbaji cult began.

As one of the leading soldiers, Arkat accompanied a Brithini expedition in 400 attempting to liberate their provinces in Arolanit from Gbaji's influence. Here,

though known as the cult of Nysalor, the Gbaji cult gained wide acceptance by curing previously unknown diseases for free. The Brithini wizards discovered, though, that the cult actually had planted the diseases in the first place. Such treachery earned Nysalor the new name of Gbaji, "The Deceiver," and so all his enemies called him thereafter.

Once freed, the Arolanit city-states volunteered forces to follow Arkat's army against foreign centers of power, especially in the kingdom of Tanisor. They set off with hope and cheer, but a vampire attack slew many leaders, and the Brithini effort collapsed when routed in one sharp battle. Arkat had no forces to fulfill his vow to destroy the cult.

The limitations of his caste did not suit Arkat. He was reprimanded many times, and finally outlawed from Brithini society. He found immediate acceptance as one of the Hrestoli Men-of-All in the household of King Blastring of Seshnela. Within a year he mastered all the crafts, demonstrated his mastery of soldierly sciences, and studied the sorcerous arts as he campaigned.

Tanisor was a traditional enemy of Seshnela. When the Gbaji cult was driven out of Seshnela, they found refuge in Tanisor and swelled the army there, but to no avail. After several years of fighting, the capital was besieged and taken, and even the infamous Vampire Legion was destroyed by Arkat.

Moving deeper into Ralios, Arkat and his army found that many barbarian nations and non-humans had embraced the cult. Since non-humans were uncommon in Seshnela and Brithos, the invaders called the forces arrayed against them the League of Monsters, using the word *krjalki* to describe their non-human enemies as a single group. In their ignorance, much of the army thought that the *krjalki* were mutated monsters who had long sold themselves to Chaos. Then, in 418, Arkat was killed by Nysalor's lieutenant, Palangio the Iron Vrok.

In 420, Harmast Barefoot, an Orlanthi hero, set out on his god's path and undertook the first human Lightbringers' Quest. Harmast succeeded, and in 422 he returned from the Underworld with Arkat. Arkat cast aside the tripart triangle of the Invisible God and joined the Orlanthi Cult of Death to conquer Slontos.

During Arkat's struggle in Ralios, diverse forces aided him. Wizards obeyed him, contrary to their tradition for mistrusting Soldiers and Nobles. Many tribes of Orlanthi followed too, despite their dislike and fear of Malkioni sorcery. One by one the strongholds fell until the forces were concentrated in the eastern part of Ralios, especially the City of Wolves and the fortress of Kartolin.

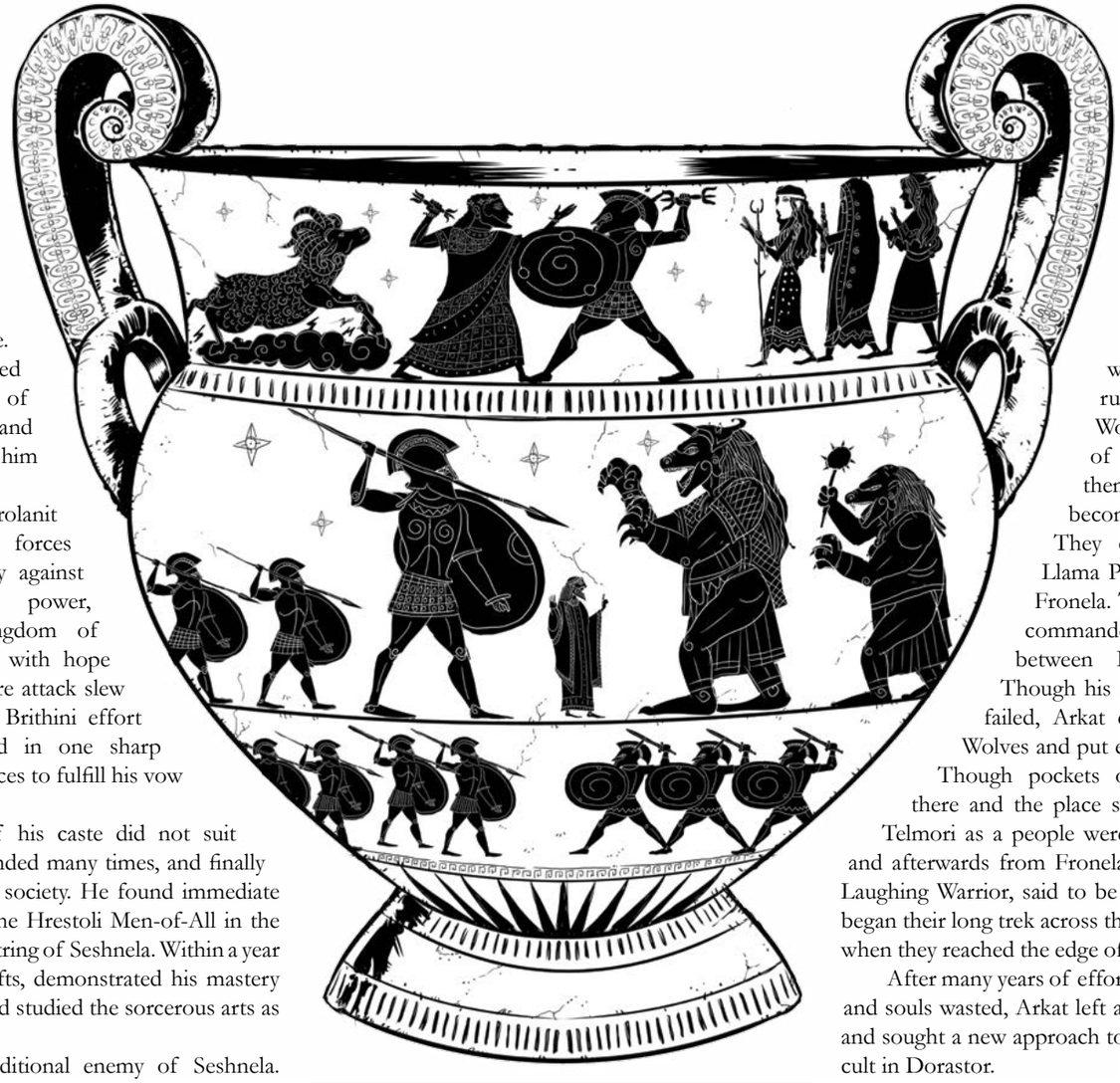
The Telmori nation, which worshiped wolves, ruled the City of the Wolves. In taking a taint of Chaos to strengthen themselves, they had become a race of werewolves. They commanded the High Llama Pass between Ralios and Fronela. The fortress at Kartolin commanded the Kartolin Pass between Ralios and Dorastor. Though his efforts against Kartolin failed, Arkat did storm the City of Wolves and put everything to the sword. Though pockets of survivors still hide there and the place still has their name, the Telmori as a people were driven from the land, and afterwards from Fronela, this last by Talor the Laughing Warrior, said to be Arkat's son. They then began their long trek across the continent, to end only when they reached the edge of the impassable deserts.

After many years of effort and thousands of lives and souls wasted, Arkat left an army before Kartolin and sought a new approach to the strongholds of the cult in Dorastor.

Arkat's initiation into the cult of Humakt in 426 was hailed as a victory by the Swords (high priests) of that cult because Arkat's weapon had always been the Unbreakable Sword, supposedly wrought by Humakt himself. His conversion was necessary for the liberation of Slontos. The many tribes there recognized him as the long-promised Killer of Chaos, a title Arkat dearly coveted. During his initiation as a Sword of Humakt, Arkat was wounded, but also received one of the critical insights which launched his career as a Heroquester.

Arkat and a western army landed in the Shadowlands, later called the Holy Country. There they were aided by many Orlanthi and a great army of trolls rose to help him. Surprised by this inhuman aid, he took it immediately and it was well that he did, for the troll anti-Chaos powers were instrumental in breaking the army flowing out of Snakepipe Hollow against him. The region was cleared after much pain and blood, as a year later the cult of Gbaji/Nysalor was driven from Dragon Pass. An army of dragonewts joined to help.

Arkat was the discoverer of modern Heroquesting. Heroquesting itself is ancient – since time immemorial intelligent Gloranthan beings had used rituals and ceremonies to contact deities and spirits. The most important rituals were kept secret, for those allowed



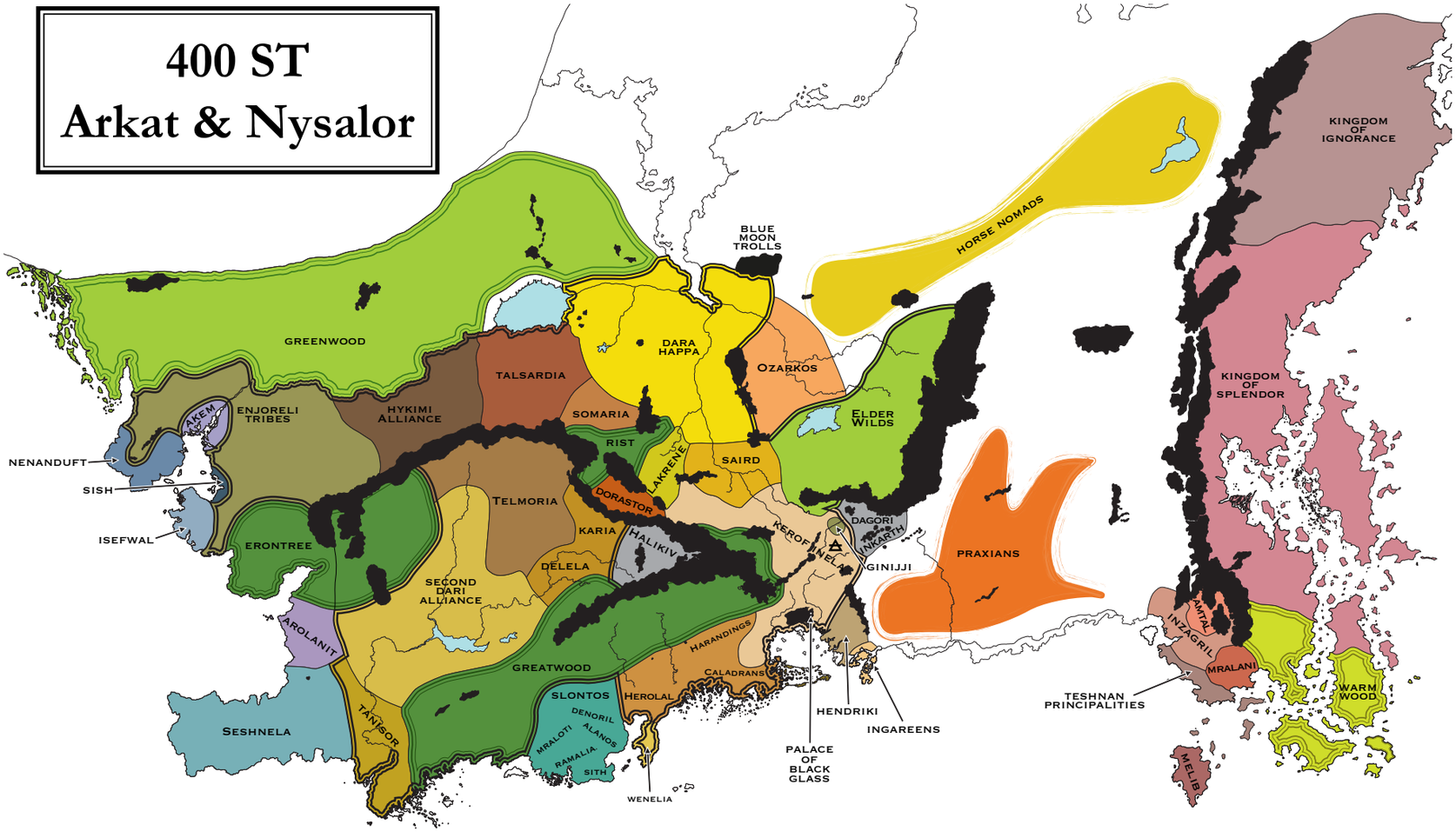
The Battle of Night and Day

This drawing is taken from a Tarshite vase of the early Hero Wars period. It is a large wine-mixing krater and decorated in the black-figure style popular throughout the Lunar Provinces, Dragon Pass, and the Holy Country. The krater depicts the Battle of Night and Day. Above is the fight for the Middle Air, in the middle is the fight between Light and Dark, and the bottom is the mundane battle.

In the Middle Air, Lokamayadon, armed with lightning, does battle with High King Garindath, armed with thunder. Lokamayadon is aided by his ancestor Vorios the Lightning Ram, while Garindath is protected by the prayers of the Heortling women.

In the center, the new god Nysalor confronts Kyger Litor and her trolls. Behind him are Palangio Daysenerus, another new god, and several Dara Happan heroes, aided by the celestial powers.

At the bottom, a Dara Happan phalanx faces off against Heortling warriors.



initiates to actually travel to the realms of the gods and participate in the critical moments of their god's deepest experiences. Many such critical moments included interaction with creatures, gods, or monsters outside of the cult's control. The spiritual danger is real, but the ritualized setting fairly guarantees success for the worshipers so long as they have been faithful to their deity.

While in Ralios, Arkat learned much of the Heroquesting art. This method of spiritual conquest and growth was known previously, but none had the knowledge and power to explore or exploit it. Arkat made many incursions into the Otherworld to gain magical tools and allies against the cult he had sworn to eradicate. Sometimes he failed and suffered greatly from these quests, such as when a poisoned magical spear was turned in its flight and struck him in the foot. This wound plagued him long after.

Arkat was a religious fanatic in every cult he joined, and entered into every rite and ceremony with supernatural zeal. After several initiations Arkat noticed that he came to the same "places" during the ceremonies, though in different roles. He mapped out relationships and guessed at connections, and with his new-found knowledge of ritual and mythology, he trekked through the living legends of Glorantha. Transformed again and again, Arkat set up a network of secret passages and relationships – a map of the Hero Plane.

The further struggles in Peloria were painful and difficult, and Arkat lost as many battles as he won. His western allies dwindled, replaced by Orlanthi and trolls. Arkat noted the troll successes and chose to align himself with them more closely. In 448, Arkat joined the cult of Kyger Litor, taking the name Kingtroll, and then joined Zorak Zoran as well to bring mighty devastation against his foes.

This last act horrified many, especially the Lightbringers who had brought him to central Genertela and who now saw their quest a failure, since they had brought darkness instead of light. The survivors set off again to find proper help. The Humakti were shocked to see their once-revered leader acting trollish, ordering the devastation of cities and fields to destroy his enemy. Already depleted and demoralized, many Westerners returned home with sad and fearful stories of their leader becoming a bloodthirsty *krjalki* like the foes he once had fought to eradicate. But all the while, Arkat's army inched forward, taking land, city, and fortress, devouring life and leaving little behind.

Arkat left no part of Dorastor untouched. His remaining armies dissolved in the increasingly awesome struggles that broke the land and drove Chaos from it. Both Arkat and Nysalor summoned mighty heroes and demigods to aid in their last fight. Finally, in 450, atop the Tower of Dreams, amid the City of Miracles, the two opponents met in single combat as all existence seemed to shatter around them. The city was turned to dust and poison, killing many of the greatest still surviving. From the ruins only Arkat emerged. The downfall of Nysalor was complete, and he now was known only as Gbaji the Deceiver. The defamed god was dismembered, and his parts were buried in different places beneath many tons of rock and much powerful magic.

After the battle Arkat was no longer a troll, or so said his friends, and so did many trolls. The war against Gbaji had lasted 50 years; now Arkat retired to quiet lands in Ralios which he had admired in his younger days. There he cleared a simple farmstead and kept the area around it under his watchful eye for his other 50 years. In Ralios, the region is known as Arkat's Peace. After the war was over and people talked about the events, they always wondered how Arkat could be so lucky against the various cult agents of reprisal, and they wondered where his sword went, and they agreed that he was strong-willed and severe in his dealings.

People in Peloria said that Nysalor's reign was a wonderful time, and thought it had been much like the Golden Age. But when people tried to sacrifice to the god to help him with prayers, there was no response, and so they also said he was dead.

The cult of Gbaji was ended. Those of Peloria who had revered Nysalor returned to their simpler, older gods, but ever afterward held bitterness against the demigod Arkat, who had destroyed a friend.

Dawn Age Timeline

At the Dawn many centers of civilization existed, but history recognizes only three dynamic forces during the following centuries. In Genertela, the movers of history were Seshnela and the Theyalans of Dragon Pass and Peloria to the extent that the age culminated in a series of devastating wars between them. In Pamaltela the Doraddi continued a widely-spread, mostly-peaceful expansion. Three other major civilizations thrived, but did nothing of world-shaking importance outside of their own spheres of influence: Kralorela, Vormain, and the East Isles. Other areas, populated by the uncivilized, included the indigenous cultures in Prax, Peloria, Ralios, and Fronela. Some anachronistic labels (e.g., "Holy Country") are used for convenience.

0 **THE DAWN**. History begins.

0 **Seshnela:** Scattered colonies in Seshnela, Fronela, and Arolanit beset by hostile Hsunchen.

0 **Theyalans:** In Dragon Pass the World Council of Friends renew their Eternal Oath of One, and send missionaries out north, east, south, and west.

0 **Kralorela:** Yanoor becomes the Dragon Emperor.

01 **Seshnela:** Military emergency caused by Basmoli conquests; Prince Hrestol accidentally Heroquests, discovers new revelations of the Invisible God.

02 **Seshnela:** Hrestol establishes New Malkionism through Seshnela. Prince Ylream, the son of King Froalar and Seshna Likita, is born. He will be the next king, superseding Hrestol as heir, and the founder of the Serpent Kings dynasty.

35 **Wastelands:** Praxians join the World Council of Friends.

78 **Elder Wilds:** Council of All Races joins the World Council of Friends.

88 **Seshnela:** First Council of Malkionism convened to preserve the teachings of Hrestol.

114 **Theyalans:** Dorastor settled by Orlanthi from Dragon Pass.

115 **Maniria:** Theyalans free Slontos from Pralori oppression.

123 **Ralios:** Tarinwood Aldryami join the World Council of Friends.

132 **Ralios:** World Council of Friends contact the Dangan Confederacy.

142 **Seshnela:** End of Serpent Kings Dynasty.

167 **Theyalans:** Lightbringer missionaries slaughtered by Pelorian horse riders. World Council chooses its first warlord.

180 **Theyalans:** World Council of Friends is dissolved and replaced by the High Council of Genertela (also known as the Second Council).

200 **Seshnela:** Hrestoli revisionists, called the True Hrestol Way, outlaw all Tapping, and condemn the corrupting ways of the Serpent Kings. Theyalans: High Council of Genertela moves to Dorastor.

221 **Peloria:** Khordavu is crowned Emperor of Dara Happa.

228 **Seshnela:** Second Council of Malkionism to correct wayward wizards. The Seshnelan Silver Empire includes Fronelan coastline.

230 **Theyalans, Pelorians:** Battle of Argentium Thri'ile. Solar nomads decisively defeated, and migrate eastward into Pent and westward into Fronela. Pelorian farmers liberated from nomad control.

245 **Theyalans, Pelorians:** Dara Happa declares its independence from High Council of Genertela. The pattern of war between Orlanth and Yelm is re-established in the war between the storm-worshiping uplands and the Sun-worshiping river valley people.

265 **Ralios:** Dari Alliance formed.

286 **Seshnela:** Silver Empire collapses.

295 **Seshnela, Ralios:** Dari Alliance liberates Tanisor from Seshnelan rule.

300 **Fronela:** High Council of Genertela defeats Hsunchen alliance at the Battle of Eleven Beasts.

307 **Ralios:** Dari assassinated by Seshnelans, Dari Alliance soon collapses.

349-351 Theyalans, Pelorians: The three Councils of the Oak. Lokamayadon negotiates peace between the High Council and Dara Happa.

350 **Ralios:** Second Dari Alliance founded.

352 **Theyalans:** The Immolation. Lokamayadon kills Rastalulf Vanak Spear and his family.

365 **Theyalans:** High Council of Genertela broken by dissent over the project to make Osentalka, the Perfect One. Trolls, dragonewts, and Orlanthi from Dragon Pass rebel and cast away their membership.

366-368 Theyalans: First Theyalan War.

371-375 Theyalans: Second Theyalan War.

372 **Theyalans, Pelorians:** Dara Happa Empire joins High Council of Genertela in the project to make Osentalka, the Perfect One.

375 **Worldwide:** The Sun stops in the sky. Yelm is eclipsed. Time is broken. Osentalka is born, immediately renamed Nysalor, the Bright One.

379 **Theyalans, Pelorians:** Dragon Pass conquered by High Council of Genertela at the Battle of Night and Day. Kyger Litor is wounded: start of the Trollkin Curse.

398 **Theyalans:** The Evil Year. All boys initiating to Orlanth that year are killed by Lokamayadon's magic.

400 **Seshnela:** Brithini army defeated in fight against Tanisor. Arkat is among the Brithini army, afterwards goes to Seshnela to preach against Gbaji the Deceiver.

410 **Seshnela:** Arkat leads an army from Seshnela against Tanisor, finally overcoming the Vampire King who ruled it.

418 **Ralios:** Arkat killed by Palangio the Iron Vrok.

420 **Dragon Pass:** Harmast Barefoot begins Lightbringer Heroquest in Dragon Pass.

422 **Ralios:** Harmast returns from Underworld with Arkat.

428 **Ralios, Theyalans:** Battle of Kartolin Pass. Arkat defeated at the pass.

432 **Maniria, Holy Country, Dragon Pass:** Arkat and an army of Orlanthi and Seshnelans liberate Slontos, march to Dragon Pass, and liberate it.

437 **Peloria:** Arkat and an army of Orlanthi invade Peloria.

448 Arkat becomes a Troll. Harmast Barefoot departs on his second Lightbringer Heroquest.

450 **Peloria:** Army from Dragon Pass, aided by Praxian nomads, conquers Dara Happa.

450 **Fronela:** Harmast returns from the Underworld with Talor the Laughing Warrior. Together, they raise an army of Malkioni and Orlanthi, and march on Dorastor for the Final Battle.

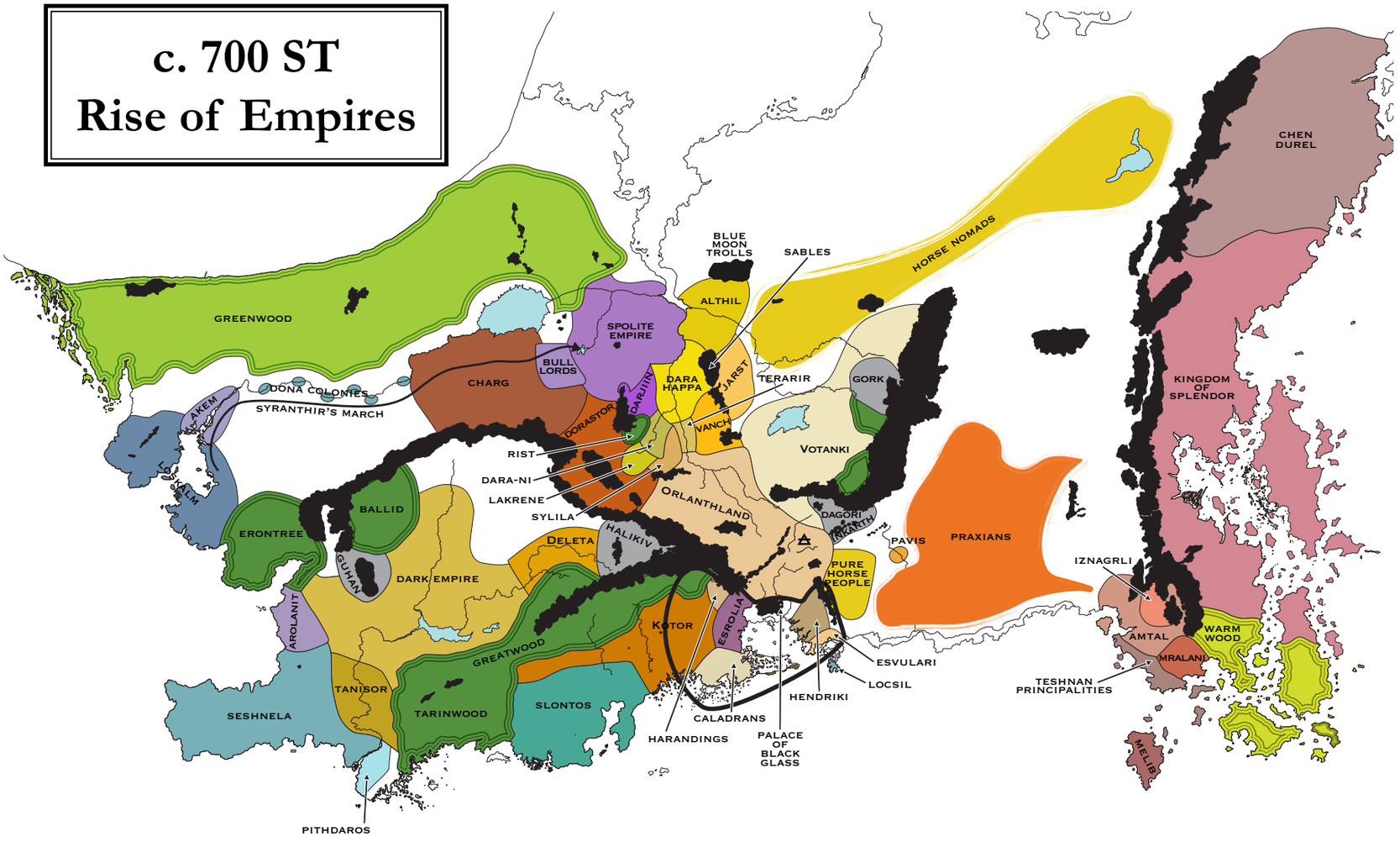
450 **Worldwide:** Final Battle of Arkat and Gbaji in Dorastor. Arkat is successful and leaves all Dorastor a horror-ridden ruin.

450 **Ralios:** Arkat settles in Ralios, lays groundwork for Autarchy, establishes the trolls in Guhan, etc.

500 **Ralios:** Arkat apotheosized.

The Second Age

Arkat's transference to the Immortal Realm marks the beginning of a period of great influence and magical activity among the cultures of mankind. This period is known as the Second Age (or the Imperial Age).



The Empire of the Wyrms Friends (often called the EWF) was one of the two most influential movements of the Second Age, eventually touching upon the political, religious, and everyday lives of millions of beings. During the same period that the God Learners dominated the seacoasts, the EWF was stirring up the interior of Genertela.

The Empire of the Wyrms Friends began in Dragon Pass, whose very geography contributed to the accessibility of draconic powers. There lived the most powerful and sacred of all dragonewt civilizations, untouched by any external force, whether cosmic flood, eternal glacier, Chaos invasion, or end of the world. The awed and terrified residents had always respected the dragons' hidden powers, undetectable by normal or magical human means. Thus the seeds for the Empire were planted, latent.

Rostand the Speaker was a victim of Eurmal. The Trickster split his tongue, his heart, and his brain and thereafter he held the secret of dragon speech. He found his way to a dragon and rather than being eaten, he learned magic from it. He taught others to understand dragon speech, and to learn new magic from the dragons.

Thus opened the pathway to draconic magic. The geographic effect and mythic influences naturally directed themselves into these new outlets. People in the region soon found themselves thinking draconically without even trying. The subject attracted people of every interest: philosophers as well as hustlers, holy people and con men, ordinary housewives and would-be heroes. The ways of the dragon thinkers spread, even though most Orlanthi priests did not like it.

At the same time there was great social unrest. For a century, trolls regularly appeared at certain places to collect a tribute called Arkat's Command. But eventually there was widespread dissent from the humans in Kethaela and Dragon Pass, and there were several large battles during the day and at night against the trolls. 573 was a very bad year for travelers through the area. In 578, an Orlanthi Hero named Hardros Hardslaughter led an uprising called the Tax Slaughter and raided deep into the stronghold of the Only Old One and killed him. When the troll demigod returned from the Underworld, Hardros extracted a renunciation of the

tribute, of old oaths, and of obligations between the races. Hardros established the Kingdom of Orlanthland to rule Dragon Pass and beyond.

Vistikos Left-eye rose to importance. He was cast out of his own clan, and was later outlawed by the Malkioni of Nochet for his heretical teachings, but until 575 was only one among thousands seeking to understand what was happening. He saw the unborn Inhuman Kings of the Dragon's Eye and thereby obtained the right to interview the Cosmic Dragon. He asked the right questions, obtained the Second Formula, and established the first of the Waltzing and Hunting Bands which converted all key political figures in one sitting. The Bands used music, drama, and fasting to spread correct dragon knowledge through the people, land, and Otherworld.

The initial reaction by the Kingdom of Dragon Pass was to persecute the draconic sympathizers. In 600, the priests of Dragon Pass successfully executed the Gate of the Proximate Holy Realm. This initiated a long period when the priests and priestesses (and their later draconic heirs) ruled. The Orlanthi way was directed to create a society based on the Ernaldan virtues of providing. Violent men were sent to join the Brotherhood of War, who expanded the Kingdom of Orlanthland into southern Peloria at the direction of the priests.

Among the draconic sympathizers was Obduran the Flyer, who proved to the True Dragons that he was a bearer of draconic truth. He then performed his Orlanth Dragonfriend revelation, which taught Orlanthi how to experience draconic consciousness, and instituted the Cult of the Inner Dragon. The priests of Orlanthland took control of the new cult and incorporated it into the Orlanthi pantheon. In 725, Obduran joined the Ruling Ring of Orlanthland – and a dragon had risen to sit among the intercessors between people and Orlanth.

The immediate results were rapid and impressive. Certain persons, chosen for reasons unknown to anyone, rose to prominence to organize a dragon-oriented society. All native customs were infused with draconic symbolism, as if they revealed secrets always there but never before recognized. Diverse peoples created similar fashions in jewelry, body painting, and all adopted the dart as a missile weapon.

In 775, Obduran's student Isgangdrang Dragonspeaker led an army of dragonfriends, dragonewts, wyrms, and dragons against the last traditionalist Orlanthi king. Conservatives were driven out, killed, or forced underground, eventually finding intercult unity in a secret organization called the Old Day Traditionalists. Despite hardships of the change, the overall result was an improvement. People had more to eat, fewer fears, and enjoyed a plenitude of material and spiritual wealth. Obduran retired from the world to mediate, and ascended as a True Dragon in 803.

The Empire of the Wyrms Friends was formally established in 826 as a ruling religious and political body over the Dragon Pass peoples. The EWF quickly expanded, conquering Dara Happa, Ralios, and parts of Fronela. In 878, the Golden Dragon was acknowledged as Emperor of Dara Happa.

The Empire of the Wyrms Friends was a natural target for the predatory God Learners, whose insidious ways penetrated family knowledge, cult secrets, and cosmic occultism with equal ease. Several incursions are recorded, ranging from physical invasion (842) to scholarly riots (as in Nochet, in 780, 826, and 886, which even spread to the capital of the EWF) and to magical attacks (as in the Seven Hurricane years 818-825 versus Slontos). Throughout this time some knowledge was traded or stolen, but generally the EWF was successful in maintaining their distance from the God Learner way of magic. One prominent God Learner stated flatly, "They are of a different mind, another set of rules."

The goal of the EWF was to reconstruct the Great Dragon; a task encompassing both the physical and spiritual world, and accomplished when certain ill-defined parameters were met. Its smallest manifestation, met early in history and thereafter revised many times, was cut into the ground, roughly carved out of a range of hills now called the Red Dragon Vale. At its largest extent, its spine was intended to be the Oslir, and its wings the Rockwood Mountains. Its intellect was to require the entire populace of Peloria divided

Imperial Age Timeline – I

Three extensive empires were the most influential forces throughout this age. Two were human: the God Learners, and the Empire of the Wyrms Friends. One was Embyli (Yellow Elf), from the Jungle of Errinoru. Some anachronistic labels (e.g., "Holy Country") are used for convenience.

460-480 Peloria: Dara Happans expel their Orlanthi overlords.

475 Umathela: Last lascerdans exterminated. First human settlers arrive from Maniria.

478 Jungle: Aldryami from Elamle conquer Laskal and force the humans into submission.

500 Fonrit: Garangordos enters Fonrit from Laskal.

565 Dragon Pass: Rostand the Speaker teaches the kernels of draconic consciousness.

575 Dragon Pass: Vistikos Left-eye founds the first Waltzing and Hunting Bands to establish the formula and pattern for a draconic human life.

578 Dragon Pass: Orlanthi overthrow troll overlords in the Tax Slaughter.

580 Umathela: First Seshnegi colonies settle along Umathelan coast.

580 Dragon Pass: Orlanth priests establish Kingdom of Orlanthland. Priests persecute draconic sympathizers.

600 Fonrit: Aldryami dominance in Laskal broken by the Glorious Ones.

603 Seshnela: Nralar the Old dies after 112 years of rule. To prevent civil war, Seshnelan colonies founded in Jrustela. Colonists encounter descendants of Slontan immigrants secretly brought here in the Dawn Ages.

610 Jungle: Lynelsian Council of Elders gives birth to Errinoru.

632 Seshnela: Civil War begins in Seshnela.

646 Jrustela: The *Abiding Book* appears in Jrustela.

650 Jrustela: Jrusteli Confederation founded by thirteen free colonies of that island.

650 Dragon Pass: Cult of the Inner Dragon grows quickly in Orlanthland.

654 Umathela: Elf forests of Vralos destroyed through magic and fire.

675 Jrustela: Return to Rightness movement begins in Jrustela as a moral and philosophical crusade.

680 Seshnela: Army of Rightness lands ashore from Waertagi ships and expels the Pendali warlords from Seshnela.

680 Wastelands: Pure Horse People defeat Praxians at Battle of Necklace Horse.

690 Jungle: Errinoru completes the unification of all Pamaltelan Embyli (except in Dinal).

700 Jungle: Errinoru elves seize Ironseed from dwarves.

710 Jungle: Errinoru overcomes Doraddi chieftains; jungle spreads quickly over Taluk Mormadak.

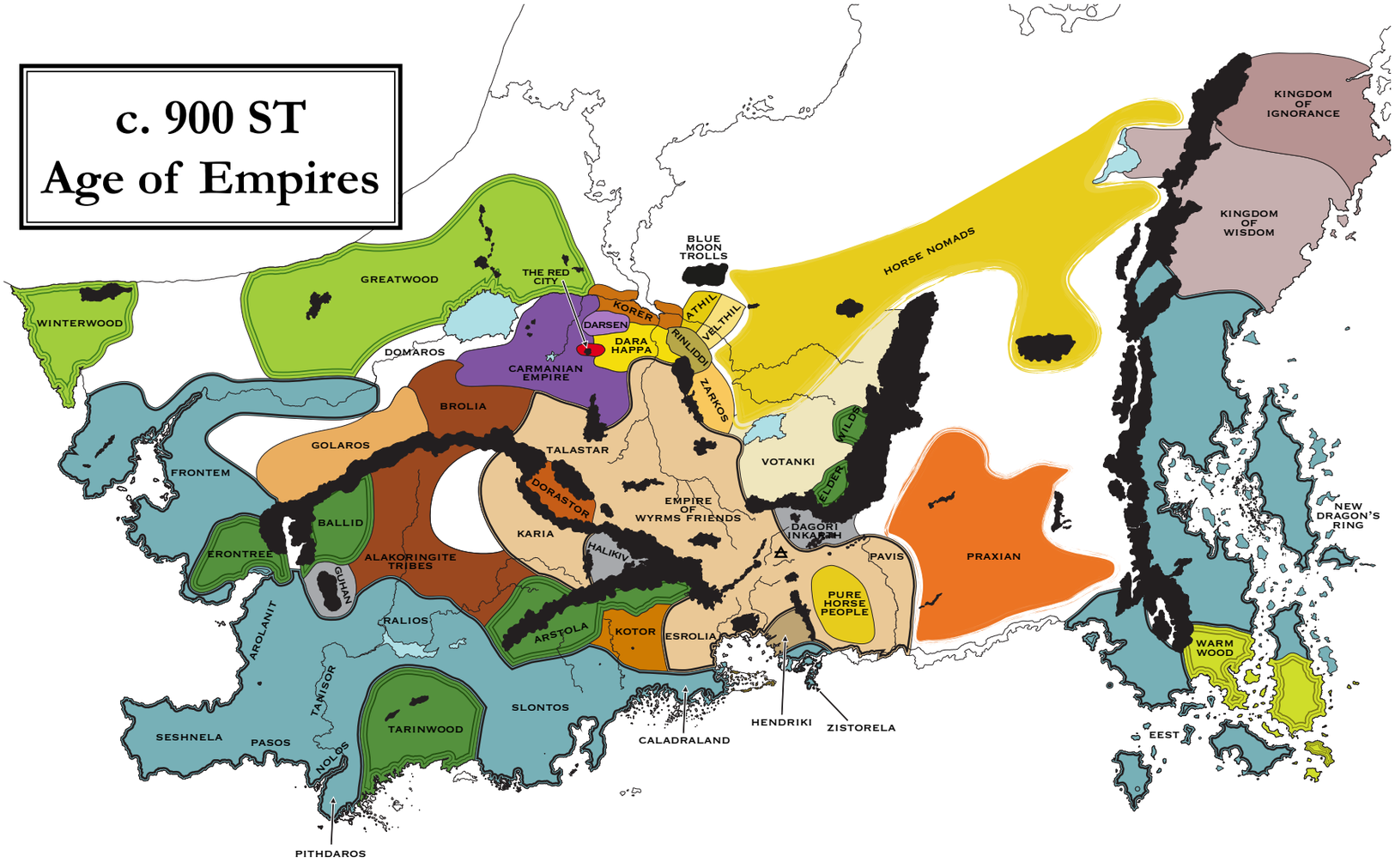
718 Jrustela: Waertagi sea dominance destroyed by the Free Men of the Sea at Battle of Tanian's Victory. First firebergs created.

719 Fronela: Arimadalla and his Jrusteli allies defeat Syranthir Forefront, who migrates to Peloria.

720 Wastelands: Feroda founded by the Jrusteli.

721 Elder Wilds: Humans from Dragon Pass and dragonewts aided elves and local barbarians to drive all trolls and dwarves out of the Votanki lands.

725 Fronela: Kingdom of Frontem created by King Arimadalla.



among five cults, and its breath was to be the erupting volcanoes of the Holy Country.

As the Great Dragon slowly awakened, the world was to be enlivened by the draconic energies and bring about a Golden Age of perfection for all participants. The earliest participants would benefit first, with others following according to the length of time they had shared in the energies. This resulted in an accelerating pyramid-like growth. Many of the first-established had already passed out of spiritual contact into the cosmic dragon soul while newcomers in the outlands had not yet even responded to the Waltzing and Hunting Bands. In 889, the EWF ordered worship of its inner circle as gods to accelerate the process of draconic ascension.

As the disparity between leaders and followers increased over time, so did distrust and hostility. The Old Day Traditionalists, once cast out and forced to flee, now found themselves vindicated. Their prophecies of infidelity and doom had been proved right again and again. Now they preached the Last Chance, and their fanatical resistance grew stronger. Ambushes became plundering expeditions, and bloodthirsty war leaders rose to prominence, making newly-converted peoples question their recently-gained wisdom. War raged along the borderlands as Fogarth Toothaxe led his Knights of the Wood. Fields and houses were all burned where Man of Five Stones, a naked growling mystic of Twice Blessed, led his army. Dijaar and his Five Friends each brought a horde of horse barbarians. Most ominously, Alakoring Dragonbreaker successfully led the traditionalist Orlanthi of Ralios, Brolia, and Talastar in rebellion against the EWF.

In the magic war, priest found common bond with any priest, and even accepted the help of the dark powers of the north. Winter chills, troll raids, and hungry monsters stalked Peloria as her natives rebelled.

In 907, the danger reached Dragon Pass when a record winter froze everything, trolls raided in strength, and all harvests failed two years in a row. In 910, a new Dara Happan emperor led a rebellion that drove the dragons from Dara Happa within seven years. Worse, in 920 the great rebel Alakoring crossed into Aggar and killed Drang the Diamond Storm Dragon. Over the next 15 years, Alakoring led Orlanthi traditionalists in rebellion against the EWF, including deep in Dragon Pass itself.

The guiding council in Dragon Pass grew acrimonious in its debate over proper methods to handle the crisis of the Old Day Traditionalists. Soon, internal dissent in attempts to maintain what was left destroyed as much as invaders did. Usdaros the Impatient, reportedly the grandson of Isgangdrang, began a civil war. Provinces rebelled, and tribes and kingdoms appeared where once unity had thrived. One popular group was the War Dragons, whose military successes were constant, but whose terrifying devastations rarely converted the populace back to friendship. Another, called the Above and Beyonds, were all for ignoring the troubles, saying "Even dragons have vermin. Pity them." Another, the Converters, reversed their own increased sanctity to assist the suffering populace. Some went among their nearest followers, hastening them out of physical reality, while others went among the ravaged borderlands to perform miracles and to mock martyrdom.

The demise was sudden. In 1042, the dragonewt leader, called the Inhuman King, decided that the secrets he had shared were not being used appropriately. Dragonewt forces, assisted by a small band of trolls of the secretive Blue Moon Cult, killed all key personnel and stole or destroyed all important artifacts. Overnight millions of people across Peloria and Dragon Pass, and hundreds of God Learners elsewhere in the world, lost all memory and understanding of Auld Wyrmish, of many magic skills and spells, and of channels to wisdom and inhuman power.

The Empire of the Wyrms Friends ceased to exist. In Dragon Pass the Last Chance priests and priestesses called in the old gods from ancient mountaintops and caves. Vestiges of the corrupt empire remained, most notably Delecti the Necromancer, who made a vast marsh to protect himself; and the Beast Men, races of frightening hybrid creatures like centaurs, minotaurs, and satyrs. Peranal the Protector, a former EWF

official, liberated many people from such corrupt remnants of the empire.

The liberated warlords of Carmania, Dara Happa, and Saird were not content with their freedom and sought to avenge their ancestors and enrich themselves. They systematically sought and destroyed all dragonewt settlements, sites, individuals, and especially reincarnation eggs, in an attempt to exterminate the creatures entirely. In 1100, the True Golden Horde mustered nearly all the military-aged men of Peloria and marched south to annihilate all dragonewts and carry away all signs of humanity from Dragon Pass.

The Dragonkill War of 1120 is so named because of the dragons' actions, not because they died. No humans imagined the response of all dragondom when the nest eggs of Dragon Pass were threatened. First Dream Dragons flew in, individually and in packs. Real dragons dropped from the stars like screaming meteors with howling more terrible than a winter storm. An ancient range of hills rose, leaving behind Red Dragon Vale, but that was not the largest dragon. Many years later, a ghost gave his children a glimpse of the endless monster which frightened the entire army of Raibanth to death. Even the Sun Dragon came to devour the Dayzatar priests. All humans shunned Dragon Pass afterwards. A generation of boys who grew up without fathers passed on a pathological fear of Dragon Pass to their descendants and created the myth of dragon invulnerability.

The God Learners

The God Learners were a philosophical school which endorsed a number of new and unusual magical methods and constructed a novel, unified interpretation to the many varied mythologies of Glorantha. It began in 646 with the revelation of the *Abiding Book*, the pure expression of the Invisible God. Within a year, the new Malkioni understanding had engulfed Jrusteli and was borne rapidly to other Malkioni strongholds.

The earliest proto-God Learners were the Seven Explorers, a collection of wizards and priests of Eradinthanos, a city in Jrustela. In 654, they crushed an elf-led revolt in Umathela and burnt down most of the forests of Vralos using new spells devised after studying the *Abiding Book*. By 776, the heirs of these wizards, popularly called God Learners, had developed unusual magical methods to look at the world. The secret is dead with its initiates, but was evidently called the RuneQuest Sight. It apparently allowed initiates to see the world as a series of patterns, relationships, and repetitive reflections which could be organized according to the now famous Runes. Their Heroquesters followed the paths of their Runes through the Otherworld, and then shaped the Otherworld by planting those Runes into other parts of it.

Their unified theory of mythology allowed the God Learners to deal with many mysteries previously incomprehensible to the rationalist Malkioni mindset. This gave the God Learner wizards tremendous insight into the magical workings of Glorantha and enabled them to develop spells previously unimaginable. They uncovered some amazing discoveries, uniting the mythologies of Orlanth, Yelm, Kralorela, Kyger Litor, the Invisible God, Magasta, and the Earths (which held, in common, opposition to various forms of Chaos). Less perfectly fitted were the draconic connection, the widespread Pamaltelan legends, the Grower/Builder Elf/Dwarf worlds, and most peoples' legends of origin.

Unfortunately, the shortcuts which the God Learners took often deprived them of the secret experiences necessary to truly understand this power. At first their shortsightedness had no effect: the famous experiment vulgarly called the Goddess Switch, of 849 in which two earth goddesses were switched as objects of worship, had no immediately noticeable result. Nor did anyone notice the subtle changes which occurred in Kralorela when the God Learners replaced the ancient Dragon Empire with their own version of draconic powers by adopting and expanding the previously obscure Path of Immanent Mastery.

The God Learners are the ones who organized all Gloranthan magic into three dominant systems of divine magic, spirit magic, and wizardry. These systems were never as separate and neat as the God Learners' theories concluded (and the God Learners generally rejected mysticism as being devoid of use). Sometimes

Imperial Age Timeline – II

725 **Dragon Pass:** Obduran joins Ruling Ring of Dragon Pass.

729 **Peloria:** Syranthir and his army defeat the Spolite Empire and conquer the Pastures of Syranthir.

734 **Seshnela:** Return to Rightness Crusade completes liberation of Seshnela from barbarians under the rule of Annmak the Peacemaker.

734 **Jungle:** Errinoru sets sail with his elf fleet.

737 **Jungle:** Errinoru sails his personal ship down Magasta's Pool, disappears.

740 **Ralios, Seshnela:** Kingdom of Seshnela, aided by the Return to Rightness Army, defeats the Dark Empire and destroys the Cult of Arkat.

751 **Jungle:** Errinoru's Star appears, and the elf leader splashes to earth in the Maslo Sea.

760 **Jungle:** Errinoru departs, entering Dinal.

760 **Peloria:** Golden Dragon Society invited into Dara Happa.

768 **Jrustela, Kralorela:** Adventurers seize control of Kralorela.

775 **Dragon Pass:** Orlanthi traditionalists defeated by draconic army led by Isgangdrang.

775 **Teshnos:** Kingdom of Eeast founded by Jrusteli adventurers.

780 **Wastelands:** Robcradle founded by the Jrusteli.

789 Empire of the Land and Sea created, also called the Middle Sea Empire. King Svagad of Seshnela is named Emperor to rule over Jrustela, the new Jrusteli colonies, Loskalm, Safelster, and Slontos.

800 **Wastelands:** Robcradle destroyed by giants and nomads.

805 **Maniria:** Slontos incorporated into the Middle Sea Empire.

813 **Jrustela:** Warnings concerning Spirit World ecology published by Valastos With Seven Pens, but are completely ignored by other God Learners.

818-825 **Maniria:** Seven Hurricane Years strike Slontos.

823 Emperor Miglos attempts to invade Brithos with a vast army and navy. The emperor is killed and his followers drowned almost to a man.

826 **Dragon Pass:** Empire of the Wyrms Friends (EWF) established to rule over the material interests of the leaders of the draconic movement.

830 **Wastelands:** Giants and nomads defeated by Pavis at Too Tall Battle. City of Pavis founded. Praxian nomads enter Wastes.

838 **Fonrit:** Middle Sea Empire defeats Fonritian confederacy and asserts direct rule over Kareeshtu and Laskal.

842 **Holy Country:** Major war begins when God Learners invade Shadowlands.

845 **Jrustela:** God Learners Collective founded.

849 **Maniria:** Goddess Switch effected.

861 **Jolar:** Six Legged Empire formed by God Learners.

875 Greatest extent of EWF conquered territory reached in Pent, Ralios, Fronela, and Prax.

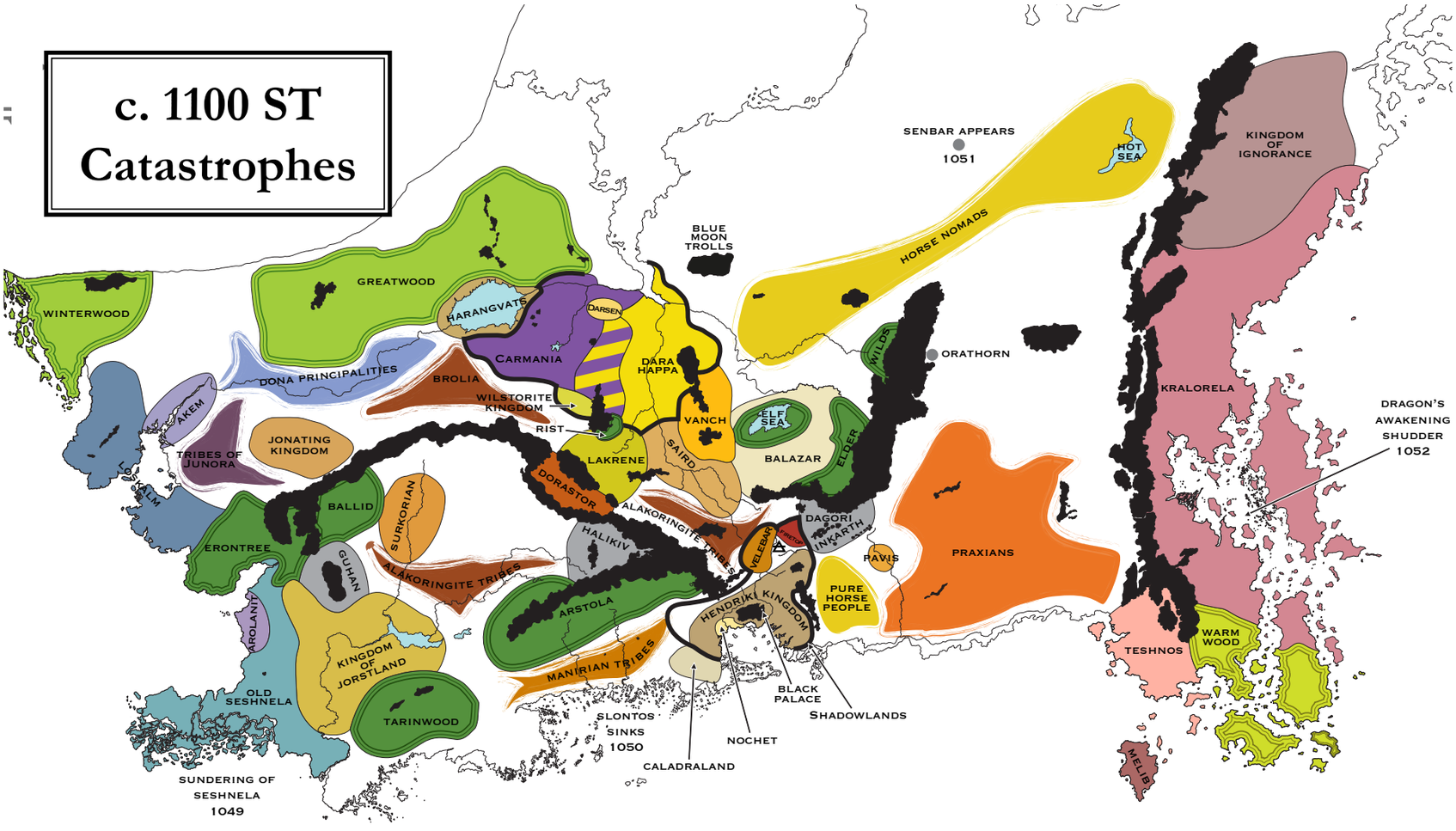
879 **Fonrit:** Middle Sea Empire conquers all of Fonrit.

885 **Seshnela:** A migration of exiles from Brithos lands in Seshnela to support the God Learners.

890 First members secede from the EWF (the Elder Wilds). Ralios and Brolia break away shortly after.

901 **Umathela:** The False Gods Revolt destroys the God Learner University of Yoranday.

902 **Jolar:** Six Legged Empire destroyed by Hon Hoolbiktu.



local differences overrode the common factors which the God Learners used to categorize everything. Sometimes what seems obvious now is actually a God Learner construct. Grandfather Mortal, the first man, is one such, made up of many primitive tales about Old Man, Grandfather, Old Woman's Man, and others. The resultant story is nearly universally acceptable as a story of creation, but native to no place. Thus, as we study Gloranthan mythology we must be careful to see where those stories come from: the story which the Orlanthi tell about the origin of mortality is not the same one which the Malkioni tell!

The detachment required by the most avid adherents of RuneQuest Sight blinded them to many of the realities of a compassionate and created world. Their Heroquesters lost touch with the basic rule of Arkat: "No questing without respect and humility." Rather than recognizing unique living entities, they saw a thing of numbers, abilities, and potential – mere raw material.

Many individuals with this blindness came to power early. The philosophy of the God Learners soon dominated Jrusteli Malkionism. In 680, an adventurous younger generation sought a new power to help them return "rightness" to their ancestral home of Seshnela, which was occupied by a Tanisorian barbarian king. By 734 they had placed one of their own upon the throne of Seshnela, and God Learners ruled great armies, navies, and treasuries.

The political movement which carried and followed the spread of God Learner attitudes was called the Middle Sea Empire. Initially called the Free Men of the Sea, it was led by several sea-going Jrusteli noblemen who had, despite Waertagi monopolies, discovered various aspects of ships, boatbuilding, and sailing. They founded the cult of Diros which was soon subjugated within the cult of Wachaza when the troubles with the Waertagi started. The Waertagi wished to keep their monopoly and tried to discourage the Jrusteli with destruction and curses. The Jrusteli fought back, and commanded the magic of their newly allied wargod, Wachaza. The Waertagi assembled their fleet to attack Jrustela. This brought desperate preparations from the Jrusteli and their God Learner sorcerers, and the two fleets met at the Battle of Tanian's Victory in 718.

The battle was a decisive Jrusteli victory. The Jrusteli, thanks to the magics devised by the God Learners, invoked the Water god Tanian, who is the near-impossible son of fire and water. From this poured the fiery God-Who-Burns-Water who destroyed the Waertagi fleet. In a burst of triumph and exploration the Jrusteli sailors probed the seas properly for the first time in human history. The organization was originally a web of merchants who monopolized trading rights, always backed by new magic, threats of force, and vast wealth. When in 789 the King of Seshnela united the leadership of Jrustela with his own inheritance the new title, Empire of the Land and Seas, was created.

As native dissent increased, the ruling merchants seized local political power and, over two generations, became increasingly embroiled in widespread politics. The trade network became a sea-going empire of widespread kingdoms unified by old treaties, family ties, and the increasingly voracious God Learner sorcerers.

The God Learners boldly entered the network of the Gloranthan God World and reshaped it. They altered the Hero Plane almost at will. When the Raccoon Guardian of Tusunimmi Ford was skinned by a wizard, they moved Mr. Raccoon from Doctor Rock to the ford. When the Grand Vizier of the Soul Pearl (who ruled a notorious pirate fleet in Teleos) complained that the Two Righteous Golden Lion Dragons of the Mountain of Light were all that stood between him and a draught of the Divine Cup of Victory, eager magicians pleased their lord by catching and dismembering the metaphysical entities, removing them from the Spirit World entirely.

Terrible secrets were loosed or shaken by God Learner investigations. In the Holy Country, in a forlorn place called God Forgot, a company of God Learners called the Zistorites invented a method of mass-producing sorcerous enchantments. Their secret never spread outside the immediate region.

The Catastrophes

The depredations of the God Learners gradually increased. Portents of doom were noted, but generally ignored. A philosophy popular among many minor nobility supported the destruction of native spirits and magic to assist their own political ends. They failed to recognize the hidden resistance, dark resentment, and attention paid by distant spiritual relatives. Soon, the God Learners recognized the infusion of a new force into their Heroquesting, called for a while the Eight New Manifestations. The increasing strength and complexity of the Manifestations worried the God Learners enough to cause them to try to halt all Heroquesting and launch a deliberate campaign to find out what was going on.

In 813, Valastos With Seven Pens sent many letters noting that the Spirit World which she and her companions traveled was different from that described by their ancestors. The note expresses genuine alarm that the spiritual world had been permanently disfigured, and cannily indicates that one recently encountered foe, the Broos of the Black Pus, had formerly appeared during a change in the mythic structure. Most of her contemporaries failed to support or believe her report and prepared more excursions to plunder the gods.

The God Learners continually offended the gods and their worshipers. Some grew so arrogant that they considered the gods to be their personal slaves instead of the pillars of existence. Protest after protest were lodged against them and ignored. Suffering and sorrow meant nothing to them in their quest for knowledge. They used sorcerous Tapping to extract magic from gods and spirits, destroying some utterly. They exposed cult secrets and destroyed religions which once had provided every need to their worshipers. They enforced changes in worship to perform experiments, and sometimes secretly changed the way magical energies flowed through the world. They explored in Dorastor, poking through ruins and awakening things which had been left to slumber in ruin.

The effects of ancient wrongs soon became too visible to ignore. In one of the two lands involved in the Goddess Switch all fruit plants ceased bearing. In the other, the divorce rate became phenomenal – no marriage lasted over two or three years. Doctor Rock was stolen by the Raven of the Sunset Isles because Mr. Raccoon was not there to defend it. The Divine Cup of Victory, once bravely guarded, was first drunk by fools, then cracked. Finally, the broken pieces were taken away by thieves.

The final result was catastrophe. The various kingdoms making up the Middle Sea Empire were each destroyed, by dooms similar only in their totality.

The Machine Wars was one of the most famous of such dooms, and resulted in the destruction of the Zistorites and their Clanking City. Successive waves of avengers and adventurers cast themselves against the defenders, who were constantly reinforced by exotic troops from across the sea. Years of skirmishing and warring sifted out a handful of Heroquesters, who used tremendous supernatural aid to finally overthrow the terrible living Machine God. The entire region was ruined by the years of combat. Only the Clanking City's ruins were left, cursed, diseased, and entrapped by dwarves.

Native dissent almost universally cast out oppressive and cruel invaders. In a few places they were well-integrated and of acceptable moral character, but usually a bloody revolt led by fanatical traditionalists destroyed the invaders and their customs. The Closing of the Oceans was the final blow to the rapidly crumbling naval empire.

Nature itself revolted against the God Learners in many places. Freak storms battered their fleets, such as the Windless Typhoon of Seshnela in 917 and the Ice Summer of 925 in Ralios. The Five Famines of northern Pamaltela were incited by elves. Sea monsters, merman spirits, and shades of the drowned all sailed with avenging Waertagi dragonships vomited up from the Sea of the Dead. By 990, the Empire of Land and Sea was no more.

In 1049, Halifor, the last king of Seshnela, learned that a great force had invaded his kingdom from the sea. When he marched his army to meet it, he saw a single purple ship whose inhabitants were a race of demigods called the Luatha. They were driving a huge adamant pillar into the ground. When Halifor

Imperial Age Timeline – III

907 **Dragon Pass:** Two Year Winter strikes Dragon Pass.
907 **Holy Country:** Siege of the Machine City begins.
907 **Fonrit:** Kolat Slave Riots throughout Fonrit.
908 **Fonrit:** Jann of Afadjann rebels against Middle Sea Empire and enslaves Darleester the Noose.
910 **Peloria:** Dara Happa rebels against EWF. Alakoring comes to Talastar.
917 **Seshnela:** Windless Typhoon in Seshnela.
917 **Holy Country:** The Machine City falls to an alliance of Old Way Traditionalists and Dragonfriends.
920 The Closing starts to radiate from Brithos.
920 **Peloria:** Alakoring Dragonbreaker kills Drang the Diamond Storm Dragon. Hachrat Blowhard, a troll Orlanth cultist, destroys the EWF library at Molorios.
922 **Fronela:** The Closing reaches Fronela.
922 **Pamaltela:** Last Middle Sea Empire possessions in Pamaltela lost.
925 **Ralios:** Ice Summer in Ralios.
935 **Jrustela, Maniria:** The Closing reaches Slontos and Jrustela.
940 **Holy Country:** The Closing reaches Mirrorsea Bay.
940 **Jrustela:** Jrustela cut off from the rest of Glorantha.
940 **Peloria:** Death of Alakoring.
940 **Wastelands:** Pavis sacked by Jaldon Toothmaker.
954 **Kralorela:** The Closing reaches Kralorela.
955 **Umathela, Teleos:** The Closing reaches Umathela, Teleos.
956 **Pamaltela:** The Closing reaches Marthino Sea.
960 **Vormain:** The Closing reaches Vormain.
960 **Peloria:** The Three Brothers Who Divided the World rule Carmania, Dara Happa, and Saird.
975 **Jungle:** House of Errinoru completely destroyed by mysterious new pest. Elf unity and empire ends.
980 **Fronela:** God Learners expelled from Fronela by the new Kingdom of Loskalm.
990 **Seshnela:** End of the Empire of the Land and Sea.
1020 **Umathela:** The Lord of the World's Knowledge is overthrown by an elf and human alliance, ending the God Learners' rule there.
1026 **Seshnela:** Armies of Seshnela and Ralios destroy each other outside the city of Basmol.
1035 **Holy Country:** The Adjustment Wars. Hendriki conquer large parts of Esrolia but fail to take Nochet.
1042 **Dragon Pass:** Leaders of Empire of the Wyrms Friends exterminated overnight, empire cast down.
1049 **Seshnela:** Seshnela sunk by the Luatha.
1050 **Maniria, Jrustela:** Slontos sunk, Jrustela sunk.
1050 **Fronela:** Jonat Big Bear visits Seshnela and returns to Fronela with troll and wizard allies.
1051 **Pent:** Monster city of Senbar appears.
1052 **Kralorela:** Kralorela struck by the Dragon's Awakening Shudder which begins to sink the Suam Chow. Kralori citizens rebel against God Learner overlords.
1120 **Dragon Pass:** Dragonkill War, in Dragon Pass, annihilates all human residents and the invading army of the True Golden Horde from Peloria. Only non-humans populate Dragon Pass.

attacked, the Luatha did not even pause in their work, but sent a few individuals to destroy the Seshnelan army and kill the king. A tremendous shock wave blasted forth from the pillar. It shook the earth to nothing and the seas rushed in. Old Seshnela was shattered. The shock waves rippled through Glorantha and, in 1050, the earth again revolted and, with terrible groans, rolled herself over and destroyed the civilizations of Slontos and Jrustela.

With virtually no warning, the God World snapped back to its original condition with the Shattering of Seshnela. The goddesses that had been Switched both returned to their original spheres. Magical abilities that had been stolen by the God Learners were abruptly lost. Things that had been premised on God Learner manipulation of the God World lost their potency.

Another terrible secret was avenged by doom guardians calling themselves the Gift Carriers of the Sending Gods. Everyone who was privy to the Forbidden Secret, or who was kin to them, or who might have witnessed or heard about the secret, was hunted down and destroyed. So successful was their effort that no modern Gloranthan even knows what secret they extinguished.

No one speaks well of the God Learners. Everything they stood for, brought to their territory, or that is imagined to have come from them, is feared and shunned. Their ruined cities are haunted. Their magics are thought evil. The unity they sought is believed to be a cruel illusion fostered by the Jester King. They are now often regarded as a mistake of history, miseries done by ancestors whose actions embarrass the living.

The Disappearance of the Boat Planet

The disappearance of the Boat Planet from the sky in 920 was an evil omen seen across Glorantha. Many people did not know what it portended until the Closing swept their lands. All agree that its disappearance heralded, or even caused, the Closing. The Malkioni believe that Zzabur's spell scuttled Waertag's Ship. Many coastal people blame the mermen, and the mer-king Terthinus claims that he brought about the Closing when he dove into the Depths and discovered there a new god. The Vormaino believe that Tsankth, captain of the Boat Planet, was exiled from heaven by Emperor Valzain. Some other stories say that Gloomshark, the Chaos god of hunger, ate the Boat Planet. Still others speculate that the Sky Gorp enveloped it, or that the Star Eater devoured it, or that the Bad One somehow sank it.

The Closing

The Closing is the name of an event which swept the oceans clear of all surface shipping, and rendered subsequent navigation impossible. It began in 920, with the disappearance of the Boat Planet. Immediately afterwards, the first ships were swept away from Brithos, and the Closing took 50 years to reach the Sofali Isles.

At first, no one was sure what was going on. In the dozen open ports of Brithos an invisible wall struck hundreds of merchant ships simultaneously, keeled them over and sent them out to sea, anchors dragging and (usually) crewless. The few ships which escaped brought the terrible news across the Neliomi. A Loskalmi fleet confirmed that an invisible wall was moving slowly out from Brithos at a constant rate of about 190 miles per year.

The kings and wizards of Seshnela and Fronela had great confidence but were unable to save their ships or stop the wall, which ground into the coast of Fronela by 922 and struck Seshnela in 930. The fleets which remained in port were pushed into the docks, beaches, and quays of the ports. In Fronela the wall pushed everything right up Ozur Sound so that the river around Sog City was choked with wreckage.

The moving wall radiated from Brithos. As it progressed, it seemed to change its character, and certainly its speed. It crept along the southern Genertelan coast, striking Slontos about 935, the Mirrorsea Bay five years later, and finally reaching Kralorela in 954.

From 940 to 950 the Closing swept Jrustela in an especially harsh manner. Every watercraft, from huge cogs down to canoes and rafts, was smashed and a wave of water fifty feet high preceded the invisible wall. The severity makes some people believe that the whole effect was intended as a further punishment for the God Learners. In 954, ships in the eastern ports of Kralorela were all swept out to sea, away from the land, but shipping within the Inner Waterway was spared. In 960, Vormain was isolated, to their intense gratification. Five years later the invisible wall pushed up to the fringes of the East Isles, but dissipated instead of moving among them. The fleet of refugees which had been moving eastward settled among the East Isles.

The wave struck Umathela and Fonrit from 955 to 956. The natives were better prepared, warned by survivors from Jrustela, but the destruction was less. No wave washed over the land. From 956 to 960 the coast of the Marthino Sea was closed. By 955 Teleos was isolated. A fleet of refugees had to choose between pushing further eastward, past the known lands of the Sofali, or settling in the coasts of Maslo. Most chose the latter.

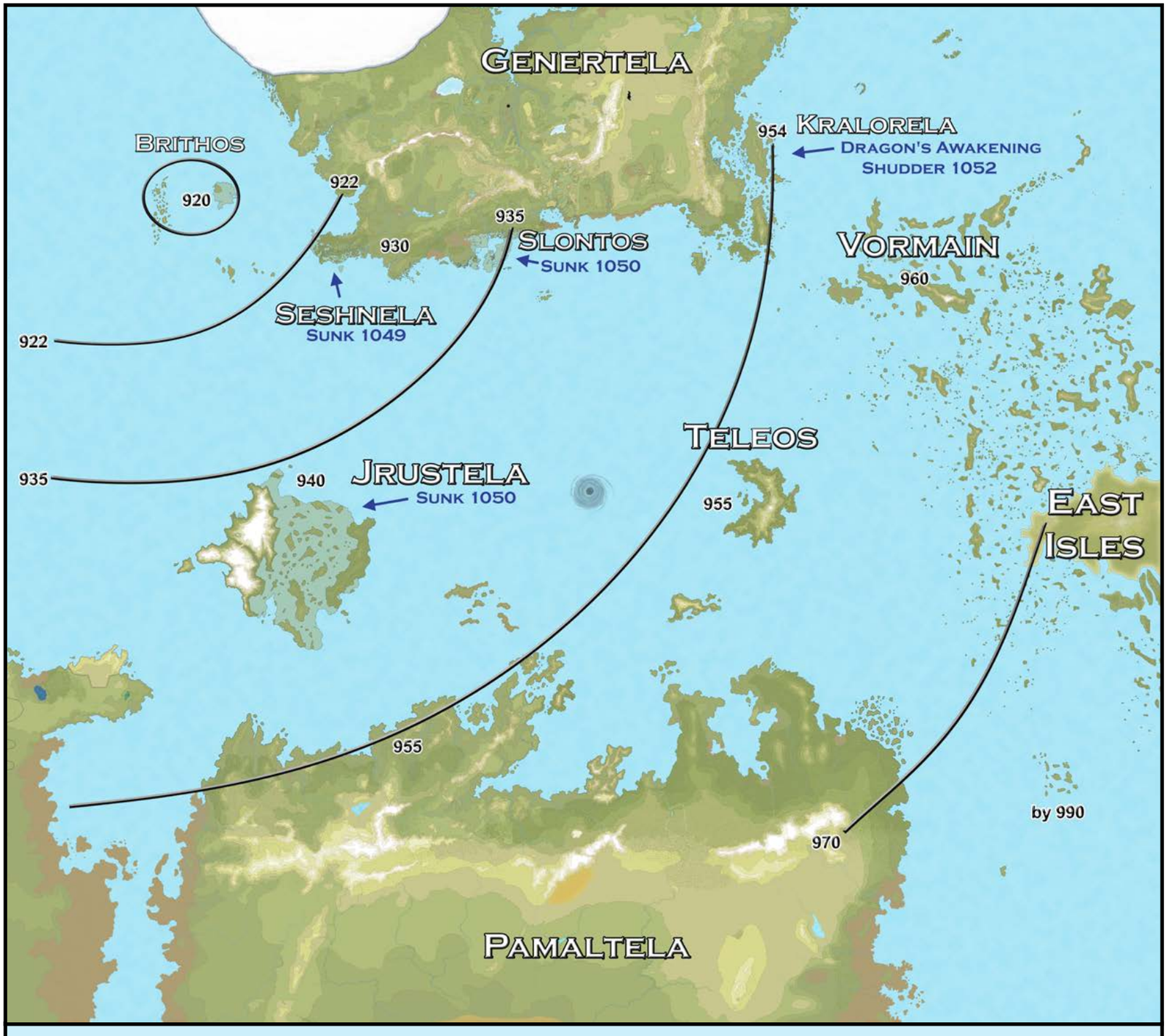
The local effects of the Closing varied slightly from place to place, but uniformly prevented ship travel over the open seas. Most of the time, an invisible force gently turned the ship around and shoved it firmly onto land again. Efforts to combat the force inevitably failed. Often on the Marthino coast, and occasionally elsewhere, ships were destroyed by monsters which patrolled close to shore. In most places small fishing craft continued to ply the coast, but never more than a mile or so out to sea. Only a few large bays allowed larger craft, and in the Ronthal Bay of Fronela, 25 years passed before anyone dared to even try.

Combined with the effects of coastal depredations by the vengeful Waertagi and other sea creatures, the Closing cast a deep and lasting effect upon the peoples of Glorantha. Even among landlubbers the effect was dramatic. In some places fear prevented contact with the sea, such as among certain Umathelan peoples who refuse to enter any boat, even to fish. In Ramalia fear is so extreme that the government has no trouble enforcing its law which prevents any citizen from living within sound of the breakers.

The actual cause of the Closing is unknown. The Arolanit sorcerers say that the Closing was an accidental (and inconsequential) byproduct of a spell by Zzabur, the First Wizard, to remove Brithos physically to the Other Side. However, Harlophine Lastros, a cruel interrogator using morally questionable, but magically reliable, methods, proved in 1127 that Marilion Varstanos, a leading Arolanit sorcerer in his lifetime, did not know the truth of the statement, and in fact was quite bitter about being abandoned by Zzabur's presumed departure to a better place.

The End of the Imperial Age

The Imperial Age is said to have ended at any of various dates: 920, when the Closing began; 940, when Jrustela was lost; 970, when the Closing was complete; 1042, when the Empire of the Wyrms Friends was overthrown; 1049, when Seshnela sank; 1120, at the Dragonkill War; or other dates. Taken separately, none of the disasters was of worldwide importance. Taken together, the disasters weave a history of doom and despair occurring slowly over generations across the entire human world, leaving behind a place of caution and conservatism.



The Closing and the Sundering

The Closing began in 920 with the disappearance of the Boat Planet from the Celestial River. The Closing ravaged the coastal lands of Glorantha, destroying ports and cities, making sea travel impossible for over six hundred years. It first appeared around the island of Brithos and spread across the oceans and seas of Glorantha, reaching the continent of Vithela in 970.

The Sundering began in 1049, when a shipload of violet-hued demigods from the mythical land of Luatha sailed to Seshnela and drove a huge iron pillar into the ground. The Luathans could not be stopped by Seshnelan armies or sorcery. When they were finished, the Luathans shattered Old Seshnela into pieces and shook the earth to nothing so the seas rushed in. This marked the end of the kingdom of Seshnela.

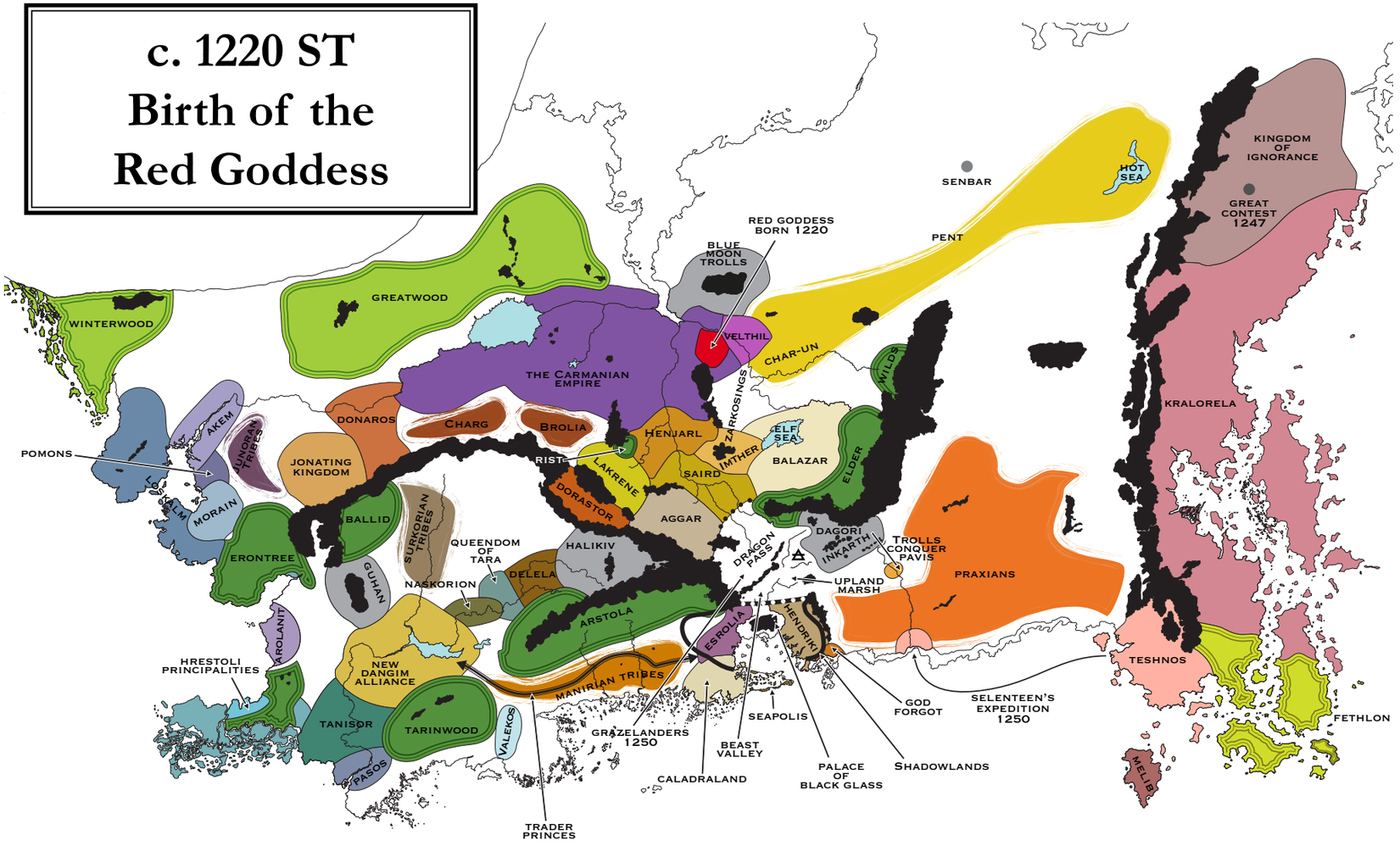
The ripples of this disaster spread across Glorantha. In 1050, Slontos sunk and the Vent erupted destroying that ancient land. That same year, the island-continent of Jrustela, birthplace of the Godlearners, was destroyed and all its human residents killed.

In 1051, the evil city of Senbar rose from the stone rubble deep in Pent and vomited out Huan To and other demons. Most scholars believe that this event was somehow linked to the sundering of Seshnela.

In 1052, huge earthquakes, typhoons, fires, and floods ravaged Kralorela with the Dragon's Awakening Shudder, which presaged the end of the False Dragon. Some scholars believed that mythic disasters struck Teleos and Loral that year as well.

The Third Age

As the various disasters that shook the world multiplied, it became clear to mankind that their lives had entered a new phase. This phase is usually referred to as the Third Age.



Most of Glorantha stagnated during the Third Age, as people recoiled in horror from the excesses of their ancestors' experimentation. Innovation and invention became words of trouble, and those who strove for new things worked in secret.

Dara Happa fell to the Carmanian Empire in 1173, and Peloria suffered greatly under Carmanian oppression. In 1220, a coven of divine researchers and rebels sought to reintegrate lost portions of magic from the Gods Age. In the city of Torang in the land of Rinliddi, synthesis was achieved, and a woman was born. Initially she was called She Who Has Come, later the Red Goddess.

She Who Has Come was first like a young girl, then a powerful woman, then a terrifying demigoddess, and finally a loving goddess. She brought a new healing philosophy to the tattered and tired peoples of ravaged Peloria, preaching tolerance and freedom. With open hands she bestowed generous gifts of food, healing, and transformation on her people. With closed fists she dealt great blows to defend her people and to convert those who sought to hold her back.

Peoples and then their gods resisted the Red Goddess. For eight years she walked in the physical plane, and then departed for a timeless Heroquest through the lost ages where even gods cannot go. She tested her philosophies against demons and proved her theories against gods. She returned in four years and saved her followers from extinction, giving them victory, madness, and the Crimson Bat. Energized by things which had never before been seen in Glorantha, the Red Goddess turned to conquest and expansion for 13 years.

The gods of Glorantha rarely stir themselves from their immortal slumbering existence, for they are forbidden to do so by their own oaths upon the Great Compromise. One catalyst which can free them is the invasion of Chaos. The fact that the gods were roused proves that the Red Goddess is wrought with Chaos. In 1245 began a series of battles began which over the

next two years tore the fabric of the real world and raged about the magical Castle Blue on Lake Oronin. From this turmoil emerged the Red Goddess, intact and woven into the weave of the world. Since then the Red Goddess has been accepted as real and integral to the world of Glorantha.

Yet she is also a thing of Chaos. Somehow she incarnates that terrible thing, the Death of Gods, the Emptiness Before Creation, into the life of her worshipers. It defies all logic, and the Compromise itself, yet it is true.

The Red Goddess ascended into the heavens in 1247. Gathering the very earth from about her the Red Goddess ascended into the sky, leaving behind a great empty spot called The Crater, into which no mortal may look or think without going mad, which is surrounded by a ring of impossibly tall crags. There she still sits in the sky, turning from black to red every seven days, still teaching her people her lessons and bestowing her blessings to all who bask beneath her light.

The political entity she left behind is the Lunar Empire, commanded by the immortal Red Emperor, who was selected, made, discovered, or somehow came to be during the battles of Castle Blue. This centralized theocratic empire has introduced many innovations which have earned its citizens splendor, luxury, and freedom. For instance, the Lunar Empire is the first nation to regiment its magicians and priests into cooperative organizations whose members have similar training, practice together, and strive for common good. This has proved especially successful in times of war, for other lands still rely on a few powerful individuals, assisted by lesser helpers.

The Lunar Empire enjoyed success for many years, expanding its territory. A ritual process in which the Glowline is gradually extended over new territories makes each conversion almost permanent, yet persistent revolts in southern Peloria and invasions by barbarians from Pent disrupted the Empire from 1375-1460.

The Pent nomads were led by the most famous Lunar enemy, Sheng Seleris, who brought down the Empire, plundered the Moon, and forced the Red Emperor to hide for 16 years. Yet even he was conquered at last, and the widows and children of the horse barbarians fled to Pent, a land which most of them had never seen.

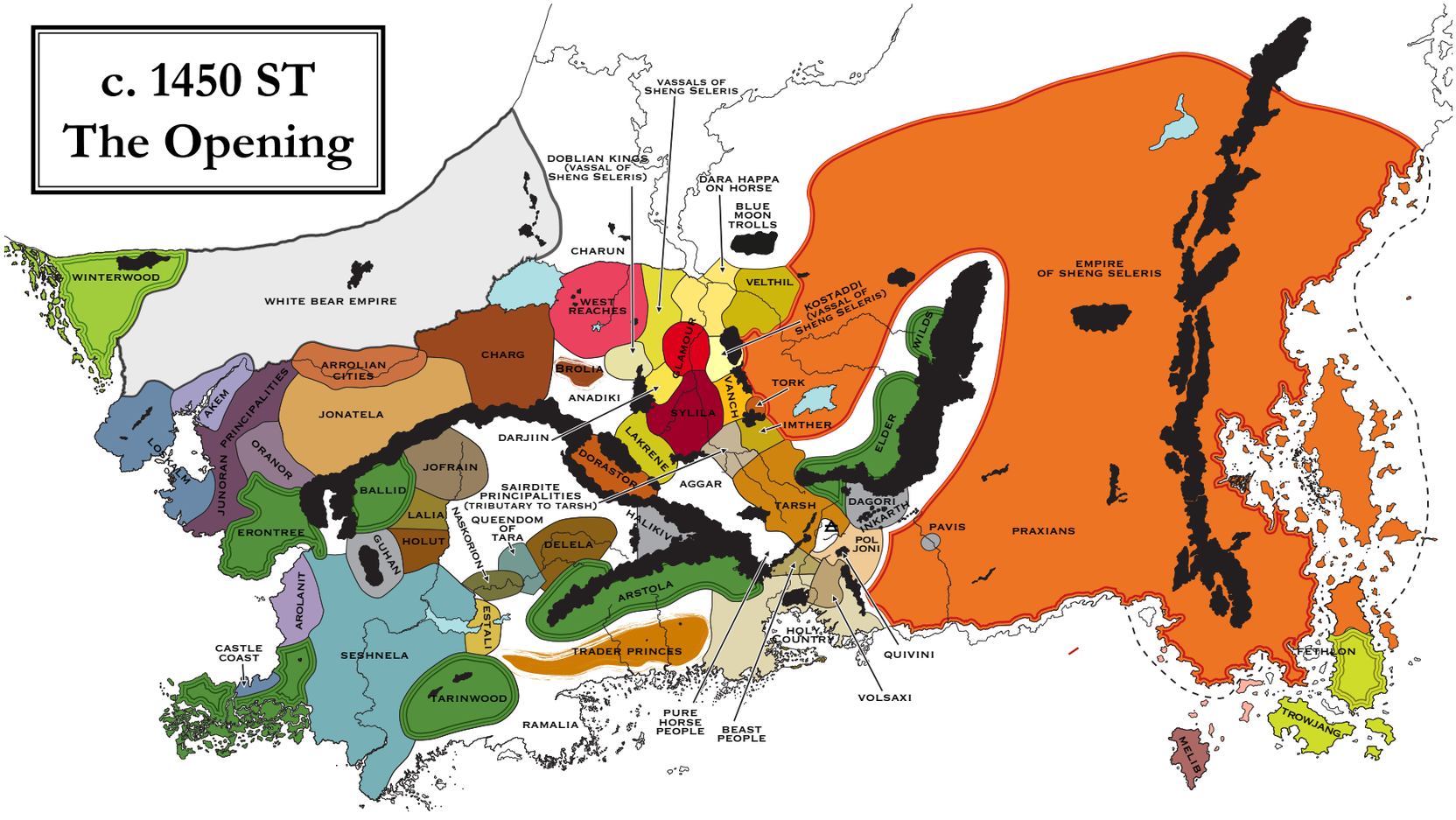
Lunar expansion has continued into the southlands, overcoming native cultures and enfolding them into the Empire. The Red Goddess has sent her armies in a march to destroy or convert the worshipers of Orlanth, the Storm God whose blustering self-responsibility rivals the luxurious freedom of safety offered by the Goddess. They also war for control over the Middle Air. The march has moved forward: Tarsh in 1582, Sartar in 1602, and Heortland in 1620. In 1621 the Red Emperor expects to make the declaration that the god Orlanth has at last been conquered.

Orlanth has objected, and his prophets speak ominously of the Invisible Wind, the Hidden Wind, the Wind to Come, and other portents no one has ever heard about before. Only the future can tell whether they speak prophecies or lies.

Third Age Timeline – I

The political fragmentation and conservatism of the world made regional events important, for no powers overwhelmed great portions of the world. Thus each entry is a geographic entry. Some anachronistic labels (e.g., "Holy Country") are used for the sake of convenience.

1120 **Kralorela:** War in Heaven raises dragons to honor the recognition of imperial and immortal Godunya.
1124 **Kralorela:** Installation of Emperor Godunya over the land, sea, people, and lesser creatures of Kralorela.
1173 **Peloria:** Carmanian Empire conquers Dara Happa.
1220 **Lunar Empire:** Red Goddess born.
1228 **Lunar Empire:** Red Goddess sets off on her Heroquest.
1232 **Lunar Empire:** Red Goddess returns from Heroquest, begins her conquest of Dara Happa.
1237-1313 Fonrit, Umathela: War Against Silence.
1240 Dark trolls conquer Pavis.
1245 **Lunar Empire:** Red Goddess overcomes Old Gods at Battle of Castle Blue.
1247 **Lunar Empire:** Red Goddess rises into the sky.
1250 **Dragon Pass:** Grazelanders, refugees from Prax, secretly enter Dragon Pass.
1270-1285 Lunar Empire: Dara Happan Tripolis rebels against Red Emperor but is defeated.
1300 **Fonrit:** Rise of the *tsanyano* movement in Afadjann.
1300 **Dragon Pass:** Chief Colymar leads the Black Spear clan into Dragon Pass from the south.
1313 **Holy Country:** Belintar the Stranger swims ashore.
1318 **Holy Country:** Belintar defeats the Only Old One and is recognized as God-King of the Holy Country.
1319-1331 Fonrit: Yranian Leapers dominate.
1330 **Dragon Pass:** Human refugees fleeing from the Lunar Empire enter Dragon Pass from the north, discover Grazelanders already present.
1335 **Dragon Pass:** Colymar Tribe founded.
1340-1458 Fonrit, Umathela: time of the eight Season Wars.
1362 **Dragon Pass, Lunar Empire:** New kingdom of Tarsh defeats Lunar army at Battle of Falling Hills.
1374 **Dragon Pass, Lunar Empire:** Opili horse nomads defeated at the Battle of Quintus' Vale by an alliance of Tarsh and the Lunar army.
1375 **Lunar Empire:** Pent nomads, led by Sheng Seleris, occupy most of Peloria; Lunar Empire at an ebb.
1383 **Dragon Pass:** First army of corpses comes out of Upland Marsh to ravage surrounding lands.
1402 **Dragon Pass:** Tarsh and Grazelanders battle near Shaker's Temple.
1411 **Kothar:** Mother of the Wheel initiates the first Kresh.
1412 **Seshnela:** Bailifes made King of Seshnela.
1420 **Wastelands:** Pol-Joni cattle herders enter Prax.
1443 **Fronela:** Barbarians invade Loskalm; Prince Snodal escapes to land of the Altinae.
1448 **Dragon Pass:** King Orios of Tarsh killed by the Mad Sultanate. Civil war in Tarsh.
1450 **Fronela:** Arrolian Properties liberated from control of the Lunar Empire.
1455 **Seshnela, Ralios:** King Ulianus III of Seshnela conquers most of Safelster.
1455 **Dragon Pass:** Illaro crowned King of Tarsh, ending civil war.
1460 **Lunar Empire:** Red Emperor overcomes Sheng Seleris. In subsequent campaigns the Lunar Empire overcomes nomads, who flee eastward to Pent.
1470 **Dragon Pass:** Sartar comes to Dragon Pass. Feathered Horse Queen appears in the Grazelands.
1483 **Fronela:** Prince Snodal returns to Loskalm, defeats barbarians.
1490 **Dragon Pass:** Tarsh falls to the Lunar Empire.
1492 **Dragon Pass:** Sartar founds his kingdom.
1499/1500 Fronela: Syndics Ban begun. Snodal and his companions disappear. Siglat, son of Snodal, is named High King of the now-isolated Kingdom of Loskalm.
1501 **Lunar Empire:** The dragon Kardalo returns to Talastar and then passes on to Doblian.
1511 **Seshnela:** The Most Grand Tournament of History is given by King Vikard of the Games, marking the height of ceremonial opulence, and the end of his Ralios possessions.
1518 **Fonrit:** Ruler of Hombori Tondo uses the power of Darleester the Noose to become Jann of Afadjann and expand his territory.
1520 **Dragon Pass:** King Sartar is apotheosized in Boldhome.
1538 **Dragon Pass:** Tarsh rebels against Lunar Empire.



The Opening

The Closing was an effect or series of effects which made sailing upon the surface of Glorantha's seas impossible. Only the inland seas were exempt, plus the Luathan ships which sank Old Seshnela. Small boats could be rowed or paddled in the near surf, but since even that was not always safe most coastal people simply gave up all boating. The Mraloti folk of Ramalia went so far that they even shunned all contact with the beach and shoreline, even for gathering food.

Effects were various. Sometimes a huge monster or pack of smaller creatures appeared from below and sank the boat and ate its occupants. Sometimes fierce winds and waves pushed the ship backwards onto land, while other times the same forces blew so hard that the ship sank close to shore. An invisible force was often reported which was so strong it easily overcame the sailors' own magical winds and waters. Sometimes the ship was simply turned around without anyone on board noticing until they saw themselves sailing back to land.

For six and a half centuries, the oceans were Closed to mortal sailors and the arts of sailing were all but lost. But in 1580, Dormal the Sailor first performed his ritual and, in a ship expressly built for the voyage, Opened the oceans. A coterie of others had helped create this. These included the Esrolian noblewomen Valira, appointed by Belintar and bearing his special knowledge; Martinavo, a powerful sorcerer who had once worshiped Lhankor Mhy; Edro, an ambitious Esrolian merchant anxious to compete with the Trader Princes of Maniria; Mendalan, a bankrupt heir of an Esrolian ship building family; Fudaru, a mature newtling trying desperately to reach the New Fens to breed; and a castaway Deri half mad with loneliness.

Dormal himself may have been critical to this success. He was the child of Valira and an unnamed father (who was proven to be Belintar in one of his earlier bodies).

Dormal and his companions sailed to Handra and the Three Step Isles, and then returned to the Holy Country without mishap. This was a remarkable event and Belintar immediately ordered more ships built. Dormal took some of his original ships and some of the new ships and set off westward in a voyage of exploration and liberation.

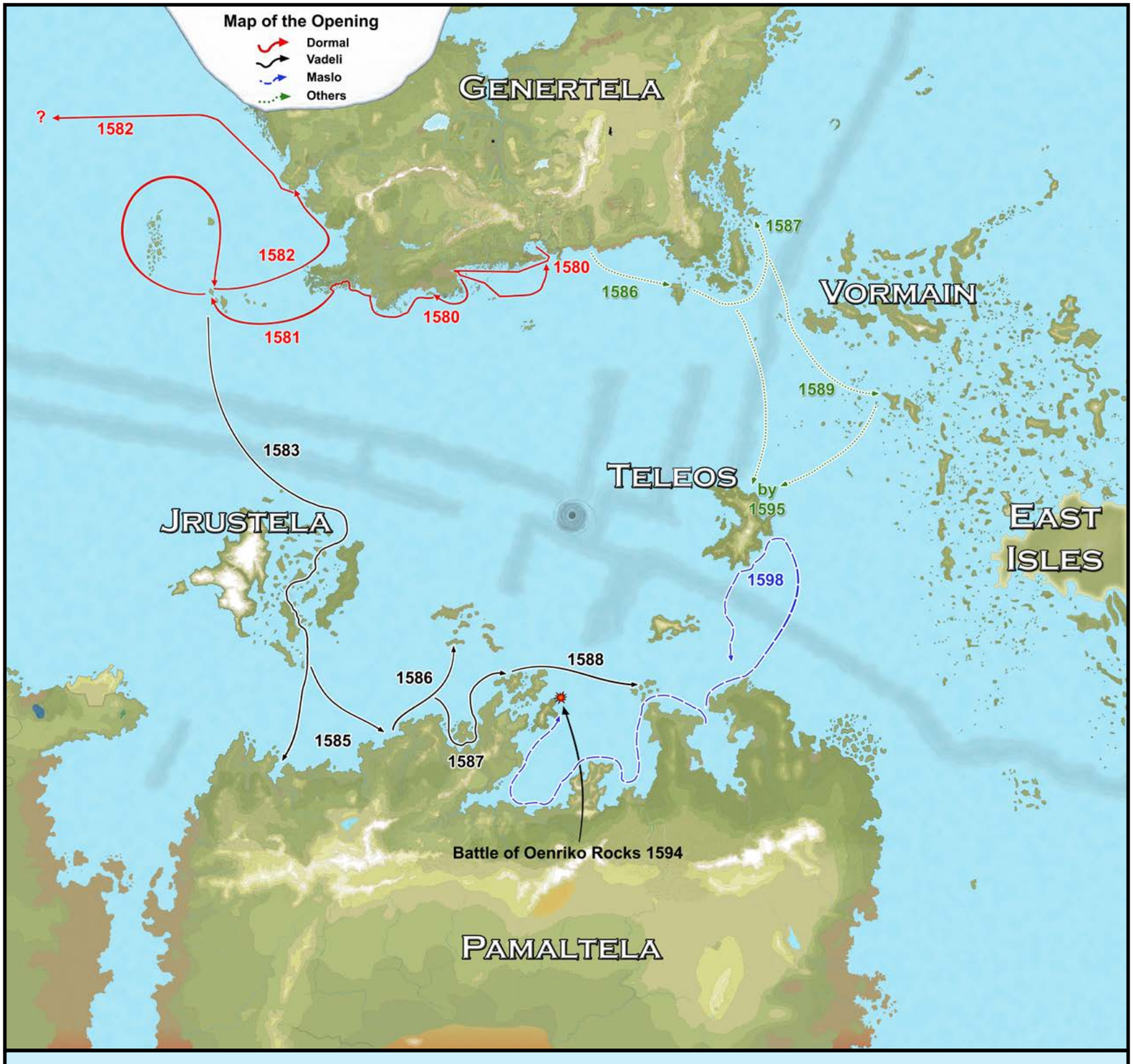
Dormal first returned to the city of Handra. The people there had wasted no time in exploiting their enlightenment, and were already building ships. A fleet of boats was busy scuttling across the Mournsea making friends with the many Triolini peoples who lived there. Dormal told them of his westward voyage and was joined by some people from Handra as well.

Dormal set off from Handra late in the year and the growing bluster of winter forced the fleet to take refuge in Alatan. This island was ruled by a hard and cruel man named Jobar. He tried to kill Dormal and seize his ships. Instead, he was killed and another made king in his place.

During 1581 Dormal sailed to Nolos, through some of the Seshnelan Islands, then went across the sea to the Vadeli Isles, and spent the rest of the year seeking Brithos, which turned out to be no longer in the Middle World. Instead, Dormal was the first to discover the Red Vadeli Isles and their previously unknown inhabitants, when he spent the winter there.

In 1582, Dormal sailed to Seshnela, noting the new cities and ancient ruins of that land. He stopped in Laufol where Brithini wizards tried to detain him but failed. Then he went northward to Fronela, where the Loskalm fleet (sheltered from the Closing in the safety of Ozur's Bay) came to fight this foreign invasion. Dormal defended himself and proved the worth of his ship design. Then he befriended the Loskalmi king, who called all his boat builders to listen. Dormal stayed the winter in Loskalm.

In 1583, Dormal sailed northward, to Valind's Glacier, and then moved west. His last known stop was Ygg's Isles, where one of his ships was wrecked. Then he sailed westward to find Luathela, despite warnings from the savage Ygg's Islanders. From there, say his priests, he sailed to immortality and godhead from whence come his current powers.



What Did Dormal Do?

Dormal performed a ceremony which negated the effects of the Closing for the ship upon which it was performed. When others attempted to render the rites they failed.

Dormal taught everyone to pray to him, as he was the only person actually capable of creating the protection. The prayer ceremony, or worship, has been infallible when done correctly. This success is proof that Dormal has been accepted into the realm of gods and heroes, who can receive worship and bless their worshipers.

Dormal did not cancel the effects of the Closing, which are still in effect for any ship which attempts to sail without performing the rites.

Note that Dormal's ceremony does not cancel out the normal effects of the wind, waves, and killer currents. Nor does it negate the occasional attacks by epic sea monsters, nor the concerted raids of angry Triolini. Nor does it reduce the chances of attack by pirates. But it does allow ships to sail.

The exact nature of the curse which cleared the oceans of surface vessels from 920 to 1580 is not fully known, nor is the reason for its ending. Dormal never claimed to have broken the curse, just to have sidestepped it. But it was broken, and it has not returned, yet.

Dormal's native land of the Holy Country was the first place to make a large fleet. As Dormal sailed westward, teaching others of his craft, the Holy Country fleet went all about the Mournsea area, making alliances with the Triolini and suppressing the ships made by the resourceful city of Handra. In 1582, the first naval battles since the Second Age occurred.

Alatan's new king quickly made many ships like Dormal's. He sent them to carry soldiers to the coast where they seized ports and riches, and then they began to raid the other islands thereabouts. The Mournsea Triolini sent to the Holy Country for aid, and in the summer of 1582, fifty ships from Alatan destroyed forty-two from the Holy Country. Many of the islanders paid tribute to the King of Alatan after that.

A number of places quickly built fleets for trade and protection. Those of major note include the Holy Country, Alatan, Pasos, the Vadeli, Arolanit, and Loskalm. Each of these nations had a healthy number of ocean-going vessels afloat by 1583 and each dominated their region of the coast.

The Vadeli had few natural resources to trade and immediately turned to carrying others' goods for profit. They also suppressed all shipping which sought to cross the Brown Sea towards the Jrusteli Islands. Instead, they outfitted a magnificent fleet and went there, claiming to be messengers of the god Dormal sent to rule them and save them from the sins of their ancestors. This lasted about eight years before other outsiders reached the islands and fomented rebellion.

The Vadeli sailors, though, did not stop at just the Jrusteli Islands. They crossed the Dashomo to the remnants of the cities in Vralos, Enkloso, and Fonrit on the southern continent of Pamaltela. These people resisted more stoutly, but fell to the warriors from the north.

The troubles which the Vadeli had in Umathela and Fonrit gave enough time for the other coastal sailors of Pamaltela to prepare themselves. A strong naval tradition had remained in the enclosed Maslo Sea. The ruler there saw his opportunity for commercial splendor, outfitted a large fleet, and sailed westward. Most of the coastal region of the Marthino Sea succumbed to his rule. In 1594, he fought the Battle of Oenriko Rocks against the Vadeli. The Maslo fleet was tired and far from home and took many losses, but when they finally retreated, the Vadeli fleet was wrecked on the rocks. The Maslo ruler attempted to maintain his control of the coast, but many of the local ports successfully gained independence. He continued to dominate the eastern coastline, at least for shipping and trading rights.

The fleet of Dormal's homeland, the Holy Country, engaged in a difficult war with the Alatan pirates. In 1585, Alatan was attacked by the Pasos fleet, but the pirates sailed west and left the island to be sacked. The Holy Country fleet combed the Mournsea Isles for them. With help from their merman allies, they found and destroyed the pirates in a battle. A treaty was made with Pasos to suppress all ships in the Alatan area, which promptly transformed into a number of pirate communities rather than single nation.

In 1586, the first formal expedition set sail eastward from the Holy Country and, after several mishaps, reached Teshnos. Their reception was mixed. The admiral curried favor, made friends, and established a port called Dosakayo. Explorations through Fethlon encountered many small-boat fleets of pirates, including many yellow elves. Treaties, force, and judicious evasion into deep waters gained passage. The next year the fleet sailed into Kralori waters, hoping for the best. Instead, they met the inland sea fleet and were destroyed. Reports of this reached the Holy Country in the next year (1588). Belintar decided to consolidate the trade in Dosakayo and leave the Kralori to themselves.

Third Age Timeline – II

1539-40 Dragon Pass: Dragonewts Dream. Phantom dragonewts appear throughout Dragon Pass and surrounding lands carrying out mysterious rituals and other tasks.

1550 Wastelands: New Pavis founded by member of Sartarite royal house.

1555 Dragon Pass: Tarsh and Sartar defeat Lunar Army and kill the Lunar king at Battle of Karnge Farm. After armies have disbanded, Lunars ambush Tarsh king and Tarsh falls to the Lunar Empire.

1559 Fronela: King Siglat the Good, son of Snodal, dies.

1580 Holy Country: Dormal the Sailor sets sail and begins the Opening of the Oceans.

1581 Seshnela: Dormal the Sailor lands in Nolos, beginning the Opening of the Oceans for that region.

1582 Fronela: Dormal the Sailor sails along coast, initiating both the Opening of the Oceans and the Thaw of the Syndics Ban for that region.

1582 Dragon Pass: Lunar Empire defeats King Tarkalor of Dragon Pass at Battle of Grizzly Peak.

1585 Fonrit: Vadeli fleets overcome Umathela and Fonrit.

1586 Teshnos: Fleet from the Holy Country starts Opening of Ocean.

1587 Kralorela: Foreign fleet from the Holy Country destroyed by Godunya's navy.

1588 Fonrit: Vadeli fleet encounters Maslo fleet, naval war begins.

1589 Vormain: Kralori merchant fleet arrives, initiating the Opening of the Oceans.

1589 East Isles: Kralori merchant fleet enters waters, initiating the Opening of the Oceans for this archipelago.

1594 Fonrit: Vadeli and Maslo fleets destroyed at Battle of Oenriko Rocks.

1594 Fronela: first Rathori awake, liberated from Syndics Ban.

1595 Teleos: Kralori ships reach island, initiating Opening of the Oceans for this region.

1598 Teleos: Maslo ships reach island, completing the Opening for this region.

1602 Dragon Pass: Sartar conquered by Lunar Empire.

1605 Holy Country: Building Wall Battle thwarts invasion of the Lunar Empire into the Holy Country.

1611 Ralios: Surantyr the Non-Heretic conquers Fiesive and unifies Otkorion.

1612 Fronela: Kingdom of War is discovered, begins its conquests.

1613 Fonrit: Current Jann comes to power in Hombori Tondo. Pujaleg Empire formed in Laskal.

1615 Jolar: Ivi Kange founds the Arbennan Kingdom to combat the encroaching Kresh wagon-people.

1616 Fronela: Kingdom of Jonatela freed from Syndics Ban.

1616 Kothar: Arbennan Confederation defeats Kresh expansion at the Battle of Wagons Turned.

1616 Holy Country: Holy Country fleet destroyed by Wolf Pirates; Belintar dies, and is not rebodied. Political dissolution of the Holy Country begins.

1618 Jrustela, Umathela, Fonrit: Terthinus, the Voice of the Deep, declared ruler of everything in and on the Dashomo Sea.

1619 Ralios: Destruction of the army of Sentanos at the Battle of Falling Stones.

1620 Holy Country: Lunar Empire conquers Heortland.

1621 Now.

The Kralorelan Empire built a navy, but they were content to patrol their own waters and leave the rest of the world in peace. However, their intrepid merchants went forth, trading with Teshnos and exploring the fabled East Isles. Trade from there began to trickle into Kralorela by 1589.

The East Isles are of all sizes, and hold a hundred wonders. No one knows where these marvelous lands end and the fabled Lands of the Dawn begin. One important island is called Haragala, and from that place came new rulers who fortified their island and wrought a fleet to defend themselves. The Haragalan fleet paid no attention to Dormal but said their own version of his prayers.

Haragalan and Kralori ships reached Teleos by 1595. They made no attempt to cross the treacherous Togaro Ocean, but were pleased to meet the Maslo sailors who did so by 1598.

Thus by 1598, all the major seas of mankind had been Opened. The curse of over six centuries had been broken in less than twenty years. Coastal regions everywhere began to grow in wealth and population as residents responded to the new trade opportunities.

The Syndics Ban

In 1443, Prince Snodal, a son of the king of Loskalm, was chased into the winter wastes of Valind. He survived, and came out on the far side in the lands of the Altinae. They gave him a map of future Fronela, only one generation away. Most of the land was destroyed.

After returning, Snodal searched through the worlds to find the meaning of the map, and a foreign priest traced the map to Zzabur, the Prime Wizard of Brithos who had begun the Closing. His plan was to sink the mass of Fronela for some twisted purpose.

Prince Snodal led a band of priests, Malkioni sorcerers, and specialists through the Hero Plane to a place where lived the God of the Silver Feet, the Fronelan god of communications. They slew him, and performed dread rites over the body.

When they returned they found disaster had befallen their land. Each separate state or region was cut off from its neighbors. Each region became isolated. Several years after Loskalm had been isolated, a man, Snodal's son, came and occupied the vacant throne of the kingdom. The kings of the current dynasty are descendants of his companions.

The barriers which formed between lands were usually visible as a pale grey haze which thickened to a dense fog. Sometimes people went in and never came out. One bold Loskalmi expedition marched east through the haze upon a bleak plain for five weeks. They bore food for two and a half weeks, marking the time with a special device. Exhausted and starving survivors turned about to struggle home and found themselves at their starting point in hours. Temples to a single deity were unable to communicate with each other, even through the deity. Trained birds could not fly over the Ban, and sailing down the river was sure death as a great swimming beast with gaping jaws rose to swallow boats whole.

Those political entities which were self-sufficient throve, such as Loskalm, the Rathori, and the Jonating Kingdom. In contrast, many small city-states, especially those along the rivers, dwindled without trade and outside support.

The Syndics Ban ended first in Loskalm. In 1582, Dormal visited during his Voyage of Opening and was the first outsider to visit the kingdom since the start of the Ban. A year later a hunter reported that he had killed a spring deer. The species breeds farther north and had not been seen for 80 years. He led a party into the north and returned. Afterwards others penetrated the barrier and gradually it faded until by 1585 no trace of the Ban existed on Loskalm's borders.

The Thaw, as it came to be called, generally moved eastwards along the Janube and up river valleys. Two colonies settled by migrants from the Lunar Empire established some secret contact earlier as Moon Boats skirted the Rockwood Mountains down to the cities of Eastpoint and Riverjoin.

Sometimes new lands and peoples were found when the Ban was lifted. Most significant is the Kingdom of War, a region which breeds bloodthirsty armies which rage across the land seeking conquest, plunder, and death.

As of 1621, the Ban has not yet lifted completely. A barrier down the middle of the eastern Janube River exists, and Charg is still untouched. However, boats still sail on the northern half of the river, through the marsh, and established contact with the Sweet Sea.

The Hero Wars

We have seen many times that absolute prophecies are impossible in Glorantha. Nonetheless, prophets exist, and are sometimes successful. Certainly conditional prophecies of limited marvel are often proven efficacious. Seers, especially those who make a living thereby, point out that the gods have their own calendars, and mortals can certainly attempt to understand great events which are unfolding. Other prophets state that their foretellings come from sources above the gods.

Many prophecies have referred to a particular future disaster. Although the prophecies disagree in almost all details, they are remarkable because all call the event by a similar name: the Hero Wars, New Hero Age, Battle of Heroes, etc., always implying a new generation of great and powerful people, just as in the days of yore. All the prophecies also agree that the heroes will be in deadly conflict.

The God Learners first accumulated the myths of the coming Hero Wars. Some people think they simply foresaw their own doom, but their destruction was not marked by any great heroes. The doomladen Hero War prophecies remain in usage for most religions up to the current period.

The Hero Wars Begin

A cataclysmic magical conflict destined to involve mighty magicians, heroes, and even demigods, has been foretold in the legends and dreams of almost every culture in Glorantha. This conflict is usually known as the Hero Wars. The continent of Genertela is fated to be the crucible in which the leaders and armies of the Hero Wars will be tested, although the Hero Wars will touch every corner of Glorantha.

Few persons are currently aware that the Hero Wars are already in motion in Glorantha, for only minor manifestations have happened as yet, events that can be interpreted in many ways. In a few lands, nothing that relates to the Hero Wars has occurred other than continued omens or prophecies. Reactions to these prophecies vary from culture to culture, though the subject is usually an emotional one.

In terms of this book it is now 1,621 Gloranthan years since Time began (1621 Solar Time). The opening events of the Hero Wars are occurring in Genertela. The descriptions of people and places in the following chapters deal specifically with the situation at this date.

Player heroes may or may not understand the significance of the Hero Wars-related events taking place in Glorantha, depending on their degree of training, position in their religious circle, or familiarity with history. Certainly, few uneducated mercenaries will be able to interpret these events. Note that in the following chapters we examine both commonly-known local prophecies of the Hero Wars, and offer brief descriptions of currently active local heroes and armies, along with predictions as to their likely fate.

Cosmology

Major Runes

Runes are the building blocks of Glorantha. They are symbols, archetypes, embodiments, and the actual matter or energy of the mundane world. Runes originated with the very creation of Glorantha. Their precise origin is unknown, and believers in particular Runes always insist that theirs was first-made. Tales link the gods of the Celestial Court with the Runes, each god embodying a Rune. Their interactions led to the births of the Young Gods; these newer deities are often associated with one or more parental Runes as a result.

Each Rune has myths associated with it. Some have elaborate cycles woven around their stories. They begin with a member of the Celestial Court who owned the Rune, and end with the current Greater God who owns it. In these stories the Runes are sometimes treated as things, or beings, or abstract powers, or even all three. The powers of the Great Runes are universally acknowledged. The deities who command those Runes are the Greater Gods. Those deities cannot be changed without altering the very fabric of the universe. Such alteration is against the Cosmic Compromise which begat Time, and cannot occur. There are numerous lesser Runes, not all shown here, and many signs and symbols as well.

About these pages

These four plates come from the *Codex Ivesti*, a bound and illustrated manuscript of the Sharp Abiding Book from the late 14th century. The *Codex Ivesti* is particularly notable for incorporating far more God Learner texts than later Rokari works and also incorporates material originally derived from Zzabur's *Blue Book*. Despite this, the book has survived the censors of the Rokari High Watchers.

Ivestos, the book's author, was a Rokari wizard-priest who had been honored by the Brithini with permission to enter Arolanit, only to be forced to flee three years later after trying to magically invade the Palace of Pentacles.

This copy can be found in the Blue Temple of Leplain and is one of the three original copies. It was mostly penned in a coded script (which may be the key to its survival) with regular hawthorn bark ink, now brown with age. The pages shown on these plates were later illuminated with gold leaf diagrams and fine colored inks. This copy is approximately 250 years old, although the illumination is much younger.

POWERS

Symbolizing the members of the celestial Court, the eight Power Runes are formed in antagonistic pairs. Opposing cults often have opposing Power Runes as part of their identities.

Truth is associated with truth, justice and writing. Originally owned by Orenoar, its current owner is Dayzatar.

Illusion is associated with tricks, falsehood, and concealment. Originally owned by Tylenea, its current owner is Eurmal.

Movement is associated with mobility, change and conflict. Originally owned by Larnste, its current owner is Mastakos.

Stasis is associated with stability, immobility and unchanging. Originally owned by Acos, its current owner is Mostal.

Harmony is associated with unity, cooperation and healing. Originally owned by Harana Ilor, its current owner is Chalana Arroy.

Disorder is associated with disorder, trickery and trouble. Originally owned by Ratslaf, its current owner is Bolongo.

Death is associated with death, separation and endings. Originally owned by Kargan Tor, its current owner is Humakt.

Life is associated with fertility, plenty, giving and sex. Originally owned by Uleria, its current owner is Uleria.

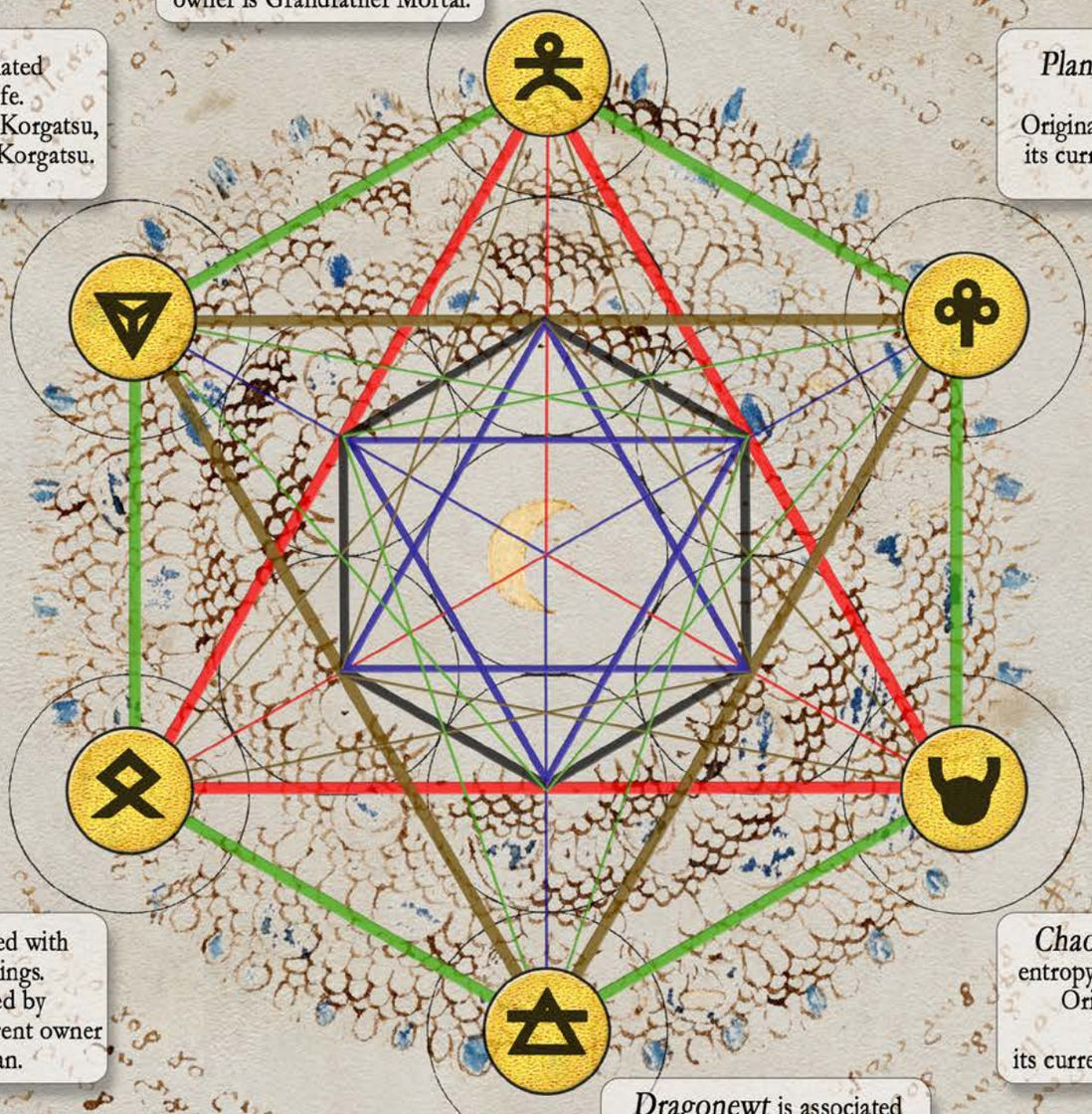
FORMS

These are descriptive Runes. A god is usually described as being of a particular Element or Power, and the form determines how its Power or Elemental form is expressed.

Man is associated with human life.
Originally owned by Grandfather Mortal, its current owner is Grandfather Mortal.

Beast is associated with animal life.
Originally owned by Korgatsu, its current owner is Korgatsu.

Plant is associated with plant life.
Originally owned by Flamal, its current owner is Flamal.



Spirit is associated with discorporate beings.
Originally owned by Horned Man, its current owner is Horned Man.

Chaos is associated with entropy, evil and corruption.
Originally owned by Primal Chaos, its current owner is Wakboth.

Dragonewt is associated with Dragonewts.
Originally owned by the Cosmic Dragon, its current owner is Dragonewts.

ELEMENTS

The five Elements are what Glorantha is made of. The Lunar religion includes the Moon Rune as a sixth Element, but that is rejected by all other cultures.

Darkness is associated with darkness, cold and the underworld. Originally owned by Nakala, its current owner is Subere.

Earth is associated with earth, agriculture and physical things. Originally owned by Gata, its current owner is Ernalda.

Fire is associated with fire , sky and light. Originally owned by Aether, its current owner is Yelm.

Air is associated with air, storm and violence. Originally owned by Umath, its current owner is Orlanth

Water is associated with water, fluidity and seas. Originally owned by Zaramaka, its current owner is Magasta

Zzabur's Sigil This sign was one of the most common magical symbols in Glorantha, and was admired by the God Learners for its simplicity and information. Later versions grew more and more elaborate, but Zzabur's basic sigil could be found almost anyplace and was used even by cultures with no direct contact with the God Learners.

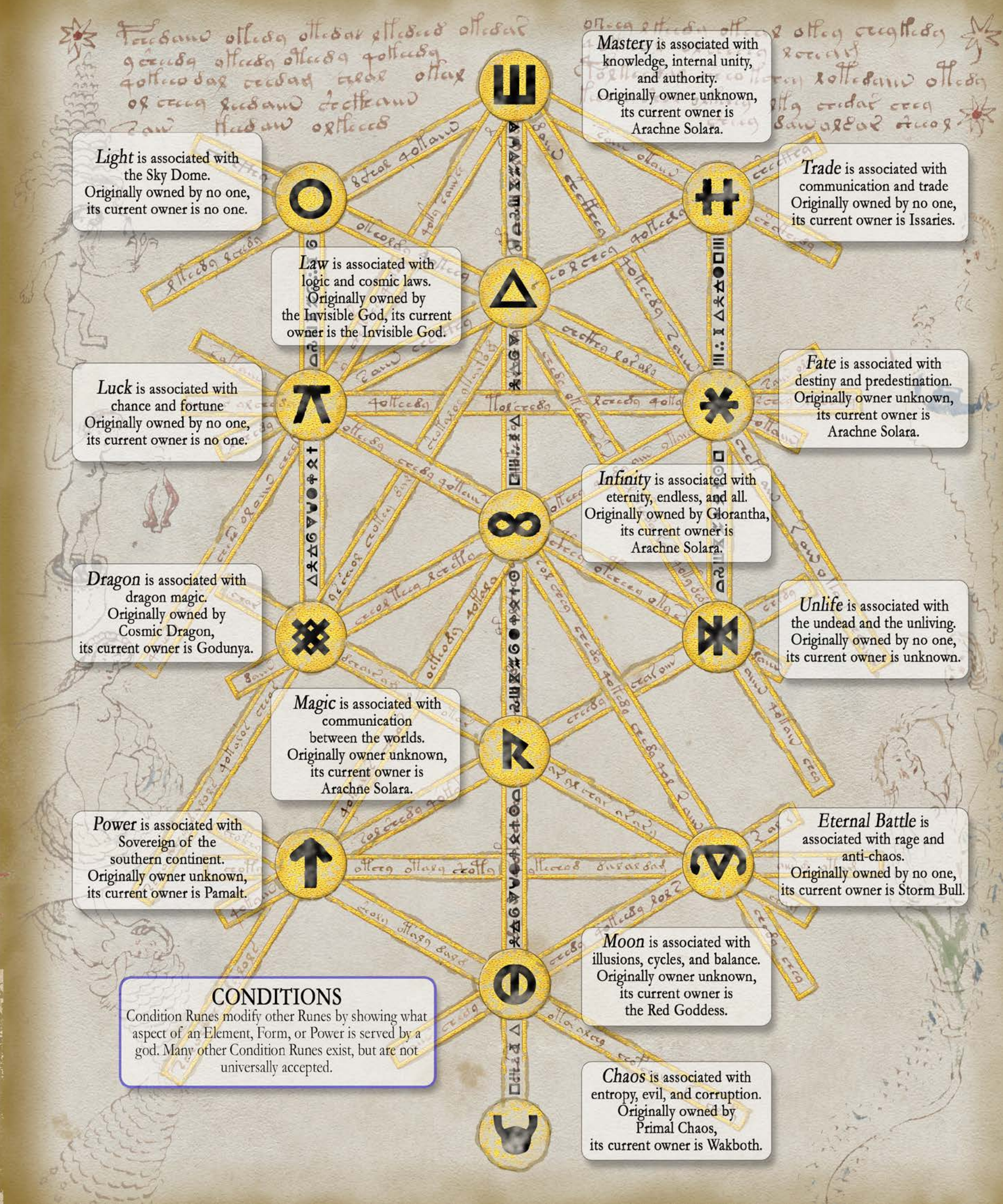
The sign is a five-pointed pentagram inside a circle. The God Learners associated the number five with the Man Rune and corresponded the number with our five senses, the four limbs and head, the stages of consciousness, modes of experience, or elemental origins. The circle is numerically and symbolically equivalent to zero or the Cosmic Egg, wherein all potential resides. In its gross aspect, the sign is of unborn mankind contained within the potential of the universe.

The pentacle traces the cosmological progression of the elements. Darkness was first, then Water, then Earth, Fire, and lastly Air, whose birth began the War of the Gods and returned the world to Darkness again.

The circle's narrow ends trace a series of natural superiorities of the elements when they meet in opposition. This superiority is an ingrained tendency, but not always a certainty. The mythology of Glorantha is full of examples which bear out this formula.

Thus we see that Darkness has advantage over the Earth (as seen by the somnolence of the Earth goddesses during the Great Darkness); Earth can tame Air (as seen in the marriage of stormy Orlanth to benevolent Ernalda); Air lords over Water (the weapons of storm now include the powers of Water); Water powers triumphs over Fire (such as when Lorian invaded the Sky and turned it blue); and the light almost always overwhelms Darkness (who fled the Underworld when the dead Sun god arrived).

The center of the diagram is the most changeable. Although the Man Rune is most common, in this example we see a Law Rune befitting the Rokari grimoire from which these pages come. Lunar grimoires are likely to place the Moon Rune in the center, describing it as one of the true elements. Its origin is untied to the other elements and there is no chain of superiority, or perhaps there is mastery over all. Of course these Lunar ideas are rejected by all other cultures.



Mastery is associated with knowledge, internal unity, and authority. Originally owner unknown, its current owner is Arachne Solara.

Light is associated with the Sky Dome. Originally owned by no one, its current owner is no one.

Trade is associated with communication and trade Originally owned by no one, its current owner is Issaries.

Law is associated with logic and cosmic laws. Originally owned by the Invisible God, its current owner is the Invisible God.

Luck is associated with chance and fortune Originally owned by no one, its current owner is no one.

Fate is associated with destiny and predestination. Originally owner unknown, its current owner is Arachne Solara.

Infinity is associated with eternity, endless, and all. Originally owned by Glorantha, its current owner is Arachne Solara.

Dragon is associated with dragon magic. Originally owned by Cosmic Dragon, its current owner is Godunya.

Unlife is associated with the undead and the unliving. Originally owned by no one, its current owner is unknown.

Magic is associated with communication between the worlds. Originally owner unknown, its current owner is Arachne Solara.

Power is associated with Sovereign of the southern continent. Originally owner unknown, its current owner is Pamalt.

Eternal Battle is associated with rage and anti-chaos. Originally owned by no one, its current owner is Storm Bull.

Moon is associated with illusions, cycles, and balance. Originally owner unknown, its current owner is the Red Goddess.

CONDITIONS

Condition Runes modify other Runes by showing what aspect of an Element, Form, or Power is served by a god. Many other Condition Runes exist, but are not universally accepted.

Chaos is associated with entropy, evil, and corruption. Originally owned by Primal Chaos, its current owner is Wakboth.

Major Pantheons

Gods and spirits are real in Glorantha, and though not always accepted, they are certainly acknowledged. Strong deities lead others less powerful than themselves; such groupings are called pantheons. The pantheons given here include only better-known deities of the pantheons of the major Gloranthan cultures. The Runes associated with each god by the God Learners and other scholars are also listed.

Darkness Pantheon

For the most part, only trolls and other creatures of Darkness worship this pantheon. Though normally possessed of ill-will toward humanity, such entities are not evil; they bore the brunt of the Chaos Wars, for instance. They are worshiped wherever trolls live. In addition, in Genertela, some humans living in Fronela, Ralios, and the Kingdom of Ignorance worship these gods; in Pamaltela, the human inhabitants of the Tarmo and Mari Mountains often serve these gods. A few renegade East Isles are also devoted to Darkness religions. Some of the more important gods of this pantheon include:

Kyger Litor: Mother of trolls. ᛟ●ᛯ
Annilla: Goddess of the Blue Moon. ●ᛞᛗ
Argan Argar: God of surface darkness. ᛘ●ᚺ
Subere: Goddess of the deep dark within. ●●ᚱ
Xiola Umbar: Goddess of dark solace. ᛞ●lll
Zorak Zoran: God of hate and violence. ᛞ●ᛏ

Elf Pantheon

Elf mythology is mainly concerned with the Green Age when Aldrya walked the earth and spread her children across its surface. During Yelm's Golden Age, elf civilization reached its pinnacle, but was destroyed by the Young Gods, who sent the world into the First Winter. A few survivors, led by High King Elf, remained awake to preserve life. The Theyalan names of the more important gods of this pantheon include:

Aldrya: Goddess of the primal forest and of elves. ᛏ□ᛞ
Babeester Gor: The Earth avenger. □ᛏ
Flamal: Father of seeds. ᛏ∞ᛏ
Voria: Goddess of spring. ᛞ□
Yelmalio: Light in the Darkness. ᛜᛉ

Hsunchen Pantheon

At the beginning of the God Time, no difference existed between people and animals. But when the age changed and the world worsened, people were set apart. Only the Hsunchen remember the older, better age when people freely conversed with animals and all living things were brothers.

Hsunchen peoples hold to their old ways in isolated lands on both continents. In Genertela, they live primarily in Ralios, Fronela, and in the Shan Shan mountains; in Pamaltela, Hsunchen tribes live all through the interior and in the coastal jungles. Though similar gods are worshiped everywhere, different tribes emphasize different gods. Many tribes of Hsunchen worship a particular animal totem, such as Telmor, god of wolves, or Basmol, god of lions. Some of the more important gods of this pantheon include:

Korgatsu: The Cosmic Dragon, and ancestor of Beasts. ᛉᛉᛟ
Horned Man: The father of shamans. ᛟᚱᛟ
Basmol: The lion god. ᛉᛘ
Old Man and Old Woman: The first people. ᛯᛟᛯ
Totemic Ancestors: The ancestral beast gods. ᛉᛟ
Telmor: The wolf god. ᛉᛏ

Lunar Pantheon

The Red Goddess taught some of her followers the way to become immortal. Lunar mythology is concerned with the apotheosis of their goddess and the other members of the pantheon. Lunar philosophers are willing to accept almost any version of history and myth before their goddess's birth, always carefully explaining how it presaged their cult.

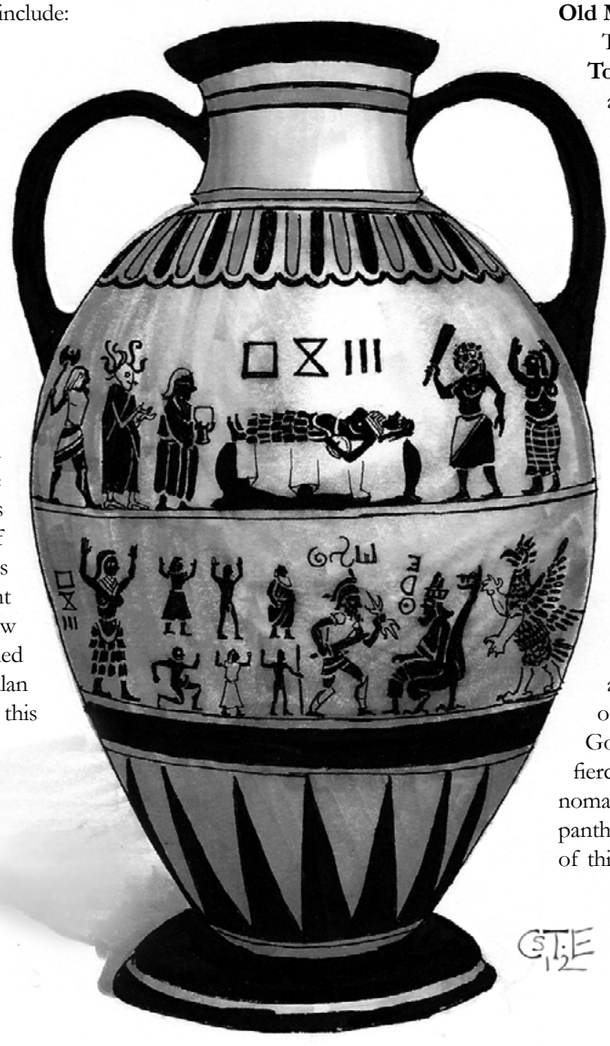
The Lunar pantheon is worshiped within the Lunar Empire, which covers Peloria, and currently stretches into Dragon Pass and Prax. Many within the Empire worship the Solar Pantheon as well. The Lunar religion is tolerant of most other faiths, as long as the Red Goddess is recognized as supreme. The fierce Storm-worshiping barbarians and Pent nomads remain the implacable enemies of the pantheon. Some of the more important gods of this pantheon include:

Sedenya: The Red Goddess, the reincarnating Red Moon, Sister of Chaos, Lurker on the Veil. ᛞᛜᛜᛒ

Gods of Storm and Earth
This Esrolian black-figure amphora depicts the gods and goddesses of the Storm pantheon.

The upper row depicts great Ernalda lying on her bier. Around her five lesser goddesses mourn or defend the dead/sleeping Earth Queen. From left to right the lesser goddesses are: Babeester Gor, Ty Kora Tek, Asrelia, Maran Gor, and Esrola.

The lower row depicts the Storm King and his companions confronting the Sun God in the Underworld. From left to right they are: Ernalda the Earth Queen, Ginna Jar (above), Eurmal (below), Flesh Man (above), Chalana Arroy (below), Lhankor Mhy (above), Issaries (below), Orlanth, Yelm, King Griffin.



Etyries: Messenger of the Red Goddess.
Hon-eel: Immortal heroine of the Red Goddess.
Hwarin Dalthippa: Immortal heroine of the Red Goddess, the Conquering Daughter.
Nysalor: God of Illumination.
Red Emperor: God-emperor of the Lunar Empire.
The Seven Mothers: Recreators of the Red Goddess. They include Danfive Xaron, Deezola, Irrippi Ontor, Jakaleel the Witch, Teelo Norri, Yanafal Tarnils, and She Who Waits.
Yara Aranis: Goddess of the Reaching Moon.

Malkioni

The mythology of the West begins with the Invisible God's creation of the world. In the earliest times, people lived close to the Creator, but subsequent generations found power and faith from the insidious temptations of the gods. Malkion the Prophet revitalized the true way in the God Time and Hrestol the Man-of-All did likewise just after the Dawn.

The Malkioni are the primary sorcerous culture in Glorantha. They have a caste society where each person can know their place in life. The Malkioni are mostly restricted to the western half of Genertela, as well as the Pamaltelan lands of Umathela. A unified Malkionism has not existed since the time of Malkion himself. The Hrestoli control Loskalm while the Rokari rule Tanisor and Seshnela. Other schools, such as the Sedalpists of Umathela, are minor in extent. The god of the Malkioni (and acknowledged by all schools of Malkionism) is:

The Invisible God: The Creator and Supreme God.

Important Malkioni Schools

Arkati: Henotheist; permits sacrifice to gods and spirits along with Malkionism. Some trolls and small kingdoms retain this belief.
Boristi: Tappers; permit Tapping of Chaos. Now minor, but persistent.
Brithini: Atheistic, rigid, and codified. The oldest form of Malkionism, one nearly extinct.
Galvosti: Tappers; permit Tapping of non-Malkioni. Nearly destroyed by warfare.
New Hrestoli: Idealists; peculiar utopian egalitarian commonwealth.
Rokari: Realists; rigid caste restrictions.
Sedalpists: Non-violent; tolerant of other view points; uses nonbelievers as mercenaries.

Mostal

Dwarf mythology begins with Mostal and Stone, primeval coequals. Mostal made crude images of himself, thus forming the eight Mostali races. Together, Mostal and his creations made and maintained the World Machine. When the recklessness of other gods broke the World Machine, the dwarves were made to swarm about and fix it. Most of the ancient race of Mostali was destroyed by Chaos. Since time immemorial, dwarves have worked unerringly to repair the World Machine, and have proof that their tasks are succeeding.

Mostal: The Maker.

Pamalt Pantheon

These gods are acknowledged in one form or another across Pamaltela.

The Artmali were a relic of the God Time. In the Golden Age, the Artmali ruled Pamaltela in a glorious coldblooded reign; their heartless perfection could not withstand the brute vitality of the invading storm gods and the even more coldblooded ruthlessness of the Vadeli. Today, the Artmali Empire is remembered only by its descendants: the Veldang people and the slaves of Fonrit.

After the Artmali disaster, the Doraddi people arose. Their new gods defeated the enemies of Pamaltela and established a superior way of life which has survived to the present day. Some of the more important gods of this pantheon include:

Pamalt: Earth-king of Pamaltela.
Aleshmara: Leader of women and keeper of the Basket of Life.
Artmal: Moonson, father of the Veldang.
Faranar: Wife of Pamalt and mother of chiefs.
Noruma: Chieftain of magic.
Nyanka: Mother of life.
Vangono: War god.

Praxian Pantheon

Praxian mythology is centered on the suppression of Chaos and their ancestors' struggle to renew life in a blighted land. The Praxians know that their land was once a fertile paradise, but was ruined by the invasion of Chaos. The ancestors of the modern Animal Nomads aided their gods and remain as the only survivors of the final catastrophe.

These gods are worshiped by Animal Nomads in the Wastelands, who ride beasts such as impalas, bison, and sable antelopes, and to whom horses are taboo. Prax is their holy land. Most nomad gods are esteemed greatly only in these lands. Some of the more important gods of this pantheon include:

Waha: Founder of the Praxian tribes.
Eiritha: Herd mother and goddess of life.
Storm Bull: Chaos-killer and war god.
Foundchild: Hunter god.
Daka Fal: Judge of the dead.
Horned Man: The father of shamans.

Sea Pantheon

Merman philosophers teach that the world was once a single current flowing through the cosmos. For some reason the current divided into fresh and salt water, then hot and cold, and in other ways, eventually forming the present generation of sea deities in the world.

The merman's grim faith is structured upon inexorable fate. Their deities are servants of that fate and their myths are filled with stories of ancient wrongs never righted, hopeless battles against hideous doom, and the dominance of powerful inhuman entities. Their religion urges a struggle of life against Darkness, but accepts a final unity with the mystical currents of the world.

Most worshipers of the sea gods are merfolk. Humans worship this pantheon in coastal regions along the shores of both continents. Sea-worshipers inhabit the pirate island of Teleos, as they do Jrustela, Vormain, and many of the East Isles. Some of the more important gods of this pantheon include:

Magasta: King of the sea gods, the churner, and master of life and death within the depths.
Daliath: Keeper of the well of wisdom.
Dormal: The god of sailors.
Heler: God of atmospheric water.
Lorion: God of the Celestial River.
Nelat: God of purification.
Tholaina: Daughter of Triolina and ancestress of sea animals.
Triolina: Goddess of sea life.
Veredth: Father of waves.
Wachaza: War god.

Solar Pantheon

In the Golden Age, Yelm ruled the universe with perfection and stability. This age of elegance and happiness continued for eons until the rise of the Rebel Gods who murdered Yelm, destroyed his empire, and fell to squabbling with each other over the shards of the world. But Yelm's justice and virtue brought the Rebel Gods to him, repentant. Yelm returned to the world, though now he must spend half of his time in the Underworld.

Solar worship is most pronounced in central Genertela, although it can be found throughout Glorantha. The Sky World is the domain of their pantheon. Like it, their God

Yelm

The emperor of the Solar Pantheon is Yelm the Sun God. This depiction is from Raibanth and is based upon the Gods Wall. It shows Yelm seated upon his Dragon Throne, with the Sun Disk above him. Rays radiate from his eyes, blessing the gods. Yelm wears the Double Crown of Dara Happa, as does the Red Emperor.

Sun Disk

There are some people in Glorantha who do not know or accept the personality of the Sun God. Even so, they acknowledge the wondrous power of the sphere of light in the sky and often give it a name.

Ehilm is the name used in the western lands of Genertela and it became widespread during the Second Age, sometimes completely replacing the local name.

The view is not without reason. The role of the Sun God was among the more restricted of the Greater Gods during Time. The single moment when the Sun acted out of the ordinary is called the Sunstop (375) and is universally counted as the most disastrous event in history. In comparison, Orlanth's storms may rage for years at a time or be stopped for as long with only a major crisis rather than a cosmological emergency.

World territory is bright, inhabited by people of fire, the stars and other denizens who were conquered or incorporated in the Golden Age. These gods have brought many others into their own pantheon over the ages. Some of the more important gods of this pantheon include:

Yelm: Sun god and emperor.
Buserian: The recorder and sky watcher.
Dayzatar: The god of Sky and Above.
Dendara: The good wife.
Lodril: Earth father and lord of matter.
Oria: Earth mother and goddess of life.
Oslira: The river goddess.
Polaris: The Pole Star and celestial war god.
Shargash: The Red Planet, destroyer, and war god.
Yelmalio: Lightfore, the Cold Sun.

Storm Pantheon

The gods of the Orlanthi range in demeanor from the civilized Issaries to the brutal Storm Bull. Orlanthi mythology is full of personal conflict and heroism, reckless deeds and honorable responses to impossible situations. Although the storm gods wrecked the old world by murdering the Sun god, they improved it by instilling freedom and change into an otherwise stagnant and decadent age. When too many people complained of hunger and fear, Orlanth accepted his responsibilities and went to Hell to bring back the Sun.

Storm worship is found in Genertela along a broad band which covers most of Fronela, northern and central Ralios, upland Peloria, Dragon Pass, the Holy Country, Maniria, and the Wastes. A large minority of the nomads of Pent also worship storm gods. In Pamaltela, the storm gods are largely restricted to Enkloso and Vralos, though other folk know and love these gods. The few humans of Jrustela worship this pantheon. The tumultuous politics of the Orlanthi resemble their storm god's roiling personality.

Some of the more important gods of this pantheon include:

Orlanth: Storm god, king, warrior, and Lightbringer.
Ernalda: Earth queen and source of life.
Asrelia: Goddess of wealth.
Babeester Gor: War goddess, and Avenging Daughter.
Chalana Arroy: Goddess of healing.
Elmal: Sun God.
Eurmal: Trickster, fool, liar.
Humakt: God of death and war.
Issaries: God of speech, trade, and travel.
Lhankor Mhy: God of knowledge and writing.
Odayla: Hunting God.
Ty Kora Tek: Underworld goddess.
Urox: Storm Bull, Rage Bellower, the berserk killer of Chaos.

Vithelan Pantheon

The Vithelan pantheon is divided between the gods, who oversee the world with indifference until they receive the proper sacrifices; and the antigods, whose nature it is to oppose the gods. Most powerful of all are the greatest mystics who, through elaborate meditative practices, acquire the inner strength that allows them to defy any of the gods.

The deities of the Vithelan pantheon can easily be divided into three regions: East Isles, Kralorela, and Vormain.

The East Isles are fragmentary. Their gods are numberless and often seemingly trivial. They make no effort to convert others to their religion and, in turn, rarely or never worship other folks' gods. Their primeval mythology resembles that of Kralorela or Vormain, but with the break-up of ancient Vithela their myths began to focus solely on their own active, often squabbling, series of petty deities.

The Dragon Empire of Kralorela is so old that records survive from when the Sun God ruled. When Vithela fragmented, the benevolent dynasty of Dragon Emperors took over and have ruled until the present day. Kralorelan mythology is concerned with the temptations and threats of the outside world, which must be met by the wise Emperor and his loyal subjects. Each Emperor is deified and worshiped forever after as a god. Since the Dawn, only one Emperor has died.

Vormain's gods are little known outside of their islands. The major gods of this pantheon are each associated with a different color, and are regarded as self-evidently superior to all other gods.

Universal

Throughout the East, the following gods are universally recognized:

Vith (**TarnGatHa** in Kralorela): The ruling High God, worshiped mainly by lesser gods.
Festatu: The imprisoner of the Dead.
Govmeranen (**HeenMaroun** in Kralorela): King of the gods.
Harantara (**Thrunhin Da** in Kralorela): Goddess of the Kahar Sea.
Iste (**Ebe** in Kralorela): The progenitor of mortal races.
Kabalt the Mystic Bolt (**Long Leiji** in Kralorela): War god revered by Eastern mystics.
Laravenderain and Volendaru: The Rich Twins, goddess and god of wealth.
Yothenara (**Okerio** in Kralorela): Goddess of Love and mother of Life.

East Isles

Worshipers are all in the far eastern isles. Each island has its own petty god, known and worshiped only there. Among the better known island gods are:

Araganthosas: This god is a huge plant with several prominent outgrowths, and his worshipers are all attached to him by a vine, which extends from their navels.
Comb and Braid: The god of barbers.
Hobimarong: The god of Mokato who never makes a mistake.
Lumavoxoran: The god of Haragala.
Saligor: The god of Homago and the divine offspring of a woman and a dolphin.
Veldru: The Air god worshiped throughout the East Isles.

Kralorela

Worshipers are all in the land of Kralorela. The pantheon is headed by the current Emperor Godunya, who is a True Dragon not a god, and includes hundreds of deities worshiped by commoners.

Godunya: The Living God and current Dragon Emperor.
Aptanace the Sage: The founder of civilization.
Black Sun: The shadow of the Sun, worshiped in the Kingdom of Ignorance.
Daruda: The first Dragon Emperor.
Halisayan: The good wife.
Metsyla: The light of enlightenment.
Mikaday: Watcher of the populace.
Shavaya: The ideal emperor of Splendor.
Thalurzni: Balancer of the elements.
Vashanti: God of righteous knowledge, patron god of the mandarins.
Vayobi: The war dragon.
Path of Immanent Mastery: Mystery cult that transforms themselves into dragons.

Vormain

Worshipers are all in the islands of Vormain.

Valzain: The Emperor God, God of Loyalty.
Octamo: The Crimson God and/or Goddess of Vormain and the only kindly Vormaino god seen by outsiders.
Telask: Cerulean War God.
Tsankth: God of Rapacity and Piracy.
Vijaya: Golden Sun Goddess.
Zaktirra: Viridian God of Curses.

Chaos Pantheon

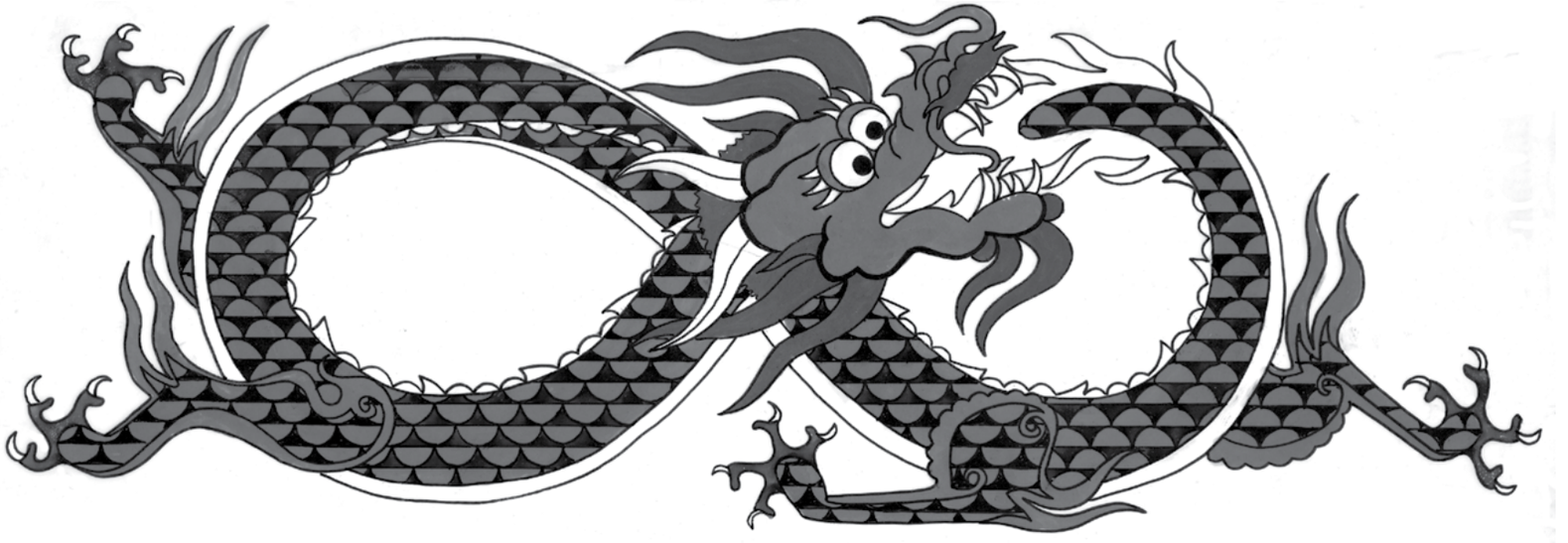
In the Great Darkness, when all the Gods were at war or dead, the Unholy Trio completed their mad plot and ruptured the boundaries of the universe. The cosmos cracked and the gods of Chaos stepped forth from the void. They spread over the entire world, destroying, corrupting, and tainting almost everything. The Spike vanished in a clap of thunder. Only the most desperate sacrifices by every living thing prevented the ultimate destruction of the universe. Since the Great Compromise of the gods, the Chaos threat has been reduced. However, it still lurks in the hinterlands, and can now never be completely expelled.

In some places, devout Chaos worshipers are normal humans, socially refined and well-educated. In other lands, Chaos worshipers are the wretched descendants of cursed gods, such as the broos, krarshtkids, and scorpion men. Some Chaos things are perversions of reality, like the Pamaltelan monster which reshapes itself into a tentacled version of whatever it ate last. Some are pure horror, like vampires, or the slime which eats away Dorastor. Some of the more important Chaos gods include:

Bagog: Scorpion goddess.
Cacodemon: God of lawlessness and ogres.
Gbaji: The deceiver.
Ikadz: God of torture.
Krarsht: Goddess of hunger and intrigue.
Mallia: Goddess of disease.
Ompalam: God of coercion and slavery.
Pocharngo: The cosmic cancer.
Seseine: Goddess of temptation.
Thed: Goddess of rape, mother of broos.
Vivamort: God of Unlife.

Cosmic Dragon

The Kralorelans revere TarnGatHa as the Keeper of the Whole. It helped create the whole universe by being the first entity to ever name itself aloud. The emperors of Kralorela are True Dragons, beings of near limitless power and wisdom.



The Hero Planes

These are the ages of the Mythic History of Glorantha. Each Age of the Hero Planes is a specific aspect of the Cosmos, with the Underworld, Middle World, Middle Air, Outer World, and Sky World included. These are, more or less, earlier "temporal" or "sequential" versions of the Everything World. Thus, the Other Sides link into the Gods War, just as they link to the Cosmos. Note that the links are often to different places, and of different strength or weakness. In general, earlier ages have easier linkages between the various worlds of that Age.

Hero Plane Ages

Each culture recognizes different mythical ages. These often correspond with each other, especially where the myths of the different cultures tell of their mutual meetings and wars. There are also fundamental and contradictory differences between the myths of different cultures and all these variations are in the Gods War.

The generally agreed definitions of the ages of the Hero Planes throughout central Genertela include (using the Orlanthi terms):

The Creation, that no-one knows how to visit, nor could survive even if they could get there;
The Green Age, dangerous to visit, where differentiating events (the discovery of death, or sex, or suffering, etc.) mark the end of the Age;
The Golden Age, a stable (or static) period of peace and plenty, where many of the cultural patterns were set;
The Storm Age, a period of riotous change that is variously interpreted as being good or bad;
The Great Darkness, where all things went wrong, especially the entry of Chaos into the Cosmos. The whole world broke down, all borders were erased (except for some areas of the Sky World), and everything became part of the Underworld and every being died.

Other cultures have different terms for these ages, as per the table below.

The Orlanthi divide the Storm Age into the Early and Late Storm Ages. The Heortlings of Dragon Pass and the Holy Country know of the Silver Age, after the Great Darkness, analogous to similar pre-Dawn eras of some other cultures.

Navigation through the Hero Planes uses Myths to get to events, not maps to get to locations. However, the Myths are not objective reality, but subjective by their very nature. They are mutable, and no individual can know all variations of even one Myth. Therefore, any visit to the Gods War will always bring surprises.

This means that it is not possible to experience exactly the same Heroquest twice. Every time a quester enters into the same myth, the Hero Plane is different. Some God Learners believed that the Gods War learns as much from the Quester as the Quester learns from the Gods War, and uses this knowledge to put more personally tailored challenges on the second and subsequent quests through the same myth.

Heroquesting

Heroquesting did not exist in the Gods Age. In that Timeless age there was no division between the world of men and gods, of life and death, of body and spirit.

In the Gods War the power of separation, Death, sundered the Middle World from the Other Side. Reality was fractured. Worshipers prayed, but their energy went nowhere, for their gods were sleeping or dead. They opened their souls, but nothing replied. Gods sought their worshipers, sending their messengers and magics, but there were none to receive them, for their worshipers were gone. Empty fear loomed. Darkness reigned.

Some entities persisted. Some beings held out, and struggled, and resisted the Darkness to keep something of the old life force vital. They kept their contacts with the gods, or forged them anew by stalking across the Chaos-strewn ruins of the world to find them. Some gods remained and wandered looking for those to save; Star Captains fell from the heavens to seek out their worshipers, and sometimes found them or new followers. When gods and men performed those magical deeds they made the magic that saved the world.

After the Dawn, mortals found that they could re-enact those mythical deeds and bring back some of the magic of the Gods Age. This is called Heroquesting.

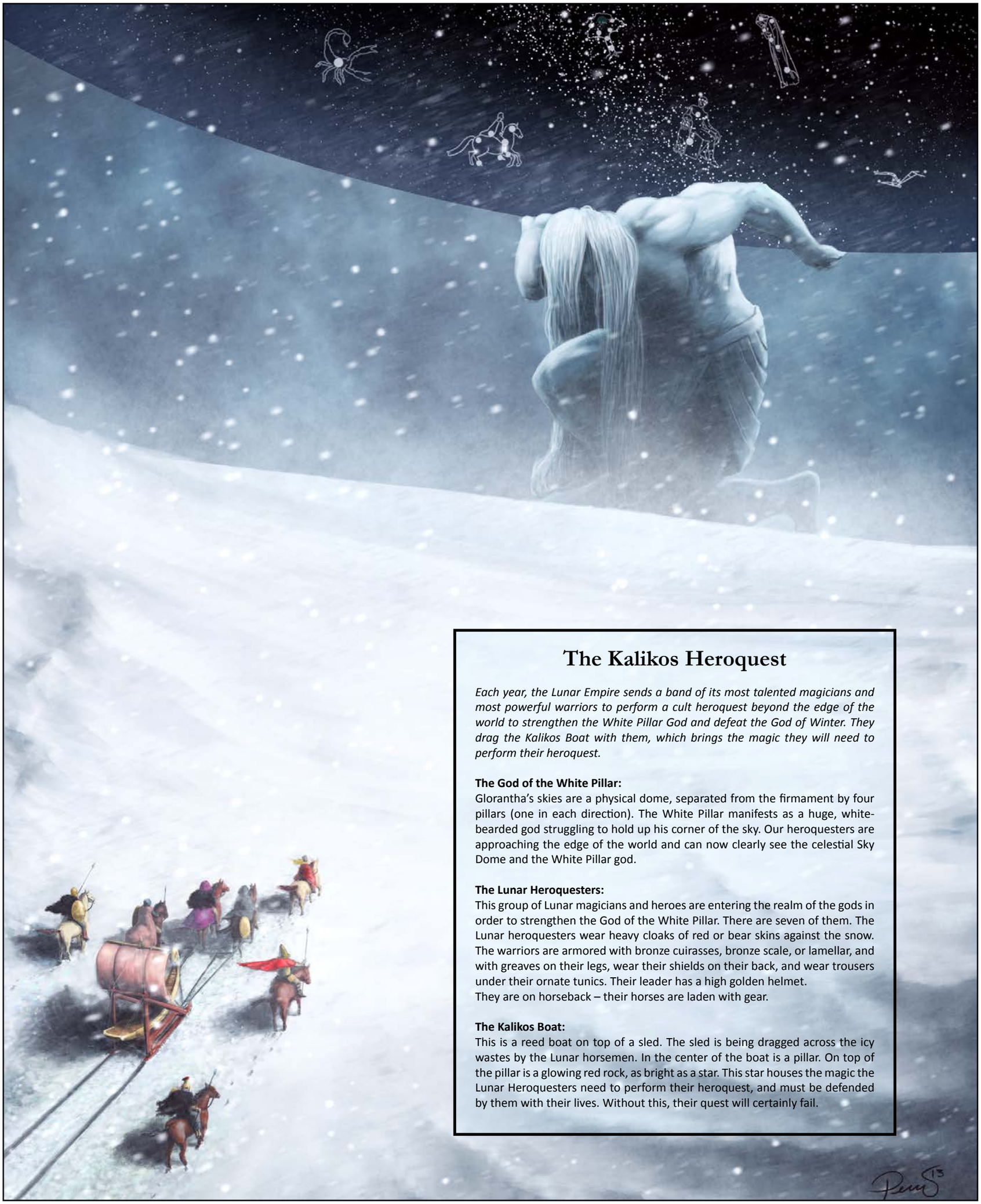
Cult Heroquests

Normal worship rituals for all Gloranthan religions are re-enactments of ancient creative myths to maintain the flow of magical energy in the world. With the priests' invocations on holy days come real spirits, gods, and demons within the sacred temple precincts. The sacred magic is performed again, invested with the presence of the immanent gods and spirits.

Some things that the gods did are too intense for the uninitiated, who are unused to dealing with powerful spiritual forces. Thus there are "secret rites" for every cult, known only to initiates, where the roles of the gods are enacted by the individuals of the greatest power. Those are Heroquest rituals, such as those performed during the Sacred Time rituals of many Gloranthan religions.

Cult Heroquest rituals begin by opening a gate into the Other Side and physically crossing over to a place in the Hero Plane. Some begin at a specific place in the Middle World, others from one of several possible sites, still others can begin from any temple or holy place. The transferal may be through an actual gate or hole which forms in the air, through a cave or pit, by a magical fog which surrounds and blocks all senses, by falling, by immersion in a pool or river, being blown by a wind, being carried on the back of a beast, walking through flames, leaping off a cliff, or by subtle transitions beyond the ken of mortals.

HERO PLANE AGES			
Theyalan	**Western**	**Vithelan**	**Pamaltelan**
Creation	1st Action	Creation	Creation
Green Age	2nd Action	-	-
Golden Age	3rd Action	High Gods Cycle	Old People Period
Storm Age	4th Action	Gods Cycle	Artmali Period
Great Darkness	5th Action	Demigod Cycle	Demon Period
Silver Age	Grey Age	Human Cycle	-
Time	Time	-	Now Period



The Kalikos Heroquest

Each year, the Lunar Empire sends a band of its most talented magicians and most powerful warriors to perform a cult heroquest beyond the edge of the world to strengthen the White Pillar God and defeat the God of Winter. They drag the Kalikos Boat with them, which brings the magic they will need to perform their heroquest.

The God of the White Pillar:
Glorantha's skies are a physical dome, separated from the firmament by four pillars (one in each direction). The White Pillar manifests as a huge, white-bearded god struggling to hold up his corner of the sky. Our heroquesters are approaching the edge of the world and can now clearly see the celestial Sky Dome and the White Pillar god.

The Lunar Heroquesters:
This group of Lunar magicians and heroes are entering the realm of the gods in order to strengthen the God of the White Pillar. There are seven of them. The Lunar heroquesters wear heavy cloaks of red or bear skins against the snow. The warriors are armored with bronze cuirasses, bronze scale, or lamellar, and with greaves on their legs, wear their shields on their back, and wear trousers under their ornate tunics. Their leader has a high golden helmet.
They are on horseback – their horses are laden with gear.

The Kalikos Boat:
This is a reed boat on top of a sled. The sled is being dragged across the icy wastes by the Lunar horsemen. In the center of the boat is a pillar. On top of the pillar is a glowing red rock, as bright as a star. This star houses the magic the Lunar Heroquesters need to perform their heroquest, and must be defended by them with their lives. Without this, their quest will certainly fail.

Once through, the Heroquesters seek landmarks to follow a known, ritually prescribed trail wherein certain opponents, friends, and other characters appear according to the sequence of the god's myth. However, the myths are not an objective reality, but subjective by their very nature. They are mutable, and no individual can know all variations of even one myth. Therefore, any Heroquest will always bring surprises, unexpected challenges, unforeseen dangers, and undreamt of perils and opportunities.

To minimize the dangers to all concerned, Cult Heroquests stress adherence to the known paths and ways of the gods. The object of the worshiper is to relive the exact experience of their god, to understand the god's triumphs, sufferings, and problems to the limits of their mortal comprehension. Priests of all cults relate stories of terrible disasters when questers deviated from the pathway into the unknown magical world surrounding the myth. The least that may occur is a lingering curse that continues to trouble the cultist in the Middle World. A common consequence of wandering away from the core myth is to weaken the cultist's community or empower an enemy. A very bad event is to be transformed into something foul, and a truly terrible fate is to be dismembered, body and soul, into components which are scattered across the Other Side. But the worst disaster is to become the captive of Chaos, for that means an eternity of terror and torture preceding the utter and irrevocable oblivion of mind, soul, spirit, energy, and body, the annulment of every thought, memory or action.

Every cult has its own paths for its gods. Deities of a pantheon share several significant pathways, often going through an entire story together. Thus we often find that Yelm, in one form or another, accompanies Lodril, Dayzatar, Shargash, and Erissa on quests.

Participants in one of these sacred worship rituals gain first hand experience of their god's life. They gain in understanding and harmony with their deity. As a side effect, they often obtain magical abilities, powers, or spells. For instance, when an Orlanth Heroquester enters the first of the Four Weapons Heroquest, he may return with an impenetrable shield.

Not all results of Heroquests are beneficial, even when the Heroquest is performed perfectly. For example, Yelmalio gains immortality on the Hill of Gold Quest. Yet he must suffer terrible woes on his journey – Orlanth wounds him and steals his weapons; Zorak Zoran appears and breaks his thighs; Inora, the white princess, leaves him spurned and frozen immobile. Some have negative effects that seem – to an outsider – to outweigh the benefits. For instance, Orlanth must always accompany an Issaries Desert Tracker on a Heroquest to the empty Halls of Genert to stand guard against hopeless odds while the Tracker, and others, perform a reconstruction rite.

Such gifts gained at the end of a cult Heroquest are magical in nature. They vary widely, but always with one constant: the greater the prize, the more dangerous the quest.

Arkat's Heroquesting

Arkat Chaosbane was the first person to realize and experience the breadth and depth of the magical world of the Other Side. His history is extraordinary, maddeningly contradictory, and of critical import to the fate of Glorantha.

Arkat spent most of his life in a war to destroy Gbaji the Deceiver, a constructed deity who controlled subtle Chaos powers despised (and feared) by Arkat. Arkat began as a wonder child of Brithos, where lived a dying race of immortals with natural sorcerous abilities. Trained, armed, blessed, and backed by the whole of Brithos' energies, Arkat settled and cleansed the ever-faithful colony of Arolanit of disease and evil. Arkat was proclaimed Hero; he went upon certain Brithini Heroquests, and was quickly alarmed at his own turpitude of inaction as the cult of Gbaji spread wider in other lands. He incited the colony to action and aided dissidents in Seshnela, despite the protests and threats of the Brithini council. Arkat remonstrated, resisted, then defied the elders, and was finally excommunicated from his Brithini caste.

Undaunted, Arkat joined the Malkioni religion of Seshnela, spearheading a revival of the ancient Hrestol traditions. Backed by the royalty of Seshnela, Arkat led a savage war against the Kingdom of Tanisor, whose royal house was under the sway of faraway Dorastor, center of Gbaji's power. To strengthen himself, Arkat became a Man-of-All, devoted himself to many philosophical schools, and learned their special powers. He gained allies by going into haunted places and meeting ancient creatures that sometimes gave him hints on some great mystery whose solution eluded him.

Instrumental in destroying the vampire kings of Tanisor were a band of deadly worshipers of Humakt. When they asked Arkat for aid he agreed, and began to campaign in Ralios. At this time he learned that he must use the secret powers of the Unbreakable Sword, obtainable only to an initiate of Humakt. Before the gates of Kartolin, Arkat was struck down by Gbaji's champion, Palangio the Iron Vrok. Arkat's body was dismembered, and his soul cast down into the deepest Hell.

It was another Heroquester, Harmast Barefoot, who resurrected Arkat. Harmast was the first mortal to perform the whole Lightbringers' Quest and returned from the Underworld with Arkat. Arkat joined the cult of Humakt, defying the wizards of Malkion throughout the West. He soon joined the Orlanth cult as well, and gave his Malkioni artifacts to the cult as his tithe.

Throughout Arkat's Ralios campaign he performed many cult Heroquests he learned from his new gods. During this period two momentous things occurred: he was wounded, and he discovered the Secret Paths. Arkat, alone of all mortals then living, underwent so many Heroquests that he realized some overlapped. Boldly, he departed the set cult paths, despite the warnings of priestly elders. Courageously, he went where only fools had dared. And he was eminently successful in obtaining weapons, tools, and allies to help his fight against the forces of Gbaji.

Arkat taught his secrets to trusted friends, who also went on quests and obtained unique things. The war against Gbaji, the evil god, was waged on the magical plane and the physical.

Myths and Heroquests

There is a great body of material known to most intelligent beings as myths. This is a massive, timeless compilation of common thoughts and memories of the entire conscious world, including the collective unconscious of all mortals.

This Great Mystery is explored by all people who seek purpose and meaning to their life. Each culture's poets and mythmakers recognize parts of the whole and interpret them for their societies to make a coherent and appropriate worldview.

A true, living myth serves several distinct purposes deriving from individual interaction. These all have to do with the development of the person and their understanding of self, "their culture, their universe, and the ultimate mystery." Heroquesting is the active exploration of these aspects to return with a distinct boon for themselves and their world if successful. Heroquesting makes several simple assumptions in order to work.

First, mythology is real, and its events and denizens are true and exist. As a matter of definition, a real myth is one that is sacred, exemplary, and significant. This means, in general, that the myth tells how something came into being. Tales that do not fulfill these functions are less than real and do not return full rewards, but are still legitimate.

Second, this body of mythology is held static outside of normal mundane perceptions. It does not change unless acted upon by outside forces. The gods performed actions that made the world and they continue to maintain those actions in the world of myth.

Third, it is possible to enter into the mythical realm, which we call the Hero Plane, and to participate in the legends and myths that are otherwise in the eternal God Time. This interaction may or may not change the expected, recorded result of the primeval myth. In either case, however, the participant would be able to achieve different results from the original myth. For instance, a cultist of Yelmalio may go to the Hill of Gold and steal back the Fire powers that his god lost in the Gods Wars. This would not change the original myth, but the individual would benefit thereby.

Arkat finally met himself on the Hero Plane, though confusion clouds the story. Some say he did not recognize his future self until it was too late. Others say he refused to make a killing blow, and thereby took his unhealable wound, while yet others claim he did make the killing blow, and thereby received his wound. Regardless, this event is named Arkat's Fall. The wound plagued Arkat to his final day, though troll healers effected temporary relief years later.

Arkat went on to explore other cults during his war against Gbaji. He and his followers mapped portions of the Hero Plane, naming the denizens and routes. With divine aid they worked and fought their way to Dorastor, the stronghold of Gbaji, and destroyed him. Gbaji's evil followers were killed, fled, or sent into a deep magical sleep that should have lasted for eternity, and was only broken by the meddling God Learners centuries later.

After the long war Arkat retired with his closest confederates to Arkhome, which became the capitol of Arkat's Autarchy. Arkat instituted formal cult procedures, created a government to rule after he was gone, then departed to the stasis of the Other Side, where he remains worshiped as the patron god of Heroquesting.

Arkat's cult controlled exploratory Heroquesting. They had rigorous entrance requirements and maintained strict rules and iron discipline. They demanded respect for the magics, and a tender care in treating with them. The cult policed the Hero Plane, seeking unwanted or obtrusive Heroquesters and expelling them. They made many enemies that way, but maintained stability on the Hero Plane.

The God Learners

On the island of Jrustela a band of outlaw Heroquesters made war upon the Arkat cult. At first combat was restricted to the magical planes, but around the year 650, emphasis expanded to the physical as well. The Middle Sea Alliance, a combine of Western nations and their rebellious subject peoples, declared unremitting war against the Dark Empire of Arkat. The governments and wizards pronounced the Arkat religion to be a Malkioni heresy. They claimed it used unhealthy magic, corrupt rituals, and vile practices to maintain power. Armies marched on the Dark Empire, whose resistance failed when the great temple of the Arkat cult was plundered and razed. His empire, and his cult, fell to conquerors who carried off his secrets, prizes, and wonders.

An informal fellowship of sorcerers and priests in Jrustela, called the God Learners, set out to discover all they could about the Other Side and its powers and denizens. Ecumenical and experimental, these researchers welcomed questers from all around the world. Concurrent with their educational expansion came the economic expansion of the Jrusteli commercial empire which sent traders across the whole known world. Soon goods and knowledge were flowing back and forth throughout the world.

The God Learners lacked the morality of the Arkat cult. They stemmed from Malkioni philosophers who insisted on the ultimate impersonality of the universe, and feared no taboo or curse. Their courage and power were unquestionable, and they performed magical deeds previously unknown even to the gods.

God Learners continually offended the gods and their worshipers. Some grew so arrogant that they considered the gods to be slaves instead of pillars of existence. Protest after protest were lodged against them and ignored. Suffering and sorrow meant nothing to them in their quest for knowledge. They used sorcerous Tapping to extract magic from gods and spirits, and annihilated some utterly. They exposed cult secrets, destroying religions which once provided every need to their worshipers. They enforced changes in worship to perform experiments, and sometimes secretly changed the way natural energies flowed through the world. They explored in Dorastor, poking through ruins and awakening things that had been better left to sleep for eternity. Yet the gods were not pushed to revolt. A greater offense was needed to provide the gods with the energy and will to act.

A man whose name is lost made a discovery thought impossible. Mixing magic was always a dream of the God Learners, but seemed to be impossible due to some mysterious internal structure of the world. Yet, around 700, that forgotten person did it: he learned how to use sorcerous manipulation to alter divine Rune magic.

The troubles loosed on the world by this secret knew no bounds. The God Learners were always happy to share their knowledge with the plutocrats of Jrustela, who rapidly abused their power by demanding great tribute from lands they occupied. When locals protested, small armies of great power seized expansive territories. Resistance was smashed and sent underground, and for a century the Jrusteli ruled the mortal world with their God Learner knowledge.

Eventually the cosmos itself rebelled against the God Learners. The Oceans were Closed, Seshnela, Slontos, and Jrustela sunk, and the Otherworld snapped back to its original condition before the God Learners' meddling.

The Third Age

During most of the Third Age Heroquesting was considered evil, because the God Learners were so enthusiastic about it. Cults purged themselves of unusual rites, denounced certain knowledge, and destroyed records. A general religious conservatism resulted in a stunted understanding of the religious experiences offered by each deity.

Only the Lunar Empire actively pursued the subject. The Pelorian mystical geography was almost virgin territory since the area was never actively part of the God Learner's conspiracy. The Red Goddess, an immortal orphan resurrected by ambitious mystics, opened her own way into the Gods World. The Lunar pantheon is largely made up of mortals who obtained divine status and replaced the Old Gods. The Lunar philosophy urges each person to seek their own Heroquest, and the highlights of their history are lit by individuals who combined material and spiritual success.

The processes of the Lunar Way seemed to contradict the Great Compromise, and in response the ancient gods of nature and time inspired many of their number to rebel against their hidebound cult authorities, and heroquest thoroughly, arming themselves to challenge the Red Goddess. The resultant battle of Castle Blue in 1246 forced the acceptance of the Red Goddess into the world as a deity. It was like an amendment to the Great Compromise.

From then on, the power of the Red Goddess expanded, always grating upon the anti-Chaos sensitivities of the rest of the gods. Although the gods had been beaten into resignation, many humans did not accept the Red Goddess as part of the natural world. They felt cheated by the outcome and consciously sought to arm themselves as fully as possible for another fight rather than being summoned, almost unprepared, as they were before. They have been preparing Heroes. Cosmic tensions have recently raised questions about the actions of the Red Goddess: she is so close to destroying Orlanth that the very fabric of the universe is threatened.

Now, in the last years of the Third Age, the communal and religious fabric of many societies is changing in conscious and unconscious reaction to new and threatening changes in the structure of the world. Bold individuals are carving niches for themselves, some in this world and some in the Spirit World, and some in both. They are learning to be Heroes.

Prophets have predicted everywhere that a great spiritual battle is soon to take place, and that it will be preceded by many skirmishes. This time everyone is ready: the Hero Wars draw near.

Beyond the Middle World

The Middle World of Glorantha, also known as the Surface, Inner, and Mundane World, is the subject of most of this book. It is diverse in its subjects and settings, a place of thousands of gods and cities. It includes the northern continent of Genertela, the southern continent of Pamaltela, and the myriad islands and oceans between. Much of the time, the Middle World appears to work the same way that our Earth works. However, magic is everywhere and all objects, events, and phenomena have a mythic rather than a scientific cause or explanation.

The Middle World is ringed by mythical or magical regions which lie outside of the world of mortals. These regions are the Outer World, the Middle Air, the Sky World, and the Underworld. Together with the Middle World, they collectively form the Everything World. The Everything World is a mixture of the magical powers from the Spirit World, the God World, and the Essential World.

The Outer World

The Outer World includes those places which might be reached by brave or foolhardy explorers, but lie outside the realm of mankind. Most areas are known only from individual expeditions, and it is unsafe to assume that the whole of the Outer World in any direction is like the places discovered on that expedition. Thus the northern land is called Altinela, or Land of the Altinae, but other races and creatures are likely to inhabit the vast unmapped northern lands.

Sramak's River is a vast, perhaps limitless current which circles around the earth (the Middle World; see above) in a counterclockwise direction. The earth element floats upon it like a cube on water. Within it live the eldest sea gods.

North of Genertela is the vast frozen lands of Valind's Winter Wastes. It is an immense glacier whose southern edge runs in a roughly southwest to northeast direction. It is inhabited by trolls and ice demons. Somewhere within it lies the Palace of the God of Winter, from which no mortal has returned except Prince Snodal. Beyond the ice lies a region called Altinela, which borders the endless void. The children of the gods live there and daily combat the inroads of Chaos. Depending on how Altinela is approached, Sramak's River appears as a great river crossed by a single sturdy bridge or as a limitless ocean crossed by a flimsy path through the sky.

Kahar's Sea of Fog meets Valind's Glacier far in the frozen northeast of the Outer World. Varatchu the Bold went to that place upon an invisible, tireless horse, and said a gigantic broken statue, bigger than a mountain, marks the exact place where Kahar and Valind made their borderline. Within it hide places lost to history and mythology, such as Kylerela, the floating island where Eurmal was born at least once. The Seven Twinships of Haragala, whose crews could neither starve nor be conquered, disappeared here.

The Farthest East has occasionally been visited by mystic travelers of the eastern lands. There lies the Gate of Dawn, which springs open each day with a thunderous clang to release Yelm's fiery chariot. Around the gate live immortals whose skins are gold and whose voices are pure song. Some say that the Land of Dawn is part of Vithela, while others say the river of Sramak runs between it and Vithela.

South of Pamaltela lies the Sea of Fire. It is so hot even the water burns, swept by blistering windstorms and occasional vast clouds of poison gas. No boat has sailed there since the Artmali died out before Time began. Boiling water is carried counterclockwise by Sramak's River to warm the eastern parts of the world. The raging heat has turned southern Pamaltela into a desert, uninhabitable by humans.

To the far West, perhaps beyond Sramak's River, lies the land of Luathela. Therein are the blood-red Gates of Dusk, where dwells the sorrowful Rausa, and from whence come the dreams that plague madmen and poets. The Luatha, a tribe of violet-skinned demigods, live there to destroy foolish mortals who seek the place where the Sun sets. In the western Brown Sea the water becomes so shallow a man can stand in it. It is here that the Doldrums descend into the Underworld before merging from Magasta's Pool. Here too, the Celestial River plummets down into the Underworld through Rausa's Gates of Dusk.

The Middle Air

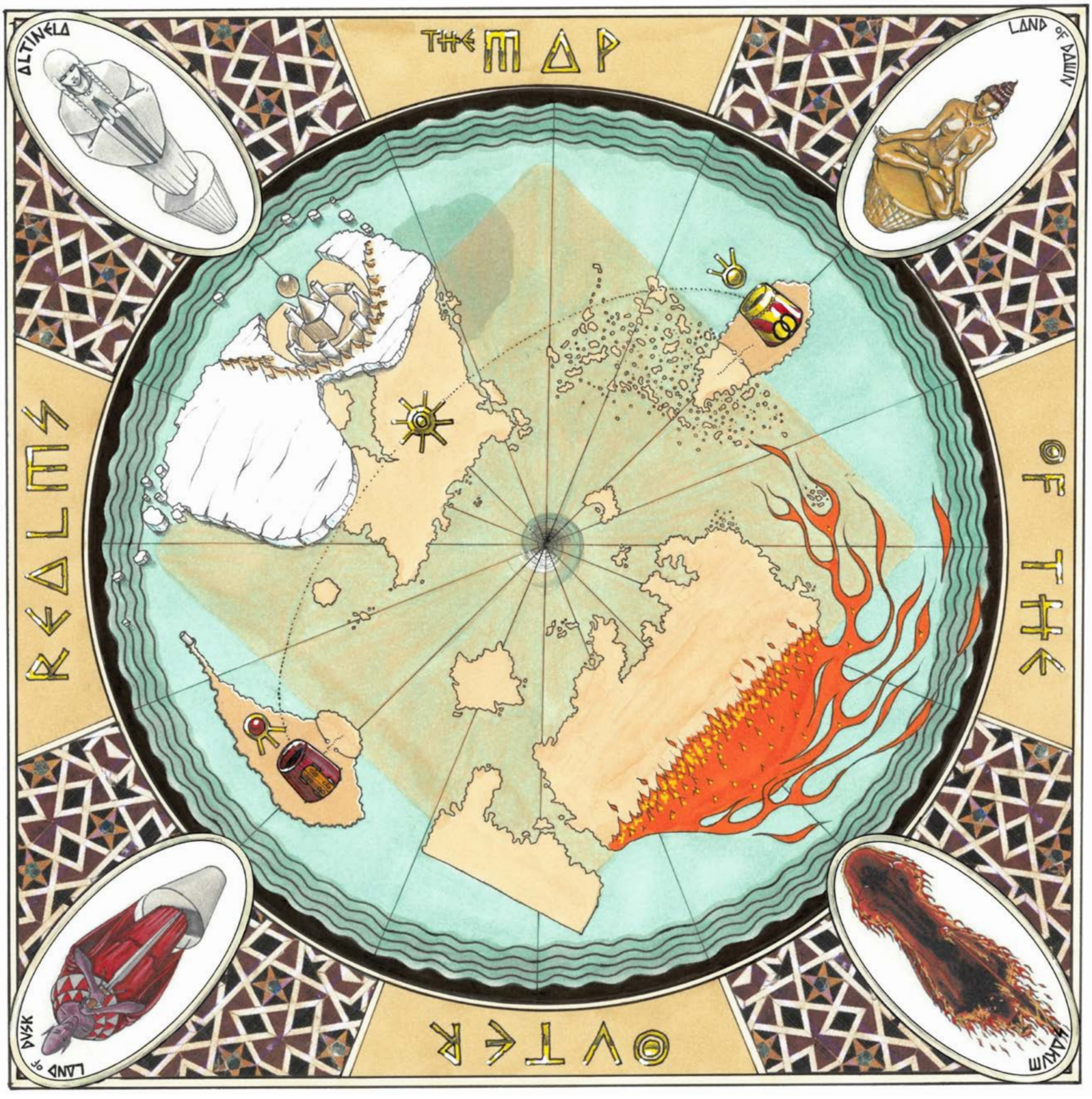
Above the Middle and Outer Worlds is the Middle Air. The god Umath separated the primeval Sky and Earth to make a home for himself, and within it his sons created the Middle Air. Orlanth rules the realm, although the Red Moon has invaded it in Time and contends with the storm god for mastery of the Middle Air.

Sky World

Above the Middle Air is the Sky, made of several huge domes covering the earth and described more fully in Appendix A. Above the sky is a realm of light and purity where the Sky People live. The Sky World is vast and bright, full of divine people and joyous landscapes. A wide range of wondrous creatures live there, like the Bird of Gifts, known to the Doraddi; the Thunder Man, popular among Kralori peasants; and Yingar the Messenger, who carries words from Malkion to the Middle World.

Much of the Sky World is dotted with villages where no one is hungry or lonely, music and song fill the air, and everyone has whatever they desire. Some parts, though, are stout forts that defend the realm. Some forts encircle holes in the Sky Dome, which are stars when viewed from below. In one place is the Burning Prison, where troll gods send their wicked for punishment. The Forest of 100 Lights is a tricky place where monsters live, such as the Dragon of Secret Delights, the Seventh Pleasure Seeker, and the Demon of Deadly Conflagration.

Travelers in this realm must tread carefully, for the natives dislike strangers



The Middle World of Glorantha is a lozenge surrounded by the limitless current of Sramak's River. Beyond the Middle World are the Outer Realms. This map displays some of the more prominent locations of the Outer Realms.

In the north is Altinela, beyond the endless wastes of Valind's Glacier. The children of the gods live here and daily combat the invasions of Chaos. Altinela is surrounded by the nearly limitless mountains of the sky. Its mist-shrouded harbor upon Sramak's River is visited by wandering demigods and celestial beings and is almost beyond the reach of mortals.

In the south is the Sea of Fire, so hot that even the water burns and great wind storms of fire and ash constantly swirl across it. It was formed when Pamalt tipped the Sky Dome and burnt away the invading Chaos with celestial fires.

In the east are Vithela and the furthest of the East Islands. It is called the Land of Dawn for each morning Yelm emerges here from the Underworld to ascend the Sky Dome.

In the west is the island of Luathela. It is surrounded by a high wall with a central terminus called the West Gate. It is called the Land of Dusk, for Yelm descends every evening to Rausa's Castle before entering the Underworld.

The Four Otherworlds

It is generally recognized that four Otherworlds co-exist with the mortal world: the Essential World, the God World, the Spirit World, and the Underworld. Most scholars believe that these worlds are distinct and separate, and predate Time. A few philosophers believe that these seemingly distinct Otherworlds are the result of human limitation and frailty, and are but lenses for viewing the great mystery that is the God Time.

This picture symbolically depicts the mortal world and the four Otherworlds. The center panel shows the mortal world that we live in. The top panels depict the "Otherworld" versions of our mortal world. The bottom panel depicts the Underworld.

The Center
The center of the picture depicts the Dragon Pass of the mortal world. The Sun and the Red Moon are visible. Kero Fin dominates the scene, and below it are the Dragonspine range of mountains. On the right side there is a lake in the Dragonspine, with a river that flows down to the lowlands. There are forests along the slopes of the Dragonspine. Below the Dragonspine Mountains are the lowlands of Dragon Pass. The right side is grasslands with the River running through it. In the foreground is the Dragon's Eye. In the center is the Upland Marsh.

The Upper Panels
The three upper panels depict the scene shown in the center as it appears in the various magical Otherworlds. On the upper left is the philosophical-rational schematic representation of the World of Forms (wizardry). In the upper center is the Gods World. On the upper right is the Spirit World of animists and shamans.

Top Left Panel: the World of Forms
The size of each box or circle relate to the number of runes that it contains. The top box contains two Air Runes, the Mastery Rune, and the Movement Rune. It is in opposition with the box containing the Moon Rune and the Chaos Rune.

The center box contains the Earth Rune and the Mastery Rune. It complements both the top box and the bottom box.

The bottom box contains two Earth Runes, the Life Rune, and the Harmony Rune, and is in opposition with the box containing the Death Rune and the Chaos Rune. The top box and the bottom box are also complementarily linked.

Other lesser Runic powers are related to each other and connect as described.

Top Center Panel: The Gods World
This is the World of the Gods, home of the immortal divinities whose deeds in the Gods Age made the world. The gods are depicted as viewed by the people of Dragon Pass. Their size is based on their cosmic importance. They are listed clockwise from the top:

(top center) The Storm God Orlanth is one of the two largest figures. A war and storm god, he wields the Thunderbolt and a sword.
(top right) Heler is a rain god with rain coming from his arms.
(right) Red Goddess is a demonic goddess tearing her way through a rent in the sky.
(center right) Yinkin, the Cat God.
(lower right) The Dragon.
(bottom center) The Earth Goddess Ernalda is one of the two largest figures. She is a voluptuous, bare-breasted woman wearing a flounced skirt and golden necklace.
(lower left) Corpse King. This evil demon is a skeletal corpse.
(left) Aldrya the Plant Goddess.
(top left) Elmal is a horse carrying the Sun on his back.
(center) Kero Fin is the mother of Orlanth and the goddess of the great mountain.

Top Right Panel: The Spirit World
This panel depicts many of the same entities in the Gods World picture, but as viewed by animists. This picture is based on ancient rock carvings found near the Chalk Man Valley in the Far Place.

Underworld
The bottom panel depicts the Underworld, filled with demonic creatures of Death and Darkness. In this picture, various Underworld demons and guardians can be seen.

who unwittingly pollute their world by their very presence. Even the best-intentioned people often bring hatred upon themselves for their incursions. When the Sky People are angry, their wrath rains down with fury upon the hapless victims, proving that even these wondrous people are not faultless.

The Four Other Worlds

Other worlds co-exist with the Middle World. Three are distinct and separate from each other, and have no direct contact with each other. These are the Spirit World, God World, and Essential World. A fourth, the Underworld, which preceded creation, connects with them and the Middle World. These worlds are sometimes called planes, eggs, spheres, or emanations by various philosophers. The leaders of the expansionist Lunar Empire claim that their magic comes from a further Otherworld, a subject of much violent dispute. Many philosophers claim that the magic of Dragonkind cannot come from any of the known otherworlds but have yet to prove an alternative.

The Spirit World

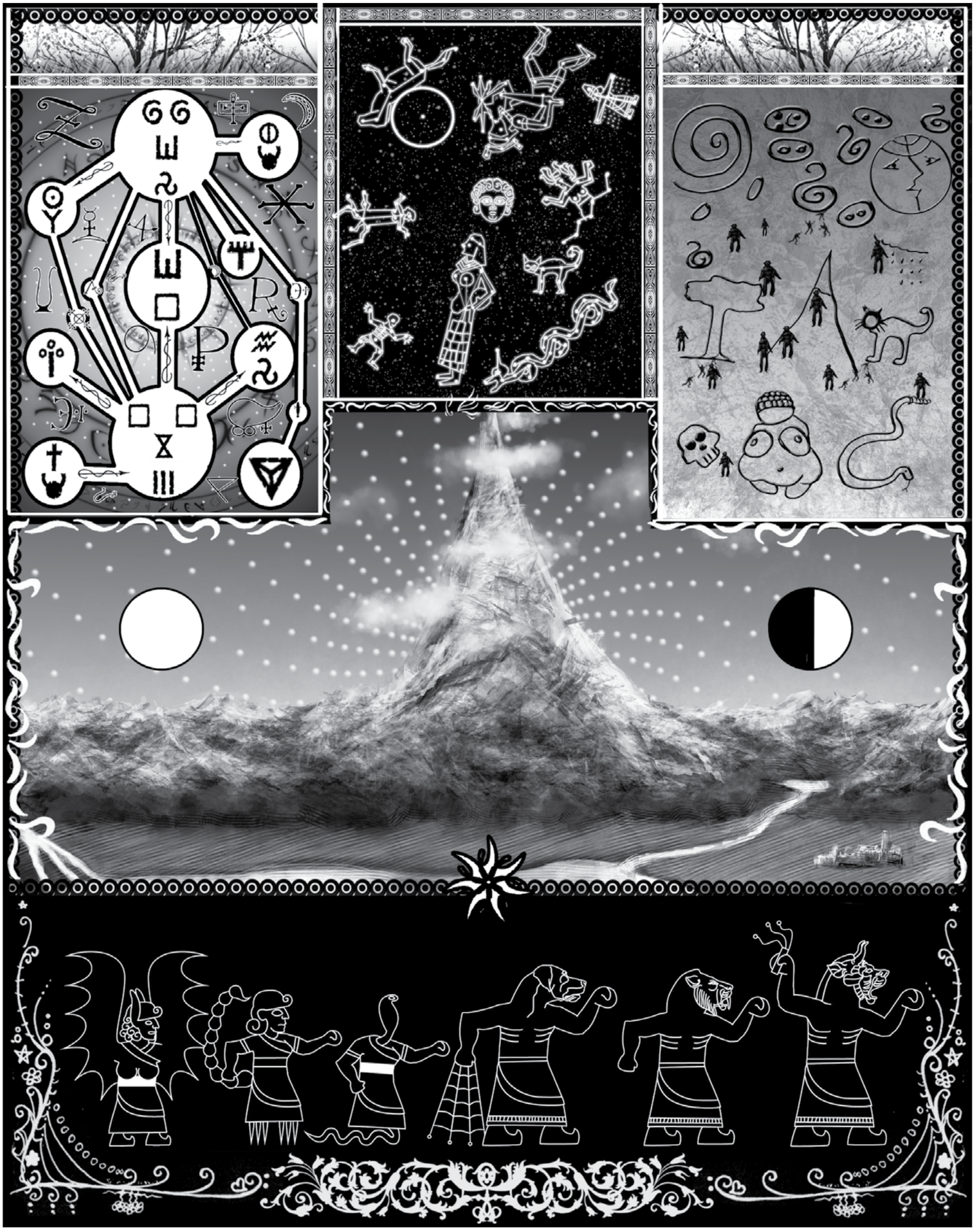
The Spirit World is a vast singularity without strict, internal borders. Specific stable regions exist within it, their cohesiveness maintained by the Great Spirits that inhabit it. These are the spirit demesnes where worshipers of that Great Spirit (or its allies, children, or parts) exist with relative security.

Nonetheless, spirits from other regions can drift or blow through that region. These strange spirits are often unknown and even unknowable to the denizens, without personality, shape, or even a clear purpose of being. Thus the Spirit World is also the place where lost spirits drift, where broken dreams wander, and where nightmares feast.

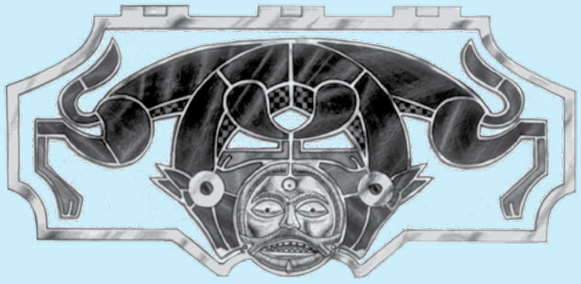
The God World

This is the home of the gods, an unchanging land of myth and legend. It resembles the Middle World, but it is in every way more dangerous and extraordinary, whether in beauty, in horror, or in love, and different laws rule it. Every god and goddess who performed great immortal deeds is found here. Within this world of extremes lie the heavens and hells of the cults, where initiates and devotees go after death. Here, too, lie the great pools of creative material from which were made the primal oceans, ancient mountains, and first skies of the mundane world.

The God World cannot be reached physically. Mortal worshipers reach it temporarily during Holy Day and Sacred Time ceremonies, and permanently upon death.



Some Guardians of the Underworld



The guardians which stand watch over the entrances to the Underworld can be classified as those who wish to keep people out and those who wish to keep people in.

Kaldar and Sinjota were two guardians of the Gates of Dusk during the Great Darkness. They were confronted by the Seven Lightbringers, who wished passage but were denied. Orlanth killed Kaldar and Eurmal seduced Sinjota; the latter act begat Yomat Burtae, who was worshiped later in the West.

Jeset is the Ferryman of the Dead and is said to have invented the first boat ever made. He used it to sail over the River Styx and delivers souls to the far side for a small fee.

Strombos, elsewhere called a giant, was watchman at the entrance in the Nidan Mountains where Ethilrist made his descent. He is said to have dwarf slaves.

Bimbaros is called the Porter to Hell by the Lunars. He let the Red Goddess pass without any payment, as often happens when mortals enter the realm alive. It was unusual that he later let her leave without a struggle, for Lunar stories tell of "forty-two old souls, hung on adamant pegs like old rags to mark previous victories."

Sunbiter is called Deathhound as well, and is father of the Hell Hounds who hunt souls through the shrieking fields of nightmares. He, and his kin, are known to let anyone enter the Underworld, but fight against any who try to escape.

Arrquong is the Lord of Despair, the Harbinger and Gatekeeper of Chaos, and guardian of the entry place of Chaos to Hell. It was crippled by the troll god Boztakang. Beware its prophecies of despair.

Many other monstrous things and beings are often found about the mouths of the Underworld, attracted or supported by the stale air of Death which lurks here. They are not really guardians, even though they fulfill the function of keeping lesser beings from entering or leaving.

The River Styx

The River Styx is the Water of Darkness. Many explanations for the Styx exist. Some texts call her the Last Drop of Darkness, while others address her as the Mother of Zaramaka, the Primal Sea. Some texts call her a Pool or Well instead of a River. Some legends mention a great Black Sea of the Underworld whose listless waves wash a lifeless grey shore. All of these are the Styx in various forms. All Styx's children were daughters, except a single son, Zaramaka.

The River Styx is also called the Garrote of the Gods, for she can cause even an immortal to choke and suffer if they swear an oath upon her name and then break it. Thus she is known as the Oath Guardian, and the avenger of broken oaths. She is aided in this by families of fearsome demons. Powerful avengers fought the more powerful deities who broke their oaths, such as the time Yelm was forced to return to his path after the Sunstop in 375. Other avengers are more mundane, such as the gnats which enraged the mothers of Balazar and drove them mad after they poisoned their sons. Most mortals shun swearing by the Styx, and pledge their word by other oath guardians.

Secret cult rituals and Heroquesting can be used by the most skilled of heroes to enter the God World.

Within the God World, separate regions exist that are controlled by the various pantheons. Within those are other regions of successively more powerful deities. Each of those is behind a barrier that is difficult to cross, even for entities within that realm. Thus the most powerful deities lie behind many barriers.

The Essential World

Also known as the Logical Realm, or the World of Forms, the Essential World is the realm of the impersonal Runes. It is eternal and unchanging; whereas the Middle World is but a transient and corrupt simulacrum of the Essential World.

The Essential World cannot be reached physically. Those who have mastered themselves through rigorous logical self-discipline or other techniques may reach it, enabling one's own essential soul to temporarily achieve unity with the Essential World, allowing direct interaction with the Runes. To those without the requisite knowledge and self-mastery, the Essential World is extremely dangerous.

The Underworld

The Underworld is the irrational ancestress of known Glorantha. It precedes all that can be known, and thus cannot be truly known. It houses mystery, spawns mystery and is a mystery itself. Many Gloranthans think that all the worlds of Glorantha spawned from the Underworld.

Most people of the Middle World believe that the Underworld is the source of their worst enemies – Death, Darkness and Chaos – though not all of these beliefs and connections are correct. The Underworld is also the source of Fertility.

The Underworld is not any one of the Other Worlds, but encompasses them all. For some cultures, most notably the Uz and the Aldryami, the Underworld is their Otherworld. For the Uz, the Underworld is Wonderhome, a place of total darkness until dead Yelm was cast down, accompanied by his weeping and mourning minions. For the Aldryami, the Underworld is the home of Flamal the Father of Seeds and source of the Primal Plasma that animates all Life.

There are many deities of death or of the dead in the Underworld. It was the place where Death was born, and when the God Time was regressing back into Chaos all dead things gathered in the Darkness. Since that mythical act, all things which have died go to the Underworld first, into ignorance and fear and facelessness. Their fate after that depends upon themselves, upon their actions while living, and upon their friends among the deities or spirits. Among the better known places in the Underworld is the Court of Silence, where the Judge of the Dead assigns the dead to their fate.

Hidden deep underneath the center of the bottom of the lowest Underworld is the Chaosium, the Fount of Chaos, which spews forth both monstrosities and raw unformed "stuff" into the world. What no sane Gloranthan really understands is that, without this Chaos entering the world, everything would be locked into Stasis.

Regions of Glorantha

The bulk of this book is divided into chapters that follow a common format. It is hoped that the intentions of most items will be self-evident, but the comments below may be useful in resolving any uncertainties.

Geographic and Political Divisions

Each chapter of this book examines a primary geographical or political region. Each region is a large and important sub-division of the world, on the basis of common culture, geographical unity, or political organization.

For example, the region of Ralios is defined geographically. Ralios consists of those areas within the semicircle formed by the Mislari Mountains, the western Rockwoods, and the Nidan Mountains. These mountains form a natural barrier to travel, trade, and conquest with the result that the various cultures of Ralios have certain things in common. But their primary unity is that of geography.

Readers should understand that much of Glorantha is not organized into nations or other large, unified political units. It would be impossible to cover each area of Glorantha by political divisions alone, as is normally done in books about our own world. Those few political units of large size found in Glorantha are treated as such, but the more fragmented regions, containing a mix of small political entities, are considered on the basis of geographical unity, not political unity. The Lunar Empire is an example of a politically unified region. As noted before, Ralios is an example of a region identified on the basis of geography.

Lesser Regions

It is likely that the people of Glorantha would describe their own homelands on the basis of finer divisions than those used to define our chapters. Thus, primary regions (chapter headings), if very large, may be divided into separate sub-regions. For example, the Lunar Empire is a vast and complex state, containing several dissimilar regions, each one is treated in detail as a separate subsection of the Lunar Empire chapter.

Dragon Pass has a special place in this book. It is a magical land of demigods and heroes, currently under the heavy hand of the Lunar Empire. It is an interesting place because it is so important in the overall scheme and future of Genertela, and of Glorantha itself. Although Dragon Pass is only a small part of Genertela (on the basis of both land area and population), it has been given a separate chapter of its own in order to do justice to its great significance magically, militarily, and historically.

Opening Greetings

At the beginning of each regional section is a brief italicized greeting or comment, of a type that a visiting person might receive from a local person upon entering the region. The Narrator is encouraged to use these simple phrases when appropriate, or better, to make up his own using the phrase given as a starting point.

Regional Activity Tables

These tables list many of the most dramatic or colorful events that are possible in a particular region. The Narrator is encouraged to activate these events as often as specified on the table for the region. This way, over the course of a longer campaign, patterns will establish themselves. Common events should be experienced again and again by the player characters, while rare events will be cause for surprise (and perhaps concern). We hope that a sense of the ongoing life of the area will be given thereby.

Population Figures

These boxed tables give rough estimates of the current total populations of each region, broken down into important cultural and species groupings. The numbers listed will fluctuate dramatically over time, and must be considered only estimates, not absolutely concrete data. In some cases, differing estimates are deliberately given – for example, Hsunchen groups often migrate between regions and thus the number given for a particular tribe in a region may substantially differ from the total number of Hsunchen currently in that region.

Various uses are possible for the population figures. For example, the numbers can be used to determine roughly how often a person from one of the subcultures of the region will be encountered (assuming the subculture in question is not secretive, nonhuman, or otherwise localized). Groups that represent a majority of the population of a region will often be encountered, whereas persons from a group that is small in number will rarely be found.

It is assumed that within any given human population, approximately 25% are adult men, 25% adult women, and the remaining 50% are children, elderly, and other infirm. Even more than the population figures themselves, these percentages must be considered rough estimates and not concrete data.

Travel Time

The amount of time it takes to go from one place to another in Glorantha depends on how hard the route traveled is and whether the travelers go by horse, foot, or wagon. A group can go only as fast as its slowest member.

Travel is usually much faster by water. A sailing ship that is coasting with good wind can cover about 75 miles in a typical day of sailing (10 hours). A sailing ship in the open sea can average 150 miles per full day (24 hours). An exceptional day's sailing can cover 210 miles. River travel is not as fast as open sea. Downriver, vessels commonly make 40 miles in a day; upriver depends on the speed of the river current, typically between 10 and 40 miles in a day.

Cities

This book uses the following city size classifications:

Small City: A small city contains 500 to 6,000 residents. By definition, a city has a marketplace where its wares can be purchased daily. Goods are manufactured here, such as weapons, armor, fine clothing, ships (if on a coast), etc. Holy places in a small city usually include one or more small temples and several shrines to local gods and spirits.

Large City: A city of 6,000-25,000 permanent residents is very large for pre-industrial times. A large city is a major importing center of food and other goods, and a major manufacturing center of luxuries. Temples to each of the important gods of the local pantheon are often found in large cities, as are temples for foreign gods worshiped by immigrants or visitors, and many small shrines dedicated to obscure local demigods, heroes, and spirits.

Metropolis: A metropolis numbers over 25,000 or so permanent residents. A city of 50,000 residents is extraordinary. A metropolis requires good transport (usually water) and a strong central administration to acquire and distribute food to the residents. A metropolis usually has multiple great temples and numerous smaller temples and shrines.

Please note that no villages (fewer than 500 residents) or towns (between 300 and 1,000 residents) are shown on either the detailed hex or political maps unless they have some special significance.

TRAVEL TIMES

DIFFICULTY	DESCRIPTION	MILES PER DAY
Easy	Good road in good weather	35 miles by horse 20 miles by foot 12 miles for mules or porters 8 miles by wagon
Light	Good road in bad weather; trade road in good weather	30 miles by horse 16 miles by foot 10 miles for mules or porters 6 miles by wagon
Medium	Trade road in bad weather; herders' path in good weather	20 miles by horse 12 miles by foot 8 miles for mules or porters 4 miles by wagon
Hard	Herders' path in bad weather or unescorted travel through hills, forests, or jungle	12 miles by horse 10 miles by foot 5 miles for mule or porters 3 miles by wagon
Very Hard	Snow storm; rocky mountains; thick jungle	5 miles by foot 3 miles by horse None by wagon

The Regional Hero Wars Articles

The purpose of these articles is to give an idea of where the major action is or will be, so that the Narrator can involve his player characters or avoid it altogether.

Prophecies of the Hero Wars

These chants, document excerpts, and odd quotations have a common theme: they all presage the coming of the great conflicts that are destined to end the Third Age of Glorantha, the Hero Wars. Narrators who choose to run campaigns spanning many regions are encouraged to reveal the prophecies for each region to the player characters, establishing a strong mood of impending change.

The Hero of a Thousand Faces

Among the Persons of Note described in each chapter are the currently active major Heroes, or potential major Heroes, of the region. These are the leaders of the Hero Wars. They have begun to accumulate their awesome heroic stature already and have quested from the Middle World into the realms of supernatural wonder. Given here are some of their outstanding deeds and some yet to come.

The player characters may wish to become involved with these remarkable people and join groups led by or inspired by, or even in opposition to these Heroes.

The Hero Wars Begin

The Hero Wars is the collective name for the magical conflicts doomed to end the Third Age of Glorantha. These articles contain notes for ongoing conflicts which will generate some of the most important events during the Hero Wars. Exact dating is not possible, and maybe these things won't go exactly as planned, but they are all in the works.

These are the sparks of the Hero Wars.

The Maps

Regional geographical maps and detailed color maps are provided with this book. Most Gloranthan regions have both, although a few of the lesser islands have no detailed color hex map. Additionally, various small political maps are provided in this book for each region to which a chapter is devoted. More complex regions such as the Lunar Empire require several political maps. Any special features peculiar to a region are keyed to the map of that region.

Map Features

Three kinds of maps are provided in this supplement. The *detailed maps* show the greatest amount of information. The *regional geographical maps* are intended to be consulted whenever information pertaining to long-distance travel or similar is required. The *political maps* do not show any but the most important geographical features for ease of use. They are fairly comprehensive in their portrayal of cities, boundaries, and other political information, however. The detailed and regional geographic maps are also in the *Argan Argar Atlas*.

Regional Geographical Maps

Regional geographical maps display the continents of Genertela and Pamaltela, large regions such as Kralorela or Umathela, and the larger islands and archipelagos of Glorantha. These maps depict major topographical features, rivers, forests, large cities and metropolises, but only a few small cities.

Detailed Maps

Detailed maps are provided throughout the book. Each hex is five miles wide, making calculation of distances easy. Topography is shown in detail on the hex map. The map key gives a brief explanation of each feature, but the following clarifications may be useful.

Elevation is shown with hypsometric tints: dark greens at low elevations, progressing through yellows, and with white at the highest elevations. For purposes of legibility, all heights above 10,000 feet are shown with the same bright white color. However, there are many mountains far higher than 10,000 feet; indeed, Glorantha has mountains taller than anything in our world! Red triangles mark notable mountain peaks. At the opposite extreme, places tinted black lead to the Underworld.

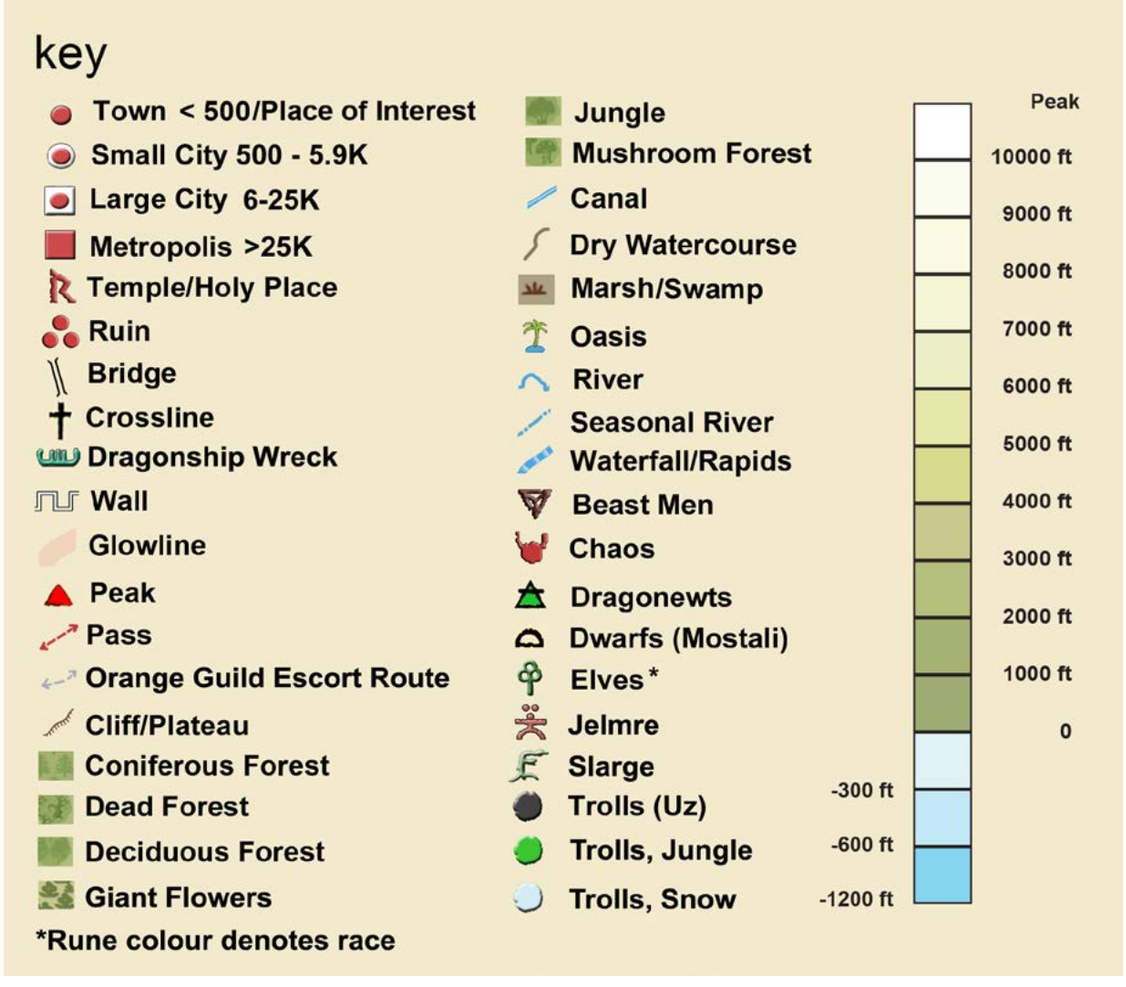
Most the forests shown on the geographical map are medium to heavy in density. Elf woods are always heavy in density. Other forests may vary within the boundaries shown on the map. Light forests are extensive in certain areas of Genertela but they have not been shown on the map for reasons of clarity.

Most of the rivers shown on the geographical map are major rivers. Note that we have indicated relative river widths by line thickness. At the thickest points, the great rivers shown on this map can be considered impassable except by river craft.

Cities are extensively represented on the detailed maps. However, settlements with less than a thousand people are not shown unless they have special regional significance.

Political Maps

Numerous political maps giving political boundaries, city population, and regional populations are provided in many chapters of the book. On the political maps, topographical information is only shown when significant in terms of political or cultural divisions. On the other hand, cities are extensively represented.



Detailed Map Key

This map key is used for all the color detailed maps found in this book, as well as in the accompanying *Argan Argar Atlas*. The map also includes regional, political, tribal, geographical, and other sundry markings.

The map is overlaid with hexes to facilitate calculations of distance. Each hex is five miles (8 kilometers) wide.

Elevation is shown with hypsometric tints: dark greens at low elevations, progressing through yellows, and with white at the highest elevations. For purposes of legibility, all heights above 10,000 feet are shown with the same bright white color.

All cities of more than 1,000 permanent residents are shown on the map. Smaller settlements are shown only if they are of significant regional importance.

Genertela

Genertela is the northern continent of Glorantha. It is largely temperate in climate; its winds generally blow west to east, and often from the north during Dark Season. The continent is 3,125 miles long and 1,100 miles wide.

North of the continent are the uninhabitable wintry wastes of Valind's Glacier. East lies the Kahar Sea, which is covered by unending fog and empties into the endless Eastern Ocean. South lies the waters of the Homeward Ocean. West lies the freezing Neliomi Sea, and beyond that the limitless Western Ocean.

Genertela is the land most heavily inhabited by humans and many regions are urbanized and politically organized. Here the Elder Races have largely been reduced to powerful pockets of resistance surrounding their ancient holy places. A variety of human cultures dominate the better lands.

The continent was badly damaged in the Great Darkness, most seriously when its ruling god, Genert, was destroyed by Chaos. The Wastes astride the continent testify to the physical losses suffered. The magical damage was comparable. Genert embodied important powers of unity and harmony never recovered by the residents of the land.

Combining geography and cultures, Genertela can be roughly divided into four regions: the West, including Seshnela and Fronela; Central Genertela, made up of Dragon Pass, the Holy Country, the Lunar Empire, the Elder Wilds, Maniria, and Ralios; the Plains, including Pent and the Wastelands; and the East, including Kralorela and Teshnos. These four great regions are often referred to in the text when broad generalizations are appropriate.

Fate has dictated that Genertela be the land in which the long-prophesized Hero Wars begin.

For purposes of this book, Genertela is divided into twelve regions, each described in full detail:

Dragon Pass: A strategic land, the crossroads of the continent. It is the prehistoric mating and nesting ground for dragons, and the homeland of the dragonewts. It is also the sacred home of the storm

god Orlanth. Many acts of the gods occurred here, making this region very powerful and special.

Elder Wilds: A wild land still dominated by the Elder Races.

Fronela: A cold, temperate land. Fronela is dominated by the great Janube River, which cuts it from the Sweet Sea in the east to the Neliomi Sea in the west. In the north are pine forests shared by barbarians and elves. The western lowlands are ruled by the kingdom of Loskalm. The southern highlands, and the valley of the Janube, hold many diverse peoples.

Holy Country: Several Orlanthi kingdoms and many different peoples, including merfolk, sorcerers, and trolls, lived in harmony here under the enchanted rule of the God-King Belintar.

Kralorela: Here lives the Dragon Emperor, and here ancient, forbidden magic is used. Kralorela is rich, fertile, and boasts many great cities. In the hills huddle a number of primitive and subject peoples.

Lunar Empire: This wide grassland is ruled by the Red Emperor and is the home of an ancient Solar civilization. The land is temperate and, since the ascension of the Red Goddess, it has had increasingly mild winters. It is drained by the mighty Oslir River, whose source is in Dragon Pass and whose mouth is in the Keniryan Sea.

Maniria: The southern coasts are warmed by sea currents, and are subtropical. Inland roll rich forest lands where human tribes war with elves. Overland trade between the West and the rich kingdoms of Central Genertela pass through here, controlled by the Trader Princes.

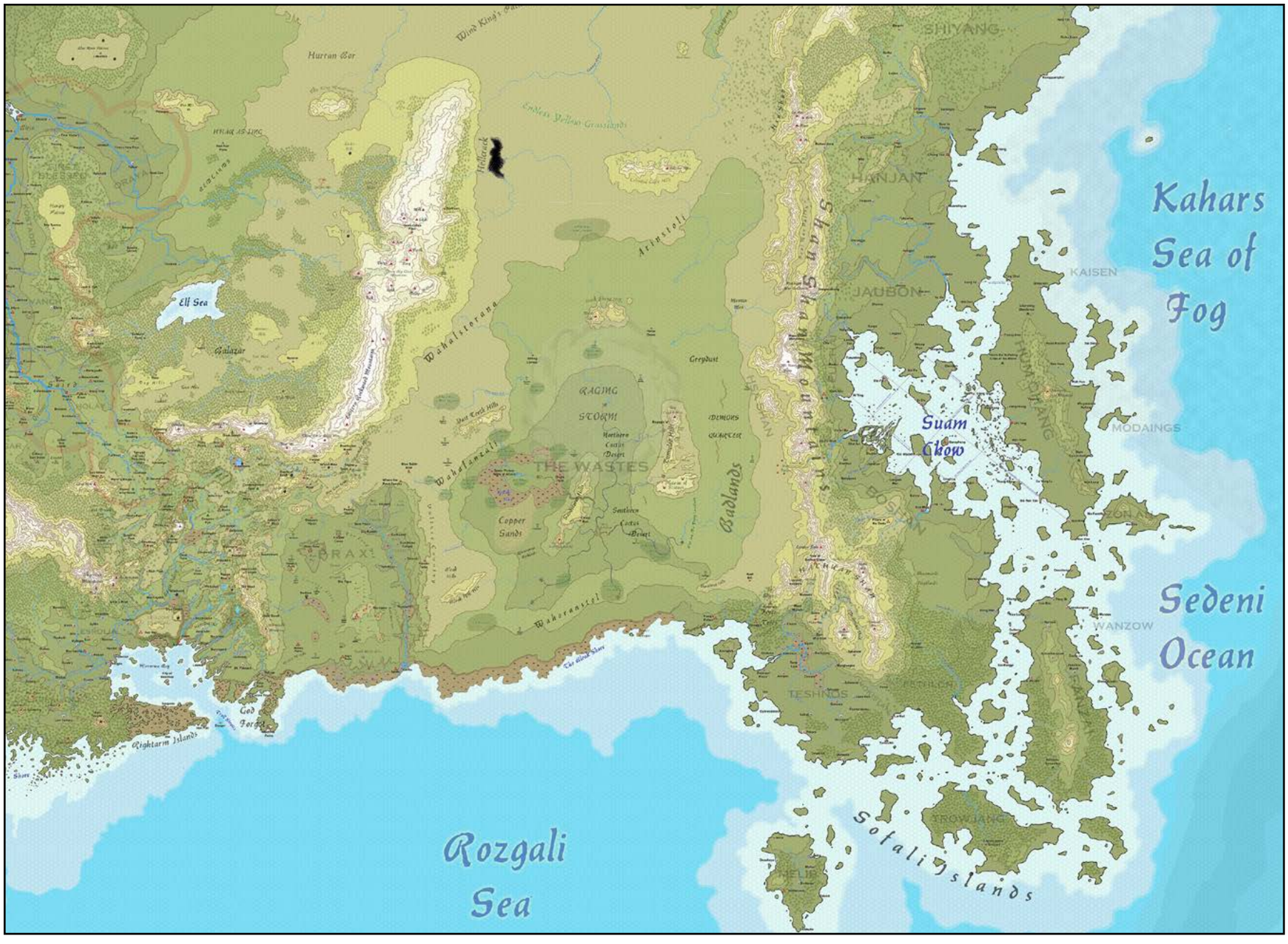
Pent: The wild Pent nomads, who ride horses and herd cattle, sheep, and goats, live in this vast, dry grassland. Winters are severe; the summers are usually warm.

Ralios: The city-states of Safelster quarrel over the lowlands, but the highlands are dominated by wild Orlanthi tribes. This is a fine, temperate land with few severe winters and many pleasant summers.

Seshnela: A temperate and rich land, Seshnela is the heartland of Western culture and philosophy. It was shattered by magical wars at the end of the Second Age and its empire lost, but it has been reunified by a powerful monarchy backed by the Rokari wizards.

Teshnos: The southeast corner of the continent is subtropical throughout, warmed by southern sea currents. Its river valleys are well-populated by fire-worshiping peoples. Primitive tribes inhabit the wild interior, warring with the Elder Races. Fishers and pirates inhabit the coasts.

Wastelands: These are the deadlands of the god Genert, who was killed by Chaos in the Gods Age. Eternal storms rage over them, leaving only the hardiest of life. There, protected by those terrible storms, live the Animal Nomads, who worship Waha the Butcher and hold Prax to be their Holy Land.



Dragon Pass

Description

Dragon Pass is probably the most important place in Glorantha. Although it is significantly smaller than the regions described in other chapters, its importance insists on its separate treatment here.

The actual Dragon Pass is a narrow valley near Mount Kero Fin which crosses the continental divide, but over the centuries the name has come to be applied to the whole 140-mile gap in the Rockwood Mountains, and to the region around this gap. The Dragon Pass region is large, perhaps 40,000 square miles in total area, even bigger if its boundaries are determined liberally.

Dragon Pass is an extremely strategic location, sitting at the crossroads of the continent of Genertela. History has left it populated with numerous distinctive groups, many of them remnants of bygone times. Recent history has brought in new invaders, and doubtless the near future will provide more. Most important is the fact that the Dragon Pass area is an extremely magical region. It is the center of the world for many myths. Great events, magical and religious, are occurring there now. Several demigods live there. Many prophets and scholars predict that the fuse of Dragon Pass will ignite the Disruption Keg of the Hero Wars.

Dragon Pass is one of the most militarily significant regions in Genertela. It offers the only passage suitable for large, heavily-encumbered armies through the Rockwood Mountains, which extend unbroken for roughly a thousand miles to the west and about 625 miles to the northeast. The region contains much easily defended terrain, such as forests, hills, and mountains. Most importantly, its warlike population and many magical entities make it a daunting region for any army to pacify or conquer. For more than a century, two Orlanthi kingdoms have divided Dragon Pass: Tarsh in the north and Sartar in the south.

Several species of dinosaurs, including trachodons, brontosaurs, triceratops, and pteranosaurs, are native to Dragon Pass. The local Orlanthi call them Quake Beasts and believe them to be corrupted members of the draconic races. They may be found anywhere in Dragon Pass, but they gather in greatest profusion at the shores around the Upland Marsh.

Inhabitants

The boxed population table shows the relative populations of the intelligent inhabitants of Dragon Pass. A greater proportion of this region's population is nonhuman than almost any other area in Glorantha.

Culture

Orlanthi. The Orlanthi culture originated in Dragon Pass during the Gods War and was nearly destroyed in the Great Darkness. They were saved by the actions of Orlanth and the Lightbringers and by the great Hero Heort, who defeated Chaos at the battle called I Fought, We Won. During the First Age after the Dawn, the Orlanthi expanded from the Dragon Pass region to dominate much of Genertela. They are now found throughout the western highlands of Genertela.

Several other non-Orlanthi cultures exist such as the Grazelanders, Telmori, Black Horse County and Sun Dome County; plus a large Lunar colony around the Tarshite city of Furthest. Additionally, several nonhuman peoples have strongholds in the Pass.

Languages

Several are spoken here. The three major human tongues are Sartarite (spoken in south Sartar),

The Defeat of Starbrow's Rebellion

It is a summer day at the Lunar Army camp below the rocky plateau called Larnste's Table. Lunar Governor-General Fazzur Wideread is seated on an ornately carved backless chair atop a dais. Next to him is seated the serene Feathered Horse Queen. In the background are Lunar standards, sorcerers, soldiers, and other symbols of power and might. General Fazzur is accepting the surrender of several rebellious Orlanthi tribal kings: the great heroic rebel Hofstaring Treeleaper, and the comparatively young queen Kallyr Starbrow (who is a member of a sacred lineage and the titular leader of the rebellion). Although defeated, the Orlanthi are uncowed, proud, and still rebellious.

Fazzur Wideread: A vigorous man about 50 years old, Fazzur is from an Orlanthi noble family which converted to the Lunar Way nearly a century ago. He has black hair and a well-groomed beard. Fazzur wears a cuirass with gold decorations and his greaves are decorated with images of the Moon Goddess. In his hand, he carries a golden mace as a symbol of his Imperial authority.

Feathered Horse Queen: Seated next to Fazzur is the high priestess and queen of the Grazelanders. She wears much jewelry with horse motifs as a common decoration, and an ornate golden necklace dripping with precious stones. She is far more comfortable on horseback than seated upon a campaign stool.

Lunar Standards: Behind Fazzur are two standards. The one to the right displays his rank and status as an Imperial Two Star General (giving him vast authority to command various regiments belonging to other kings, cities, and temples). Its banner shows the Red Goddess riding upon the back of the Red Bat and its pole carries the Moon Rune.

The standard to the left is of the Kingdom of Tarsh (the Lunar provincial kingdom of which Fazzur is a chief). On top of its pole is a golden statue of the Red Goddess; the flag suspended from the crossbar depicts Hon-eel, the Lunar demigod who founded the current Tarsh Dynasty. She is bare-breasted and dancing upon the corpse of an enemy: one side is light, beautiful and smiling, carrying ears of maize, the other is dark, terrifying, and demonic, holding a bloody sacrifice sickle.

Lunar Sorcerers and Soldiers: Behind Fazzur and the Feathered Horse Queen are ranks of Lunar sorcerers and Provincial Lunar soldiers. Provincial Lunar soldiers are generally equipped with a large shield, spear, sword, and boiled leather armor (a linothorax, cuirass, or small breastplate). Most wear bronze helmets with three feathers at the crown.

King Hofstaring Treeleaper: This Orlanthi hero king is presenting Fazzur with a long leaf-shaped bronze sword with his left hand, signifying his submission.

King Hofstaring wears an intricately decorated bronze helmet with cheek-pieces and bedecked with feathers. His great coat of scale mail reaches to his knees, girded with a stout belt adorned with magical cult figures; a decorated scabbard and an axe hang from the belt. The elaborately decorated bronze greaves depict a pair of war-like gods and his heavy-soled leather sandals are secured with a long lace winding up the leg. Hofstaring's body is heavily tattooed with runes.

Around his neck he wears a golden torc or neck ring. He wears bracelets of gold and silver displaying his wealth and status. The king is bearded, with dark brown hair, worn up as a cushion under his helmet, held in place with a ribbon gifted by his wife.

Kallyr Starbrow: This heroic Orlanthi is a king in her own right, not by marriage. She is dressed similarly to Hofstaring, but wears a decorated bronze cuirass.

Kallyr does not wear a helmet, but shows off her long red hair. On her brow is tattooed a large golden eight-pointed star, giving off its own light. The tattoo holds the magic of a star and is clearly the source of her power (and name).

Grazelander (spoken in the Grazelands), and Tarshite (spoken in Tarsh and north Sartar).

Sartarite is a Southern Theyalan dialect similar to that spoken in the Holy Country; Tarshite is a Northern Theyalan tongue that diverged from Southern Theyalan about 500 years ago when the Dragonkill divided the Theyalan speakers of Dragon Pass. It has many borrowings from Dara Happan, Talastaring, Carmanian, and New Pelorian. Tradetalk is widely used in the markets of Dragon Pass.

Grazer is the remnant of an ancient language once known as "Pure Horse Speech." It is spoken only by the Grazers as a primary language but is very similar to the languages of the Pentan horse barbarians.

Each of the Elder Races has their own language: Darktongue for the trolls; Aldryami for the elves; Mostali for the dwarves; and Auld Wyrmish for the dragonewts.

Government

Currently, the General of the Lunar Provincial Army, Fazzur Wideread, rules most of the region. He oversees the occupied countries of Sartar, Heortland, and Prax. Fazzur Wideread reports to Appius Luxius, the Provincial Overseer in Mirin's Cross.

Tarsh is ruled by a powerful dynasty descended from the Lunar immortal Hon-eel. These Lunar kings fought off rebellions for nearly a century (and were even overthrown for a generation by the rebel king Palashee Longaxe), but have been firmly in power since High King Tarkalor of Sartar and his Tarsh rebel allies were defeated by the Red Emperor at the Battle of Grizzly Peak in 1582.

Prior to the Lunar Conquest, Sartar was ruled by the royal house of Sartar, from the bloodline of Sartar the Founder. The leader of this magical bloodline tended the sacred Flame of Sartar and served as its Prince. When the Lunars conquered Sartar in 1602, Lunar assassins tracked down and murdered the known descendants of the House of Sartar. However, after Starbrow's Rebellion in 1613, a member of the royal house living in the Holy Country, named Temertain, was installed by the Lunars as Prince of Sartar. Temertain has been unable to relight the Flame of Sartar.

Military

The Lunar Provincial Army is the dominant military force in Dragon Pass, although most of that army is currently fighting in the Holy Country. Governor-General Fazzur Wideread is assisted by the Provincial Army Staff.

Amongst the tribes, most Orlanthi men have some military training, and are required to carry at least javelins and thrusting spears. Many carry an axe

or sword, and bear a round shield; some carry bows or slings and bear light shields. They wear at least a quilted and padded jerkin or doublet, and a stout hat. The thanes and nobles fight from horseback and wear bronze armor.

Tarshite armies are typically Orlanthi in composition. Several regiments of Lunar professional soldiers are maintained by the king and Lunar temples, and form the core of the Lunar Provincial Army. Tarsh can also call on two regiments of Yelmalio pikemen.

Although Dragon Pass is nominally under martial law, the region remains a hotbed of minor wars, rebellions, and feuds. Most of the inhabitants live in constant preparation for combat, though it is difficult for large-scale units of warriors to train without dispersion by the occupying Lunars. Even the Lunars do not dare to interfere with some of the entities of the Pass, such as the Red Dragon or Ethilrist, Lord of the Black Horse Troop, and persons living within the domains of these entities are free to prepare for war if they choose. At this time, most of the settlements of the Pass are armed camps.

Religion

In Sartar, the native Orlanthi pantheon is universally acknowledged. Orlanth worship continues despite its prohibition by the Lunar Empire, which seeks to end the cult.

In Tarsh, the native Orlanthi pantheon was once the dominant religion, but it has been overlaid by the influx of Lunar beliefs among the rulers and populace of the Oslir River valley and the major cities. Hon-eel is worshiped by the rulers as the ancestress and protector of the Lunar kings. Much of the rural population of Tarsh (and the other Lunar Provinces) still worships the traditional Orlanthi gods, although the more prudent have subsumed direct sacrifices to Orlanth within the worship of Ernalda and Barntar.

People of Note

Cragspider the Firewitch: This demigoddess is the best known and perhaps most powerful of all trolls. She began as a dark troll in the spider cult of Aranea and worked her way to godhood. At her beck and call are all the powers of Fire and Darkness. In the Second Age, she created the first great trolls in an ultimately unsuccessful attempt to overcome the Curse of Kin, and she commands an immense black dragon. Beyond politics, beyond mortality, she is a demigoddess with designs which come to fruition in other worlds.

Delecti the Necromancer: Delecti was a powerful sorcerer of the Empire of the Wyrms Friends who broke the barriers between life and death. By his arts, Delecti has achieved a gruesome sort of immortality: he can transfer his spirit into a freshly slain corpse and live through it until the rotting flesh can no longer sustain him, at which time he seeks out another corpse. When the Golden Horde invaded the land, Delecti used his magic to create the Upland Marsh, where he has endured as one of the Unliving, protected by his army of Walking Corpses, ever since.

Entarios the Supporter: Entarios is one of the most powerful women in Sartar. A chief priestess of Ernalda with the status of a queen, every man she has ever backed has won his battle or quest. She is several times widowed and now helps only her Temple. A small army of suitors camps outside of her temple and stops all strangers going to see her. She formally receives visitors in her small, very rich temple. However, she knows of her reputation, and is suspicious of men who come to see her.

Ethilrist, Lord of the Black Horse Troop: Although burdened with many other titles, Ethilrist usually settles for that of Lord of the Black Horse Troop. Ethilrist is an ageless mercenary who rents out his supernatural cavalry which ride upon demonic steeds. He is a famous Heroquester originally from distant Ralios and claims to be descended from the Hero Arkat. Ethilrist is most renowned for his invasion of the Underworld. Among the treasures he plundered from Hell were the Doom Hound, the Cloak of Darkness, and a herd of demonic Black Horses.

While in the Underworld, Ethilrist met Keener Than, his childhood companion and former scout. Keener Than was instrumental in Ethilrist's success in the Underworld, and they rode back to life together. Immediately after, Keener Than turned against Ethilrist and has been his most determined foe ever since.

Black Horse County was given to Ethilrist by the Red Emperor, even though the Empire had no claim on the territory. In exchange for the grant, Ethilrist gave thirty years' loyalty to the Empire, and for thirty years the Troop harried Sartar rebels and the Grazelanders. The day after the thirty years were up, Ethilrist made common cause with the Feathered Horse Queen and burned the Imperial town of Dunstop. Since then, Ethilrist has spent many years in Muse Roost writing his 12 volume *A History of My Black Horse Troop*.

Fazzur Wideread, Governor-General of Dragon Pass: Fazzur is the Governor-General of Dragon Pass, Imperial Provincial General, chief of the powerful Tarshite Orindori clan,

Population of Dragon Pass

Humans

Black Horse County	20,000
Far Place	45,000
Grazelands	40,000
Red Dragon Vale	10,000
Sartar	125,000
Sun Dome County	10,000
Tarsh	360,000
Tarsh Exiles	35,000
Telmori	10,000
Total:	**655,000**

Nonhumans

Beast Men	25,000
Dragonewts	20,000
Ducks	10,000
Dwarves	15,000
Elves	5,000
Trolls (Cliffhome)	10,000
Trolls (Dagori Inkarth)	60,000
Tusk Riders	5,000
Wind Children (Rockwoods)	5,000
Total:	**155,000**

Grand Total: **810,000**

Dragon Pass Regional Activity

Unlike the other tables in this section this one contains rare events only, which could occur in any location in Dragon Pass. Determine monthly per region.

Rare Events

- True Dragon seen flying overhead.
- Dream Dragons cavorting in apparent ritual activity nearby.
- Hostile, hungry wyrm nearby: hunters sought.
- Dragonewt war party passing through, completely ignoring all humans.
- Motionless Dragonewts seen nearby.
- Dragonewts offering services or valuable goods in exchange for slaves or unusual items.
- Wind Children visit with news of distant regions.
- Praxian nomads passing through.
- Hideous undead monster escapes from Upland Marsh, heading this way.
- Herd of Quake Beasts (trachodons, brontosaurs, triceratops, or pteranosaurs) wander nearby; hunters sought.
- Dragon nearby offers wisdom for sale.
- Strange wind blowing.
- Tusk Riders reported in area.
- Troll warband seen in area; mercenaries sought.

and one of the greatest military captains in Gloranthan history. The uncle of King Pharandros of Tarsh, Fazzur is immensely rich and owns vast estates in Tarsh, Sartar, and Sylila. He is a skilled fighter and a military captain of genius. Fazzur has never been defeated in battle, earning fame first at Grizzly Peak, and later as the architect of the Imperial victories in Sartar, Prax, and Heortland.

Fazzur is extraordinarily well-read; he routinely uses ancient military tricks and tactics. As Imperial Provincial General, Fazzur leads sacrifices to Yanafal Tarnils, the Red Goddess, the Red Emperor, and Hon-eel, but also punctiliously performs the rites to his own ancestors and guardians. He is now a vigorous middle-aged man, with grey hair and beard, and a distinctive booming voice. His son Onjur is a heroic warrior and captain of great ability and is utterly devoted to Fazzur.

Feathered Horse Queen: Ruler of the Grazeland Pony Breeders, the Feathered Horse Queen is a powerful Earth priestess who incarnates imposing powers for her worshipers and is the embodiment of sovereignty for all Dragon Pass. Even Orlanthi revere her as a living spirit of Ernalda, calling her the "Desired One".

The current Feathered Horse Queen, called the Bearer of the Head because of the mask she wears, cheerfully sells Grazelander mercenaries to the highest bidder. She has taken the name "Single Matron Woman" and has vowed to take no husbands. Fazzur Wideread has given her many rich gifts and seeks her aid in his wars in the Holy Country; these paid off in 1619 and again in 1620, when she led the Grazelanders on raids deep into Esrolia.

Forang Farosh: Known as "The Speaker of All Languages," Forang Farosh is a survivor of the Empire of the Wyrms Friends. Originally bound as a special functionary spirit during the tenth century, he was later rebound as a ghost by an enemy. When he was accidentally discovered, Forang Farosh possessed the victim and thus, recently regained his existence. He now lives in the squalid village of Tink, in the land of the Dragon's Eye.

Harvar Ironfist: Harvar Ironfist is the king of the Vantaros tribe, a Light Captain of Yelmalio, and ruler of the Far Place. He wields the Golden Spear of Alda-Chur, but his real power is due to his Yelmalio spearmen. Cruel, suspicious, and vindictive, Harvar ruthlessly enforces his peace on the Far Place tribes. Harvar seized control of Alda-Chur in 1610, when he crushed the Righteous Wind Rebellion with fire and sword. The Provincial Governor named him as ruler of the Far Place and his despotic rule is strongly supported by the Empire.

Inhuman King: The ruler of the dragonewts is a dangerous and capricious being, motivated by things which no human being wants to understand. Within his own "city" his will is reality, and all the dragonewts of Dragon Pass obey him infallibly. He can be approached and negotiated with, but when bothered for trivial reasons he routinely devours the petitioners.

Ironhoof, Lord of Beast Valley: The demigod ruler of the Beast Men has reappeared several times throughout – and even before – history, most recently in 1615. He created the Grazeland Pony Breeders and was the first sacred King of Dragon Pass. Ironhoof is a centaur and lord of all horses.

Isidilian the Wise: The Dwarf of Dwarf Mine is one of the friendliest Mostali leaders of the world. Isidilian is ancient, having been forged in the God Time, and it is said that he was a member of the Unity Council in the First Age. The Dwarf was an ally of King Sartar and supported the House of Sartar until Saronil misused the secrets Isidilian had given his father.

Jarkanita Ab: A Mistress Race troll and a direct descendant of Kyger Litor. She lives beneath the Castle of Lead, where she secretly researches how to break the Trollkin Curse. Jarkanita Ab rarely shows herself, preferring to leave most matters to her dark troll descendants.

Jarsandron Tenherds: The Luminous Stallion King of the Grazeland Pony Breeders, Jarsandron is loyal to the Feathered Horse Queen and a friend of King Pharandros. He often personally leads Grazelander bands hired to aid the Lunar Provincial Army.

Kallyr Starbrow: This Sartar Heroquester is famous for her continued fight against the Lunar invaders. Queen of the Kheldon tribe and a member of the royal house of Sartar, Kallyr has warred against the Lunars her entire life. She is believed to be with King Broyan in Whitewall.

Kangharl, King of the Colymar: Called "Blackmoor" by his detractors, the Colymar king is typical of many Sartarite leaders. He fought valiantly against the Lunar Empire several times, yet recently joined the Lunar religion to gain support for his bid for kingship of the most powerful tribe in Sartar. Thus, the tides of the conquest move forward slowly through individual ambition, as well as quickly by battle.

Minaryth Purple: The most famous and influential scholar in Sartar, Minaryth knows more about the secrets of the Other Side than any sage in Dragon Pass, and what he does not know he passionately seeks to learn. Minaryth has read many sorcerous texts and knows much dangerous lore. He gets his name from the flamboyantly purple cloak he always wears.

Orlaront Dragonfriend: This left-handed Sartarite usually goes by the name "the Laughing Singer". He is one of the few humans in Glorantha that can speak Auld Wyrmish.

Pharandros, King of Tarsh: This king was educated in Sylila and Glamour and is steeped in the subtleties of Lunar Magic and imperial intrigue. The peace inside his kingdom is not wasted, and the king spends regally on both frivolities and the military. Foreign policy is controlled by a powerful faction of warlike noblemen, called the Phargentites, after

The Provincial Army Staff

The Provincial Army Staff are all important and well-known people of the Dragon Pass region. These people are all generally loyal to Fazzur in varying degrees, as noted.

Fazzur Wideread, Governor-General of Dragon Pass, Imperial Provincial General, and one of the greatest military captains in Gloranthan history. Fazzur has never been defeated in battle, earning fame first at Grizzly Peak, and later as the architect of the Imperial victories in Sartar, Prax, and Heortland.

Anqus Farquinils, Chief of Wagons, is quartermaster for the army. He has held this post for fifteen years and knows all the roads, sources of food and goods, and other necessary cogs for efficient supply. He is from Red Fish City, and is related by blood to Quinscion the Patient. He is a priest of Yelm and of the wagon god.

Dagius Furius, Chief of Intelligence, is rarely seen by anyone except Fazzur. He is rumored to be head of a cult of assassins and similar nonsense.

Gordius Silverus, Chief of Liaison, is usually called the Chief of Barbarian Affairs. He is originally from an insignificant family of Slavewall, a small city in Tarsh. He is an associate priest of Etyries and Yanafal Tarnils. He is also called the Detachable Right Hand of Fazzur.

Horatio Hostilius, Chief of the Companions, is a priest of Yanafal Tarnils and commands seventeen fanatic soldiers who are devoted to protecting Fazzur's person and life. Horatio, a first cousin to Fazzur, is sometimes slow of wit, but never of loyalty and perception. He has had special secret training and has sacrificed for secret magics.

Jomes Wulf, Field Commander, gained his greatest fame when he defeated the fierce Telmori wolf-people in guerilla warfare in their own territory in 1608. He is a devotee of Pole Star, the Divine Moon Hunter, and of the Seven Mothers. He was originally from Aggar.

Jorad Sideburn, Field Commander, is Fazzur's most competent commander. He is originally from Tarsh, a tribesman of no great family who was a spearman in the assault on Boldhome 19 years ago.

Sor-eel the Short, Field Commander, is currently the Commander of Prax and Pavis. Of the powerful Eel-ariash clan, he was loyal to the previous General of the Army, who died of incompetence, and wholeheartedly transferred loyalty to Fazzur, an old friend. He knows the ways of Prax and its peoples and gets along fairly well with them.

Tatius the Bright is Dean of the Lunar Field School of Magic, and chief sorcerer of the Lunar Army. Unlike all other officers listed in this section, Tatius is not of the Lunar Provincial Army and reports directly to the Red Emperor, bypassing both Fazzur and Appius Luxius, the Provincial Overseer. Tatius is currently in tactical command of the siege of Whitewall.

Pharandros' grandfather Phargentes, the fierce battle king.

Pikat Yaraboom, Lord of the Hand of Death: He is a son of Bina Bang and Lord Lurker in Shadows, a terrible Dehori spirit. He has the power (small at first, though he trained it quickly) to stun, maim, kill, or rob whoever he lays his left hand upon. He is a terribly powerful shaman, called Hell Lord by his enemies, for he can summon his father's servants upon command. Pikat Yaraboom hates all elves, dwarves, cults of light and their worshipers, priests, and canines, bestial or lycanthropic. He does have an odd affection for dragonewts and red-headed women.

Serternas the Bright, Count and High Priest of Sun County: The fourth ruler of Sun County since its founding, Serternas became Count in 1612. He is pragmatic and careful; Serternas is a personal friend of Fazzur Wideread, but maintains cordial relations with the surrounding Orlanthi tribes. Serternas explained his decision to aid Fazzur in the conquest of Heortland in exchange for a large payment of gold as "purely professional."

Tatius the Bright: Dean of the Lunar Field School of magic, chief sorcerer of the Lunar Army, and the most feared man in all of Dragon Pass. Tatius is the head of the mighty Dara Happan Assiday family. A lineal descendant of the god Yelm, Tatius is one of the most powerful men in the Empire, reporting directly to the Red Emperor, bypassing both Fazzur and Appius Luxius, the Provincial Overseer. Revered by the Dara Happan aristocracy as the Guardian of the Flame of Virtue, Tatius is intensely pious, innately magically powerful, and extremely ambitious. It is his burning drive to be acknowledged as a Lunar Immortal and to govern the Empire as the Great Advisor to Moonson.

Temertain, Prince of Sartar: Although of the royal bloodline, Temertain's ancestors left Sartar generations before. Temertain is an old man who has spent his life as a scholar of obscure statuary. Dazzled by adventurers, he was entranced by visions of becoming the Philosopher King which enticed him to travel to Sartar. At first a bolster to Sartar resistance, he has since become a Lunar puppet ruler. Most Sartarites consider him possessed, and therefore not the true king.

Xarjang Vash: This dark troll is from Shadows Dance and is a High Priest of Zorak Zoran. He made serious gestures of friendship to humans before Lunar perfidy turned him against all not of his kind. Xarjang Vash always hated elves, who call him Tree Chopper. He is noted as a poet among his kind as well.

Kings of Dragon Pass

The King of Dragon Pass is the sacred consort of the Earth Goddess. It is a position of much magical significance. The King must recognize the inherent sovereignty of the Life-giving powers of Earth and must vow to protect the land from harm. The Inhuman King of the dragonewts recognizes the legitimate claim to kingship and provides his warriors as mercenaries to the King.

In ancient times, sovereignty was bestowed by Kero Fin herself. Since the Resettlement of Dragon Pass, heroes no longer woo the goddess directly but instead must win the hand of the Feathered Horse Queen by completing the sacred marriage contest.

Sacred Kings of Dragon Pass

Ironhoof the Centaur: from 1120 to 1218.
Yanasdros the Sun: 1260 to 1290
Arim the Pauper: 1345 to 1370
Sartar the Founder: 1492 to 1520
Tarkalor Trollkiller: 1569 to 1582
Moirades: 1589 to 1610

Sartar

"I am a free man of (X) clan of the proud (Y) tribe."

The Kingdom of Sartar was the last free Orlanthi kingdom to resist the Lunar Empire.

The Kingdom of Sartar is made up of twenty-four Orlanthi tribes, descendants of settlers who moved from the south to seek old-time Orlanthi worship. The tribes were united in 1492 by the great Hero Sartar. The royal house of Sartar coordinated the tribes for a century, resisting Lunar expansion the entire time. In 1602, the capital, Boldhome, fell to assault. Now Prince Temertain, a puppet installed and controlled by the Provincial Governor, sits in Boldhome and pretends to command the loyalty of the tribal kings.

Lunar control over the countryside has been effective and harsh. Friendly rulers have been installed over tribes. Stern laws have often forced tribes into rebellion which is quickly crushed, and whose punishment enriches the ranking Lunar officials in land and payments.

Rebellion continues smoldering among the Sartar tribes. Although most young men have never known anything except the Lunar Occupation, the spirit of freedom burns brightly, awaiting only fuel to rise and scorch away the oppressors.

Kings of Sartar

Here is the Dynasty of King Sartar:

Sartar is first. He was the First of the Quivini and King of Dragon Pass. He was the son of Ernalsar. Sartar had three children: twins birthed by his mate, the Feathered Horse Queen, named Saronil and Yoristina; and by another woman, named Enent, a son named Eonistaran. He was crowned in 1492, apotheosized in 1520.

Saronil is second. He was the First of the Quivini and the Prince of the Sartari. He was the son of King Sartar and Queen Eneera Tor. Saronil had four children: two sons and a daughter by his first wife, Sorana Millstone, named Sarotar, Jarolar, and Onelisin; and another by his second wife, Soaratta the Reddest, a son named Tarkalor. Crowned in 1520, died in 1550 rescuing his granddaughter.

Jarolar is third. He was the Prince of Sartar. He was the son of Saronil and Sorana. He had two children: a son by his lovewife, Vininna, named Jarosar; and a son by his waterkeeper, named Rastoron. Crowned in 1550, died in 1565 fighting Tarsh King Phargentes.

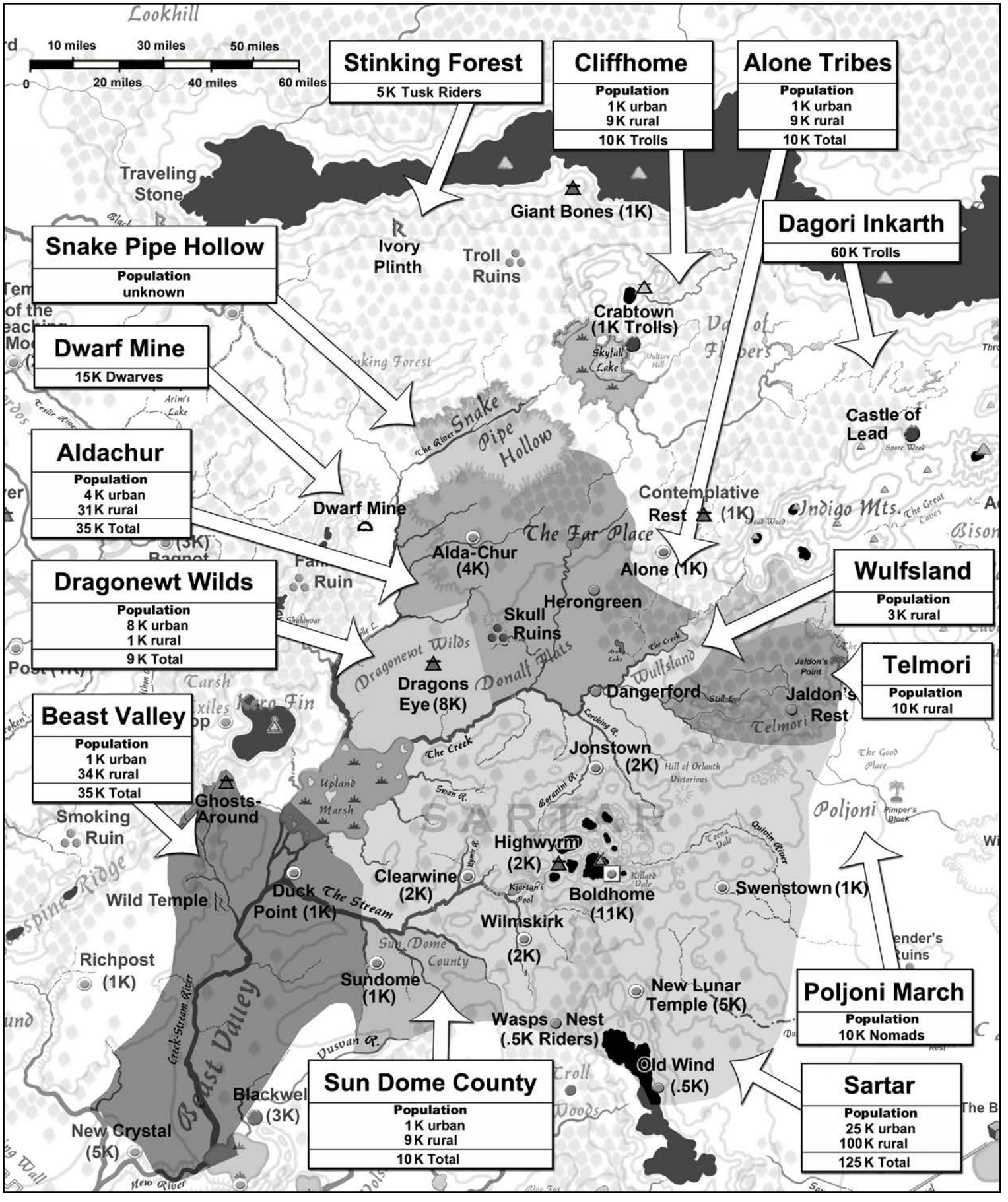
Jarosar is fourth. He was the Prince of Sartar. He was the son of Jarolar and Vininna. He had a son and daughter by his bed wife, Yaransoar, named Jarnandar and Aransanda. Crowned in 1565, died in 1569, killed by Lunar spirits.

Tarkalor is fifth. He was the King of Dragon Pass and the Prince of Sartar. He was the son of Prince Saronil and the Runaway Woman. He was the father of two sons: by his bed wife, Dorasa, the elder son named Terasarin; by his wife, the Feathered Horse Queen, a son named Saraskos. Crowned in 1569, died in 1582 in battle.

Terasarin is sixth. He was Prince of Sartar and Warlord of the Alda-Churi. He was the son of Tarkalor and his bed wife, Dorasa. He had four children: by Hindala, his wife, two sons and two daughters named Loricon, Darnangle, Eonislora, and Tarkala. Crowned in 1582, killed in 1600 by a dinosaur.

Salinarg is seventh. He was the Prince of Sartar, Warlord of the Alda-Churi, and Warlord of the Last Orlanthi. He was the son of Korlaman, son of Eonistaran, son of Sartar. He had three children by his lovewife: a son, named Harsaltar, and two daughters, named Enothea and Beneva. Crowned in 1600, killed in 1602 in battle with the Red Emperor.

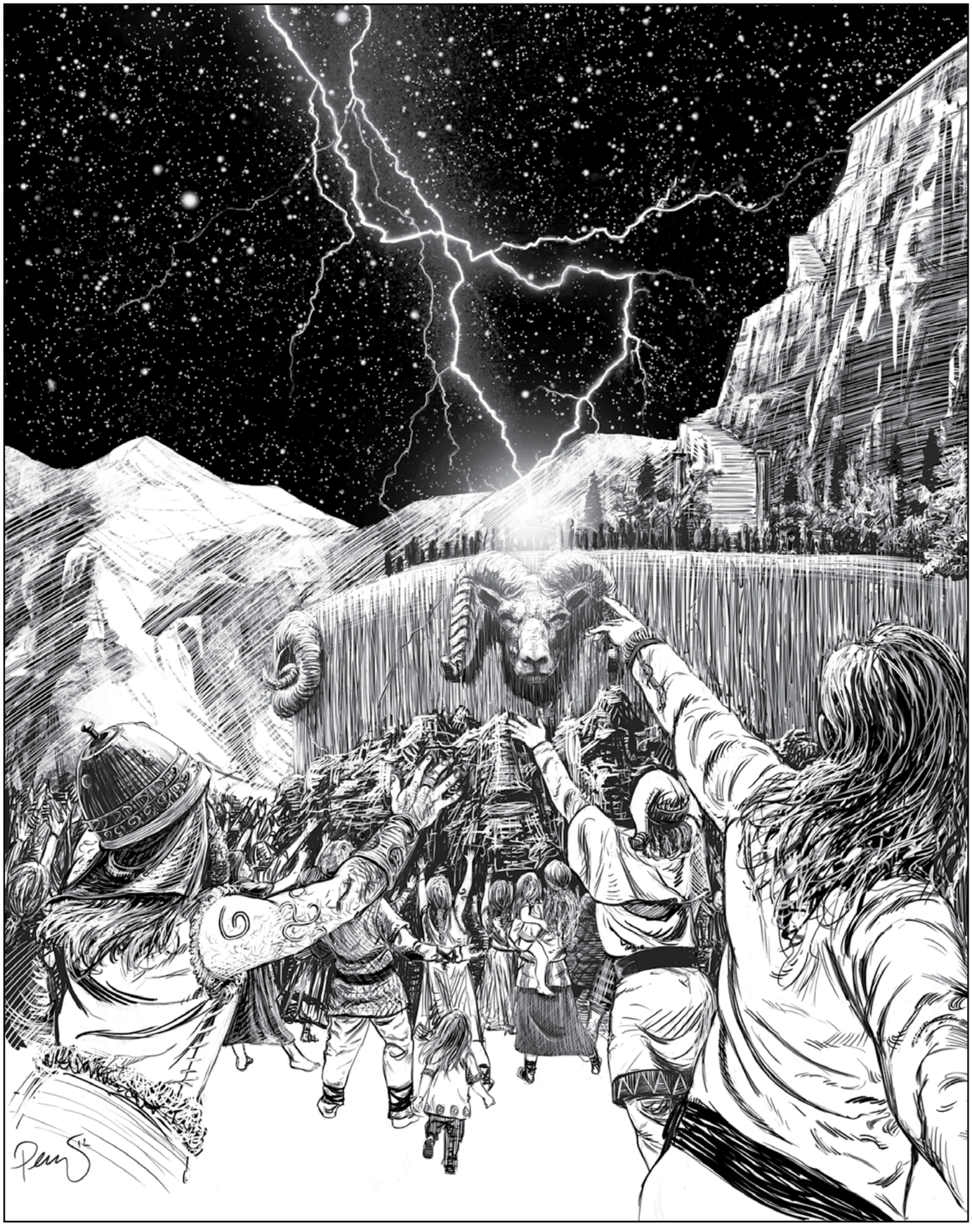
Temertain is the current claimant to the title. He is the son of Jostisan of Karse, son of Markalor, son of Eonistaran the Sage. He has no children. Installed in 1614 (never crowned), and still in office.


Lookhill
0 10 miles 20 miles 30 miles 40 miles 50 miles 60 miles
Stinking Forest
5K Tusk Riders
Cliffhome
Population
1K urban
9K rural
10K Trolls
Alone Tribes
Population
1K urban
9K rural
10K Total
Traveling Stone
Giant Bones (1K)
Dagori Inkarth
60K Trolls
Snake Pipe Hollow
Population
unknown
Ivory Plinth
Troll Ruins
Crabtown (1K Trolls)
Skytail Lake
Dwarf Mine
15K Dwarves
Aldachur
Population
4K urban
31K rural
35K Total
Castle of Lead
Contemplative Rest (1K)
Dwarf Mine
Alda-Chur (4K)
The Far Place
Alone (1K)
Indigo Mts.
Dragonewt Wilds
Population
8K urban
1K rural
9K Total
Herongreen
Skull Ruins
Wulfsland
Population
3K rural
Dragons Eye (8K)
Donalf Flats
Dangerford
Jaldon's Rest
Telmori
Population
10K rural
Beast Valley
Population
1K urban
34K rural
35K Total
Jonstown (2K)
Hill of Orlanth Victorious
Ghosts-Around
Smoking Ruin
Upland Marsh
SARTAR
Poljoni
Highwyrm (2K)
Clearwine (2K)
Boldhome (11K)
Swenstown (1K)
Wild Temple
Duck Point (1K)
The Stream
Wilmskirk (2K)
Richpost (1K)
Sundome (1K)
Sun Dome County
New Lunar Temple (5K)
Poljoni March
Population
10K Nomads
Wasps Nest (.5K Riders)
Old Wind (.5K)
Sun Dome County
Population
1K urban
9K rural
10K Total
Sartar
Population
25K urban
100K rural
125K Total
Blackwell (3K)
New Crystal (5K)
Beast Valley
Creek-Stream River
Dusvan R.
New River

The Apotheosis of Sartar

King Sartar's greatest metamorphosis was that of changing himself into an immortal. His path had been long and dangerous. Yet he passed all the magical and divine tests, slowly accumulating all the things necessary for his apotheosis. In 1520, he assembled his family, many priests, and most loyal followers at the huge brass brazier near his palace overlooking Boldhome. Before their eyes, and those of the thousands of people farther down, he called down the lightning and lit the Flame of Sartar, and from within the flames he bestowed his last blessings and instructions to those closest to him. When finished, he allowed the flames to consume his body and his soul joined the company of the gods.

The cult of Sartar continued after his apotheosis. His voice was heard in the Flame, and his magics worked for the heirs to the kingdom. The children of King Sartar were the leaders of the cult, and the leaders of the kingdom he founded as long as they upheld the oaths which Sartar had made. Thus they maintained the unity of the clan and tribes, and protected the trade which passed through their lands.



Tarsh

"I am a loyal man of the King of Tarsh, praise the Empire."

The Kingdom of Tarsh, in the north, is the largest country in Dragon Pass. It is the richest of the Lunar Provinces and has reclaimed the northern part of Sartar as its own. The King of Tarsh is tributary to the Lunar Empire, paying money, goods, slaves, and obedience to the Lunar Empire in the person of the Provincial Governor, whose residence is in Mirin's Cross, far down the Oslir River.

The lifestyle, language, and customs of the common Tarshite person are Orlanthi in manner. The clan chiefs owe allegiance to regional leaders who used to be tribally elected, but are now appointed by the king. Taxes are paid in livestock, mined goods, or other kind.

The city of Furthest is the center of Tarsh culture, built over the previous settlement as a Lunar colony in Dragon Pass. It is the home of the king and his family, as well as a major Seven Mothers temple. Its residents, and the farmers who thickly populate the river valley, are thoroughly Lunarized in attitudes.

The Lunar Kings of Tarsh

Here is the Dynasty of Hon-eel the Artess:

Phoronestes is first. The son of Hon-eel the Artess, he was king before he was born. He dedicated the Temple of the Reaching Moon and was an alchemist and poet. During his reign the Tarsh Exiles were weakened considerably. He had two sons by his Lunar wife, Philigos and Phargentes. He was crowned in 1491, died in 1535 of poison.

Philigos is second. He was the twelfth king of Tarsh. A poor captain, he lost his kingdom to a usurper and spent most of his life in Sylila. Crowned in 1535, he was overthrown by rebels in 1538, and died in 1555 trying to reclaim his kingdom from Palashee Longaxe.

Phargentes, son of Phoronestes, is third. He was the Lunar Provincial Overseer and King of Tarsh. He slew two Tarsh kings, Palashee and Hendrakos; two Sartar kings, Jarolar and Jarosar; one Balazaring king, Iertand; and one Aggar king, Lornstal. He married the daughter of the Feathered Horse Queen and had one son, Moirades. Crowned in 1555, died peacefully in 1579 of old age.

Moirades, son of Phargentes, is fourth. Crowned in 1579, he was King of Dragon Pass and King of Tarsh. He defeated the Tarsh Exiles and their Sartarite allies at the Battle of Grizzly Peak. He achieved Illumination and used Lunar magic to soar into the heights of personal transformation. He had two wives. With the first, Harsta Orindori, he was the father of Pharandros; with the second, the Feathered Horse Queen, he had a daughter. Finally, he sired a son with Jar-eel at the moment of his spiritual liberation in 1610.

Pharandros, son of Moirades, is currently the King of Tarsh. He crushed the Sartarite rebellion. He has three children by his Lunar wife. Crowned in 1610, and still in office.

The Grazelanders

"I am a warrior of the Pure Horse People, may the Queen be blessed."

The Grazeland Pony Breeders (who call themselves the "Pure Horse People") are an anachronism in a changing land. A proud and aloof tribe, they originally hailed from Prax. They were driven from their homes by the Beast Riders and harried westward into what they called the Doomed Place. Instead of the haunted horrors they expected to find, Dragon Pass was serene and nearly deserted. They settled the region to tend their herds and children in peace. As a result of the resettlement of Dragon Pass by Orlanthi, they are now confined to a small territory astride the rich trade route between the Lunar Empire and the Holy Country. They have survived due to two things: the magics invoked when the tribe first found safety in Dragon Pass; and the changes wrought by the Feathered Horse Queen, including the adoption of peasant serfs called *vendref*.

The Pure Horse People worship their horses, and raise mighty herds of superior creatures which they sell and which carry goods across Dragon Pass. The folk themselves claim descent from the Sun God, and their culture is similar to that of Pent, though they only herd horses, never cattle; a practice which they say has polluted Pent.

The society of the Pure Horse People is rigid, with everyone in his place, which is largely determined by age and birth. Clan chiefs are elected, but few among the populace are eligible. The Feathered Horse Queen is the ruler of the Grazelands, and even the Luminous Stallion King defers to her. However, men are generally considered superior to women. Most Pure Horse People consider themselves superior to all groundsmen.

The Pure Horse People could not survive without the vendref. The vendref are descendants of Orlanthi who entered Dragon Pass over 250 years ago. They were enslaved by the Pure Horse People and put to work growing grain for their horses. They are not permitted to bear weapons or ride

Sartar Regional Activity Table

Determine weekly per city or fort

Common Events
Cattle raid from neighboring clan; clans hiring mercenaries.
Troublesome trollkin band raids steads nearby.
Small group of Lunar missionaries preaching.
Heavily armed patrol of Lunar soldiers stops by for a stay of undetermined length.
Dream Dragon reported to be raiding nearby steads.

Uncommon Events
Big Duck Hunt scheduled – open season on ducks!
Sartar rebel activity nearby: all Orlanthi warriors questioned and harassed by Lunar patrols.
Sign from the gods – impromptu fertility festival.
Fearful omens – impromptu ceremony to Orlanth, sacrifices to be made.

Rare Events
Raids by magic-seeking foreigners: patrols stepped up, all heavily-armed outsiders detained.
Surprise tribal rebellion; Lunars hiring mercenaries.
Trickster High Priest declares universal church.
Troll insect convoy passes through: trollkin raiding, unusual trade opportunities possible.
Slimy Chaos invasion vomited from Snakepipe Hollow.
Giant reported to be attacking nearby settlements.
Dragonewts hunting humans nearby: everyone stays indoors; priests leave traditional food sacrifices at altars.

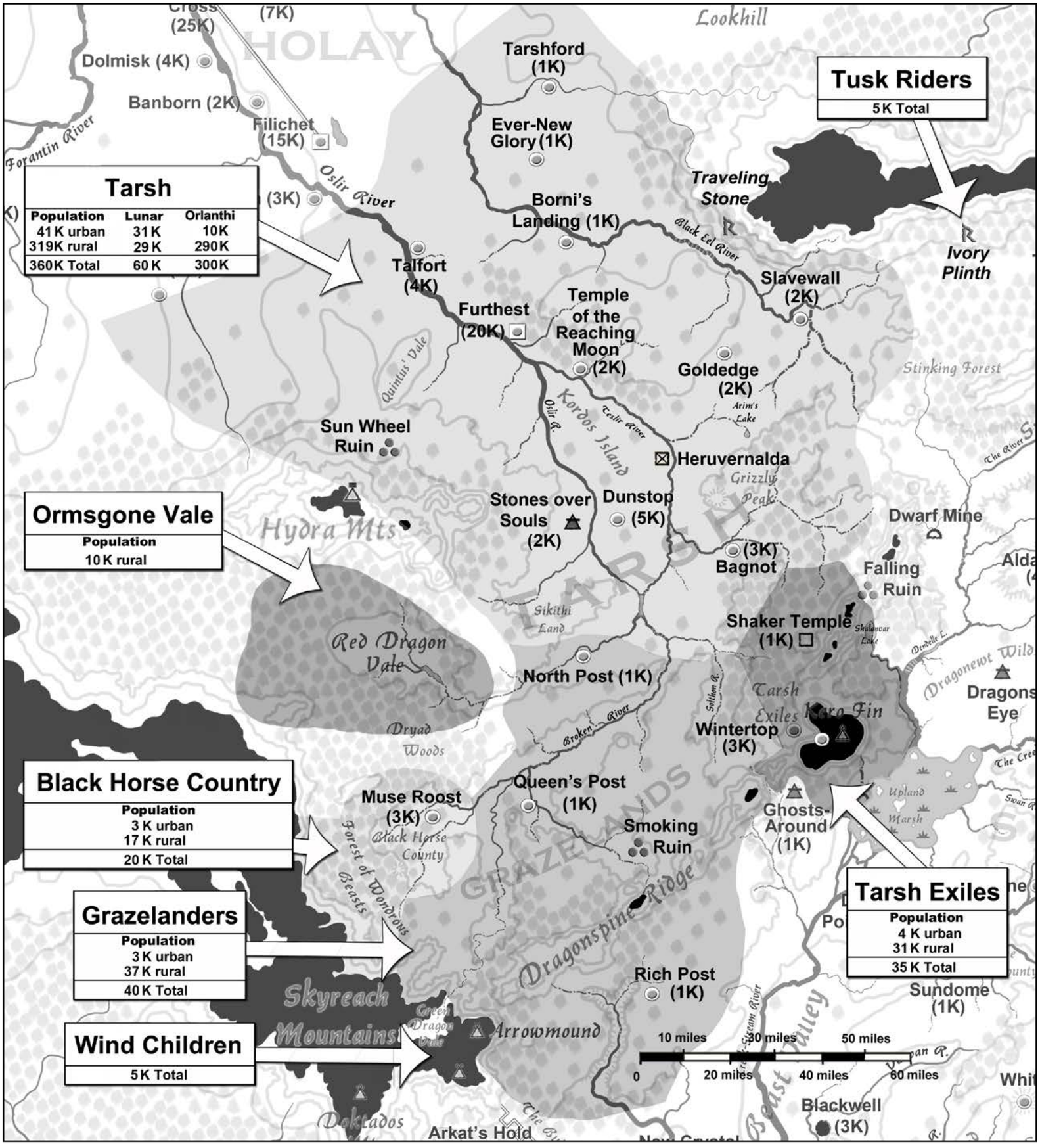
Tarsh Regional Activity Table

Determine weekly per city or fort

Common Events
Trader from Lunar Heartland offers exotic luxuries for sale.
Procession of rebels being taken to the Reaching Moon Temple for sacrifice.
Slave auction in city square of newly taken captives from war area.
Dream Dragon reported to be raiding farms nearby.
Bizarre rumors of Imperial-sponsored Chaos thing feeding nearby.

Uncommon Events
Tusk Riders raiding in area.
Raiding by foreigners: all heavily-armed strangers detained for close questioning.
Well-substantiated rumors of nearby foul Chaos outrage: guards doubled as ugly crowds gather.
New reports of rebellion from the hill clans.
Big Lunar religious celebration sponsored by king; free drink, food, and amnesty for all participants!

Rare Events
Actual Chaotic event occurs nearby: rioting by conservative tribesmen brutally crushed by Lunar soldiers.
One of the Temples of the Reaching Moon that connects to the Temple in Tarsh fails and, as a result, the Glowline fails briefly. Lunar magic subject to cyclic effects for up to a week.
Dragonewts hunting humans nearby; Lunar cavalry on patrol in strength.


Tarsh
Population | Lunar | Orlanthi
41 K urban | 31 K | 10 K
319K rural | 29 K | 290 K
360K Total | 60 K | 300 K
Ormsgone Vale
Population
10 K rural
Black Horse Country
Population
3 K urban
17 K rural
20 K Total
Grazelanders
Population
3 K urban
37 K rural
40 K Total
Wind Children
5K Total
Tusk Riders
5K Total
Tarsh Exiles
Population
4 K urban
31 K rural
35 K Total
Holay
Lookhill
Tarshford (1K)
Dolmisk (4K)
Banborn (2K)
Filichet (15K)
Forantin River
Oslir River
Ever-New Glory (1K)
Traveling Stone
Borni's Landing (1K)
Black Eel River
Ivory Plinth
Talfort (4K)
Slavewall (2K)
Furthest (20K)
Temple of the Reaching Moon (2K)
Goldedge (2K)
Stinking Forest
Quintus' Vale
Kordos Island
Arim's Lake
Sun Wheel Ruin
Heruvernalda
Grizzly Peak
Stones over Souls (2K)
Dunstop (5K)
Dwarf Mine
Hydra Mts
(3K) Bagnot
Falling Ruin
Sikithi Land
Shaker Temple (1K)
Shalanvar Lake
Red Dragon Vale
North Post (1K)
Dragonewt Wilds
Dragons Eye
Tarsh Exiles
Kero Fin
Wintertop (3K)
Broken River
Dryad Woods
Queen's Post (1K)
Muse Roost (3K)
Black Horse County
Upland Marsh
Ghosts-Around (1K)
Smoking Ruin
Forest of Wondrous Beasts
Grazelands
Dragonspine Ridge
Rich Post (1K)
Sundome (1K)
Skyreach Mountains
Green Dragon Dale
Arrowmound
Boast Valley
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Blackwell (3K)
Daktados
Arkat's Hold

horses, but were allowed to keep their other customs as long as they submitted to Pure Horse People rule. The vendref make up the majority of the population in the Grazelands and many clans have distant kin in Esrolia or Sartar; as a result, the Pure Horse People are careful how they treat the farmers. Many among the vendref are merchants and are adroit at getting and using money. The Feathered Horse Queen speaks for the vendref and almost all vendref willingly serve her.

The Grazelanders are among the best cavalry in Glorantha. They combine light cavalry skirmishers with a nucleus of heavy cavalry lancers. In battle, they typically harass and disrupt their enemies with repeated fast attacks on the flanks and rear until their heavy cavalry either make a charge or retreats, protected by the light cavalry.

The Grazelanders have several fortified settlements where their elderly and handicapped people live alongside their lame horses, vendref crafters, and merchants. Here peaceful trade with outlanders takes place under the protection of the Queen.

Religion: They worship an ancient Solar pantheon headed by Yu-Kargzant, the Sun Horse. The vendref worship Barntar and Ernalda, but are forbidden by the Pure Horse People to worship Orlanth.

Grazelands Regional Activity Table

Determine monthly per camp

Common Events

Grazelander Scout seeking to hire mercenaries for his company.
Caravan moving through seeks independent mercenaries as guards.
Horse thieves in area: tribe mobilized, all trading ceases until end of crisis.
New prophet touting the promise of the Long Way Home nearby; he/she is able to tell remarkably accurate facts about listeners.
Dream Dragon reported to be raiding herds nearby.

Uncommon Events

Visit by Beast Men from nearby with unusual herbs to sell.
Horse herds off feed: shamans seek magical source of the disturbance.
Clans meet for racing, challenges: foreigners welcome.

Rare Events

Dragonewts nearby hunting humans, herds preparing to depart for elsewhere.
Chaotic event occurs nearby: ambushes and rioting by conservative tribesmen.
Carnivorous dinosaurs on rampage: tribes join for hunt.
Prophet urges sacrifice of a foreigner to appease incipient invasion by the Black Eater.

The Feathered Horse Queens

The first queen was she who was called "Reaches Farthest." As long as she kept trying, there was no limit to her power. Her life was one of great struggle and achievement, and though she did not accomplish some things, she accomplished the greatest, which was to free her people. She married Prince Sartar and became Queen of Dragon Pass.

The next queen stood firm, and was called "Keeps the Children". The vacillating council of the Sun King did not sway her, and she made sure that everyone knew the way to escape from both Moon and Storm warriors. When Jardonroste the Horse King was captured by the Lunars, she visited him thrice, and bore two sets of twins to him despite the Lunar magical prison.

The third queen was wisest, and was called "Mother of Lands." She was courted by many great kings, who gave her wide realms as gifts until she ruled the whole of Dragon Pass. She married Prince Tarkalor, her favorite lover, and maintained faith even after he died at Grizzly Peak.

The fourth queen was "Splendid Among the Proud." She had no husband, but had three daughters, each of whom married a king. Two of them got one of the Armbands of Sartar, brought home by their husbands after the plunder of Boldhome.

The next queen was "Riches Without Tears." She tried to set her bride-price at an impossible amount, but King Moirades met it and gave even more. In that way, respect for the Feathered Horse Queen was spread far and wide through the Provinces.

The sixth queen is "Single Matron Woman." She loves war and has vowed to take no husband.

History of Dragon Pass

Dragon Pass was the home of Orlanth and his household during the Gods Age. His son Vingkot ruled Dragon Pass and all the surrounding lands during the Storm Age. During the Great Darkness, King Heort defeated Chaos at the battle called "I Fought, We Won" and taught its secrets to the surviving humans of Dragon Pass. The people of Dragon Pass, called Heortlings, formed the core of the First Age Theyalan peoples, and later established the Empire of the Wyrms Friends in the Second Age.

The Heortling tribes of Dragon Pass were wiped out in 1120 by the Dragonkill War, which exterminated all the human inhabitants of the area. For a while, various Elder Races warred for control. Humans eventually reentered, first Grazelanders from the east (c. 1250), then Hendrikings from the south (c. 1300), and then finally Tarshites from the north (c. 1330).

The Kingdom of Tarsh is now the dominant political power. Founded in 1340, it became a Lunar Province in 1490, when the Lunar heirs of Hon-eel the Artess took command. Despite frequent rebellions (including that of Palashee Longaxe, who overthrew the Lunar kings and ruled from 1538 to 1555), Lunar influence over Tarsh expanded, and today Tarsh is the richest of the Lunar provinces.

The Hero Wars Begin

Dragon Pass: Sartar Rises

The Lunar Empire's military success in Dragon Pass and the Holy Country is doomed to be confounded by political intrigue, and then destroyed by unexpected new enemies and magical forces arising from Dragon Pass. The pattern of events will probably occur as follows:

The Orlanthi sacred fortress of Whitewall falls to a Lunar magical assault in 1621, causing a great magical event – the death of Orlanth. The Great Winter comes to Dragon Pass and the surrounding lands. Many thousands perish. Within the Lunar Empire, an Extra Full Moon Year is celebrated, generating vast amounts of magical energy to be used by the New Lunar Temple to reshape the magical geography of Dragon Pass.

Veteran general Fazzur Wideread is removed from power by political enemies. Martial success halts with the loss of his leadership. King Broyan returns from the Otherworld and magically defeats a Lunar army, reviving Orlanth and inciting general rebellion in Heortland.

Tatius the Bright, now General of the Lunar Provincial Army, marches west into Esrolia to support the Lunar faction. A makeshift army, composed of cooperative remnants of the Holy Country and the Wolf Pirates, drives them off. Orlanth is freed, Lunar dominance over the Holy Country is broken, and Broyan becomes King of Kethaela. The surviving units of the Lunar Provincial Army retreat into Dragon Pass.

In 1625, the best magicians in the Lunar Empire gather to consecrate the New Lunar Temple and defeat the rebellion once and for all. Kallyr Starbrow raises a dragon that devours the temple, the magicians, and most of the Lunar Army. Sartar throws off the Lunar yoke and Kallyr relights the Flame of Sartar to be named Prince of Sartar. The Lunar Army withdraws into Tarsh after being defeated by Argrath outside of Alda-Chur.

Kallyr is later killed after quarreling with Harrek the Berserk. After Kallyr's short reign, Argrath, a Sartarite Heroquester and former Wolf Pirate, returns to his kingdom with a small army of nomads from Prax and seizes Boldhome. Argrath brings insights and innovations that should have been far beyond his skill and experience into the war with the Lunar Empire.

In 1628, the Lunar Empire, despite its internal problems, counterattacks. Broos and other Chaos horrors swarm from Snakepipe Hollow and the Footprint. Outside the city of Bagnot, Harrek and Jar-eel confront each other for the first time, and Argrath defeats the Lunars at the Battle of Heroes.

The following year, Argrath marries the Feathered Horse Queen and they become the King and Queen of Dragon Pass. Soon after, Argrath invades Tarsh with the support of Onjur Fazzurson. Aided by giants and dragons from Dragon Pass, Argrath resurrects the power of the Empire of the Wyrms Friends to help against the heroes and magic of the Lunar Empire. The stage is set for a conflict of legendary scale.

Wooing of Sorana Tor

Arim the Pauper and his two companions (a Grazeland Pony Breeder and a female centaur) discovered the divine beauty of Sorana Tor in a cave at the foot of Mount Kero Fin. Arim decided at this moment to emulate his god and courted the goddess.

Sorana Tor:

A beautiful and proud goddess, Sorana Tor is the personification of sovereignty. A living goddess, she is completely nude, devoid of tattoos or other blemishes, and her only garment is a fantastic golden emerald and ruby necklace. Despite her nudity, she is as regal and proud as a queen, and as ferocious and untamed as a lioness. She usually carries a bloody sacrifice knife made of copper and obsidian (although it does not appear in this picture; perhaps she has put it aside for Arim's courting).

Arim the Pauper:

Arim was an Orlanthi adventurer who fled into the wilds of Dragon Pass after his people were conquered by the Lunar Empire. He is heavily tattooed with Runes and other magical symbols. Arim wears no jewelry, and his only valuable possession is his bronze sword (hence the title Arim "the Pauper").

The Kingdom of Sartar was founded in 1492 by the divine Hero Sartar. For more than a century, the House of Sartar successfully resisted further Lunar expansion into Dragon Pass, aiding the Tarshite rebels against the Lunar Kings, and even twice attaining the status of King of Dragon Pass. However, in 1602 Boldhome was stormed by the Lunar Empire and the royal family was destroyed. Sartar became part of the Lunar Empire, and is currently being dismembered into various political regions.

See *Sartar: Kingdom of Heroes* and the *Sartar Companion* for more details on Dragon Pass.

Old Tarsh

Arim the Pauper entered Dragon Pass around 1330, after Holay was conquered by the Conquering Daughter. At that time Dragon Pass was still forbidden to all humans of Peloria – when Arim reached the Deathline, twenty of his own ancestors appeared and tried to keep him from entering. Thus, Arim's move was not only bold, but desperate as well.

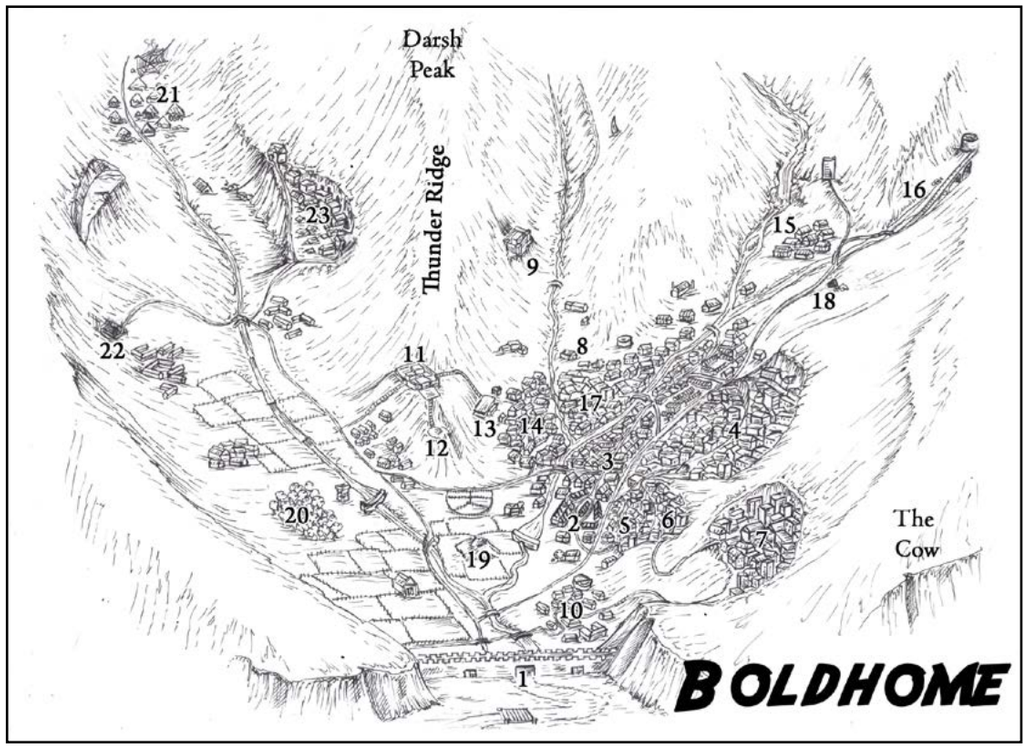
Arim first met Henereel, a centaur, and aided her. Later he met Benst Beel, a Grazelander warrior. He made peace with a dragon (or perhaps a dragonewt). At last, at the foot of Kero Fin, he found Sorana Tor.

The courtship of Sorana Tor by Arim the Pauper was an arduous, but apparently pleasant, experience. Their love story has been preserved in ballads which were combined by the poet Eight-String into the Founder's Cycle. In the ballads, Arim fulfills tasks which Orlanth once did for Ernalda, the Earth Goddess. During the courtship, Arim liberated many slaves and prisoners, sought and gained many followers, and made friends with the local Grazelander tribes.

Arim and Sorana Tor founded the Twins Dynasty, wherein the spiritual and religious powers were commanded by the sister-queen Vestenbora and the temporal affairs were tended by the brother-king Varstapoor. They had miraculous childhoods and, even before maturity, led a victorious army at the Battle of Falling Hills, where the Red Emperor was slain and Lunar progress halted for a hundred years.

Their grandson, Yarandros the Charge-Crazy (ruled 1395-1440), was the first king to expand the borders of Tarsh, and his successors even managed to conquer Lunar territory. It was Orios the Fool (1440-1448) who learned that the Mad Sultanates are held within their territory by magical means, but that those safeguards are broken whenever any invader crosses their border. The Mad Sultans and their followers burst upon the Provinces like a crazed god in its death-throes, burning and killing and pillaging as they went, and getting extra delight from plundering Lunar cities. The Tarsh army was destroyed while trying to escape the Mad Sultanate's borders. The rampaging army was eventually redirected towards Dorastor, although the Red Emperor was slain in the fighting.

This was a general period of turmoil for the world as the gods realigned themselves to make room for the expanding Lunar pantheon. During this era, new dynasties were established in Dragon Pass by Sartar of Bullshill, who began that sacred kingdom and became High King; the Grazelanders were overawed into accepting the first of the Feathered Horse Queens to rule them; and the Illaro Dynasty became the adopted brother-kings of Tarsh. Alliances were made between Sartar, the Grazelanders, and Tarsh, so that there followed a period of peace and unity against the Empire.



Boldhome was founded by Prince Sartar in 1492. His heirs continued to build upon the beautiful city which attracted luxury, splendor, and learning from all around.

Map Key

1. Main Gate
2. City Market
3. Guild Town
4. West Pocket
5. East Pocket
6. Upper East Pocket
7. Top Pocket
8. High Town
9. Inviolate Dwarf Palace
10. Lunar Pocket
11. Royal Palace
12. Flame of Sartar
13. King's Court
14. Royal Library
15. Tribal Manors
16. Long Ramp
17. Temple District and Great Market
18. Wolf's Den
19. Sacred Fields
20. Aldryami Grove
21. Troll Town
22. Storm Bull Temple
23. Geo's Pocket

Places of Interest

Alda-Chur (small city): The second-largest city in Sartar, Alda-Chur is a bustling, crowded, wealthy trade center of some 3,500 inhabitants. It dominates a key part of the main trade route linking the Lunar Empire with Sartar, Prax, and the cities and seaports of the Holy Country. In 1611, Harvar Ironfist of the Vantaros tribe established himself as the ruler of Alda-Chur with the aid of the Yelmalio cult.

Alone (small city): This small city was founded in 1583 by Prince Terasarin of Sartar for Tarshite survivors of the Battle of Grizzly Peak. Surrounded by deep and hostile forests, Alone serves as the market town for the eastern Far Place.

Bagnot (small city): The former capital of Tarsh, Bagnot fell to the Lunar kings in 1582. The city remains the sacred center of the kingdom, and sacrifices are still made at Arim's Temple of the Secret Kingdom.

Beast Valley: One part of the land is set aside and protected by ancient magic whose perpetrators, the Empire of the Wyrms Friends, are long dead and gone. The origins of its residents are unknown, some claiming divine parentage and others perverse surgery and sorcery. Collectively, they are the Beast Men, and all seem to be part man and part animal. They live peaceful lives here, untroubled save when they choose to be. They meet once each year to dance amid the standing stones of Wild Temple in a bloody and spectacular affair.

Black Eel River: The lower reaches of this tributary of the Oslir River were haunted by a monstrous Black Eel. Lunar magicians are believed to have banished the Black Eel in the Fifth Wane, and it has not been seen since.

Black Horse County: This area is the holding of Sir Ethilrist, a legendary mercenary of epic experience and great age. Its people are simple farmers and its rulers are fierce warriors who ride demon horses. The folk are peaceful, unless invaded, but the Black Horse Troop is always available as hired mercenaries. The only settlement of any size is Muse Roost.

Boldhome (large city): The capital of Sartar, this city is built high above the plains in a split valley amid peaks sacred to Orlanth and his pantheon. The founder, Sartar, built it to fulfill an ancient challenge and prophecy.

Nomis
Bostok
Sun Dome
Hojasinestel
Nodnor
Phandaros
Saird
Dwernapple
Black Eel River
Holay Fort
Fyllich Kwan
Mirin's Cross
Red Worm River
Dog
Bear Mt.
Autumn Mts.
City of Ten Thousand Magicians
Gardint
HOLAY
Burnt Hill
Dolmisk
Tarshford
Extinct Sun Dome
Orenair
Barnborn
Sun Dome
Forantin River
Lake Jngaress
Filichet
Ever-New Glory
Salantor
Masassakar
Talada
Eneal
Oslir River
Dolsonin
Borni's Landing
Zalan Sun Dome
Talfort
Diamond Hills
AGGAR
Sun Dome
Extinct Sun Dome
Zalador Hills
Billiz
Furthest
Temple of the Reaching Moon
Quintus' Vale
Kordos
Oslir R.
Duelfield
Sun Wheel Ruin
Island
Marof's House
Soren
Lyran Mtn.
Hydra Mts.
Stones over Souls
Sikthi Land
Red Dragon Vale
North Post
Ezkoro Roko
Dryad Woods
Broken River
Queen's Post
Muse Roost
Black Horse County
Forest of Wondrous Beasts
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Dragonspine
Skyreach Mountains
Green Dragon Vale
Arrowmound
Doktados Mt.
The Building Wall
Arkat's Hold
Belernos
Old Woods
Helerdon

Elkoi
Hills
West Plain
South Wood
High Wood
Lookhill
Valley of Hammers
Ormfang
Dwarf Hat
Greatway
Traveling Stone
Giant Bones
Three Little Giant Mts.
Ivory Plinth
Troll Ruins
Door Mt.
Cliffhome
Slavewall
Boathouse Ruins
The Throne
Goldedge
Stinking Forest
Dale of Flowers
Skyfall Lake
Crabtown
Dagari Inkarth
Gorsland
Grand Mine
Gash Land
Stump Torch
Castle of Lead
Sentry Mt.
Shadows Dance
Pipe Hollow
Snake
Contemplative Rest
Dwarf Mine
Alda-Chur
The Far Place
Indigo Mts.
Adari
Nine Good Giants
Bagnot
Falling Ruin
Alone
Herongreen
Shaker Temple
Skull Ruins
Sleeping City Hills
Pairing Stone
Dragonewt Wilds
Donalf Flats
Dragons Eye
Dangerford
Jaldon's Rest
Obscure Plinth
Tarsh Exiles
Kero Fin
Wintertop
Two Ridge
Jonstown
Runegate
Dragon Pass
Ghosts-Around
Upland Marsh
Hill of Orlanth Victorious
Moonbroth
Dwarf Knoll
Copper Caves
Highwyrm
Winter Ruins
Clearwine
Boldhome
Swenstown
Duck Point
Wild Temple
Wilmskirk
Dead Place
Pimper's Block
Hender's Ruins
Sun Dome County
Sun Dome
New Lunar Temple
Wasps Nest
Sacred Hind Foot Range
Ground
The Paps
Day's Rest
Caravan Alley
East Valley
Vusvan R.
Whitewall
Troll Woods
Old Wind
Blackwell
The Block
Tourney Altar
Sen
Senrenen
Volsaxiland
Styx Grotto
Devil's Marsh
Marzeel River
Blue Fox Hills
Larnste's Footprint
Exile Stead

Cragspider

Cragspider is a demigoddess among the trolls of Dagori Inkarth. Five gangs of trolls fight for her. In the Second Age Cragspider sought to break the Trollkin Curse. Her rites, performed by worshipers before mating and before birth, resulted in the birth of the Great Trolls. At the end of the Age she confronted one of the True Dragons that came to the Dragonkill. This Black Dragon has been her ally since. In the Third Age Cragspider has remained personally isolated from the world, only rarely interacting with the humans of Dragon Pass. However, Cragspider has entertained emissaries in the last several decades. All have been afraid of her, and most agree that she will have an important role to play in the Hero Wars.

For a century, the Flame of Sartar burned bright in Boldhome and the city served as the political and religious center of the kingdom. Still a center of trade and learning, Boldhome is now occupied by Lunar troops, and a Lunar puppet sits on the throne of Sartar.

Borni's Landing (small city): This market town just within the former Deathline is the location of an important ferry across the Black Eel River. It is built near the ruins of the EWF city of Jeron. A giant walktapus is chained near the village and fed prodigiously by the Seven Mothers temple.

Boulder Hills: These parallel granite ridges are topped with huge rounded boulders, some of which have dislodged and filled the valleys between. They mark the boundary between Gors Land and Gash Land.

Castle of Lead (troll city): This magical fortress in Dagori Inkarth is the home of Kyger Litor, the Mother of Trolls. It reaches down deep into the Underworld. The ruling elite of Dagori Inkarth, a circle of Mistress Race trolls called the Eldest Kin, live deep beneath the Castle of Lead. Many of the Eldest Kin remember the exodus from Wonderhome, and have not seen the Surface World since the God Time.

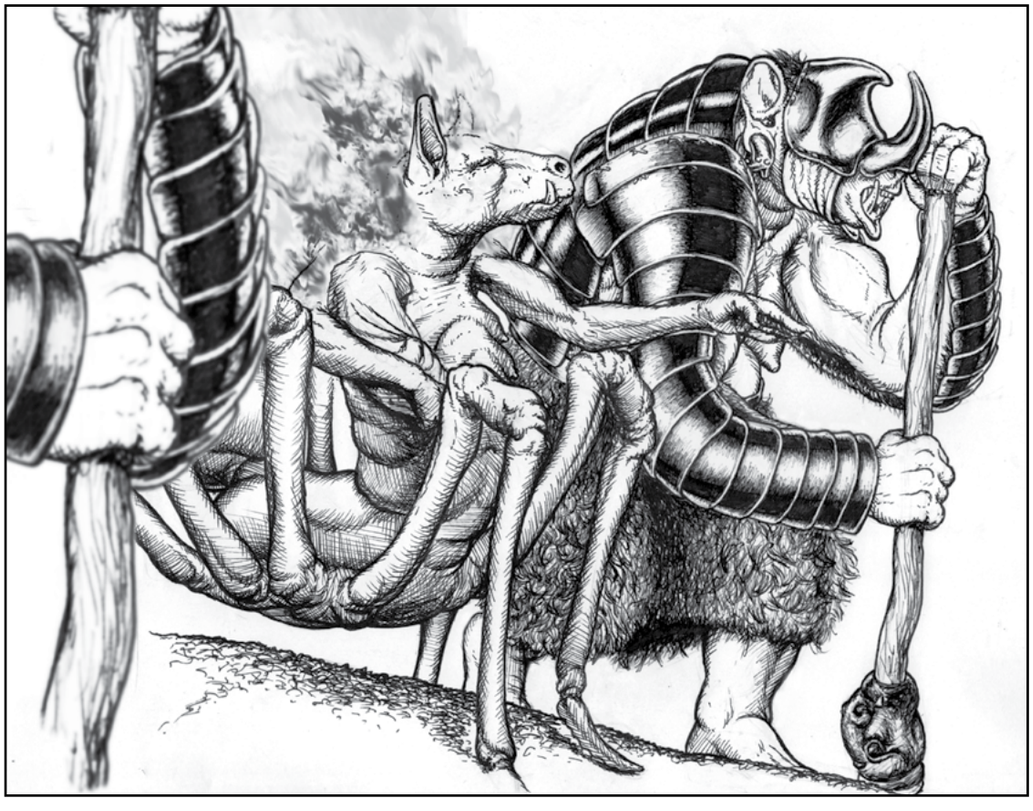
Clearwine (small city): This town is the oldest continually-occupied human settlement in Dragon Pass. Clearwine is the traditional seat of the Colymar kings, the most powerful tribe in Sartar. It is built within the ancient walls of a Vingkotling hillfort. Clearwine is noted for its large temple to Ernalda and Flamal, and for the sublime purity of the wine produced from its magical vineyards.

Cliffhome (troll city): A graceful complex of towers tops the tallest peak of the Black Dragon Mountains, a dramatic spur of the eastern Rockwood range near Skyfall Lake. Within Cliffhome's towers and tunnels lives Cragspider the Firewitch, the demigod troll sorceress. Miles and miles of pictoglyphs are etched a foot-deep into the stone of the mountain; the pictoglyphs are widely believed to contain Cragspider's account of the history of the Gods Age and Time.

Crabtown (troll town): The largest settlement on the shores of Skyfall Lake. The buildings are in the usual troll disarray, with sprawling streets, and small markets. The city is named for the immense crab shell which forms the roof of the temple to Skyriver Titan.

Creek-Stream River: This is the great river of the god Engizi which begins at Skyfall Lake and flows some 420 miles until it reaches the sea at Nochet. Two great tributaries – the Creek and the Stream – flow through the hills of Sartar, meeting the River in the haunted Upland Marsh.

Crossline: After the Dragonkill, the dragonewts wanted to keep humans out of Dragon Pass so they erected a deadly invisible wall around their homeland. In the north, the edge was called the Deathline. In the south, it was called the Crossline. A series of crosses, each topped with a different beast's



Major Tribes of Dagori Inkarth

There are seven major tribes of trolls in Dagori Inkarth, each with its own history and legends. The eldest is the First Tribe and the youngest is the Korzant Tribe.

The First Tribe is the largest and most prestigious. Its quarters are almost entirely underground, primarily beneath the Castle of Lead. About 12,000 trolls of all types belong to this tribe. Its economy is based on fungus and insect-breeding. They dominate the cult of Subere.

The Ongafi Tribe is the leading surface tribe and is concentrated north of the Castle of Lead. They number about 8,400 trolls.

The Bee Tribe rule most of the Vale of Flowers region and dominate the surface cults of Gorakiki. Of interest is that the Bee Queen has a treaty with some elves which allows her people to occasionally visit the giant flowers without molestation. She is also gifted annually by a human trader, Joh Mith of Jonstown, who crosses her lands and knows how to protect himself. There are about 11,000 trolls altogether, including 1,400 bee riders.

The Indigo Mountain Tribe totals about 8,000 trolls. Their region includes the high valleys of the Indigo Mountains and the Great Caves. Most trolls encountered in human lands will be from this tribe.

The Gash Tribe have held their dry and rocky land since the first settlement and intend to hold it until it is rich and fertile and ever afterwards. There are about 4,000 trolls of all types. The troll hunting god is very popular here.

The Boulder Tribe is another old and tenacious tribe. It was once much larger and more prominent. They are a militant clan and have a prehistoric squabble with the Gash Tribe. Their total number is about 2,000 trolls.

The Korzant Tribe began early in the Third Age when a rebellious daughter defied her elders and broke away from the First Tribe. The tribe includes many splinter Gorakiki cults. They are unusually kind to their trollkin, who ride special flying insects. There are about 3,400 trolls of all types, of which 800 are flying insect pilots.

About 12,000 trolls, unattached to any of the major tribes, also dwell in or near Dagori Inkarth, and pay tribute to its rulers. About 10,000 trolls dwell around Cliffhome and the Skyfall Lake. They are loyal to Cragspider and do not pay tribute to Dagori Inkarth. The troll gangs that serve Cragspider are usually made up of Zorak Zoran cultists.

sculpted head, reached east to west. Chieftain Colymar Black Spear overcame the Crossline at the place called Centaur Cross around 1300, permitting the resettling of Dragon Pass by Orlanthi settlers.

Dagori Inkarth: This is an ancient name for the troll lands north of Sartar and Prax and south of the Rockwood Mountains. It is the western part of the region called Shadows Dance. Dagori Inkarth is a jumble of rocks and soils scattered about in a disorderly fashion.

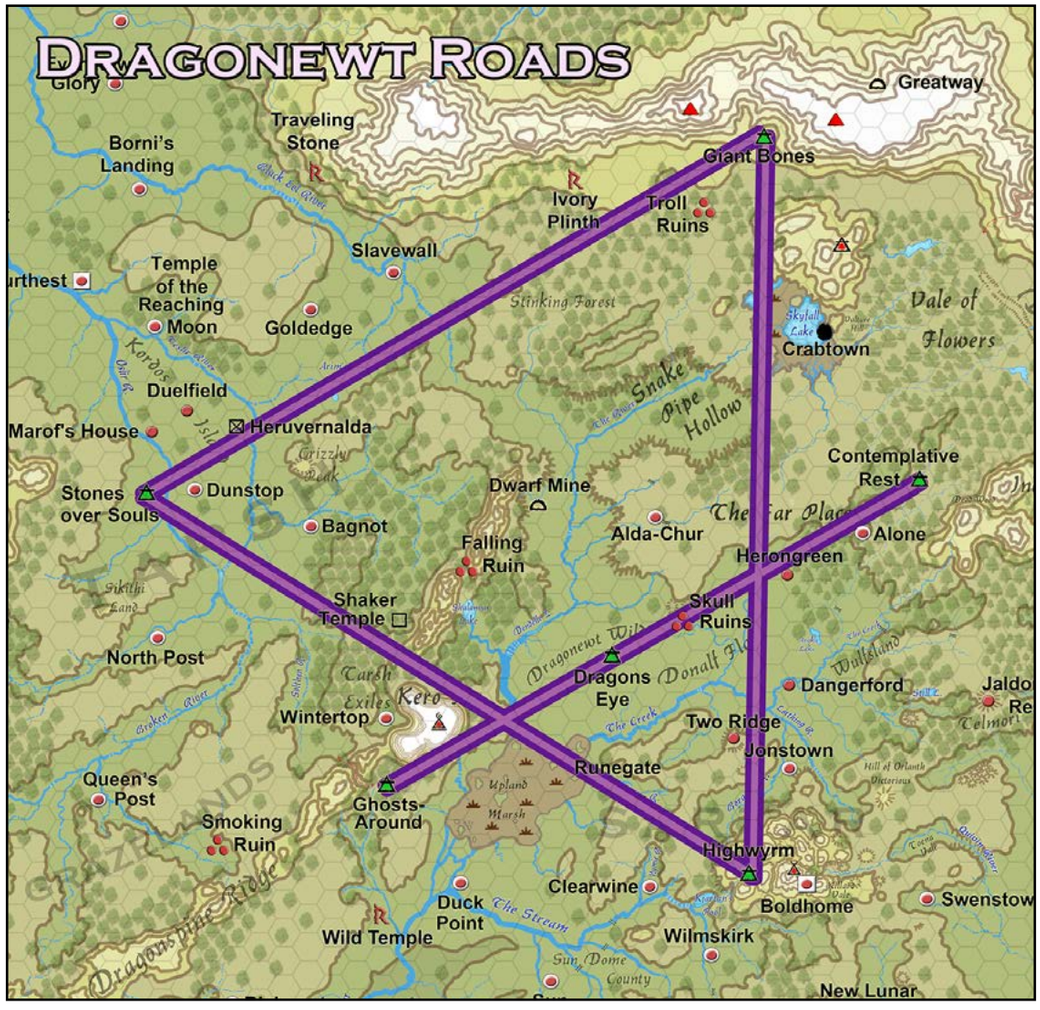
Dagori Inkarth was originally dug out in the Gods War by the great heroes, Gore and Gash. It is a prehistoric queendom ultimately deriving its power from Kyger Litor, the trolls' unseen mistress at the Castle of Lead. Her hierarchy of theocrats draws their power from kinship connections or from her Darkness magic. Even the air and sky around Dagori Inkarth seem infected by Darkness. Though often invaded, it has never been conquered.

Dangerford (town): This fort guards the most important crossing point over the Creek. Its strategic location means it has been the place of countless battles. Arkat fought one of his great victories here and a large mound north of the ford marks that historic battle.

The Hero Wars Begin

The Swarm Comes to Dagori Inkarth

In 1623, a great swarm of thousands of trolls, trollkin, Dehori, and insects of every variety crosses over the Western Rockwoods from Halikiv and enters Dragon Pass. The swarm includes Mistress Race trolls and carries exotic foodstuffs and artifacts from Guhan and Halikiv. The Swarm marches across Tarsh, and then enters the Stinking Forest. Despite ambushes by Solar cultists and elves, the Swarm makes its way to Cliffhome and from there to Dagori Inkarth and the Castle of Lead. Although the trolls do not speak of why they swarm, a persistent rumor terrifies all non-trolls: the Great Mother of Dagori Inkarth is pregnant and hungry.



of Dragon Pass. Dragonewt roads connect Dragon's Eye to the other dragonewt cities of Dragon Pass.

Dragonewt Cities: Five lesser dragonewt "cities" are scattered throughout Dragon Pass, connected to each other and Dragon's Eye by magical dragonewt roads.

Dragonewt Roads: A network of invisible roads accessible only to dragonewts crosses Dragon Pass. The roads are marked by peculiar standing stones which appear mostly to be crude and stylized representations of draconic things.

Dragonewt Wilds: The lands between the Creek and the River are claimed exclusively by the dragonewts. The dragonewts hunt and carry out their unfathomable rituals in these rolling heathlands. Wise folk avoid traveling there. However, there are places within the Dragonewt Wilds that attract human adventurers and opportunists.

Dragon Pass: This gap in the Dragonspine Range, about 16 miles southwest of Wintertop, provides the easiest passage north and south through the region. The gap was once built to be a tremendous dragon, thousands of yards in width, with a gaping maw through which traffic must pass. Much of this was damaged during the final fighting against the Empire of the Wyrms Friends.

Dragonspine Range: These mountains rise abruptly from the surrounding hills and are sharp, almost triangular. Their angular shape and steep sides make them extremely difficult to cross except at Dragon Pass. They are the backbone of the dragon Sh'harkazeel, covered in earth and vegetation.

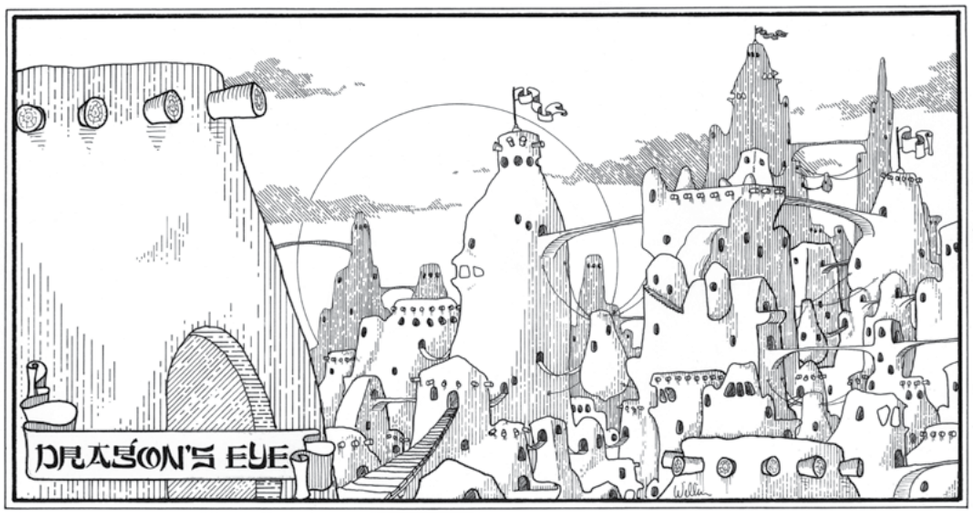
Dryad Woods: This Aldryami forest of oak, ash, and thorn is famed for its Wild Immortals, most notably the Wild Women who roam the woods with the celebrating deities of springtime and ecstasy.

Duck Point (small city): This small city was built by Sartar to forge bonds with the beasts and other strange peoples along the River. The wood and stone buildings familiar to other Sartarite cities intermingle with the woven wattle-and-daub buildings of the ducks. Duck Point is the way-station between the ducks and the rest of Sartar and an important transit point for all river traffic between Sartar and the Holy Country.

Duelfield: These rich fields mark where Marofdul killed his uncle King Halifitoor.

Dragonewt Roads

The Dragonewt Roads of Dragon Pass are remarkable magical thoroughfares which only the dragonewts are able to use. They link the various dragonewt cities of Dragon Pass, as well as a point near the Shaker's Temple, enabling the dragonewts to travel almost immediately between these places.



Dragon's Eye
This bizarre "city" is the ancestral home and capital city of the dragonewts of Dragon Pass. It is here that the Inhuman King lives. This depiction of the city, although accurate, fails to capture the alienness of the architecture, which often defies logic or belief. The "palace" of the Inhuman King is obscured by the large building to the left of the picture.

There is an altar to Halifitoor here, erected by King Marofdul.

Dunstop (small city): This fortified trade city on Kordros Island has a reputation as a rough and martial city full of pragmatic and forceful people. It remained independent of the Lunar kings until King Phargentes took it by force.

Dwarf Mine (dwarf city): One of the friendliest dwarf leaders of the world lives here, a practitioner of Openhandism and Individualism. He has been known to give out gifts or offer rentals for unusual prices, and some of his rentals are for unusual mercenaries, like the Cannon Cult. The entrance to Dwarf Mine is guarded by the Stone Men, proud statues carved from living stone and animated by the Dwarf's arcane wisdom.

The Cannon Cult

The Cannon was a logical creation of the Dwarf of Dwarf Mine, who lives in a tube-like tunnel beneath the earth and who works daily with chemicals and heat. The bronze guns are maintained by pale humans, gaunt from their slavery underground, who worship them, pray to them, and care for them properly so they can fire rapidly and with deadly accuracy for their dwarf masters.

The Alchemical Transformer
This marvelous piece of equipment has the ability to dramatically enhance the power or the range of magicians who incorporate it into their rituals. It is widely rumored that the Dwarf also learns the secrets and weaknesses of those same magicians. The Transformer's parts are loaded on sturdy wagons, which are drawn by blind cave oxen, and tended by devoted dwarves.

Ever-New Glory (small city): This Sun Dome Temple was founded after the conquest of Saird and is loyal to the rulers of Tarsh.

Falling Ruins: This ruin is cursed and dangerous; it is notorious for the fragments of a mystical ladder which still fall from the Sky into the ruins from time to time. Within the ruins lives Elemenoria, the Great Temptress, who can grant wishes for a terrible price.

Far Place: The Far Place is part of a large uplift between the Indigo Mountains and the eastern Rockwood Mountains. Most of the Far Place is over 3,000 feet above sea level. Many hills rise over 4,500 feet, and the highest peaks top 10,000 feet. Thanks to the magical storm above Skyfall Lake, all of the Far Place receives heavy precipitation; more than 100 inches a year in some areas. In winter, the area receives very heavy snowfalls. As a result, much of the Far Place is covered in wet woodlands.

The Far Place is inhabited by seven tribes, all of Tarshite origin but long politically associated with Sartar. Most are Orlanthi, although important minorities follow Yelmalio and the Seven Mothers. Between 1582 and 1602, the area was part of the Kingdom of Sartar, but since 1611 its rulers have pledged their loyalty to Tarsh.

Forest of Wondrous Beasts: These woods are famed far beyond Dragon Pass for the many magical animals that reside within its boundaries. It is ruled by a wise Stag Monarch.

Furthest (large city): The center of Lunar civilization in Tarsh, this city was named when it was thought to be the furthest which the Lunar Empire would ever go. Furthest is the home of the Tarshite king and his family, along with the ranking Seven Mothers priesthood. It is relatively new, with straight streets laid out in a grid pattern, fountained squares, Sylilan architecture, and formidable walls. As is typical in Lunar cities, there are more temples than government buildings.

Dragonewt Demographics

The dragonewts are an extremely powerful and ancient race, numbering some 20,000 in six major settlements throughout Dragon Pass. More than 11,000 are crested dragonewts, 6,000 are beaked dragonewts, 2,500 are tailed priests, and 500 are full priests. Approximately 7,500 live in Dragon's Eye and 10,000 in the other five "cities". The rest live in small "nests" throughout the region.

The dragonewts have no fear of death, as each dragonewt is born once but dies hundreds of times; each time it dies, its soul is reincarnated in a new body grown from the same egg. As a result, the fully mustered forces of the dragonewts of Dragon Pass would be one of the mightiest armies in the world. Fortunately, that has not happened since the Dragonkill.

Goldedge (small city): This is one of the Sun Dome Temples of the Yelmalio cult. The city is home to the Goldedge Foot Regiment of the Provincial Army.

Gors Land: This region lying between the Indigo and Rockwood Mountains is a jumble of rocks and soils scattered about in a disorderly fashion. It was ruled in the Darkness by the troll Hero Gore.

Grazelands: A hilly area inhabited by Sun-worshiping horse nomads, and their multitude of enslaved farmers. The Grazelands are astride the main trade route between the Lunar Empire and the Holy Country; the Grazelanders escort and guide caravans traveling through their lands (and ambush those foolish enough to ignore their services), collecting storage fees and tolls. As a result, several small market cities have grown up around the warehouses, lodgings, and temples that the foreigners need.

Great Caves: These ancient karst formations eroded ages earlier when the region was wetter. There still remain some disappearing rivers and deep wells underground, and an entire Darkness-based ecology has moved into the extensive caves, and includes Redstone, one of the best known troll "cities".

Greatway (and Dwarf Hat): A large population of dwarves lives in the eastern Rockwood Mountains between Dragon Pass and Balazar. They disdain to trade with Dragon Pass residents, but maintain some mercantile interests with the primitive Balazarings to the north. Greatway is the name

A Hero Wars Prophecy

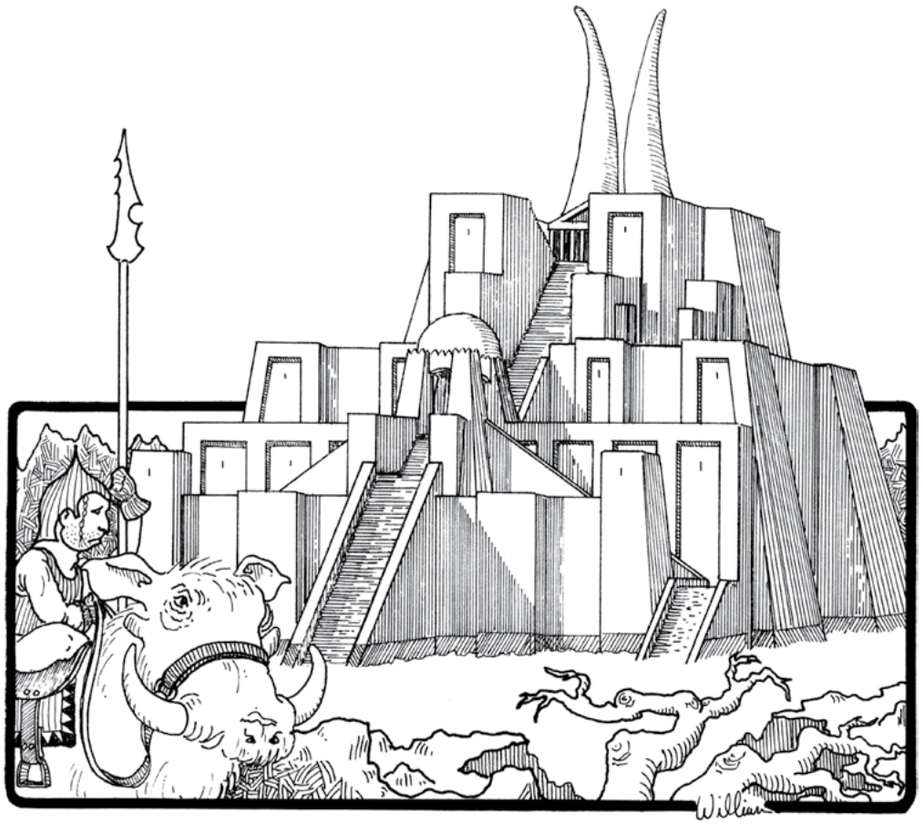
THE DWARF PLANS: attributed to the Dwarf of Dwarf Mine in Dragon Pass, 1160 ST.

"The Decamony released their Doomsday Machine long ago when they first loosed the powers of the Iron Dwarves into the world. Ever since that time, the mortal races have been preparing for the Battle of Heroes, when they will kill one another and all the innocent, useless masses. The few survivors will be prime slaves for the next phase of the dwarf Reconstruction.

Everything is on schedule, so long as dwarves work together and in harmony. Soon mortal humans shall see a crimson wonder roll across the sky, proving that the schedule is synchronized and that the dwarves are one."

Most commentary comes from Dwarf Mine, whose leader and spokesdwarf is known to be whimsical and, occasionally, an outright liar. The persistently-repeated prophecy of the coming Red Moon proved correct, although the crimson orb moved upward into the sky, and not "across" as promised. When asked about this, the dwarf leader simply smiles and says, "It has not finished moving yet."

The dwarves are inexorable, grinding forward in their plan to repair the World Machine. They claim that everything is on schedule, and that the next major proof of their success will be the rise of a dragon, previously unknown. They claim to plan no overt actions.



Ivory Plinth

I am the War-teeth of Gouger, sacred god-child of Earth. Two cities I've smashed, leaving rubble for my children. Two peoples I've destroyed, flooding the Earth with blood. Mine was the mission to destroy, for the glory of Earth.

I am the trophy of Aram, the victor of the Battle of Larassa. Aram is he who fought me, led me wild over the hills here. Aram is he who tricked me, lured me to the arms of the demon. Aram is he who wrenched me from my jawbones in my dying agony.

I am the axis for the Riders, temple pillars and sacred home. Sacrifices gathered to feed me, ripe grain and fresh fruits. Sacrifices offered to appease me, hot blood and quick deaths. Rich deaths sanctify me, and my children are deeply rewarded.

of the dwarf settlement which is, as usual, mostly underground with several "cities" defending the surface entrances. Dwarf Hat is the name of a nearby tall mountain with its own external city, but it is really part of the underground Greatway.

Green Dragon Vale: This valley is avoided by all sensible mortals. It is inhabited by a True Dragon more than three miles long that landed here about 150 years ago. Some say it augured the arrival of Sartar in Dragon Pass.

Grizzly Peak: Grizzly Peak is a dark and forbidding sacred hill. In the God Time, Vingkot slew the Sky Bear and its body lays like a great hill upon the earth that Vingkot claimed as his own. In 1582, the great Sartarite High King Tarkalor was killed by the Lunars at the Battle of Grizzly Peak, along with his companions.

Herongreen (town): This fort controls the royal road between Sartar and the Far Place and is a rich source of income for the local tribal king.

Heruvernalda: This is the greatest Ernalda temple in South Peloria. It is simple in appearance, merely a square stone building (much like a large loom house), before which stand three low stone tables, each completely covered in a filigree of fine carvings of ancient runes and images that recount the myths of Ernalda.

Hill of Orlanth Victorious: The most sacred Orlanthi hill in Dragon Pass. Here Orlanth and his companions set off upon the Lightbringers' Quest during the Great Darkness. Its attempted desecration by the Lunars resulted in Starbrow's Rebellion and the temporary overthrow of Lunar rule.

Hydra Mountains: A fearsome region where hydras have lived and spawned since Time began. The highest peak, Mount Lyran, is over 7,500 feet tall and sacred to Orlanth. The colossal Hydra after which the mountains are named is rarely seen, though it can be enticed out by feeding it huge amounts of live food. It lays up to a half-dozen eggs each year that hatch Lesser Hydras to plague the surrounding lands.

Indigo Mountains: Darkness spirits haunt these steep, inhospitable mountains and cast deep shadows in the steep-sided valleys between the peaks. The higher parts of the mountains are too steep even for trolls, and snow stays on the north faces of the higher peaks all year round. Several of the peaks are volcanoes, and their purple-white smoke plumes can be seen even from Furthest and Boldhome. A tribe of trolls dwells here who subsist mainly by hunting. At the north end of the range lies Sentry Mountain, where stands a 400-foot-tall statue of Karrg, the troll Sentinel, and his Petrified Army, whose living descendants have moved into the caves beneath the mountain.

Ivory Plinth: Blood runs in streams from tortured victims at this ancient Temple of the Bloody Tusk. It is a tall, ivory-colored tower some 400 feet tall and 25 yards around at the base, made from a single tusk of a gigantic boar and mounted atop stone buildings.

Jaldon's Rest: This stone cairn is the grave of the Praxian Hero Jaldon Goldentooth and his magical steed. It is a place of power for the Praxian Animal Nomads.

Jonstown (small city): This small city is an important marketplace for the tribes of Sartar. The city boasts the famed Jonstown Library, founded by King Sartar's son Eonistaran the Sage. Only slightly less famous is the House of Peace, a temple of Chalana Arroy.

Kero Fin: This incredible peak towers 7.5 miles into the air and is visible from hundreds of miles around. It appears like a needle rising upward, out of sight into the Sky. The most

Black Horse Riders

A file of the Black Horse Troop follow their immortal captain Ethilrist on a path through a dark forest, on their way to fight as well-paid mercenaries in another war. They care not which side they fight for, only that their employers meet Ethilrist's terrible price for their legendary services.

Black Horse Troop:
These warriors (male and female) wear coats of dark scale (hardened leather or bronze). They decorate their helmets (some of which have "beard-masks") with red feathers or red horsetails.

The Black Horse Troop carries long spears which they hold with both hands when charging. They carry bronze leaf-shaped swords or bronze axes for close combat. They are a grim, fatalistic troop, not the least because of the demonic horses they ride.

Lord Ethilrist
The Captain of the Black Horse Troop is a heroic (or more properly anti-heroic) figure who has challenged the gods of the Underworld and survived, stealing a variety of treasures from the Underworld, including immortality and his Black Horses. Ethilrist wears no helmet, and is surrounded by an unnatural cloak of billowing darkness. He is otherwise garbed like the members of his Black Horse Troop. Ethilrist is grim, arrogant, and ruthless beyond measurement.

Demon Horses
The Black Horse Troop ride demonic horses stolen from the Underworld by their captain, Ethilrist. They are black, with wild glowing eyes, and snort smoke. The horses are man-eaters and subject only to the will of Ethilrist. They are not saddled, but have only an animal skin (wolf or bear or ram) as a blanket.

important of the Great Sacred Peaks of the Orlanthi, Kero Fin is usually cloaked in clouds, as befits the mother of Orlanth. A sacred cave high on the mountain marks the site where Orlanth and his brother Yinkin were born. About its base live the last rebels resisting the Lunar occupation of Tarsh, where they control the local temple of Maran Gor, the Earth Shaker.

Kordros Island: This was once the garden of Ernalda and is now the breadbasket of Tarsh. Rivers defend it on all sides, and during the Darkness the whole island was a fortress where people sheltered.

Marof's House: This is the temple-grave of the famous Earth-king Marofdul, who can be consulted here for oracles.

Muse Roost (small city): This well-fortified city clusters around the intimidating palace of Sir Ethilrist. A temple to Arkat and the Invisible God is prominent in the city. The palace holds incredible treasures and luxuries, gathered from across the continent and over many years.

New Lunar Temple (small city): Under the direction of Tatius the Bright, the Lunar Empire is constructing a new Temple of the Reaching Moon in the foothills of the Storm Mountains. This grand fortress-temple is to receive vast magical energies from the Extra Full Moon Year declared within the Lunar Empire in 1622 and is scheduled to be activated in 1625 with a great magical ceremony that will cover all of Sartar and the surrounding lands with the Glowline of the Reaching Moon.

The Hero Wars Begin

DRAGON PASS: The New Lunar Temple
The Lunar Empire is solidly defended by a series of Yara Aranis temples that are strictly regulated in design, personnel, and calendar. The New Lunar Temple is being built upon a new, experimental and untested design. The site was chosen because of the tremendous amounts of magical energy that lay beneath it. The Assiday family of Raibanth promoted the plan, placing their entire fortune behind it, and in 1580 the Red Emperor ordered the plan funded and implemented.

Success will catapult Tatius the Bright into a position second only to the Red Emperor himself, and give the Assiday family dominion in Dara Happa. Tatius the Bright is now within reach of completing the temple.

North Post (small city): This small market city in the Grazelands is under the protection of the Feathered Horse Queen. Trade between the Grazelanders and the Lunar Empire takes place here.

Old Wind: High on the eastern face of Stormwalk Mountain is Old Wind, a temple devoted to the wind and its potent energies. Old Wind is a holy place to all who revere Orlanth. A site of pilgrimage and devotion, its winds can be heard for miles. Here the most holy devotees of Orlanth – the Stormwalkers – meditate upon their breath and seek to become one with Orlanth.

Ormfang: The westernmost peak of the eastern Rockwoods, it is named after a dragon which lived here in the First and Second Ages, and may be there yet.

Oslir River: This river was formed after Orlanth slew Aroka, and sent the remaining part of the Blue Dragon against the Solar Empire as the Oslir River. From its sources in the snows of Kero Fin and the Rockwoods, the Oslir flows around a thousand miles through Peloria and Dara Happa until it reaches the Keniryan Sea.

Pavis Road: This military road runs from Herongreen to the Pol-Joni March. From there it goes across Prax to New Pavis, following traditional wagon tracks.

Pol-Joni March: This harsh land forms the border between Sartar and the plains of Prax. Its rough hills are dry and make poor cropland but the grazing is good – far better than the chaparral to the east.

Queens Post (small city): This small market city in the Grazelands is under the protection of the Feathered Horse Queen.

Quintus' Vale: During the reign of King Varstapoor, a fierce nomad army led by the Opili tribe moved towards Tarsh from the north after ravaging the Lunar Empire. Tarsh temporarily allied with the Lunar Army, including the Lunar College of Magic, and in 1374 met the Opili at the Battle of Quintus' Vale. The slaughter was terrible and the vale is still haunted on Half Moon nights, but in the end the horse nomads were defeated. Shields on their backs, they withdrew, never to threaten Dragon Pass again.

Quivin Mountains: The Quivin Mountains are a small group of peaks north of the Storm Mountains. Rising between 6,000 and 7,000 feet, they are steep and almost unclimbable, and some are snow-topped all year. Quivin Mountain is one of the Great Sacred Peaks of the Orlanthi and is the spiritual and political center of the Kingdom of Sartar, whose city of Boldhome perches improbably on its eastern face.

Shadows Dance

The region known as Shadows Dance extends from Dragon Pass to the Wastelands, but is described fully here. The western part of this land is called Dagori Inkarth and is dominated by trolls. It is centered on the Castle of Lead where Kyger Litor lives. The trolls are well-suited to the land and they worship the shadows which lurk about. The eastern part is primarily hilly and dry, though some regions maintain tough pines and scrub. A small Aldryami community survives in the Redwood Forest in the east.

There are many remnants of elder civilizations in Shadows Dance. Most important is the Torch. This was a tool of a forgotten god, first captured by the trolls as booty. It was put in its current spot as a diversion to attract Chaos, which it did, and it also withstood it for a while, thanks to the aid given by some green elves who were struggling nearby.

The Torch and elves have continued into historical times. Hard rocks have allowed only narrow streams to cut through them in the eastern part of Shadows Dance, and the backup from the spring runoff forms large permanent lakes. These form the basis for the elf stronghold known as the Redwood Forest because of the dominant type of tree there. The ancient Shanassee Tree was destroyed in the Darkness, and only a stump remains. Instead, the elves worship the Torch and keep it healthy.

The Shadows
The shadows of Shadows Dance are a remnant of the Darkness which has, due to very powerful local conditions, been maintained through historical times. The region is darker than other regions in the land. Part of this is because of the mountain valleys where spirits of shadow lie quietly. However, there are other grey entities which bulge over the valleys, covering hilltops and hollows, defying the light. Some of these spirits are known, and are even worshiped. Others are mindless things lolling about and subject to natural influences.

The result of this is that there are many entities of gigantic proportions which are capable of moving about the terrain. For instance, one of the best known, called the Army Spirit, covers an area which averages 15 miles in diameter. Another, which moves less often, is the Natchland Shadow, which is always about 10 miles in diameter.

The Dance
The Torch, worshiped by elves in the east, irregularly sends forth a great, but short-lived, spirit of light. This is only partially under the control of the elves there, and even they seem surprised by many of the spirits born. These spirits begin as small glowing lights of great intensity centered on the flame of the undying Torch. They then grow very rapidly to a size which varies from about three miles in radius to as much as 15 miles in radius.

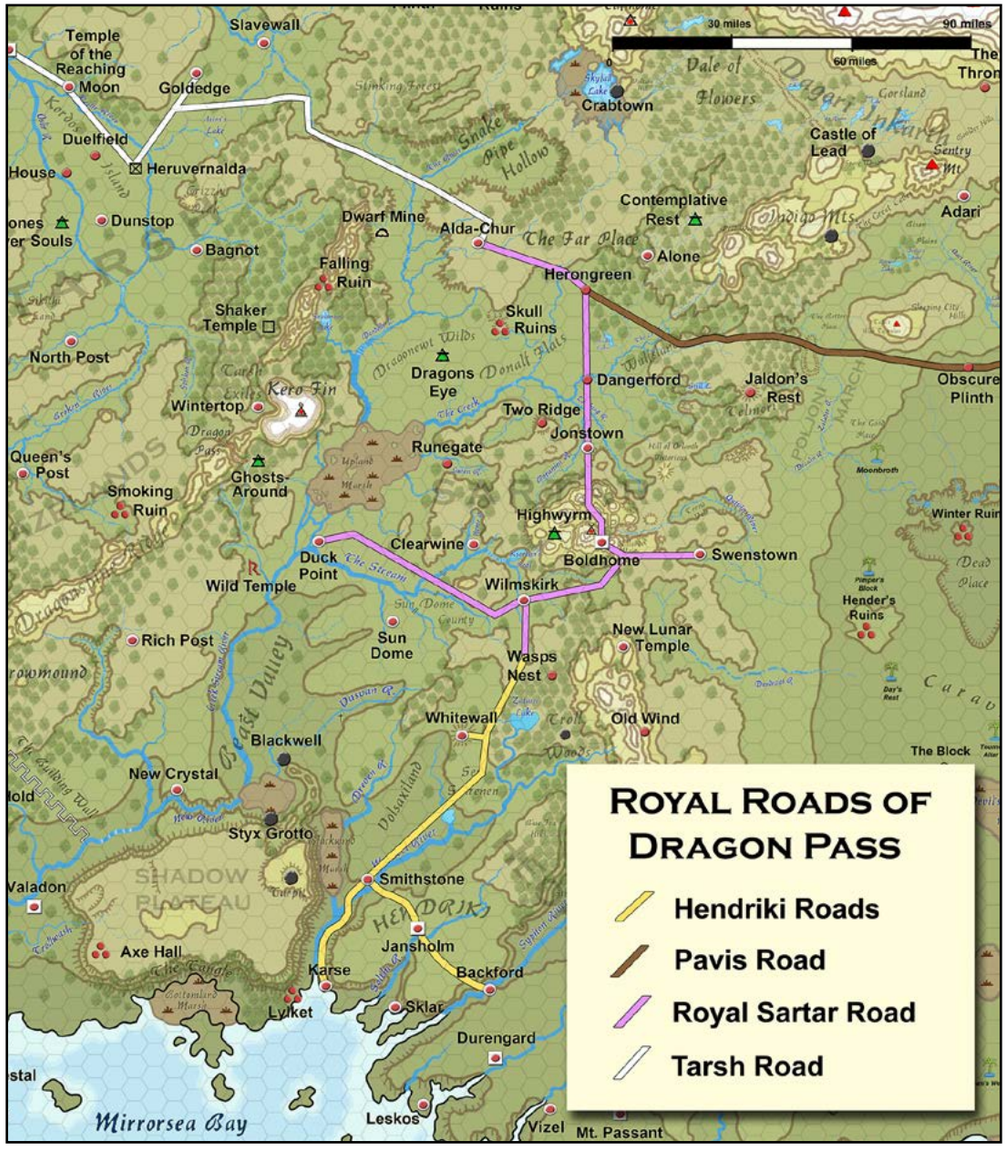
As they grow, they also become dimmer, but are generally visible even in daylight. They are occasionally colored. At some point they stop growing, then break away from the Torch and set off in an erratic westward path. Speed and directions vary.

As the lights move, the great shadows lumber away from it, rolling over the hills as it comes and filling the valleys behind the lights after it goes. The light eventually vanishes over the Vale of Flowers in Dragon Pass.

This movement of light and shadow across the land is what gives it its distinctive name, Shadows Dance.

Royal Roads

All the rulers of Sartar were great builders and tied together that kingdom with great roads. Trade increased steadily along the routes established by the House of Sartar and other rulers joined the Sartar network. The Hendriki Road began in the Holy Country at the city of Karse and traveled north to Sartar's lands, reaching Wilmskirk. There Sartar's great road went east to Boldhome, and then further east to Swenstown or north to Jonstown. Later roads extended the network of royal roads, enabling caravans to go north to Tarsh, either via Alda-Chur or across the Dragon Pass to Bagnot.



Red Dragon Vale: In this place, inhabited by a huge Red Dragon, live several small tribes which have resisted Tarsh for centuries. Though small and obscure, their freedom has become legendary. The First Age Hero Eringulf Vanak Spear lived here until his death at the Battle of Night and Day, and is still worshiped by the local Orlanthi.

Redstone (troll city): This plateau topped with bleak chaparral is the location of the best-known Great Caves to the south of the Indigo Mountains. The plateau's interior is richly eroded to form limestone caves that house a large troll settlement.

Rich Post (small city): This is the most prosperous of the small market cities in the Grazelands under the protection of the Feathered Horse Queen.

Rockwood Mountains: The Rockwood Mountains are a sheer range thrust upward in God Time to serve as an impassable wall separating the warring races of men. They are inhabited by Wind Children and a race of giants who devour human flesh and often reach a height of 50 feet or more. The eastern range is ruled by dwarves who have vast cities tunneled deep into the rocks.

Dragon Pass is the only easy way through the Rockwoods, although several more dangerous passes are known. Many peaks of the Rockwoods are so high that they are permanently snow-capped, and in winter, snow demons spread their realm lower on the slopes and invade the lands of men.

Runegate (town): This fortified town is so called because of the magical stone lintel the city founders brought from the Holy Country. The lintel forms the Luck Rune over the east gate. The town has a large temple to Elmal the Sun God and Hyalor Horsebreaker.

Sartar: The hilly lands of Sartar surround the Quivin Mountains, extending from east to west roughly from Prax to the Upland Marsh, and from north to south from the Far Place to the Crossline. Orlanthi tribes from Heortland resettled these lands over the last two centuries. It was conquered by the Lunar Empire in 1602 and remains so, despite several rebellions.

Sartar Royal Roads: The princes of Sartar were great road builders. Each Sartarite royal road is an architectural wonder, about twelve to fifteen feet wide and paved with slabs of stone. The roads run in straight sections, with no curves, traversing their way up steep slopes. At intervals, they widen to allow for shrines and wayside rest stops. Watchtowers and guardposts are spaced along the roads.

Shaker's Temple: This is the largest Earth temple complex in Dragon Pass, with strong ties to the Tarsh Exiles of Wintertop Fort. It is home to Maran Gor, Goddess of Earthquakes and Destruction, and sister of Ernalda. It was built where the blood of Grandfather Mortal was spilled. The temple was founded by King Arim the Pauper, of Tarsh, though the cult claims to have been present at the holy place throughout the Inhuman Occupation of Dragon Pass. The High Priestess of the Shaker's Temple is so ponderous she has to be pulled about in an oak cart drawn by six oxen. She is attended by forty-seven ferocious male and female cannibal virgins.

Skull Ruins: The shattered skull of a True Dragon lies at the end of the Bone Hills. Within the great white stone hill are five caves: the Left Eye, the Glarer, the Snort, the Lug Hole, and the Maw.

Skyfall Lake: At the headwaters of the Creek-Stream River is an eternal thunderstorm which dumps rain in torrents continually upon this turbulent lake. The natives claim there is a hole in the Sky there. Sometimes creatures and items from the Celestial River also fall down. Courageous trolls sometimes dredge the lake, looking for magical artifacts for their own use or to trade. Many trollkin, and several troll communities, surround the lake.

Slavewall (small city): This trading town on the edge of Tarsh is the site of a slave market dealing in captives from as far away as Balazar and Prax.

Smoking Ruins: These ruins within an ancient Vingkotling hill fort are permanently thick with smoke. The smoke comes from a smoldering heap of troll corpses that has been burning for the last four centuries.

Snakepipe Hollow: In ancient wars against Chaos, deep in the Darkness time, the earth collapsed to trap Chaos here, so a conquering army could charge down from one end and destroy all they met. It worked… almost. Some evil burrowed away, and although the conquerors pursued it deep into the tunnels, some still escaped. That Chaos is there still, sometimes erupts, and always poses a menace. Snakepipe Hollow is called Ginijji in ancient sources, and at least one tunnel leads directly into the Underworld. The "snakepipe" for which the hollow is named was a wondrous artifact owned by a mighty Earth temple located here in the God Time.

Sporewood: This eerie region in Dagori Inkarth is one of the fabled Mushroom Woods, set deep in the shadowy and lightless regions, offering home and refuge to the black elves. The wilderness of this region is legendary and many hostile creatures of the night lurk within. There are immense varieties of fungi there, including a huge toadstool which annually spawns the Spore of Immortality, which even the gods covet. Few humans go in this place without protection from troll or elf friends, or with great aid from their gods.

Stinking Forest: Dense groves of trees cover hills and valleys haunted by elves, trolls, Tusk Riders, and bad memories. Within its confines stands the Ivory Plinth, a horrible temple to the Tusk Riders' bloody cult.

Sun Dome (small city): This temple-fortress is the center of the Yelmalio cult in Sartar. The golden dome of the temple is visible over the stone walls that defend it. It was called Vanntar in the First Age and by some antiquarians even now.

Sun Dome County: This small state is a theocracy controlled by the Yelmalio cult since receiving the land from King Tarkalor in 1579. The Yelmalio cult survives in hostile Dragon Pass through its drilled pikemen – the famous Sun Dome Templars. It fiercely defends its independence, until the right price comes along, at which point the inhabitants of military age become dedicated mercenaries.

Sun Wheel Ruin: These ancient ruins are associated with the now-extinct race called the Gold Wheel Dancers or the Silver People. They were part of the Unity Council at the Dawn, but died out in the First Age.

Swenstown (small city): This small city serves as a regional market and as a point of trade with the tribes of Prax.

Talfort (small city): This fortified small city is a prosperous market town on the Oslir.

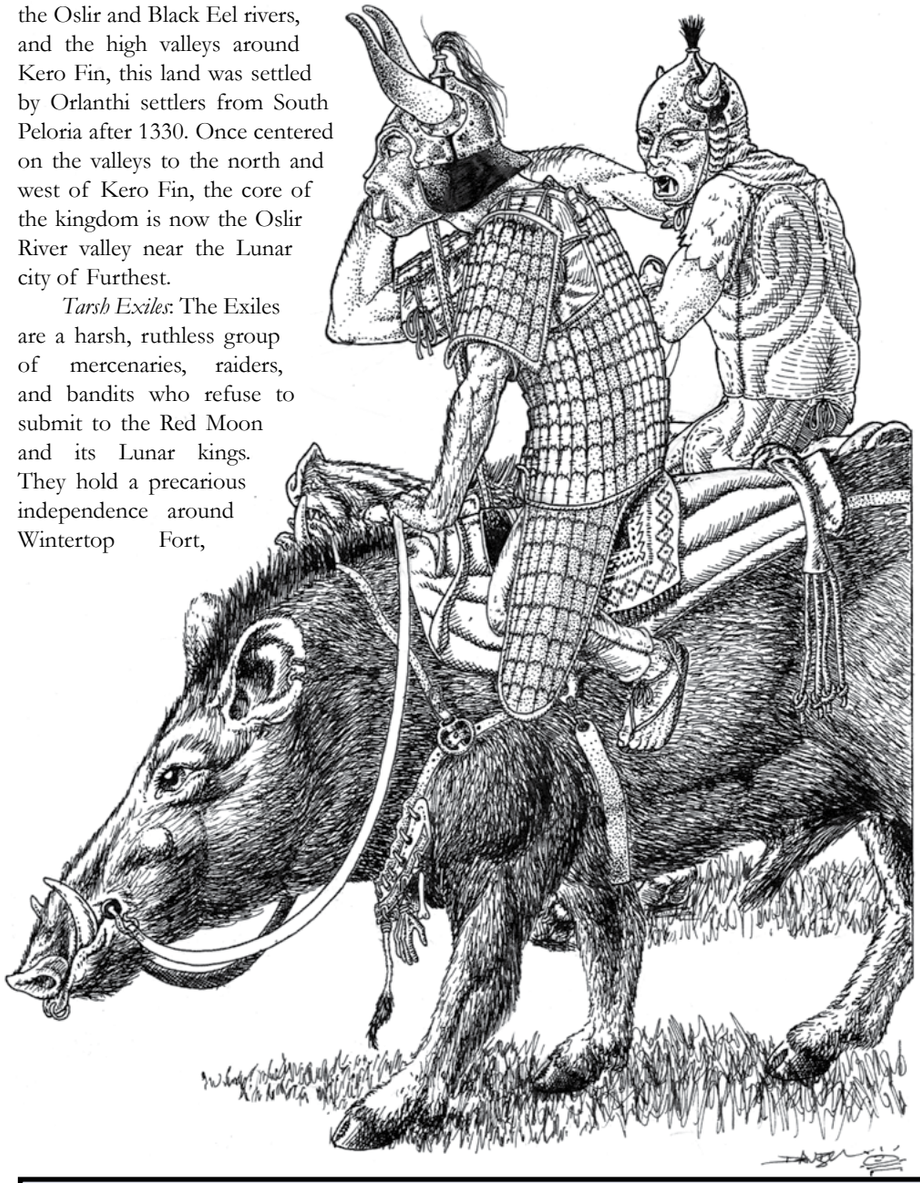
Tarsh: A rich kingdom including the upper reaches of the Oslir and Black Eel rivers, and the high valleys around Kero Fin, this land was settled by Orlanthi settlers from South Peloria after 1330. Once centered on the valleys to the north and west of Kero Fin, the core of the kingdom is now the Oslir River valley near the Lunar city of Furthest.

Tarsh Exiles: The Exiles are a harsh, ruthless group of mercenaries, raiders, and bandits who refuse to submit to the Red Moon and its Lunar kings. They hold a precarious independence around Wintertop Fort, where good defensive terrain and the protection of the Shaker's Temple provides them refuge.

Tarsh Road: This busy military road runs from Filichet in Holay to Furthest and the Temple of the Reaching Moon, and then on to Slavewall. It was first established by King Phargentes. Based on the need for additional capacity Fazzur Wideread has extended the road from Slavewall to Alda-Chur.

Tusk Riders

The Tusk Riders are remnants of the first civilization of Dragon Pass. They were corrupted in the Second Age by breeding with trolls; eventually they were destroyed by the dragonewts. Some managed to flee into the mountains where they lived alongside the trolls, consorting in practices both evil and cruel. Their steeds are great battle-pigs, as large as bison, well-suited to crossing forests and hills without trouble. They are hired as ruthless and vicious mercenaries, at a terrible price.



Gold Wheel Dancers

This mysterious race, known variously as the Gold Wheel Dancers, Sun Wheel Dancers, Silver People, or the Yardoni, was a remnant of the Gods Age that survived the Great Darkness. They were demigods, variously described as a golden circle, a flaming wheel, or a silver dancer surrounded by a fiery golden halo. They helped found the original World Council of Friends at the Dawn, but died out soon after.

Hero Wars in Tarsh: The Great Boar Hunt

The Tusk Riders exploit the Great Winter as an opportunity to cruelly oppress the humans of Dragon Pass. Led by the Half-Troll King, an army of Tusk Riders raided deep into Tarsh in 1622.

Fazzur Wideread, forcibly retired by the Red Emperor, organizes the defense of Old Tarsh against the Tusk Riders without any Imperial support and with minimal support from his own king. Despite that, Fazzur is once again victorious and his son Onjur achieves great fame by killing the Half-Troll King in single combat.

Tarshford (small city): This fortified settlement guards the main ford across the Whitefall River into Balazar.

Temple of the Reaching Moon: One of the powerful temple complexes built by the Lunar Empire to hold and extend the Glowline. Criminals and rebels are sacrificed to feed Yara Aranis and power the Glowline. The temple is defended by a regiment of Lunar magicians and their guards.

Throne: This remnant of some ancient civilization is now empty, for the huge stone man who once sat regally enthroned marched away many years ago under the command of Pavis, who used the stone man to make the city which bears his name.

Traveling Stone: This magical altar to Larnste, the God of Movement, is usually found southwest of the Greatway peaks, on the fringes of the Stinking Forest.

Troll Ruins: These ruins in the Stinking Forest are the remains of a troll stronghold destroyed by war between the Elder Races.

Two Ridge Fort: For the last three centuries, this ancient fortress has been the seat of a dynasty of Orlanthi kings devoted to the War God Humakt.

Upland Marsh: This entire area was solid earth, until ensorcelled by Delecti the Necromancer, a sorcerer who reached magus level about 800 years ago. He did it to save himself and his followers from the Great Golden Horde and the Dragonkill. It succeeded, and he "lives" there still, an immortal and powerful vampire. Within the treacherous bogs, streams, and sandbars are many undead strongholds. Delecti's Ruins, vast acres of fallen buildings, are inhabited by his bizarre undead constructs. In the waters swims an undead killer whale.

Vale of Flowers: This is the richest portion of Dagori Inkarth, well-watered by rains and winter snow. Immense flowers, insects, and the occasional giant fill valley after valley.

Wasps Nest: Here lives a tribe of pygmy people who ride upon gigantic wasps. They usually try to remain aloof from the humans in the area.

Wild Temple: This vast megalithic temple is sacred to Arachne Solara. Each year, the Beast Men of Dragon Pass gather here to dance amid the standing stones of the Wild Temple.

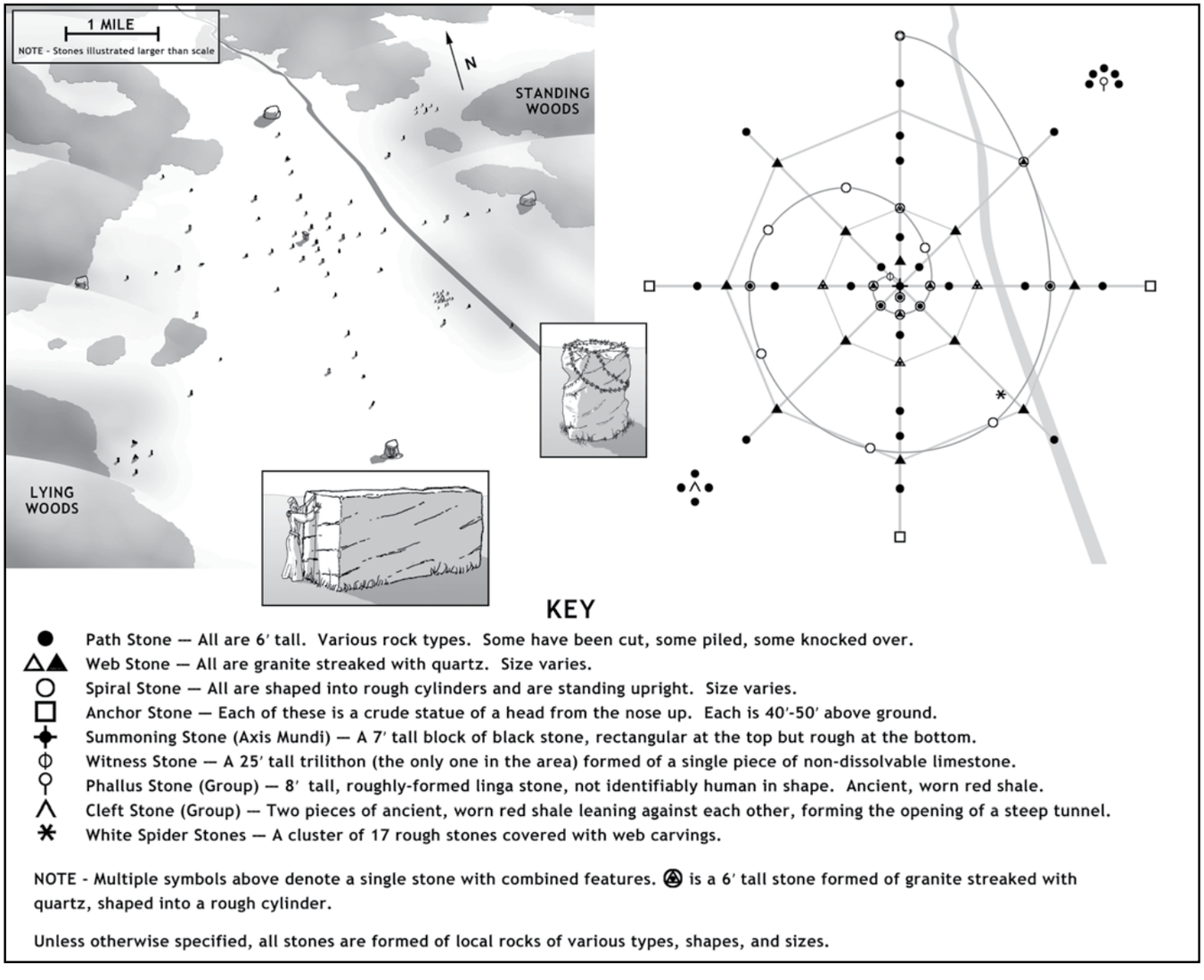
Wilmskirk (small city): This small city has a surprising number of temples and is the main market for southern Sartar. It is famed for its artists and craftspeople.

Wulfsland: This territory is ruled by the Lunar noble Jomes Wulf, who waged a successful war against the Telmori to make it his, after the lands were granted to him by Lunar administrators.

Wintertop Fort (small city): Wintertop Fort is the highest settlement upon the steep approaches to Kero Fin. It is ready to provide porters, climbers, and haulers to anyone who pays. The inhabitants call themselves the Tarsh Exiles, are openly anti-Lunar Orlanthi, and have allied themselves with the bloodthirsty priestesses of the Shaker Goddess.

Wild Temple

The Wild Temple is a vast collection of standing stones covering an area about five miles across in Beast Valley. Since before the Dawn, it has been a sacred site and a powerful source of spirit magic. This diagram shows the location and arrangement of only some of the stones, those determined to be important by the Lunar scholars who studied the Temple in 1621.



Elder Wilds

The lands between the Elf Sea and the eastern Rockwood Mountains are rugged and thinly populated. Their grassy plains support many herds of wild cattle and other such animals. Local barbarians, troll hunters, and prides of smilodons hunt the herds.

Balazar

"I am a hunter of the (X) clan of the (Y) tribe. Why do you pass through our lands?"

Climate

Due to their altitude, the Elder Wilds are temperate in climate. There is usually snow in Dark Season and rain in Sea Season with warm, dry Fire seasons, and pleasant Earth seasons. In the foothills of the Rockwood Mountains, snow is more plentiful, and the mountains themselves have snowcaps all year round.

Inhabitants

The human inhabitants are a Pelorian people called Balazarings. Most are hunter-gatherers, although the people of the citadels raise domestic pigs.

The trolls are uncivilized and disorganized. They are in constant war with the resident elves, and any eventual victory is still in question.

The elves are the remnants of an ancient elf forest that once extended all the way to Dragon Pass. They do their best to avoid contact with all non-Aldryami.

A powerful and ancient dwarf city is deep within the eastern Rockwood Mountains. They disdain contact with civilized humans but have some trade contact with the Balazarings.

The Rockwood Mountains are home to an unknown number of mountain giants and ice demons.

Culture

The Balazarings are a Neolithic hunter-gatherer people divided into many small clans. Their tribal leaders dwell in massive citadels of cyclopean stone built in the Second Age. They use dogs extensively, but do not domesticate riding animals. The citadel Balazarings raise domestic pigs and ponies, but are not otherwise agriculturalists (except at Elkoi). They are distantly related to the Pelorians.

Language

The Balazarings speak a Pelorian tongue distantly related to other Pelorian languages.

Military

The Balazarings are skirmishers who use bow and spear. The citadel warriors have better weapons and are mounted on ponies. A few elite warriors in the citadel of Dykene even ride great hawks.

Religion

The Balazarings religion can be divided into two types: the indigenous hunting and gathering spirit religion which has continued virtually unchanged since the Neolithic Dawn Age survivors of the Darkness, and the important religions brought by foreigners. These include rival cults of Theyalan and Lunar origin, plus the old Yelmalio worship of the citadels.

History

During the Age of Darkness, the creatures of Chaos marched here from the frozen North, and the mighty glaciers followed close behind them. When the waters of the Elf Sea froze, the people of the Elder Wilds saw their impending destruction, and realized that the only way to survive was cooperation. Dwarf, elf, troll, dragonewt, and human fought side-by-side, and together they were able to defeat the Chaos and hold off the ice, but the survivors of the Chaos Wars were extremely few.

At the Dawning, the region was dotted with clumps of gaunt trees where lonely elves huddled in bitter defense. Human families skulked in the shadows, seeking stark fare to eke out their miserable lives. The humans at this time were children of Votank, and his descendants were called Votanki. Dwarves were buttressed in Greatway, but their interests were in Dragon Pass and they sent few patrols to this region. Only troll war parties stalked the land in strength, crossing the cold mountains from Dagori Inkarth to fulfill their pledge to fight and destroy Chaos everywhere.

During the First Age this was an elf stronghold. The Aldryami forests grew to cover what are now the Redlands, Garsting, Balazar, and spilled into Dragon Pass. At first, after the Dawning, elves were friendly with the nearby trolls and dwarves, and gave free access. But the races began quarrelling about the time that the Second Council moved to Dorastor. Northern Fire worshiper depredations dwindled the Redlands forests. Balazar was burned sometime in this era, too, though no one knows if by Gbaji the Chaos god, by Zorak Zoran, or by some Fire god.

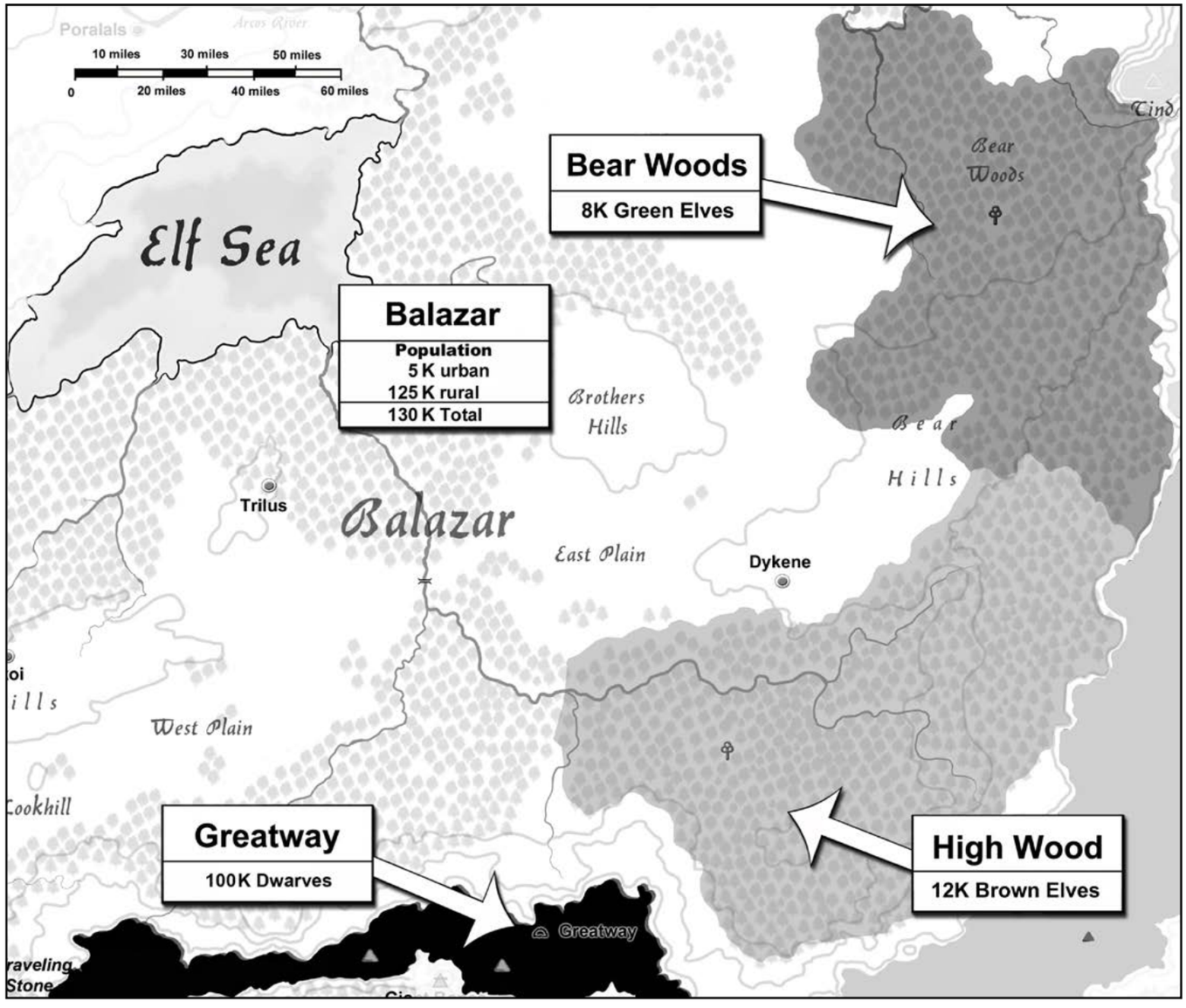
When the Second Council unveiled a plan to construct a god, the trolls objected heavily and withdrew, followed shortly thereafter by the dragonewts. One of the first acts of the new golden god Nysalor was to curse the trolls and dragonewts. The dragonewts sloughed off his curse and sent it into the maws of a hungry dragon. But the trolls were overcome, and tragically began birthing trollkin instead of healthy offspring.

The struggle between council and troll also turned into a fight between all the Elder Races, and opened many old sores closed since the Dawn. The elves were aided by the council, and the trolls were driven from the Elder Wilds. Elf and human warriors from the region are known to have served with the armies of the Broken Council in their wars against the west, though no details are known.

When Arkat defeated the Broken Council and their elf allies, terror and fear reigned. Tribes swarmed over Wyrms High Pass and Giants Pass to burn woods and kill elves. Some settled; the fighting went into the next Age, after Arkat was long gone.

Population of the Elder Wilds

Humans	
Balazarings	130,000
Nonhumans	
Dwarves (Greatway)	100,000
Elves, Brown	50,000
Elves, Green	20,000
Trolls	430,000
Nonhuman Total	600,000
Grand Total:	**730,000**



As with many kingdoms of the Elder Races, the peoples of Balazar fought and troubled each other mercilessly through the Second Age. The dissension between elf, dwarf, troll, and dragonewt left the region badly weakened, and the Votanki humans were able to improve their own position by carefully playing one side against another to their own advantage. This made them half-enemies of all the non-human races and established a distrust that plagued relationships ever afterwards.

When envoys from the Empire of the Wyrms Friends came to the lands and solicited support, the Votanki consented and so did the local elves. In 721, these two forces, with imperial dragonewt aid, suppressed the dwarves and drove the trolls back over their mountain, and then entered a period of relative peace. The trolls sacked the city and shallower tunnels of Greatway about this time, probably in the year 747, and also burned the forests covering the land now called Dangerground.

In 826, the rulers of the Empire of the Wyrms Friends altered their government to be a magical theocracy bent upon re-establishing the magical powers of the Gods Age in their land through their manipulation of the unusual dragon magics. They called their new organization the Third Council. For some time this succeeded, but internal dissension began in 889, when the rulers ordered their subjects to worship them as gods. This brought protests, and the Aldryami of the Elder Wilds were the first to protest militarily. They seceded, and in 890 invaded with a strong raid which escaped unscathed.

The elves were hard pressed by their traditional foes, the trolls, for the elves now had no imperial aid. The humans gained the southern forests as their realm by promising the elves that they would kill trolls, and by telling trolls they would kill elves. This was the first clear-cut agreement that delivered any of the region to humans directly. The elves probably planned to retake it at their convenience, but that has not come about yet.

The Hero Wars Begin

ELDER WILDS: Gonn Orta's Search

Gonn Orta appears to be looking for someone. In elder days, he had an overwhelming curiosity about the little people and used to spend weeks kneeling over a human city studying it. In recent centuries his interest has been primarily confined to residents of a barbarian kingdom in Dragon Pass. For two centuries, Gonn Orta stared at every duck that came to his castle but he never seemed to find the one he wanted. It is unknown what Gonn Orta is looking for, but it is feared when he finds it, the Hero Wars will commence.

Dissatisfaction with the leaders of the Third Council grew, until at last the Votanki Peoples agreed to throw off their draconic yoke. Many other borderlands of the Third Council were also revolting. At first, the Votanki were overrun by a brilliant raid by Third Council mercenaries. The Votanki asked for outside help from bands of mercenary adventurers, who thought they might seize themselves a kingdom while aiding the hunters. Many failed.

In 1082, the leader named Balazar came from the Northwest lands with his cult of Yelmalio and made many friends with the Votanki, both through his military skills and through his wisdom in dealing with the simple hunters. Within five years he was hailed as the leader of all those peoples, and two years later he was crowned as King Balazar. His lands became the Lands of Balazar, later called simply Balazar after him. Ever since then the clans have revered him as their greatest Hero and taken his name as their own.

After the Dragonkill, the sons of Balazar decided that they would best suit themselves and their people by remaining at home, and for nearly the whole of the next Age they did that. Dragon Pass was closed through fear and superstition, and Balazar entered a period of isolation amid primitive squalor.

The kingdom which Balazar had hoped to found was an empty dream in this unfertile land. The hunter chieftains who tended the children of Balazar raised each according to their own tribal interests, so the three sons were quarrelsome rather than cooperative.

In 1250, a trio of giants began ravaging travelers near the citadel of Dykene, and then the king was killed in combat with them. Then they tore the citadel down almost to the ground and scattered the survivors. It remained in ruin until 1580, when rebuilding began under the direction of the great-grandfather to Skilfil Heartpiercer, the current ruler.

Around the year 1300, wanderers and refugees increasingly moved into Balazar from the west. These were mostly hill tribes who worshiped Yelmalio or Orlanth, and who were retreating before the rapidly encroaching Lunar Empire. The tribes accepted some; many died, and more stayed or passed on as they wished. Many raised bands of hungry or greedy hunters who followed them into wars. Thus, many Balazarings went away to the lower lands for several years, led by foreigners.

Kings of the citadels made an occasional name for themselves, either through a wise and peaceful rule or a glorious and bloody one. The citadel of Elkoi was ruled between 1526-1564 by the vigorous Vizkinni clan, who were clever and lucky in war. The greatest of them was the last, King Partobas the Bold, who so often led successful raids against the Lunar provinces that all of his soldiers rode Lunar mounts.

In 1563, the patience of the Lunar Provincial Commander gave way and he ordered a punitive expedition against the raiders. In the early spring of 1564, a small column of Lunar soldiers set off, rapidly made their way to Elkoi, and then took the citadel after three days of siege and a single magical assault. They stuck the head of Partobas atop the old gate and sold his relatives into slavery. The Lunars placed a loyal hunter named Bykotus (who had guided them thence) on the throne of the citadel and left loyal soldiers to help him. Glyptus, the descendant of Bykotus, still rules there.

People of Note

Blueface: There are many shamans in Balazar but there is only one Blueface. Balazarings say he is centuries old and rumored to be nearing godhood. Blueface is above tribal bickering and goes where he is needed. His face is tattooed with stylized runic whorls and swirls, all brilliant blue. Blueface is often accompanied by a huge saber-tooth tiger called Greyrunner Runefang.

Glyptus the Good: The king of Elkoi citadel is a weak-willed Lunar puppet allowed to rule as he wishes because the Lunar Provincial Government has no interest in directly administering the local barbarians.

Gonn Orta: This enormous giant was born in the God Time. In the First Age, he was a friend of the dwarves, but that friendship soured during the Second Age. He was instrumental in the Giant Revolt which smashed many dwarf strongholds and released the stone Jolanti. He settled atop the Rockwoods in 1042, founding his market and remaining there ever since.

Granny Keeneye: Since the time of Balazar there has been a Granny Keeneye. She is an immortal Chaos spirit that has possessed an unbroken string of bodies for centuries on end, each incarnation passing on the same spirit and intelligence to her successor. As she wears a body, it slowly warps and metamorphoses into her true form – something entirely non-human. Eventually she takes a new host, passing the victim's spirit into her used monstrous body.

Skilfil Heartpiercer: The direct descendant of the Hero-king Balazar the Founder, the king of Dykene is a famous warrior king. He magically quested to the High Flyer to gain the flock of seven giant hawks that carry his warriors and protect his citadel.

Yalaring Monsterslayer: The king of Trilus was a mighty hunter in his youth. He and his followers overthrew the despotic Gadaringer dynasty that had ruled the citadel for two hundred years. He is liked by the citizens of Trilus. His wife, Queen Vania, is also a well respected warrior in her own right. Yalaring and Vania have three children.

Elder Wilds Regional Activity Table

Determine weekly per camp

Common Events
Rival Balazaring clans raiding; warriors wanted.
Troll war band on the rampage.
Ordinary hunt preparing to set off.
Enemy spirits in the region; shamans prepare for spiritual combat.

Uncommon Events
Caravan seeks independent mercenaries as guards.
War between citadels; warriors sought.
War between Elder Races; travel dangerous.
Griffins hunting horses; horsemen beware!

Rare Events
Local Elder Race killing any humans they encounter.
Grove of trees grows to maturity overnight.
Giants cause havoc.
Outbreak of broos or ogres; mercenaries sought.

Andarkon
Darjeeb
Jarst
Serene Victory
Poralals
Arcos River
Garsting
Elf Sea
Soldiers' Ferry
Brothers Hills
Dwerrow River
Trilus
Balazar
East Plain
Dykene
Highbridge
Elkoi
Dog Hills
Red Worm River
West Plain
Kintals River
South Wood
Bilmi River
High Wood
Gardint
Lookhill
Valley of Hammers
Tarshford
Ever-New Glory
Ormfang
Dwarf Hat
Greatway
Traveling Stone
Giant Bones
Borni's Landing
Black Eel River
Ivory Plinth
Troll Ruins
Cliffhome
Door Mt.

Gork's Hills
Griffin Mt
Er'oring Wilds
Hellcrack
Orathorn
Mok
Biz
Skik
Gonn Orta's Pass
Troll Hills
Kaz
Tarnk
Thryn
Borg
Eleven Big Giant Mountains
Hidden Greens
Tind
Bear Woods
Hrak
Wolfhead
Dolog
Fork
Bear Hills
Mountains
Wahalstorana

LAUBENSTEIN

A Balazaring Ritual

Around a low mound topped by a pair of 13-foot-high stone plinths, a clan of Balazaring hunter-gatherers, led by their shaman, is performing a ritual to free the fire goddess Firshala.

The Mound and Plinths: This low mound is topped by a pair of 13-foot-high stone plinths made of a bluish, translucent stone with a waxy texture. The mound is covered in wild grass.

The Balazarings: Dancing around the mound is a clan of primitive Balazaring hunter-gatherers. The Balazarings are a Neolithic people. Each clan is known by their totemic animal spirit – in this case, the great Brown Boar. The Balazarings are distantly related to the civilized Pelorian peoples, and are light-skinned (ranging from pale to olive), with brown to blonde hair. Brown and blue eyes are prevalent.

They wear clothes made of leather, fur, and woven grass. Cloaks made of woven grass are common, as are leggings and loincloths made of leather or fur. Women wear skirts of leather or hide, and cloaks of woven grass. One high status woman wears a gold solar disk.

The Balazarings are tattooed with runes, animals, dots, ritual scars, and so forth. Facial tattoos are common. Their weapons are made of wood and stone. Typical weapons are stone axes, stone daggers, spears, javelins, and self bows.

They are known as the Dog People because of their intimate friendship with their dogs, one of their few domesticated animals. They have two breeds of dogs: a medium-sized tawny hunting dog and a large fighting dog used to guard their hunting camps. Where there are Balazarings, there are dogs.

Ritual Attire: Many of the Balazarings wear body paint and masks of wood, woven grass, and hide during this ceremony. The shaman-priest Ruhklar who leads the ceremony wears the Mask of Votank the Ancestor. Other masks include those of Brother Dog, Hearth Mother, and Foundchild the Hunter.

The Balazarings are ecstatically dancing to the drums (which have been painted with mythological scenes).

Firshala: Between the plinths, Firshala is entering into the Middle World, freed by the Balazarings' ceremony. Firshala is a feminine fire spirit, benevolent and powerful. She is beautiful and naked, wreathed in bluish flame.

Places of Interest

Balazar: A rugged and thinly-populated expanse of land, Balazar lies between the Elf Sea on the north and the eastern Rockwood Mountains on the south. Its grassy plains and grassy hills support many herds of wild cattle and other such animals. Local barbarians and prides of smilodon hunt the herds.

During most of the Second Age, trolls occupied the land. Some old ballads refer to this, and the Balazarings claim that their Founder himself conquered the trolls. Non-Yelmalions delight in pointing out that the trolls had already been exhausted by the elf wars.

The barbarians of the area are the Balazaring tribe. They trace their descent from the legendary Balazar, famous as a leader of a Yelmalio legion during the days before the Dragonkill War. He met, and wed, a local hunting nymph and they had three sons. Balazar marched to war with the True Golden Army while his sons were still boys. Like most members of that army, he died in the Dragonkill War of 1120. Everyone knows that the sons quarreled afterwards for the inheritance and became dire enemies. Since that time there have been three tribal fortresses, housing the three kings of the tribes. The three forts are Dykene, Trilus, and Elkoi.

Bear Hills: These hills mark the easternmost region of Balazar. They were said to be the home of King Bear until Balazar and his children, aided by Brother Dog, defeated him.

Bear Woods: These pine woods were once where the Great Tree of the Elder Wilds was rooted, until it was destroyed by trolls in the Second Age.

Bilini River: This relatively tame river is populated every four years by great numbers of Elf Sea salmon.

Dog Hills: A large range of rolling, rocky hills in west Balazar. The region is usually claimed by Elkoi, and the clans centered there are usually its allies.

Dwarf Hat: This mountain is part of the Greatway dwarf complex and inhabited by dwarves.

Dwerrow River: This river is deep enough to be occasionally occupied by huge monsters from the Elf Sea. It is rightly known as deadly; most Balazarings recommend avoiding it. It effectively divides Balazar into two regions. It is one of the rivers used by the Elf Sea salmon every four years for spawning.

Dykene (small city): One of the ancient citadels founded by Balazar but destroyed by giants and only recently resettled. It is famous for its great hawks that serve as mounts for its warriors.

Elder Wilds: A distant region, rarely visited by humans, where large numbers of the Elder Races still live. The region has never been conquered by humans; to most peoples it is hostile territory. Its inhabitants have always been members of the Elder Races.

Eleven Big Giant Mountains: A range of very high, ice-capped mountains in the eastern Rockwoods, they are ancient giants who rebelled against the gods and were turned to stone. All giants are descended from two or more of these giants. The southern portion of this range, called the Three Little Giant Mountains, gives birth to the Zola Fel River which flows into Prax, and it is these giants who used to float their babies down the river to the sea.

Elf Sea: The Elf Sea is an extremely large fresh water lake located adjacent to both the Elder Wilds and Balazar. No elves have been seen on this great freshwater lake for many centuries. Recently, the sea has become infested with a plentiful supply of exotic and dangerous creatures, and it has become all but impassable.

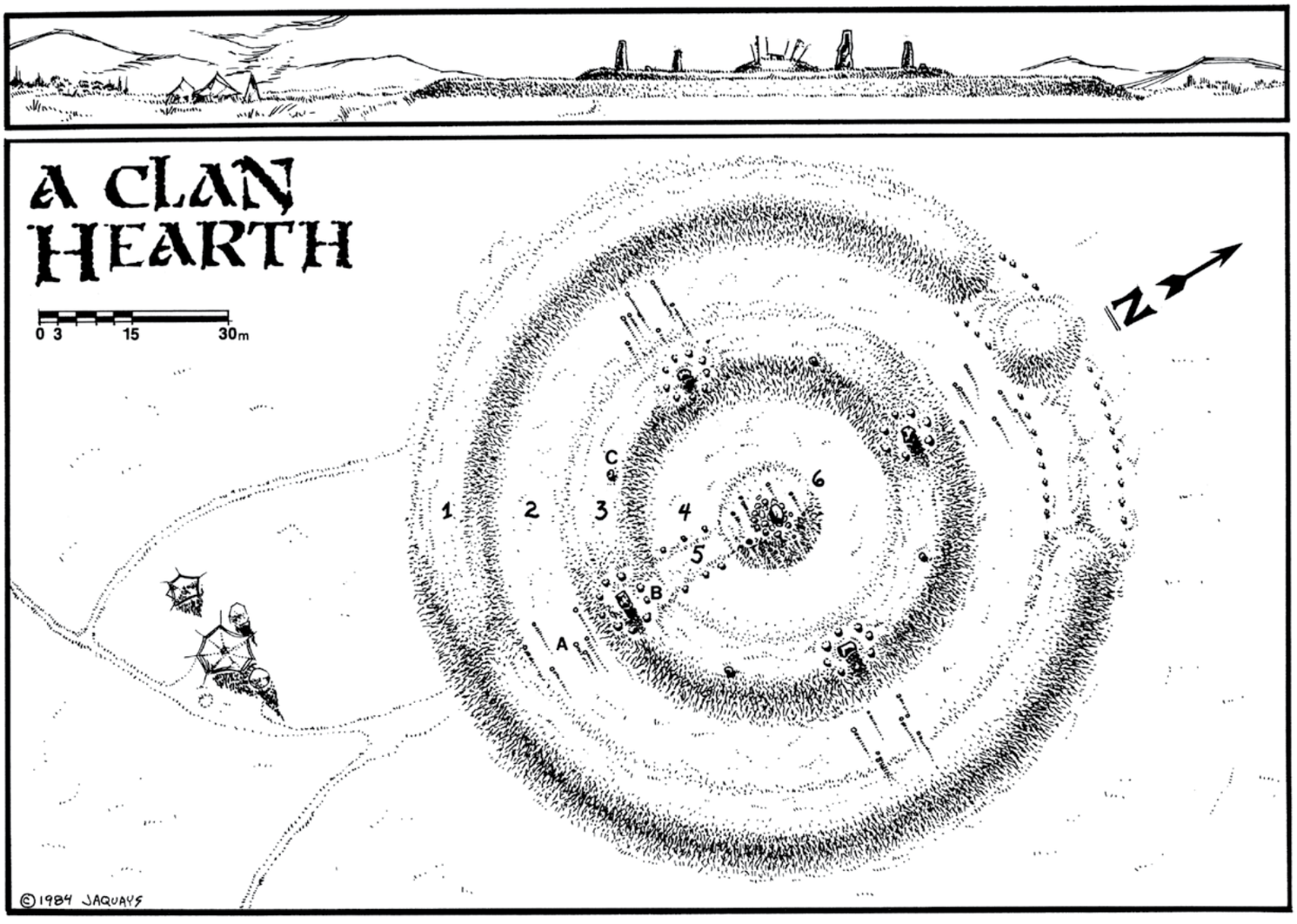
The Elf Sea got its name during the First Age. The elves once grew trees in wondrous shapes, and from them constructed magical ships and boats. From the Elf Sea they sailed northward upon the Arcos River, and also portaged their boats from the Elf Sea overland to the Oslir River. The forest which grew the boat parts was in the Balazar region, but has since been destroyed, perhaps by Gbaji the Chaos god and his worshipers, or by Zorak Zoran, or even by some Fire god.

Elkoi (small city): One of the ancient citadels founded by Balazar and occupied by the tribal kings ever since. In 1564, Elkoi was seized by Lunars. Ever since that time, Elkoi has remained a Lunar outpost under the rule of a client king and is surrounded by a small agricultural population.

Er'oring Wilds: This vast, virgin woodland is the remnant of the ancestral forest of the Elder Wilds Aldryami. It is thick with elves who fiercely defend it against all intruders.

Gonn Orta's Pass: This mountain pass is the home of a great, ancient, benevolent giant Issaries priest. Gonn Orta is friendly to all strangers who come in peace and will trade with almost anybody. The giant resides with his companions in a huge stone structure which completely blocks the pass, the only way through the eastern Rockwood Mountains for hundreds of miles.

Gork's Hills: These rolling, wooded hills in the Elder Wilds are inhabited by tribes of trolls. It is the "final" resting place of a powerful old vampire from the Empire of the Wyrms Friends period. This vampire is believed to be the senior-most vampire of the entire region.



Clan Hearth

While most Balazarings are busy trying to outrun Smilodons and Lunar tax collectors, the most common place they will run to is their clan's hearth.

Much simpler than the three elaborate citadels of Dykene, Trilus, and Elkoi, these earthen structures will certainly outlast them. Griffins often use them to practice dropping rocks since the circular bulls-eye shape from the air lends itself to this endeavor.

Greatway (dwarf city): One of the major dwarf strongholds in Genertela, outsiders can see the beautiful town carved upon the slope of the mountain. An extensive city honeycombs the interior of the eastern Rockwood Mountains for many miles. Dwarf Hat is the name of a nearby tall mountain with its own external city, but is actually part of the underground Greatway. Although the dwarves were members of the various Dragon Pass Councils, they disdain to trade with Dragon Pass, but maintain some mercantile interests with the primitive Balazarings to the north.

Griffin Mountain: A tall and lonely peak located in the midst of the North Plains, it is inhabited by a clan of griffins. There are rumors of a great treasure to be found near the top of the mountain. The nearly extinct Windberry tree is also rumored to grow here.

High Wood: The southern forest of eastern Balazar, this is a mixed forest of conifers and deciduous trees. It is the wildest of Balazar's woods and inhabited by brown elves.

Highbridge: This unusual geographic feature spans the Dwerrow River between the East Plain and West Plain. It is a stone arch 15 feet wide and 180 feet long, curving gracefully over the dangerous waters 30 feet below. It is believed to be dwarf-made. Legend says anyone who tries to claim ownership of the bridge will be cursed.

Look Hill: The highest point in the West Plain. From it one can see east or west, since it is the watershed for West Plain.

Rockwood Mountains: These Mountains are a sheer range thrust upward in God Time as an impassable wall separating warring races of men. It has served its purpose well. Many peaks of the Rockwoods are so high that they are permanently snowcapped, and in the winter, the snow demons spread their realm lower on the slopes and invade the lands of men.

Parts of the mountains are ruled by dwarves who have vast cities tunneled deep into the rocks and spend most of their lives underground. Other parts are inhabited by huge mountain giants who cause rock and snow slides to kill any person stupid enough to try crossing them by climbing.

South Wood: This forest is mostly conifers on the upper slopes of the Rockwood foothills, but deciduous on the lower regions around both banks of the river.

Trilus (small city): One of the ancient citadels founded by Balazar and occupied by the tribal kings ever since. Its current King is Yalaring Monsterslayer. It has a temple to the Lightbringer gods of the Orlanthi.

Troll Hills: These steep and craggy foothills, much dotted by tumbled rocks, are inhabited by countless uncivilized trolls. There are no trees left. The hills are covered with very tough brambles and brush, along with the common high grass.

Valley of Hammers: This region of the upper Dwerrow River leads into Greatway Mountain. It is devoid of vegetation. It is said to be the road made by the dwarves long ago to get safely down from Greatway to the lowlands. It is still often used for this, though they also use more secret routes.

Fronela

Fronela is divided into six parts which approximate its geographic and cultural divisions. The western part is mostly coastal plains, and is occupied by the Kingdom of Loskalm. The central portion stretches east and west along the mighty Janube River for over 625 miles, most of which is navigable. It includes the great metropolis of Sog City, the Junoran principalities, and the Janube city-states. Beyond the Junoran floodplain, it is covered with mixed forest. The southern areas, called Syanor, are generally more rugged and hilly, cut by rich rivers running northward from the Nidan Mountains and covered with mixed forests. Theyalan peoples have inhabited these hills since the First Age. The Jonating king now dominates much of this area, which is often called Jonatela. The northern part is covered with forests which dwindle into the northern taiga regions near the glacier, and are inhabited by Hsunchen barbarian clans. The fifth and sixth parts are both elf forests, strongholds of green elves.

Climate

Most of Fronela has a temperate continental climate, with warm summers and cool to bitterly cold winters. Because of the proximity to Valind's Glacier, arctic gusts bringing snow and ice are possible in any season.

Inhabitants

The Fronelan peoples are of various types. Residents of Loskalm are of Western stock. Descendants of the green-skinned Waertagi inhabit Sog City, as does a small population of immortal Brithini. The people of southern Fronela are mostly of Orlanthi blood and culture. Those of the north are tall, dark Hsunchen. Residents of the Janube cities are mixed, incorporating traits from all the peoples about them.

Elves thrive in the Erontree, Rathorela, and Winterwood forests.

A powerful nation of dwarves lives in the Nidan mountains to the south.

Ouori merfolk frequent the shores of the forested regions which are avoided by humans.

The Eleven Beasts Alliance

This Dawn Age confederation in central Fronela was also known as the Hykimi Alliance. They co-ordinated all interclan affairs of the many Hsunchen which filled Fronela's interior. They always raised warriors to help the bull-riding Tawari, who led the resistance against Akem. The Hykimi encouraged clans to worship the Lightbringers, and later to worship Nysalor. In 450, the Hykimi were defeated by Talor of Loskalm, being virtually exterminated.

History of Fronela

At the Dawning, Fronela was largely inhabited by Hsunchen. The Tawari Bull People were the most powerful and numerous of the Hsunchen. They were cattle-herding pastoralists who built enclosures of earth and wood. In the west, a confederation of Tawari called the Enjoreli controlled much of what is now Loskalm and Junora.

In the Dawn Age, colonists from Brithos and, later, Seshnela, colonized the coast and began to expand upriver. Hrestol and his companions came here after being exiled from Seshnela, and taught the secrets of the Men-of-All to the local Malkioni, before he traveled on to Brithos.

In the east, the Eleven Beasts Alliance was defeated by the High Council of the Lands of Genertela circa 300 and Orlanthi settlers came into the upper Janube valley. The Kingdom of Talsardia exercised a powerful cultural influence on the Hsunchen of Fronela. Native resistance increased but was unsuccessful. Cultures inevitably mingled and loyalties blurred. In 375, the Malkioni wizards of Akem defeated the Hykimi magicians in a great thaumaturgical contest.

At the end of the First Age, the hostilities crystallized under Varganthar the Unconquerable whose barbaric armies destroyed most riverland settlements. Allied to terrible powers, Varganthar threatened the fledgling Kingdom of Akem until Talor the Laughing Warrior, called the son of Arkat, ended the threat. However, the curses of Gbaji reached far and Talor was killed, plunging Akem into anarchy.

When Arkat turned into a servant of Darkness in his lust for vengeance, burning villages and slaughtering women and children, his Lightbringer allies felt betrayed. In 448, Harmast Barefoot departed Dragon Pass on his second Lightbringers' Quest. On New Year's Day 450, he returned again from the Underworld at Hrelar Amali, this time with Talor the Laughing Warrior.

Population of Fronela

Loskalm

Agria	350,000
Easval	350,000
Jorri	300,000
Nevs	100,000
Norans	400,000
Pomons	450,000
Tarins	800,000
Tawars	450,000
Total:	**3,200,000**

Central and Southern Fronela

Akem	600,000
Arnmorn	250,000
Eastpoint	100,000
Galastar	100,000
Junora	500,000
Karstall	70,000
Kingdom of War	420,000
Lomsor	100,000
Oranor	310,000
Riverjoin	120,000
Southbank	80,000
Stomble	350,000
Syanor	1,000,000
Timms	350,000
Zoria	50,000
Total:	**4,400,000**

Northern Fronela

Rathori	1,000,000
Uncolings	300,000
Other Hsunchen	100,000
Ygg's Islands	120,000
Total:	**1,520,000**

Fronela Human Total: 9,120,000

Nonhumans

Dwarves (Nida)	300,000
Elves (Erontree)	200,000
Elves (Rathorela)	100,000
Elves (Winterwood)	100,000

Total Nonhumans: 700,000

Talor led his Lightbringer ally to Akem, where together they stopped a war between the Orlanthi and Akem. Talor and his alliance of soldiers of Akem, Orlanthi, and Hsunchen barbarians drove Gbaji's Bright Empire from Fronela and then crossed Ralios to attack Kartolin Pass, and entered Dorastor for the final battle at the same time as Arkat's horde of trolls. Their presence solidified the ground in the maelstrom of Chaos and Darkness, and Gbaji was defeated. Harmast returned to his farm and Talor returned to Fronela, where he was acclaimed King of Loskalm.

The Kingdom of Loskalm lasted more than two centuries until it was overcome by the philosophical splendor of the God Learners. In 719, Arimadalla the Silver Lord, and his God Learner allies, killed Narensaval, the warrior priest of Irensaval, and drove out the defeated rebel general Syranthir Forefront and his army. In 725, Arimadalla was proclaimed king of the new kingdom of Frontem. Under the Adalla Dynasty (called the Lying Devil Dynasty by modern Loskalmi), Frontem joined the Middle Sea Empire. By 850, Frontem had conquered the Janube valley as far as the city of Eastpoint.

The kings of Frontem razed cities, built others, and created an array of titles which are still often used. Complete control over Fronela was never gained; barbarians north and south of the river sporadically rebelled, invaded, and surrendered, and various principalities rose and fell amid the byzantine politics of the Jrusteli Empire.

By 922, the Closing cut off the Neliomi Sea, although a fleet persisted in the safety of Ozur Sound. Sog City dwindled to an abandoned ruin, populated only by those Brithini who took refuge behind the red-hot brass walls of their citadel, and by the green-skinned descendants of Waertagi seamen.

After the Closing, Lord Janerndal rebelled against the God Learners, but was crushed by Emperor Celakos in 943. King Baskaladalla of Frontem ruled semi-independently with the blessing of Emperor Benalos, despite near-constant rebellions. No revolution succeeded completely until 980, when the great wizard Halwal aided the heroes Sigur and Tryensaval to throw off the God Learner yoke and expelled all its foreign garrisons, while welcoming any refugee into its borders. Sigur was acclaimed King of Loskalm by Halwal, and, in a brief moment of unity, the rest of Fronela joined the restored Kingdom of Loskalm in slaughtering all who remained loyal to the God Learners, then afterwards reverted to their native borders.

Despite their renunciation of the God Learner principles, the Loskalmi suffered heavily from the consequent damages wreaked at the end of the Second Age. Loskalm barely survived the revenge against the God Learners, the fury of the outland barbarians seeking plunder from the isolated and confused land, and the paroxysms of guilt and religious reformation. The result was the transformation of the kingdom into a self-sufficient and confident political entity able to maintain itself against all troubles. Not once during the ensuing centuries did son succeed father as king – each new king was chosen and adopted by his predecessor as heir and successor.

In 1443, northern Loskalm was invaded by the White Bear Empire, a barbarian confederation. The younger brother of King Orval, Snodal by name, lost a battle, his men, and his place in Time as a vengeful foe cut him off and chased him northward. The enemy was Black Hralf the Weasel, and the defeated lord had no understanding of this relentless pursuit. His flight took him onto Valind's Glacier and beyond, into legendary places and heroic realms. In a library of the Altinae he glimpsed an atlas of the future, drawn by Zzabur himself, and was dismayed to find his homeland devastated. Upon his return to Loskalm, Snodal set about to thwart this prediction of ruin.

Snodal returned to Loskalm in 1483. Although forty years had passed, he was only five years older. His return coincided with another national emergency whose perpetrator was Black Hralf the Weasel, now also the self-styled Son of the Devil. Snodal, armed with Altinae provisions and magic, led a resolute band of men, including the heroes Arthen and Svenlos, directly to his old foe and settled the affair quickly. Black Hralf was killed. The barbarians fled and the rebels were hanged.

The Syndics Ban

In 1499 occurred one of the most incredible events of Gloranthan history, called the Syndics Ban.

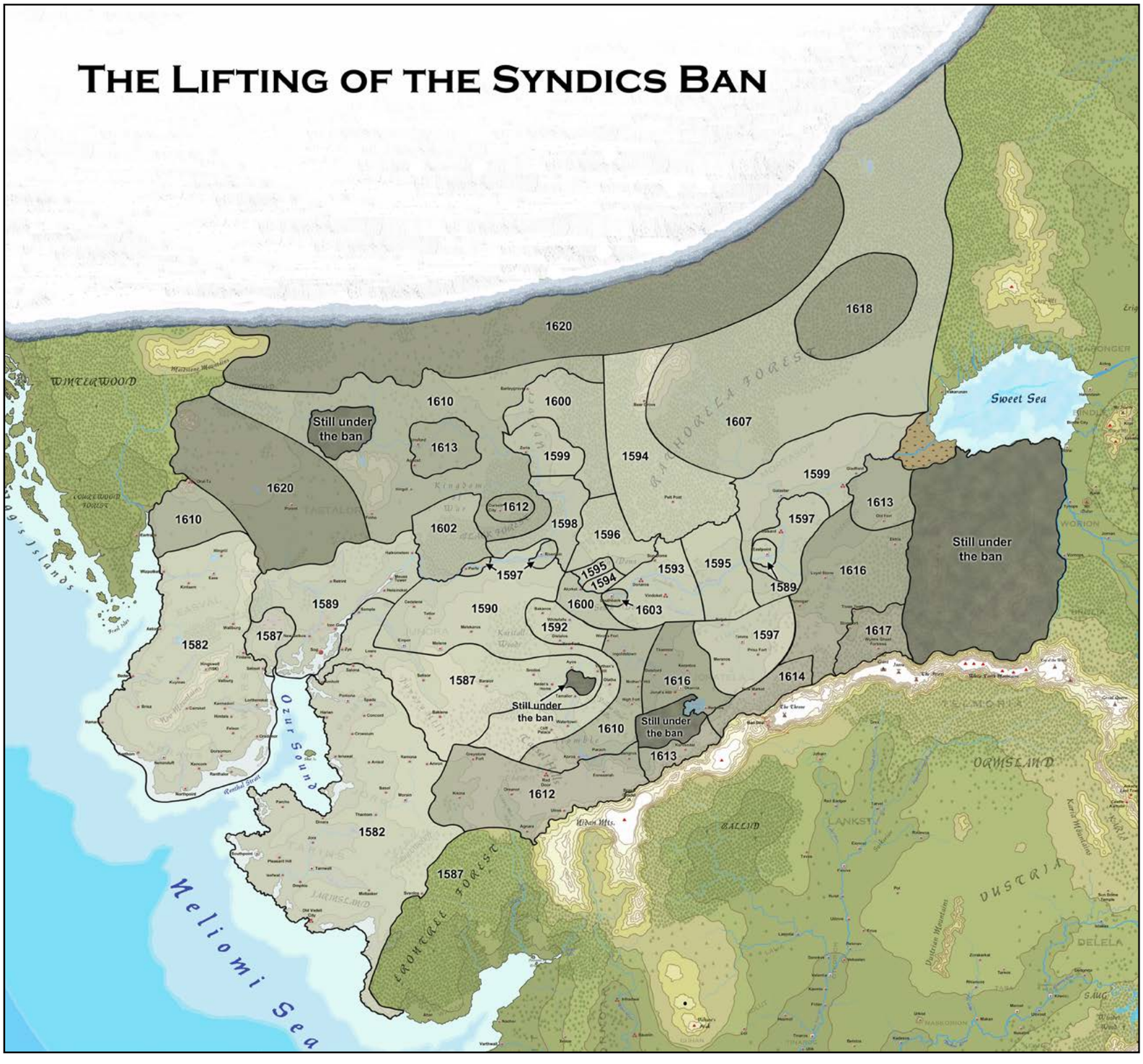
The event was a magical catastrophe which stopped all communication between political units within the land of Fronela. Kingdoms, tribes, nations, and city-states were irrevocably cut off from all outside contact. Borders between lands were usually visible as a foggy bank which quickly grew too dense for any perceptions to penetrate, and then reacted to the intrusion with some magical effect. The effects varied from place to place and time to time, but travel was always impossible. Some of the more common effects were to walk back out of the fog with no perception of having turned around; violent rejection, sometimes by powerful giant hands, bone crushing fists, or gusts of icy wind; attacks by monsters, often of types unseen before or since; no end to the fog in the outward direction although expeditions marched for lightless days, yet found themselves home when they traveled backward for an hour; a solid, but invisible and unclimbable, wall; or permanent disappearance through mysterious means. Even spirits could not carry messages between lands.

The origins of the Ban are not yet clear, but certain facts are known. First, the local god or spirit of communication, called the God of the Silver Feet, was killed by a conspiracy of sorcerers, wizards, and priests led by Prince Snodal of Loskalm. The heirs of Snodal claim to have spoken to the prince's ghost, sent by the Invisible God (say some), or summoned through darkest necromancy (say others). The prince claimed that the effort was necessary to preserve Fronela from a tremendous curse sent by Zzabur, the malicious sorcerer of Brithos whose motivations have always been secret. Scholars at the University of Sog, seeking to duplicate the summoning of the prince, got instead some of his companions in the heroic venture, who corroborated the prince's tale. Those summoning scholars also speculate that the disappearance of Brithos was not an intentional act by Zzabur to move his land to another plane (as claimed by the Brithini of Arolanit), but a disaster caused by the backlash of the failed spell against Fronela.

The effect upon Fronela was complete, and each land lived for a century or more in complete isolation from its neighbors. Reactionary religious zeal was understandably conservative. Many local cults claimed the end of the world had come: another Great Darkness had destroyed all the evil of the outside world, and would destroy the survivors too if they did not resort to the most stringent religious observations.

The cause for the Syndics Ban's lifting is also a mystery. The scholars of the University of Sog speculate that the same force which broke the Closing of the seas began the deterioration of the Ban, possibly as a side effect. Many others claim to be the source, with the most persistent claim being by the High Watcher of Loskalm (whose long sorcerous ritual is on record), the loudest claim being from the Kingdom of War (who claim to have burst all bonds and broken magical walls), and the most piercing voice coming from the Lunar city-states (whose Moon Boats, they claim, have been operating in secret for years).

The Ban lifted in a general west to east movement, but never moved in a regular or predictable fashion. Some lands were left as isolated islands surrounded by freed regions. As of 1621, the Syndics Ban has still not been completely lifted from the eastern parts of Fronela. An impenetrable wall runs down the center of the Esel River, Sweet Sea, and Greystone Mountains, and separates the western Lunar Empire from Fronela. Only the magical Lunar Moon Boats, skirting along the Rockwoods, have established contact in the region.

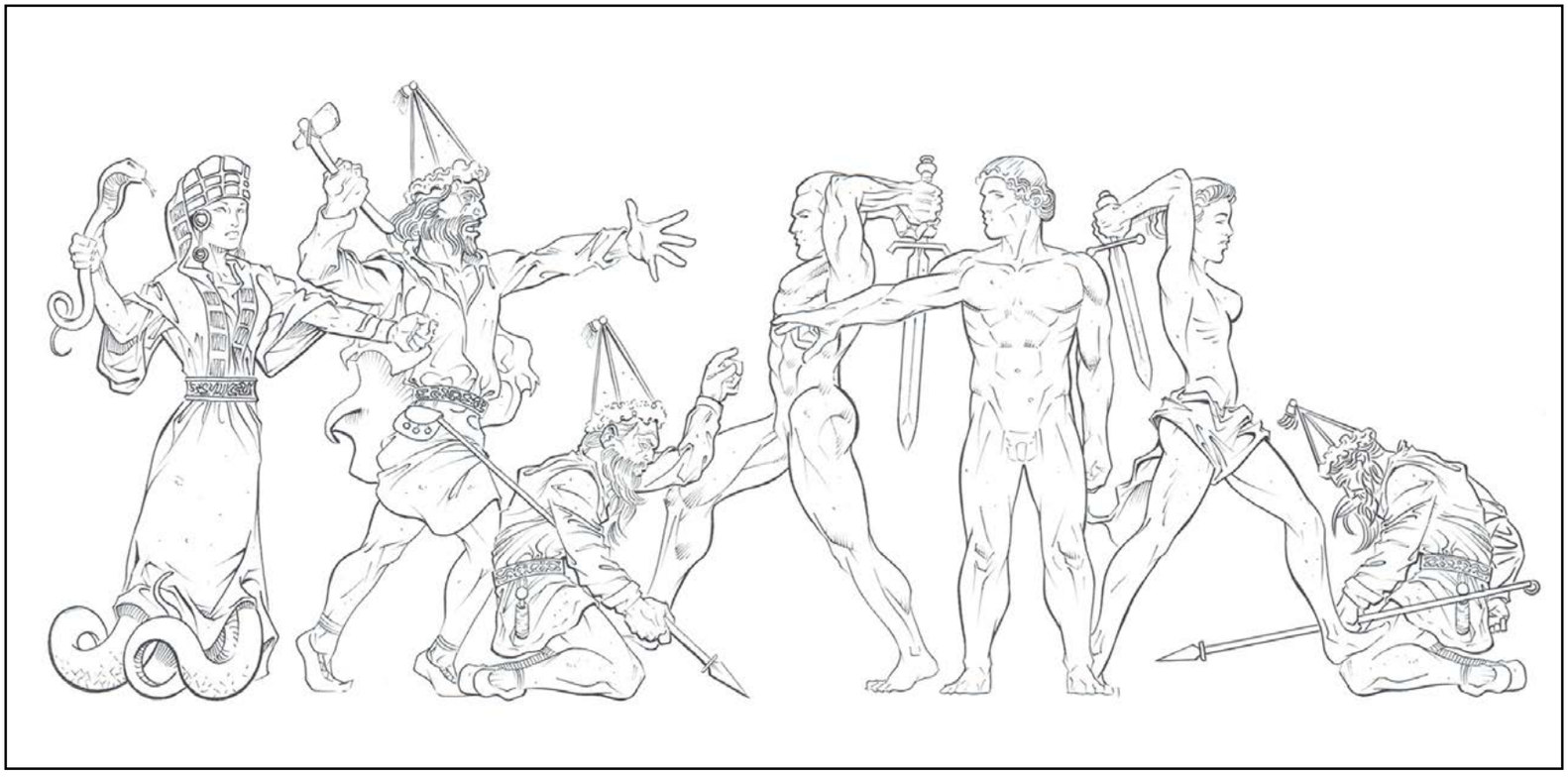


Prince Snodal was famous for other deeds too. He purposely exemplified the vigorous life of the Men-of-All and stoutly defended Hrestolism with philosophical debate, law, and force of arms. His only failing was in his professed fidelity and love for his wife, whose truth was destroyed when the mysterious Damosel of the Black Veil, from among the Altinae, delivered young Siglat to his father, then disappeared walking across the ocean to the west.

However, Snodal is best known because he organized the conspiracy which killed the God of the Silver Feet late in 1499 and instituted the Syndics Ban in Fronela. Within a few weeks of the deicide the Ban's effects blanketed the land from the Neliomi to the Sweet Sea.

The God of the Silver Feet was the local trade and communication deity. A coterie of sorcerers and priests prepared an intricate and elaborate plan and slew him. His death disrupted all communication within Fronela. First, a huge solid wall, which appeared from the outside to be swirling grey fog, stopped all outsiders from entering physically or magically. Even religious temples, normally capable of instant (although limited) communication with each other, could not contact their fellows inside the Ban. Furthermore, all communication between "bodies" of people in Fronela was halted, though the precise definition of "bodies" is uncertain.

The groups range in size from a couple of hundred families to the Kingdom of Loskalm, with almost 70,000 square miles intact. Nations, tribes, and city-states were completely cut off as a result of the Ban.



The Hero Wars Begin

THE WARLORD'S ASSAULT ON LOSKALM

Brutal widespread ruin will mark the conflict between the Kingdom of Loskalm and the Kingdom of War. The cities and fortresses of Junora, a disunited region of autonomous territories, are currently falling to the siege and assault of the Warlords and will mostly be destroyed.

Loskalm is preparing its armies, especially the Brotherhood of the Swallow, whose specific aim is to destroy the Warlords. It asks for no help from non-Malkioni, trusting in their Invisible God and the might of their experience. The Loskalmi wizards believe the Kingdom of War is the material manifestation of all that is wicked and impure. In their desperation to destroy the Kingdom of War, Meriatan and his wizards will impose their will upon the material world and embrace methods forbidden since the demise of the God Learners.

The Kingdom of War rages onward, destroying and pillaging to collect the world's largest treasure hoard. Mercenaries, heavy cavalry from Jonatela, and warriors from Tastolar and Rathorela volunteer to aid the Kingdom of War. Hordes of broos and other *krjalki* also erupt from evil places like Dilis to assist the Warlords.

The Kingdom of Jonatela is the third major power in Fronela, and its king may hold the key to successful conquest. Will they help or hinder the Kingdom of War?

Many of the political entities thrived. Those which were self-sufficient throve best, such as Loskalm, the Rathori, and the Jonatings. Many small city-states, especially those along the rivers, dwindled without trade and outside support. Loskalm was most successful, and its previously war-torn population quadrupled in less than a century.

Snodal's son became King Siglat the Wise, who wisely guided his encapsulated kingdom into a workable system of Hrestoli idealism. His preternatural knowledge and powerful personality shepherded the nation through the crisis into an idealized existence, based on Siglat's revelations that restored the original teachings of Hrestol. Hereditary titles and privileges were abolished, replaced by a radical egalitarianism where each citizen might perform the role best suited for them. Siglat ruled long and ascended into the immortal realm in 1559.

In 1582, Dormal the Sailor landed, marking the end of both the Closing and Syndics Ban for Loskalm. This visit, announced by the Sog City priesthood beforehand, was the first outside communication to reach Loskalm in 83 years. For years, an impenetrable barrier remained in the east, giving a false hope that Loskalm was rid of its troublesome neighbors. But in 1587, the barriers began to fall, opening up the rest of Fronela in an erratic pattern from west to east. Some of the newly exposed regions were completely changed, and sometimes new political entities were discovered among the old residents. The easternmost regions of the land have not yet been opened.

When they were opened, many Janube areas revealed ruined cities whose scrawny natives had forgotten where the cities came from. Seven remained strong: Sog, mostly empty ruins, but with its Brithini and Waertagi populations intact; Perfe, opened in 1597, later crushed and occupied by the Kingdom of War; Eastpoint, freed to contact the Lunar Empire in 1589, but not able to contact neighbors until 1597; Riverjoin, in 1597; Galastar and Zoria, both in 1599; and Southbank, in 1603. Most cities have been open less than 20 years and have not recovered to the possibilities of the open river.

In 1594, the first wave of Rathori (Bear People) awoke, not knowing that years had passed. They went raiding with their neighboring elves, were astonished to see what their world had become overnight, and aborted their raids to hold council and assess the situation. Another large number of Rathori woke up in 1607, and another band, further north, only woke up in 1618.

In 1612, the Kingdom of War burst forth from the Black Forest, which a century before had been Fronela's last troll stronghold. Marauding bands raided for several years, but in 1618 they began demanding loyalty from conquered peoples and seizing goods as taxes, keeping their murderous raiding elsewhere. In 1620, they seized Perfe, whose fugitive ruler asked for help from the Kingdom of Loskalm. The king has formed the Brotherhood of the Swallow to combat the Kingdom of War. It is hard to tell who is more eager for the fight.

Jonatela, a major power, was freed of the Ban in 1616. Unusually, large portions of that land was opened to the king before the rest of the land was open to outsiders. In 1619, King Congern II began seizing castles from the Prince of Timms, which has been freed of the Ban since 1597.

Kingdom of Loskalm

"I am from the virtuous Kingdom of Loskalm. Welcome to our land and learn from our ways!"

Description

Loskalm is divided into two great peninsulas by Ozur Sound. North Loskalm is approximately 215 miles long. The west of North Loskalm is coastal plains and rolling hills; the interior is rugged hills; and the eastern part has broad coastal plains that extend about 60 miles inland.

South Loskalm is approximately 180 miles long. It consists of coastal plains and rolling hills, divided by the 300 mile long Mintol River.

Ozur Sound divides the two peninsulas. The bay averages between 50 and 70 miles wide. The waters are cold and rough, but the bay still provides comparative shelter from the Valind Storms and Ice Hurricanes that blow across the frigid Neliomi Sea.

Culture

Loskalm is a civilized Western land that spread from its ancient strongholds in Akem. Like all Western cultures, it is urbanized and each province is divided into municipalities (which are often little more than market towns with a temple and an administrative center). Loskalmi farmers use a heavy bronze or wooden plow and practice intensive agriculture, growing oats, barley, and raising cattle for meat and dairy. The Loskalmi idealize the human form, and each city holds contests both athletic (including boxing, wrestling, running, jumping, and horse-riding) and intellectual (including logic, poetry, and music) to display physical and spiritual prowess.

Unlike other Western lands, Loskalm rejects the rigid caste system that defines most Malkioni societies. Instead, the ruling Malkioni school of New Hrestolism has created an egalitarian utopia, where every Loskalmi can identify himself as worker, soldier, wizard, or ruler; many strive to pass through the four caste occupations during their lifetime. During the Syndics Ban, the miraculous King Siglat achieved radical transformation of Loskalmi society, overcoming the caste restrictions and establishing a successful idealistic commonwealth where each citizen performs the role best suited for them in harmony and justice.

Among the Hrestoli of Loskalm, every child, no matter what his parent's station, is sent out to labor in the fields alongside other farmers or in the workshops alongside other crafters. Those men and women who display appropriate spiritual virtue and ability are selected by the local Elders and trained as Guardians, and taught to guard the community from external foes and to maintain order and harmony. Successful Guardians may be selected by the Men-of-All and taught to join their ranks.

The Men-of-All are a mystical order of warrior monks who take vows to serve and defend the community, study magical grimoires, and act as judges and leaders for the rest of the populace. They are required on admission to full membership to surrender all their property to the Hrestoli community, and are governed by strict rules established by Hrestol for his companions. The Men-of-All learn to fight from horseback (and thus have often been called some variation of "horse-men" by outside commentators) and are provided with weapons and mounts by their community.

Certain Men-of-All are chosen by the Nobles to become Wizards, magical specialists capable of sustaining the spiritual needs of the land and its people. Those with martial prowess are enrolled in one of the military orders of the First Brothers of Hrestol; others are removed from most worldly distractions and allowed to dedicate themselves fully to spiritual and arcane concerns.

Wizards who show the most wisdom, justice, and love for the truth are forced back into the material world by the King of Loskalm and become members of the Nobility – the ruling elite of Malkioni philosophers. Thus, every nobleman understands perfectly both the cosmic truth of the Invisible God and the common man, and has earned the respect of everyone who he rules. It is not uncommon for Men-of-All, wizards, and noblemen to retire to a farm when their labors are done.

After 83 years of magical and blessed isolation, the surrounding imperfect world returned to plague Loskalm in 1582. Worse, since the Ban ended, a social distinction has developed between the Elders (those who grew up during the isolation of the Ban) and the Children of Tribulation (those who have come of age since the Ban ended thirty-nine years ago in 1582, effectively all those under the age of 55). The Children of Tribulation make up the majority of the population, but the Elders hold most of the positions of leadership.

Language

Loskalmi, a Western tongue.

Government

Loskalm is a radical utopia, ruled by a King and a high council of noble philosophers called the Council of the Wise. They have the ultimate powers of government. The king is selected by the Council of the Wise to serve as a philosopher-king successor to the semi-divine Siglat, and has powerful privileges, with his own treasury, the ability to make certain appointments, and the right to challenge any action performed in the land. The king is also the court of last resort, the poorest man's champion, and the sacrificial hero, ready to die in the ultimate rite of his religion.

The kingdom is divided into eight provinces, each ruled by a First who is selected for office by the king and High Council. A staff of Nobles and wizards assist in the administration. The provinces are: Easval, Agria, Nevs, Tawars, Norans, Tarans, Jorri, and Pomon. Each province is centered on a city that serves as an administrative and religious center.

Loskalm led in the exploration of new Fronela and its wizard-soldiers were instrumental in the lifting of the Ban. Yet the kingdom has exhibited no imperial intent and has scrupulously respected the territorial claims of nearby lands. However, attitudes seem to be changing since the king recently

Opposite
Siglat Defeats the Barbarians
This frieze from the Temple of Reason in Northpoint, depicts King Siglat and two of his companions overcoming the barbarians of the lands outside of Loskalm. According to artistic convention, the Loskalmi are naked, their physical perfection reflecting that of their superior moral and logical state. The barbarians are heavily clothed, their attire hiding their semi-human characteristics.

Irensavalism

Fronela is the homeland of Irensavalism, a dualist Malkioni sect. Irensavalism identifies Malkion, who they call Makan, as the demiurge of a corrupt material world. Through Joy, Irensavalism seeks union with the Invisible God, who preceded Creation. The Invisible God is separate from the world, preceding the creation even of Matter and Energy, and beyond the brittle laws of the demiurge.

The Irensavalists are strict monotheists, refusing worship of the demiurge or any of its creations, reserving their worship only for the Invisible God and the Ascended Masters.

New Hrestoli Idealism

New Hrestoli Idealism claims to be the restored teachings of Hrestol. The New Idealists are philosophical idealists, believing themselves to be thoughts of the Invisible God trapped in the gross matter of Makan. The soul is a prisoner of the material world, but by systematically overcoming the ancient restrictions of caste, the soul can be liberated through Joy and one can join the Men-of-All. Those who do not succeed are reincarnated until they liberate themselves from the cycle of rebirth by achieving unity with the Invisible God.

The New Idealists know that they are not immune to the temptations of Makan. The Men-of-All continually subject themselves to a deep spiritual investigation and subsequent purification. The New Idealists know it is easy to fall prey to thoughts of the Devil, but follow Siglat's Way because it protects them from performing evil acts.

During the Ban, King Siglat, the semi-divine son of Snodal, guided Loskalm into achieving a workable system of Hrestoli Idealism. Siglat assembled a canon of teachings, including *Snodal's Vision*, *Siglat's Dream*, *The City of Virtue*, *Against the Demons*, and a significant volume of Talor the Laughing Warrior apocrypha, all of which form the basis of the school's doctrines.

Heroes of Fronela

On a snowy winter field surrounded by ice-laden fir trees, the Loskalmi general and warrior-mystic Meriatan the Swallow has a tense meeting with the ruthless and barbarous King of Jonatela, Congern the Besieger. Both men are on horseback, accompanied by their key companions; beyond them are their soldiers. Neither man likes or trusts the other; betrayal is not only to be feared, but expected. The outcome of the meeting is in doubt.

Meriatan the Swallow: This mystic devotee is the supremely self-confident warlord of Loskalm. He has been brought back from his ascetic meditations to defeat the enemies of his people. Meriatan is a relatively short, clean-shaven man with pale reddish skin; his demeanor is calm and serene. Here he wears magnificent cataphract-style ceremonial armor made up of gleaming gold bands and over it a gleaming gold pectoral stamped with Runes. His richly ornate helmet has golden feathers. A long stylish bronze sword is strapped to his belt. The warlord rides on a beautiful large white horse.

Meriatan's wizard: Meriatan is accompanied by a trusted wizard, a clean-shaven man with pale skin. He wears a blue tunic made of wool that does not quite reach his knees, girdled with his sword belt. Over his tunic he wears a heavy woolen cloak like a chlamys. He wears high woolen socks and sandal boots – clearly the wizard relies upon his mystical self-discipline in the snow! On his head he wears a tall crested blue hat. The wizard also carries a long sword in an elegant scabbard.

Meriatan's soldiers: Meriatan's soldiers are predominantly infantry, armed with spears, swords, and large shields. They wear armor of lacquered hardened leather or bronze plates. Their standards depict a swallow flying up to the triangular Law Rune of the Invisible God.

King Congern: The king of Jonatela is a vigorous and lusty middle aged man with only one eye. He has brown hair and brownish skin. The king is a veteran warrior, with scars, well-used armor, and he favors functionality over form. His bronze cuirass has seen a fair amount of action and displays a bear motif (for Congern claims descent from a Bear God). At his side, carried in an ornate leather sheath, he has a curved bronze slashing sword. Like other Orlanthi kings he favors a heavy gold neck collar. He wears a heavy fur cloak and short trousers and leg wrappings and bindings.

Queen Yira: Congern is accompanied by his warrior-queen, an intensely ambitious and shrewd woman. She warred against Congern but when the war turned against her, she married him rather than suffer defeat. She is beautiful, but ruthless and cruel – and said to have the look of a wild cat. Her long hair is brown but largely hidden by her ornate headdress. She is tattooed with the runes of Earth and Life, and wears copious amounts of gold jewelry. Over her high-collared green embroidered tunic she wears a cloak made of ermine and other furs. Around her waist is an ornate belt bearing a wickedly curved bronze dagger. She wears sandals over knee-high stockings.

Congern's soldiers: Congern's soldiers are mostly heavy cavalry equipped with long spears, bronze cuirasses, and curved bronze slashing swords. They carry standards depicting a very stylized bear, the ancestor of Jonat Big Bear, the kingdom's demigod founder.

Heroes: Meriatan

Meriatan, First Scholar of the Brotherhood of the Swallow, plans to engulf the whole of Fronela in a war to establish the supremacy of his kingdom and religion. From birth, he has been destined for greatness, yet his charm and poise made him beloved by all. Meriatan was King Gundreken's lover in his youth, and was later given the king's cousin Serata in marriage. He bears the Singing Sword, the magical iron sword of Prince Snodal that was forged by the dwarves of Nida. Meriatan is utterly confident in his ability to overcome everyone and everything with military might. He has learned of several secret ways to enter into the God Time and rob its denizens of magic and artifacts to aid his war.

"We must win," he said, *"because we combine all skills and arts into ourselves, just as our God combines all of theirs into Himself. If they did not insist on war so much, we would pity them."*

received homage from the ruler of Perfe and, as a result, has formed the Brotherhood of the Swallow. The future of Fronela surely lies in the direction taken by the Kingdom of Loskalm.

Military

The Loskalmi army is one of the best in the world. It is professional, motivated, well-equipped, and magically powerful. It is divided into 11 battalions of 5,000 men each, ten of which are similar.

A normal battalion has 3,000 Guardians, 1800 Men-of-All, and 200 elite fighting Wizards called the First Brothers of Hrestol.

Guardians: Half the Guardians carry spears, swords, and large shields; the others carry crossbows, swords, and smaller shields. Guardians typically wear armor of lacquered leather or bronze plates.

The Men-of-All and First Brothers: The First Brothers are organized into several military orders, each specializing in a different type of combat wizardry. Both Men-of-All and First Brothers wear armor made of bronze plates connected together with leather thongs to protect the body, limbs, and head. They fight as heavy cavalry, with a long, two-handed lance as their primary weapon.

The most prestigious battalion is called the First Battle, and consists of 3,000 Guardians, 1500 Men-of-All, and 500 First Brothers of the Golden Banner of Flame. The Men-of-All and First Brothers of this battalion are mounted on huge horses that are typically armored with bronze scales.

Each province also has thousands of unarmored but trained Guardians. These are mustered only for defense, never to invade other lands. Irregular bodies of soldiery can be raised by designated individuals, either from within the kingdom or among foreigners.

The Kingdom of Loskalm has maintained a naval tradition that survived the Closing. Their ships are specially designed for their cold, rough seas. The native warship are clinker-built penteconters and biremes, and their merchant ships are a wider, deeper, and shorter version of the same. Both are navigable on the Janube River and its tributaries, and the same types of ship are used on the distant inland Sweet Sea. The largest warships typically are armed with small stone- or bolt-throwers.

Religion

The New Hrestoli School of Irensavalism (see boxed text). Within the Kingdom of Loskalm, New Hrestoli Idealism is the state religion and no other schools are legally tolerated. The Invisible God and the Ascended Masters alone are venerated; sharing worship of anyone or anything else is an unforgivable crime.

Loskalm: People of Note

Faulani the Horned One: This blue-furred giant is 8 feet tall and has the horned head of a bull. He was discovered and educated by Prince Snodal and still serves as a magical guardian of the kingdom.

Gaiseron the Mystic, High Watcher of New Hrestolism: He is the most powerful wizard in Loskalm and is very ancient. Gaiseron was the counselor to Prince Snodal and King Siglat; he continues to serve as the absolute spiritual authority within Loskalm. He is a peace-loving, selfless, intelligent, and ascetic wizard, who personally instructs students within the Tower of Day and Night.

Gundreken of Valsburg: The King of Loskalm, he was once a shield-bearer to Prince Snodal. He is a true philosopher-king: a lover of truth, justice, and wisdom. Gundreken succeeded King Ampral, the adopted son of Siglat, in 1573 and has been king since.

Meriatan: This fearless warrior-wizard is the First Scholar of the Brotherhood of the Swallow. Trained in religion, philosophy, administration, and military arts by King Siglat, Meriatan is a warrior without peer; his mind is spotless and clean of all impurities. He is originally from Salona, and King Siglat predicted great deeds from him.

Penthea: This warrior virgin is one of the foremost Men-of-All in Loskalm. She has been bound to her spear since she was a small babe and can run so fast that grass burns to ashes beneath her feet.

Loskalm: Places of Interest

Agria: The western province of the Kingdom of Loskalm is primarily coastal plains and rolling hills. Farmers raise grain and livestock. The western edge of the plains is separated from the sea by sand dunes; nearer to the coast, fishing is a major source of food. A chain of small forts guard the shore against Wolf Pirates.

Amron (small city): A borderland city near Junora and Oranor, Amron is best known for its black metallic Singing Stones in the center of town.

Arethom (small city): This city is the location of a yearly magical contest between the wizards of Loskalm and the ice demons of the Neliomi Sea. The wizards have only lost twice since the Ban ended: in 1612, and again in 1615.

Arnholt (small city): Called the City of the White Eagle, Arnholt prospers through trade with Sog City. It is famed for its ornate "Green Temple" to the Invisible God.

Astor (small city): This port city in Agria is best-known for its smoked fish and for its massive defensive walls built out of red brick and completed in 1618.

Avisol (small city): The glassmakers of Avisol zealously guard the secret of the magical Glass Butterfly that can carry messages between here and the Otherworld.

Bakar Lake: This lake is renowned for its brilliant blue color and for the many hot springs, geysers, and fumaroles found alongside and even in the lake.

Basol (small city): At the Dawn this was the site of a sanctuary to the gods of the Enjoreli. The population embraced the Hrestolism of Talor the Laughing Warrior in the early Second Age and it was a center of resistance against the Silver Lord.

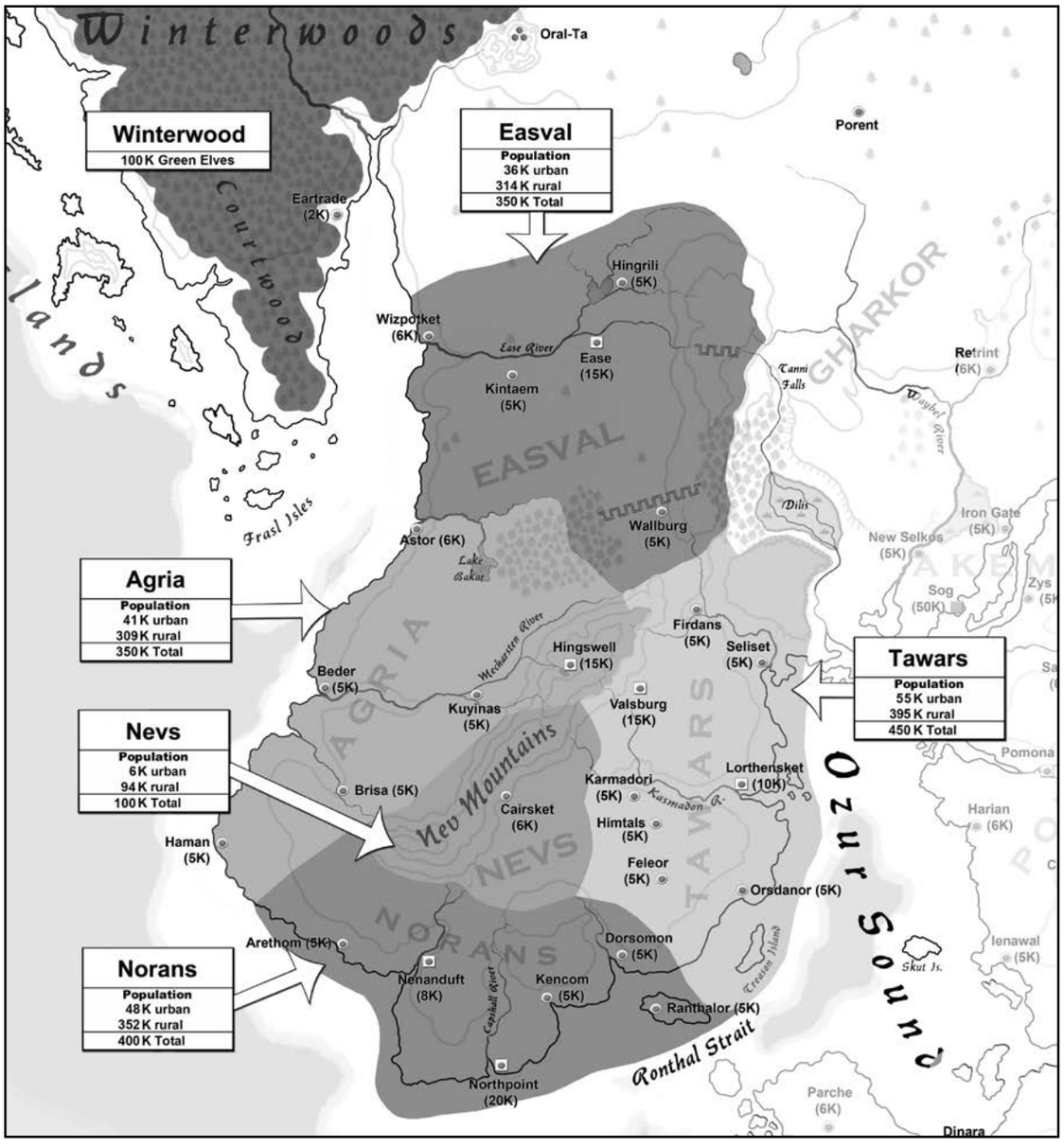
Beder (small city): This windswept coastal city is a center of Hrestoli mysticism. In the Tower of Introspection, Hrestoli disciples subject themselves to deep spiritual investigation, nullification of the ego, and subsequent purification.

Brisa (small city): The City of Lights, this city is illuminated day and night by countless lamps and braziers, each a fragment of the original Flame of Ehilm. An ancient prophecy holds that if ever Darkness fully descends upon Brisa, the world will end.

Cairsket (small city): Capital of Nevs Province, Cairsket is famed for the Wizard's Stronghold, a fortress on a high rock overlooking the city.

Concord (small city): The City of Harmony, Concord was founded by King Siglat to mark his triumph over the twin demons Egnarps and Ojedneps.

Corse Walk: This stone and turf fortification was built during the wars against the White



Bear Empire. It spans approximately 15 miles and its defenses were bolstered by a deep ditch on the north side. It was abandoned during the Ban and much of it used as a quarry.

Croesium (small city): This city is built within a small crater formed when a portion of the Moon fell to the earth in the Gods War. The barbarians held the place sacred to Croesia the Moon Goddess and Varganthar the Unconquerable built his palace here.

Dinora (small city): This port city on the Ozur Sound is an important naval base for the Loskalm navy.

Dorsomon (small city): In the God Time, King Drona arrived here from the sea and placed his sacred stones. Along the shore are dozens of statue menhirs, depicting bearded men and bare-breasted women; the Loskalmi wizards perform regular rituals to bind the magic of these statues to the service of Loskalm.

Ease (large city): Capital of the Loskalmi province of Easval. This was the home of Snodal, and his grave is marked by the White Mausoleum of Snodal. This perfectly symmetrical domed structure is finished with perfect white marble and decorated with verses from *Snodal's Vision*.

Easval: The most northern province of the Kingdom of Loskalm. It is a peaceful land of lakes, grassy plains, and moorland hills. Mixed woods cover much of the southern part of the province.

Erontree Forest: This mighty elf forest is one of the Six Great Woods of western Genertela. It is primarily inhabited by green elves, though a sizable minority of brown elves also lives here. There is only limited contact between the various elves of Erontree and the Western culture that rules western Fronela.

Feleor (small city): This city is famed for its exalted pure white cattle that are permitted to roam free throughout the city. The cattle may only be slaughtered by members of an ancient bloodline of butcher-priests.

Firdans (small city): The city of Firdans is best known for its large enclosed and labyrinthine rock garden where poets, scholars, and wizards can escape the outside world and concentrate on nature and literature.

Frontem Road: This Jrusteli road connects runs from Southpoint all the way to Pomona. Spurs connect Parche and Harian.

Haman (small city): This city is the westernmost city in Loskalm and is the best port along the rugged Haman Head. Ships from the Brithos port of Old Trade are often found here, and occasionally are willing to carry mortals to that mysterious port. Nearby Glass Beach is covered with beautiful glass pebbles of magical origin.

Harian (small city): This port city in Pomons is the starting point of the Harian Road that runs all the way to Southpoint.

Harram Wall: This great stone and earth fortification wall stretches some 60 miles across the plains of southern Easval. The wall is some 25 to 30 feet tall and 12 to 15 feet wide, with numerous watchtowers. It was built in the Second Age and then revived in the wars against the White Bear Empire. During the Ban, the Harram Wall stood derelict and was abandoned.

Himtals (small city): Ancient citadel of one of the Enjoreli tribes, this city was the capital of an independent principality in Prince Snodal's time. Once, out hunting, its prince chanced upon a shepherdess singing with her friends. Smitten by her beauty and her voice, he built her a palace in the city and dedicated his life to poetry and love. Unfortunately, Black Hralf the Weasel was prompted to conquer Himtals because of her beauty. When Black Hralf marched on the city, the prince met him with his Men-of-All and was defeated, and his lover poisoned herself. Her palace is now a pilgrimage place for poets, dancers, and lovers.

Hingrili (small city): The "Jewel of the North", Hingrili is considered one of the most beautiful cities in all of Loskalm, with its many delicate spires and its magical Winter Garden. Hingrili fishermen have befriended the Silver Fish, who lure other fish into their nets. In exchange, the residents of Hingrili are sworn to never harm or eat one of the Silver Fish.

Hingswell (large city): Capital of the Loskalmi province of Agria. It shares its name with a nearby lake of remarkable purity. The magnificent blue and red tiled Fountain of the Nymphs is a tribute to the city's prosperity.

Oral-Ta
COURTWOOD FOREST
Porent
TASTALAR
Eartrade
Hingrili
Wizpotket
Ease River
Ease
Corse Wall
GHARKOR
Kintaem
Tanm Falls
Retrint
Waybel River
Danube River
EASVAL
Harram Wall
Frasl Isles
Wallburg
Dilis
Iron Gate
Astor
New Selkos
Lake Bakar
Sog
Zys
Firdans
Mechursten River
Hingswell (15K)
Seliset
Salona
Beder
Kuyinas
Valsburg
Arnholt
AGRIA
New Mountains
Pomona
Lorthensket
Karmadori
Brisa
Cairsket
Kasmadon R.
Harian
Himtals
Haman
NEVS
TAWARS
Ozur Sound
Feleor
Orsdanor
Croesium
Harian Road
Dorsomon
Arethom
Nenanduft
Kencom
Creason Island
Skut Js.
Ienawal
Capshull River
Ranthalor
Ronthal Strait
Northpoint
Parche
Harian Road
Thantom
Dinara
Wintol River
Jora
Harian Road
TARINS
Southpoint
Pleasant Hill
Tarnwall

Huntwood: These wooded hills were once part of the Erontree Forest but came under human domination under the Ban. Its magical customs are enforced by a mighty Unicorn King with the power to know if a person is lying or guilty with a glance. If a person tells a falsehood in its presence, it leaps and impales the perjurer through the heart with its horn.

Ienawal (small city): This ancient city on the coast of Ozur Sound is best known as being the location of the Logic Beats Spirit Duel in the early First Age, where Hrestoli logicians magically defeated the Enjoreli and their Hykimi allies. Its school of wizardry is particularly adept at dismissing spirits.

Isefwal (small city): This is the oldest Malkioni settlement in Fronela. In the First Age, Isefwal was the capital of the Kingdom of Isefwal, which covered the current province of Tarins. The city was supplanted as capital of Frontem by Panosket under the Middle Sea Empire and declined to little more than a fishing village during the Closing. Since the Opening, it has prospered and grown.

Jarinsland: These hills are inhabited primarily by herds of cattle and huge colonies of seabirds. Prior to the reunification of Loskalm by Siglat, this area was ruled by the semi-barbaric Firbolks tribe.

Jora (small city): In the First Age, this was a stronghold of the Enjoreli barbarians until it was taken by the army of the Silver Empire.

Jorri: Province of the Kingdom of Loskalm consisting of the upper Mintol River to the border with the barbarian kingdom of Oranor. It is a hilly land with much good grazing land for cattle and horses. The Jorri Bull is a breed of cattle renowned for its ability to plow fields and run.

Karmadon River: This gentle river flows some 70 miles from the Nev Mountains to the Ozur Sound. The Karmadon Valley was the heart of the ancient Tawari tribal lands and is dotted with statue menhirs depicting men, gods, and beasts.

Karmadori (small city): This prosperous city is located along the bluffs above the Karmadon River. The annual Karmadori Cattle Fair is the biggest cattle fair in Loskalm, selling all breeds of cattle, horses, and other livestock, as well as weapons, utensils, jewelry, and other craftworks.

Kencom (small city): The harbor at Kencom serves as an important naval base. Its most notable monuments are two groups of rock tombs from the Second Age. They are cut into the face of a cliff and are the final resting place for two God Learner dynasties.

Kintaem (small city): This city was conquered by the Noyaling barbarians in 1443 and ruled by them until its liberation by Prince Snodal. Much of the population has Noyaling blood, and the locals are notorious for their superstitious nature. The city is surrounded by vast fields of wheat and barley.

Kuyinas (small city): This city is built along the steep hillside of the Mecharsten Valley. It is best known for the pentagonal Emerald Tower, constructed out of a single stone by Xoranor the Green in the Second Age.

Lorthensket (large city): This city was the capital of an independent principality prior to the reunification of Loskalm. Its most famous ruler was Arthen, who was married to Lilnth, the sister of Prince Snodal. Lorthensket is an important ship-building city and naval center, as well as an important port.

Midtasker (small city): The main settlement of Jarinsland, Midtasker was founded by three Enjoreli brothers in the First Age who sacrificed one of their wives and buried her in the walls. The city was an important center under the later Middle Sea Empire. It is best known as the place where the heroes Svenlos and Amlaria the Priestess were killed fighting *krjalki* demons; their grave is marked by a tall marble stele carved with depictions of the ancient gods of Frontem.

Mintol River: This river runs approximately 275 miles through the southern peninsula of Loskalm.

Morain (large city): The chief city of the Loskalmi province of Jorri was founded in the Second Age. The city is best known for its Palace of Gardens, which grows plants for medicinal and sorcerous use. Intrepid explorers from Loskalm have raided deep into the Erontree Forest to obtain herbs and flowers available nowhere else.

Nenanduft (small city): This is the oldest Malkioni settlement in Norans. It is best known for the Tower of Rilan, named after a powerful Second Age God Learner who holed up here when the Middle Sea Empire collapsed. His magic made assault impossible, but his many enemies made leaving the tower equally impossible. The locals fear he still endures within, along with all his treasures and blasphemous secrets, although he has not been seen on the tower's balcony in several centuries.

Nev Mountains: This low mountain range is an area of rugged fells, cliffs, and deep valleys. Extensive networks of caves can be found within the range. The region is famed for the Goat-Bird, a strange bird-like creature with horns and scales, the result of some sorcerous experiment gone awry.

Nevs: This province of the Kingdom of Loskalm is entirely located in the rugged hills of the North Peninsula. Craggy fells and high grass pastures cover much of the province. The inhabitants are considered backwards by other Loskalmi, and some communities maintain various Hsunchen traditions and customs.

Norans: This province consists of windswept coastal plains that have been cultivated since the beginning of Time and salt marshes populated by flocks of migrating birds. Horse-raising is particularly important here, and this province is home to the horse-breeding farms that raise the huge Loskalm destrier.

Norans was settled by Malkioni refugees from Brithos long before the Dawn. In the First Age, this region (along with most of the provinces of Agria and Tawars) was known as Nenanduft. The rulers of Nenanduft joined with Talor the Laughing Warrior to form the Kingdom of Loskalm, and the region was later incorporated into the Kingdom of Frontem by the Silver Lords.

Northpoint (large city): In the Second Age, Northpoint was the northern capital of Frontem, until it was destroyed by the God Learners during Janerndal's Rebellion. Northpoint was rebuilt by King Sigur in 980 as the royal capital of Loskalm, which it has been ever since. This round city is famed for its incredibly extensive and elaborate fortifications; each gate has double doors made of bronze. The Golden Gate Palace, the home of the King of Loskalm and his Council of Wisdom, dominates the city. Towering statues of the Ascended Masters line the avenues leading to the palace.

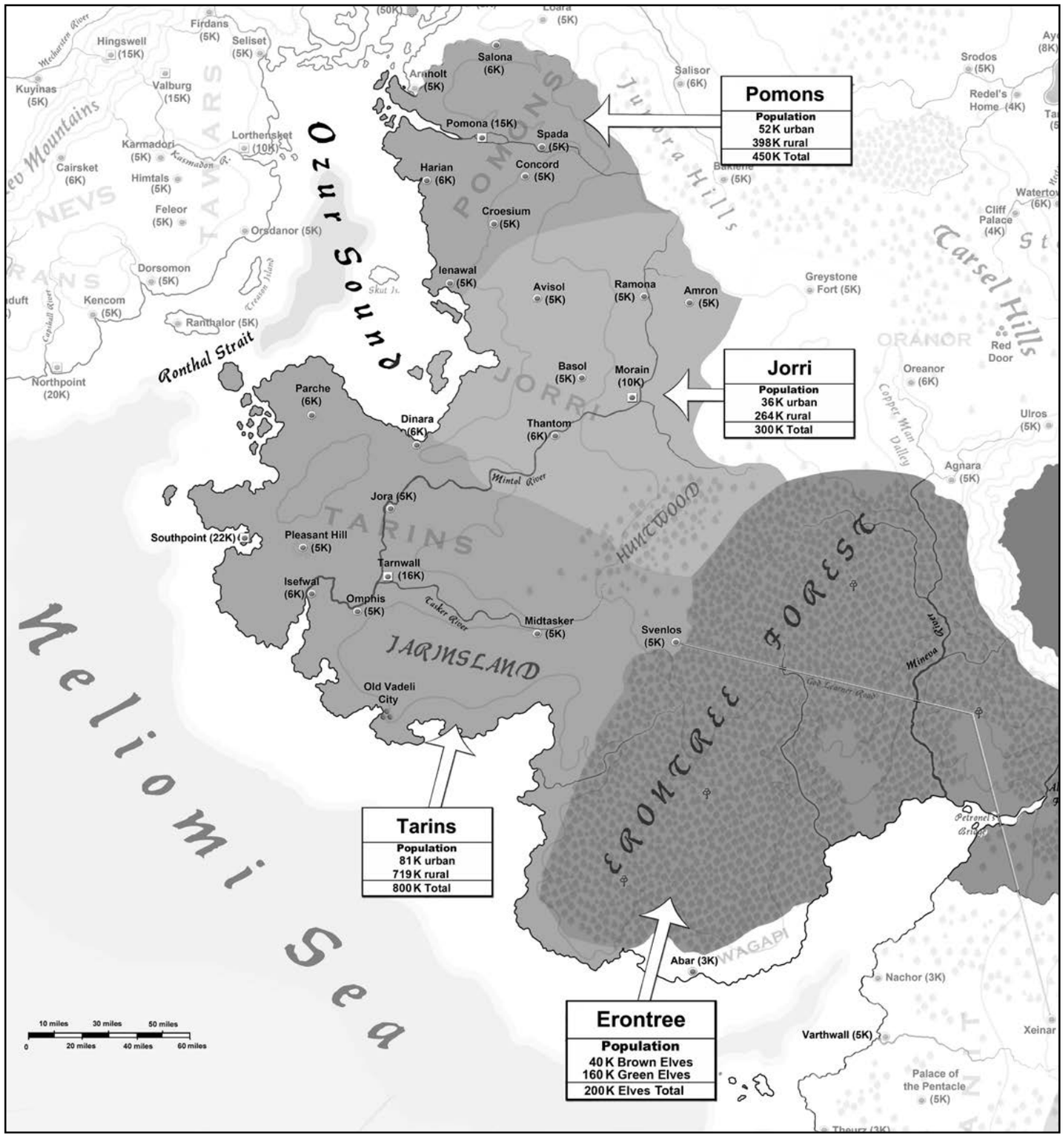
Old Imperial Highway: This ancient road goes through the Erontree Forest, connecting Fronela with Arolanit. As long as travelers remain on the road and perform certain Malkioni rituals at specific places, they may pass unmolested by Brithini and Aldryami.

Zendamalthan School

This influential school was founded by the Ascended Master Tomaris, a companion of Hrestol who wrote *The City of Virtue*, used by many Hrestoli for public worship. The Zendamalthan School claimed secret insight into achieving Joy through the study of numbers and geometry. According to its members, geometry guides the ascending soul to philosophical truth, which describes what always is and not what comes into being and passes away. The discipline of geometry and mathematics leads the soul upwards to the eternal knowledge of the Runes (refining and purifying that knowledge so that it may reach its truest intelligible sense), and wisdom beyond temporality. The Zendamalthan School rejects empiricism and holds material phenomena to be inferior and corrupt.

The Zendamalthan School proved extremely influential in the Second and Third Ages by providing the intellectual underpinnings for Irensavalism. The school is called the "cult of engineers" by outsiders and its members have devised ingenious stone-throwers to be used against the enemies of Loskalm.

Wallburg
Iron Gate
New Selkos
Sog
Zys
Loara
Einpor
Molene
Melekaros
Karstall Woods
JUNORA
Firdans
Hingswell (15K)
Seliset
Salona
Salisor
Srodos
Valsburg
Arnholt
Baralor
Redel's Home
Junora Hills
Pomona
Spada
Lorthensket
Karmadori
Cairsket
Krasmadon R.
Harian
Concord
Baklene
Himtals
Ozur Sound
Cliff Palace
Feleor
Croesium
Orsdanor
Harian Road
Tarsel
Dorsomon
Treason Island
Skut Js.
Ienawal
Ramona
Greystone Fort
Kencom
Avisol
Amron
Ranthalor
Ronthal Strait
ORANOR
Red Door
Basol
Oreanor
Kikina
Morain
Parche
Copper Man Valley
Harian Road
Thantom
Dinara
Agnara
Mintol River
Jora
HUNTWOOD
Harian Road
Southpoint
Pleasant Hill
Tarnwall
Isefwal
Tasker River
Omphis
Midtasker
Svenlos
Old Imperial Road
Mintol
JARNSLAND
Old Vadeli City
Petronel's Bridge
Old Imperial Road
Abar
WAGADI
Nachor
Varthuwal
Palace of Pentacles



Old Vadel (ruin): These evil ruins are all that is left of an ancient Vadeli city from the Ice Age. It is inhabited by ghosts, horrors, and inhuman beasts.

Omphis (small city): The name of this city means "the severed Head" and is said to be derived from an event in the life of Hrestol where he gave his head to a man. It is famed as a center of learning for the Men-of-All. Students come to Omphis from far-off places despite the arduous journey, and each teacher forms his own institution, enjoying complete autonomy. Study terminates when the teacher is satisfied with the student's level of achievement.

Orsdanor (small city): This city has been a Hrestoli center of learning since the end of the Second Age. It consists of two separate compounds built with red bricks, each with its own temple to the Invisible God, along with meditation halls and classrooms. The Library of Orsdanor is one of the greatest in the West.

Ozur Sound: Also called the Bay of Helela, this body of water lies between the Neliomi Sea and the Janube River. The bay averages between 50 and 70 miles wide. The waters are cold and rough, with strong currents, but the bay still provides comparative shelter from the Valind Storms and Ice Hurricanes that blow across the frigid Neliomi Sea. Herds of Ouori mermen often wander into the Bay seeking food but fleeing from any ships.

Parche (small city): This city is best known as the final resting place of Talor the Laughing Warrior. Talor's Mound is a high grass-covered tumulus; at its base is a stone bas-relief depicting the deeds of the great hero.

Pleasant Hill (small city): This city is renowned for its healing springs that flowed from the hillside to succor Hrestol shortly after the Dawn. Many pilgrims come here to restore themselves at the ornate and grand baths built around the springs.

Pomona (large city): The capital city of the Loskalmi province of Pomons is located on an island in the middle of a river. It is blessed with particularly mild winters, and famed for its surrounding orchards that grow cherries, apples, peaches, pears, and plums, and for its wineries.

Pomons: A province of the Kingdom of Loskalm. This province has the mildest weather in Loskalm and is rich with fruits and other agricultural produce.

Ramona (small city): This city in the province of Tarins is home to an immortal spirit called the Bright Lady, who has resided here since the God Time. The Bright Lady is steeped in knowledge of the Otherworld and is consulted by wizards and nobles each winter.

Ranthalor (small city): This heavily fortified port serves as the gateway into the Ozur Bay. It is an important base of the Loskalm navy. From the Tower of Eyes, wizards scry for pirates trying to enter the Ronthal Strait.

Salona (small city): This fortified city located in Pomons is famed for the Red Palace of the First Brothers of Hrestol, a palatial fortress built atop a hill overlooking the border with Akem. Much of the palace is dedicated to the study of the arts of war and wizardry.

Seliset (small city): This sacred city is best-known for its Temple of the Invisible God built around the holy tomb of Tomaris, a follower of Hrestol and one of the first Men-of-All. The temple is maintained by the Zendamalthan School, a monastic order of 177 wizards who have renounced the material world. Seliset is an important center of learning and its wizards are famed for their mathematical lore.

Skut Island: This low, grassy island was the site of a legendary duel between Lovdam the Green and the six sons of Skut. All were slain, and their spirits still reside in the seven ancient cairns avoided by local fishers and herders.

Southpoint (large city): At the Dawn, this was the Malkioni settlement of Panosket and joined the Silver Empire to defend against the Enjoreli barbarians. It later achieved fame as the home of the Zendamalthan School of wizardry. Under the Middle Sea Empire it was the capital of the Silver Lords of the Adalla Dynasty.

Southpoint is the home of the High Watcher, who oversees all theological and philosophical matters relating to the New Hrestoli School, and asserts to be the Supreme Authority over all Malkioni sects. All the Malkioni of Fronela acknowledge his supremacy. The city's skyline is dominated by the immensely tall Tower of Day and Night. Within the tower, the powerful spells that bless and unite Loskalm are maintained and renewed.

Spada (small city): This city is best-known for the Temple of War, where the barbarians once placated the gods of war and storm with blood sacrifices. Within rests the malevolent Red Sword, brought here in the late Second Age by the foreign Hero Avlor who used it to aid Tryensaval and Halwal to free Loskalm from the God Learners.

Svenlos (small city): This city was founded at the end of the Old Imperial Road by that heroic but barbaric companion of Siglat as a fortress against the elves of the Erontree Forest. During the Ban, the elves disappeared, the nearby woods were cut down, and the city became surrounded by orchards.

Tarins: The southern province of the Kingdom of Loskalm. Tarins is densely settled in the west, but it is increasingly wild as one goes east of the Mintol River valley. It is one of the oldest areas of Malkioni settlement in Fronela, and was the Kingdom of Isefwal in the First Age. In the Second Age, this was the heartland of the God Learner Kingdom of Frontem. The magical entities here have long been subject to the will of the wizards of Loskalm.

Tarnwall (large city): This city along the Mintol River is one of the oldest cities in Loskalm, its occupation preceding the first migration of people from Brithos to Fronela. It is also called Tarins and is the administrative capital of the Tarins province. Its guardian, a giant with three heads, six hands, and six feet, was defeated in the First Age by Malkioni wizards and bound to their service.

Tawars: A province of the Kingdom of Loskalm that lies on the shores of Ozur Sound. The plains of Tawars are highly fertile agricultural land with vast fields of wheat. At the Dawn, this was the homeland of the mighty Tawari people, a tribe of bull-riders who ruled the other Enjoreli tribes. They were defeated by the Malkioni in the later First Age and forced out of this land. The people of Tawars are noted for their cattle, and their music and dance, which has two main genres – philosophical and erotic.

Thantom (small city): An ancient capital of the Enjoreli barbarians in the First Age, Thantom is best known for its annual fertility festival that celebrates with dances, feasts, and much drinking the romance of the Harvest Queen by the First King, aided by his companion the Boar.

Treason Island: Traitors, rebels, and other transgressors against the kingdom of Loskalm are exiled to this island. The island has few trees and is mainly barren grassland.

Valsburg (large city): Capital city of Tawars province, Valsburg is dominated by its high stone-walled citadel, built in the First Age by the Brithini of Akem as a fortress against the Tawari barbarians. The inner citadel is magically defended by the great Bull Gate, into which the gods of the defeated Tawari were bound. Within is the City Palace, a flamboyant palace complex built by King Orvmat some two centuries ago.

Wallburg (small city): This fortified city was established as an important military base for the Harram Wall. During the Ban, the soldiers became farmers, potters, and crafters, and built residences, baths, and a large amphitheatre for martial games.

Wizpotket (small city): This city was settled by Malkioni refugees before the Dawn. The leader of the settlers magically enslaved one of the Vadeli ice demons, who must still serve whoever is the First Sorcerer of Wizpotket. The demon is treacherous however, and it betrayed the city when the Wolf Pirates raided in 1605.

Loskalm Regional Activity Table

Determine monthly per city

Common Events

No unusual event.
Athletic competitions held among the commoners to see who will qualify for promotion to the Guardians.
Fair held by local noble; all invited, free food and drink, unusual market opportunities.
Noble visiting the area to ascertain support against the Kingdom of War.
Wizard of the Invisible God performs a miracle for one of his followers.

Uncommon Events

Sog City diplomats are seeking volunteers to fight the latest emanation from foul Dilis.
Athletic games sponsored by local noble or city; all invited, free food and drink, unusual market opportunities. Testing for qualification into elite classes is available, including into the wizard class.
Exiled nobleman from Junora is recruiting mercenaries.
Province raided (in the north by Uncolings, west by Wolf Pirates, and south by Oranor or Junorans): all locals go into war drill; foreign volunteers for the battle are accepted.

Rare Events

Exiled nobleman from Jonatela recruiting mercenaries.
Wizard seeks volunteers to test new potion or spell.
Elf envoy passing through on its way to Winterwood/Erontree.
Infamy perpetrated nearby: Prophet of the Nameless Man is sought for hanging by all citizens

Central Fronela

The lands of Akem, Junora, and the Janube River city-states are a mosaic of different cultures and religions. Not since the Middle Sea Empire has central Fronela been political unified.

Akem

"I am from Sogolotha Mambrola, the greatest and most learned city outside of lost Brithos itself."

Description

The marshy delta at the mouth of the Janube is called Akem. It is ruled by the Brithini of Sog City. All land is owned by the immortal lords of the city, who largely ignore the immigrant farmers who have settled there since 1582. The farmers give a portion of their harvest to the city as tribute and sell the rest to feed the growing urban population.

Culture

The rulers of Sog are immortal Brithini, and adhere to the original Laws of Malkion. They are immortal as long as they maintain their ancient strictures, but if they violate caste restrictions, mortality ensues. Fearing the taint of alien philosophies, the Brithini segregate themselves from the rest of humanity. They are atheists who understand the world in terms of logical processes instead of by mythological accounts, and do not believe in an afterlife.

However, the Brithini are a small minority in their own city, always greatly outnumbered by the green-skinned Waertagi. Since the end of the Ban, the population of the city has exploded with waves of immigrants from around western Genertela and beyond.

Language

Brithini, Waertagi, and Loskalmi. Tradetalk is the unofficial language of the vast immigrant population.

Government

Rule of the city is in the hands of ancient Brithini whose ancestors made pacts with the Waertagi. They still keep those empty deals in preparation of the promised return of the Waertagi. They also run the day-to-day affairs of the city and its surrounding lands, but in an aloof and mysterious manner.

One of Sog's traditional duties is to suppress the monsters of Dilis. They own two Seeing Stones which can view portions of the marsh, and a branch of the University is required to keep watch and hire experts to suppress dangers.

Military

Sog City has no standing army of its own, relying on its Brithini wizards and the historic debt of nearby nations to defend it in its hour of need. A rough and ready law and tax collection system is enforced by Street Judges, foreign hirelings organized like an army. They are the only legal system encountered by most visitors, including the merchants. Tapping is the primary form of state punishment for those offenders who cannot be handled by the Street Judges.

Religion

Brithini atheism, various Malkioni schools, and Waertagi cults of the seas and waters.

Akem: People of Note

Smith and Tinker: This pair of immortal Brithini dronars is famed throughout Fronela as legendary master crafters. Their skill rivals that of the dwarves of Nida, with whom they have an ancient rivalry.

Akem: Places of Interest

Dilis Swamp: This swampland is an evil place, full of Chaos monsters. It has haunted western Fronela for centuries, and many a brave hero has herein met his doom.

Gharkor: This boggy upland is primarily inhabited by bands of Hsunchen hunters or Chaos Horrors from the Dilis Swamp.

Halkomelem (small city): The natives of this small town are never more than four feet tall (and usually less), the result of their ancestors being Tapped by their Brithini overlords some generations ago. Despite, or perhaps because of, their cursed stature, the Halkomelemites are devotedly servile to the Brithini and always dress in extremely garish blue clothes. They are governed by various guilds that perform esoteric services for the Brithini.

Heisinoket (small city): This city is home to the Mad Sage of Heisinoket who speaks of myriads, multiplication, squares, and the mysterious Thirteen. It is filled with refugees fleeing from the Kingdom of War, who look to the Mad Sage for wisdom.

Iron Gate (small city): This magical fortification defends the road passing between the marshes and the Janube leading to Sog City. The gate is ensorcelled by eldritch Brithini wizardry and its iron surface carved with runes of terrible power. It is manned by mercenaries hired by Sog City.

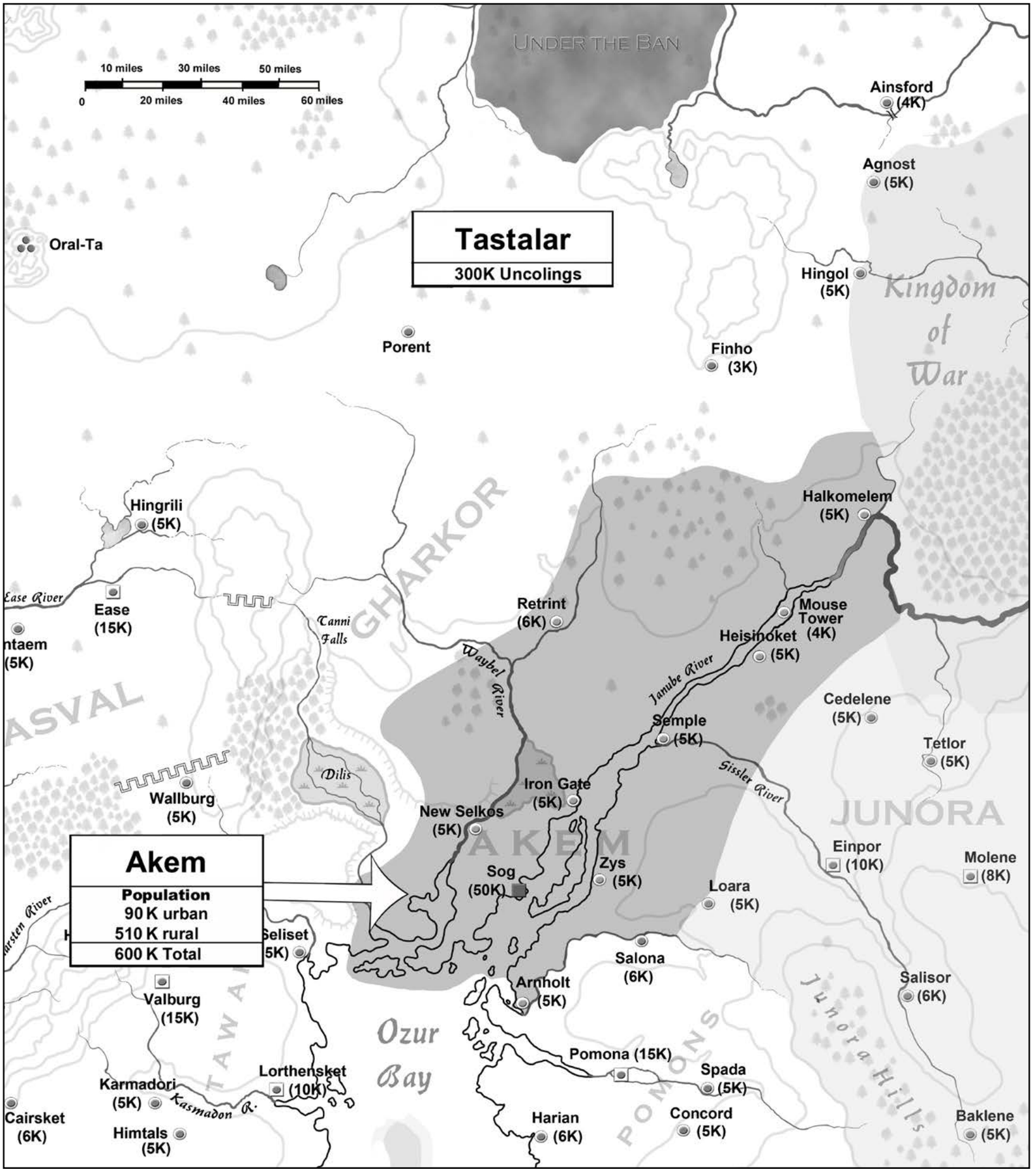
Mouse Tower (small city): This island city was built by a cruel God Learner sorcerer called the Duke of the Neck. He was devoured by countless mice when his crimes transgressed even the laws of nature and the God Learner Empire collapsed. The city is now ruled by an adventurer company who collect tolls on the busy Janube traffic.

New Selkos (small city): This ancient city was founded before the Dawn by Brithini colonists. The Brithini are long gone but the mortal inhabitants still pay tribute and obeisance to their immortal overlords in Sog City. The city has been much troubled by vile Chaos Horrors from nearby Dilis Swamp in recent years.

Retrint (small city): This city-state is hard pressed between Chaos monsters from the Dilis swamp and raiders from the Kingdom of War.

Semple (small city): This city is ruled by an ancient, inbred dynasty called the Ferrymen, although they have not ferried one of their Brithini masters across the river in many years. Their skin has a light-green hue.

Sog City (metropolis): Called *Sogolotha Mambrola* in the old tongue, this ancient city controls the area called Akem around the mouth of the Janube River. This huge, decadent city is a haven for wanderers and transitory folk. It was founded by the ancient Waertagi as a dry-dock site for their immense city ships. The green-skinned native population is descended from those ancient Waertagi. The vast ruins of the old dry-dock, large enough to hold a city-ship, dominates the northern city view.


Under the Ban
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Ainsford (4K)
Agnost (5K)
Tastalar
300K Uncolings
Oral-Ta
Hingol (5K)
Kingdom of War
Porent
Finho (3K)
Hingrili (5K)
Halkomelem (5K)
Ease River
Ease (15K)
ntaem (5K)
Tanni Falls
GHARKOR
Retrint (6K)
Mouse Tower (4K)
Heisinoket (5K)
Waybel River
Januba River
Cedelene (5K)
Semple (5K)
Tetlor (5K)
Sissler River
ASVAL
Dilis
Wallburg (5K)
Iron Gate (5K)
New Selkos (5K)
JUNORA
AKEM
Einpor (10K)
Molene (8K)
Akem
Population
90 K urban
510 K rural
600 K Total
Sog (50K)
Zys (5K)
Loara (5K)
Seliset (5K)
Salona (6K)
Salisor (6K)
Valburg (15K)
Armholt (5K)
Ozur Bay
Pomona (15K)
Spada (5K)
Junora Hills
Lorthensket (10K)
Karmadori (5K)
Kasmadon R.
Concord (5K)
Baklene (5K)
Cairsket (6K)
Himtals (5K)
Harian (6K)
POMONS

The Red Gates of Sog City

A procession of immortal Brithini sorcerers passes through the rune-carved Red Gates of the City of Brass into the mortal community of Sog City. Although the Brithini are the rulers of the city, they rarely leave their enclave, named the City of Brass. The local population makes way for their immortal rulers with palpable superstitious fear.

The City of Brass: The Brithini reside in the oldest and innermost citadel of Sog City on the banks of the Janube River, surrounded by a red-hot brass wall. Only pure-blood Brithini are permitted therein, so no outsiders know anything about its residents. A powerful Fire God is said to be imprisoned within the walls by Brithini sorcery; molten streams of metal surrounded by clouds of steam and fire are constantly discharged into the nearby river. It is widely believed that the Fire God is being Tapped by the Brithini to power their spells.

Red Gates: The entrance to the City of Brass is through the glowing hot Red Gates. The ten panels on the doors depict a variety of ancient God Time events. A stone bridge connects the Red Gate to mortal Sog City.

The Brithini Sorcerers: The Brithini are an immortal race who believes that they are the only True Men. They maintain their immortality by strictly adhering to their ancient (and severe) ascetic traditions and disciplines. They are atheists, in that they refuse to worship the gods or spirits, believing them to simply be magical forces that should be subject to their will. They are divided into castes (worker, soldier, leader, and sorcerer) – the all-male sorcerers are their highest caste, with pale light blue skin and possessing incredible magic powers and learning. In appearance they are neither old nor young, despite each being over a thousand years old – they are ageless. The Brithini view mortal humans as short-lived sub-humans, who breed prodigiously, are willingly enslaved to gods and spirits, and generally regard them with contempt and disgust.

Sog City: Compared to the City of Brass, Sog City is haphazard and disorderly, full of wood and stone buildings. It gets cold in Sog City, and the people wear clothes of wool or leather. In the street are many people – workers, crafters, traders, prostitutes, and mercenaries. A few are warrior-monks from nearby Loskalm, who do not fear the Brithini.

The innermost city (called the City of Brass) is an islet surrounded by a red-hot brass wall and connected to the rest of Sog City by a stone bridge. It is widely believed by mortal scholars that a powerful Fire god is imprisoned with the City of Brass by Brithini sorcery; however, only pure Brithini by blood are permitted therein, so no one knows anything about its residents. On the other hand, these Brithini are often unusually generous for immortals. They teach exotic magic incantations and spells at their ancient university, where one of the near-complete copies of *The Blue Book* of Zzabur is housed in the vast fireproof Library of the Ivory Tower.

Sog has seen better days. Many of its streets are abandoned and have fallen into disrepair. During the Ban (which ended in 1582), Sog dwindled into an abandoned ruin populated only by Brithini and the green-skinned Waertagi. But the recent expansion of sea trade has brought a great influx of people who are occupying the ruins and rebuilding. Despite being sacked in 1615 by an army of barbarians and mercenaries led by Harrek the Berserk, the mood is optimistic, sometimes bordering on fanaticism. The Cult of the Ship and the City is growing, as even newly arrived foreigners get caught up in the excitement generated by the recurrent dreams of its residents about Waertagi city ships in disrepair. Of special interest is the haunting of the University President by the vision, and his personal investment in the reconstruction of the dry-dock.

Zys (small city): This city is built around the vast workshop of the immortal Brithini crafters Smith and Tinker. Many mortal crafters have built smaller workshops in abandoned sections of the workshop, trying to learn what they can by observing the two dronars at work.

Junora

"I am from the principality of (X).
Hail (Y), our glorious leader!"

Description

This land east of Loskalm is a patchwork of small principalities, several of which are flawed imitations of Loskalm in miniature. Most of its principalities are not subject to Loskalm. The most important principalities are Einpor, Molene, and Salisor. There are at least ten other principalities, some little more than a fortified village and the lands immediately surrounding it.

The western parts of Junora were freed from the Ban in 1587, with eastern Junora following soon after in 1590. In 1612, the Orlanthi clans of Oranor were freed.

Language

Loskalmi, a Western language, and Junoran, a Theyalan language.

Culture

This land is disorganized into many petty states and cities. Some people are traditionalist Orlanthi, some swear fealty to the New Hrestoli High Watcher of Southpoint, and still others have rulers that are only superficially Westernized, as among the Jonatings. Since the Syndics Ban, Junora has been under pressure from the Kingdom of War, the Jonatings, and Loskalm.

Government

The government differs wildly from principality to principality.

Military

Each principality maintains its own military, typically heavy cavalry and a militia of spearmen and archers.

Religion

Junora is a patchwork of Malkioni sects, including Irensavalism and New Hrestolism, and various other Malkioni schools, with Orlanthi divine worship.

Junora: People of Note

Defin Anostos, Prince of Einpor, Chief Equal of the Order of the Red Garter: This nobleman is the strongest leader among the many of Junora, and heads the successful Order of the Red Garter. He has enthusiastically embraced New Hrestoli Idealism and has imposed it with mixed success on the population of Einpor.

Krotnon Bullrider: This priest of Orlanth of the Flaming Bolt clamors for war against the deicides of Loskalm.

Junora: Places of Interest

Agnara (small city): This walled temple city owes its fame to its great shrine of the Earth Mother Ernalda. The priestesses of the goddess are very powerful, owning domains of considerable size. An active market has grown up around the sacred precinct, and Aldryami from the Erontree are often seen here.

Baklene (small city): This isolated city in the Junora Hills worships a trinity of local gods: Drona, King of the World; his companion the Boar God; and Eurmal, the Friend of Men. The inhabitants are famed for their courage and fierceness in battle.

Cedelene (small city): This city adheres to a sect that worships a succession of five elemental gods, each with the head of animals, as the rulers and crafters of the material world. Zzabur, according to the Cedelenist sect, is a malevolent sixth god who rebelled against the other gods and sought to rule them. As a result, the Cedelenists hold that the material world is inherently good, and that the active mind is the source of ignorance.

Copper Man Valley: This prosperous, high valley is the heart of the Oranor lands. It is rich with many deep copper mines, each one blessed by a different earth goddess revered by the miners.

The Janube River

The mighty Janube River stretches over 625 miles from the Sweet Sea to the Ozur Sound.

After Yelm died, the Waters of the World tried to invade the land. This is remembered in various human mythologies as the Flood. In particular, Fronela was submerged under what was known as the Janubian Sea. Only the highlands were above land then. The Sea tried to flood them too, but was driven off by the Air Gods.

The Waertagi, the sea-going kinfolk to the Malkioni of Brithos, were numerous and powerful then, for they were counted among the many Blue People who had used the Flood to expand their rule on the world. One time, a grandson of Waertag needed dry-docks to repair his fleet of city ships. The zzaburi of Brithos agreed to do this in exchange for the spirit of a captured volcano, a Fire god, as raw materials and payment.

Using various parts of the spirit, the wizards raised an isle and built a massive dry-dock. They imprisoned the rest of the captured Fire god within a citadel with brazen walls. The walls became red-hot from the presence of the god, and they still glow today. The city was dubbed Sogolotha Mambrola, or just Sog City.

As centuries passed, the Air Gods gradually drove back the flood from the lands. The Janube began to dry up and retreated into itself, reduced to a part of a puddle that lay far inland. This puddle was the Sweet Sea, which drained naturally by the Poralistor River into the Keniryan Sea.

The Wizards of Sog City were most distressed at the drying up of the Janube Sea for their spells specified that the Fire god would remain imprisoned on an island. The complete disappearance of the sea meant that Sog City would soon no longer be on an isle, and thus the captured god would be freed.

To stop this, the Wizards of Sog City began a massive spell. From the Sweet Sea, they used their sorcery and woke the Janube. The wizards guided its path as it flowed down the length of Fronela. Here, they warded off attacks by the storm gods who sought to destroy this new enemy, and there, they drowned a few camps of the enemies of the sorcerers. The River finally reached the coast of Fronela and the sorcerers made it flow around Sog City, so that it would continue to be an island.

The Goddess Janube received sacrifice from the Waertagi at Sog, then by many others. She quickly grew strong, and sent her tributaries through the valleys of Fronela.

Einpor (large city): City of Junora, seat of Prince Anostos, a powerful independent principality. Freed from the Ban in 1590, its ruler has embraced New Hrestolism and sought to imitate Loskalm's social institutions, but the results have been flawed.

Greystone Fort (small city): This massive stone fortress-city is surrounded by strange rock formations and many caves. During the Ban, sections of the city were abandoned to appease the angry ghosts that appeared when the God of the Silver Feet was killed.

Kikina (small city): The sacred bull of Kikina gives answer to those who consult him by the manner in which he receives or rejects what is presented to him. If the bull refuses food, it is an unfavorable sign and the contrary when he accepts it.

Loara (small city): This market city near the borders of Akem and Loskalm is surrounded by over a mile of defensive walls. It is ruled by wealthy merchants who maintain strict religious and political neutrality.

Melekaros (small city): This isolated city is ruled by the priestess Turandot, who has sworn to marry whoever can solve her three riddles; any false guess results in death. The city is protected by two statues; one beautiful and one enormous.

Molene (large city): This city in Junora was freed from the Ban in 1590. The population subscribes to a henotheist heresy that claims the evil demiurge Makan fashioned the world out of the primordial water, and from that devolved the gods. But the gods and mortal men angered Makan, who manifested in the primordial waters and sought to destroy the world with Floods and Darkness. However, the storm god Worlath killed Makan, enabling the world to survive.

Oranor: This powerful tribal confederation was freed from the Ban in 1612. Its kings claim an unbroken heritage dating back to the late First Age. They worship an Orlanthi pantheon centered on Orlanth, the thunderbolt-wielding, bull-riding chief of the gods; Eurmal, the friend of man; Bakan the Boar God, a masculine fertility god; Ladaral the Fire God; and Oran, the first king, and his wife Frona, the land goddess. They have friendly relations with the elves of the Erontree.

Oreanor (small city): The capital of the Oranor confederation, this city is wealthy in copper and bronze. The guardian of the city is a divine statue called the Copper Man, who was placed here in the First Age. Elves from the Erontree Forest trade with the king for copper. The inner city is surrounded by thick stone walls; within is the royal palace of the Oranor kings and the great temple of Orlanth of the Flaming Bolt.

Red Door: This large door is built into the side of a cliff in the Tarsel Hills and opens up to the Underworld.

Salisor (small city): City in Junora freed from the Ban in 1587. This city is an enclave of Irensavalism that hold a strict division between the ruling wizards, who must maintain a constant state of perfect purity, and the rest of the population.

Tarsel Hills: Also called the Greystone Hills, this rugged mass of craggy hills is a difficult obstacle for both travel and conquest. It is inhabited primarily by tribes of Orlanthi pastoralists, and the occasional treacherous dwarf from Nida, along with their constructs.

Tetlor (small city): This city has enshrined the teachings of the Irensavalist holy man Tloenos as the state religion. Mirrors and copulation are both banned within the city walls, as the Tloenist priests hold that both are abominable, for they multiply the number of mortals trapped in Makan's gross matter.

Ulros (small city): Nestled in a mountain bowl in the Nidan Mountains, this temple-city was a refuge against the Bright Empire. Harmast came here with Talor the Laughing Warrior, and they won the Battle of Giants against Gbaji's supporters. Ulros is famed for its many Lightbringer temples, and for the ancient Red Stone, sacred to the war gods.

Janube River States

"I am from the city of (X), the finest in this land."

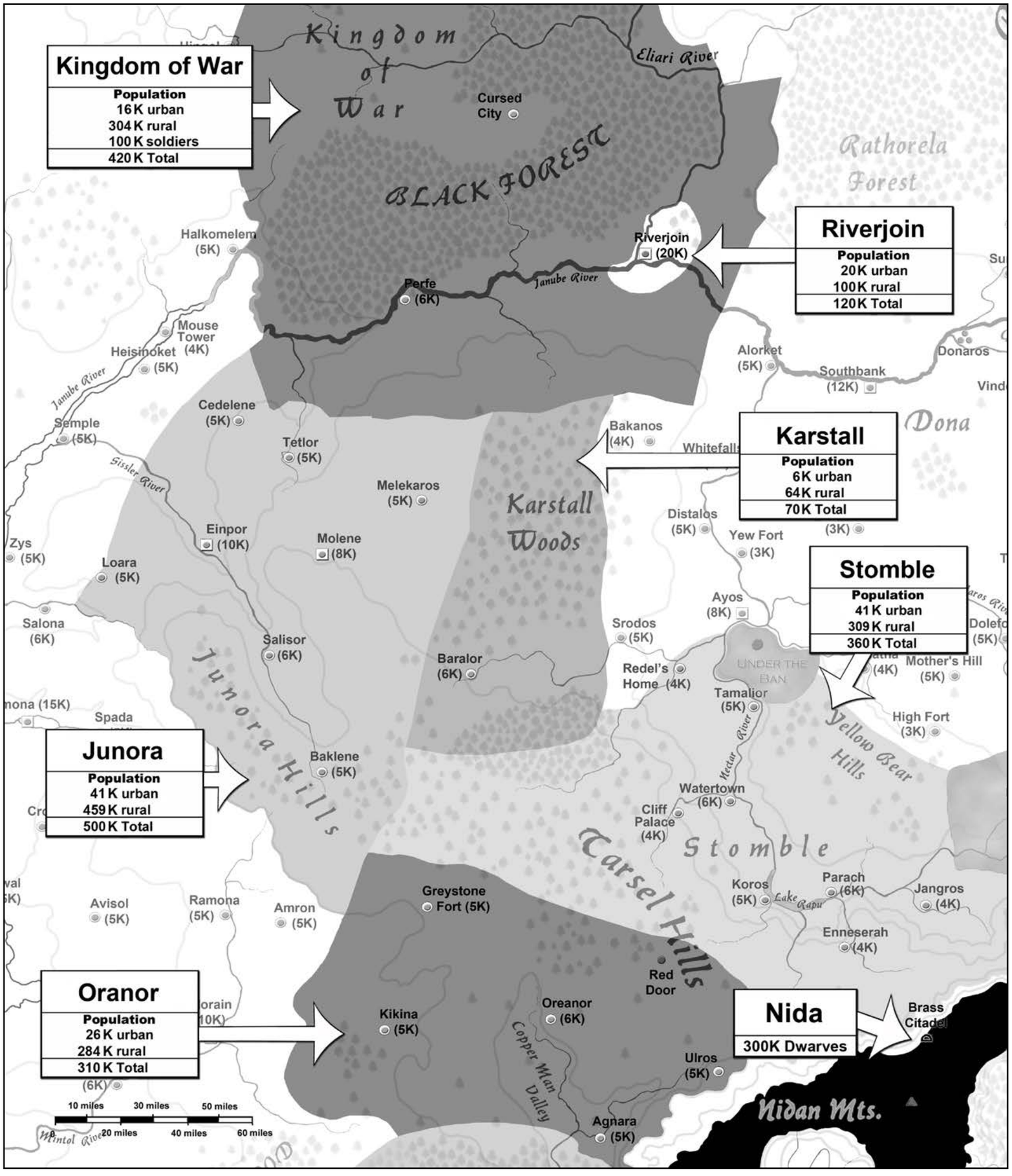
Description

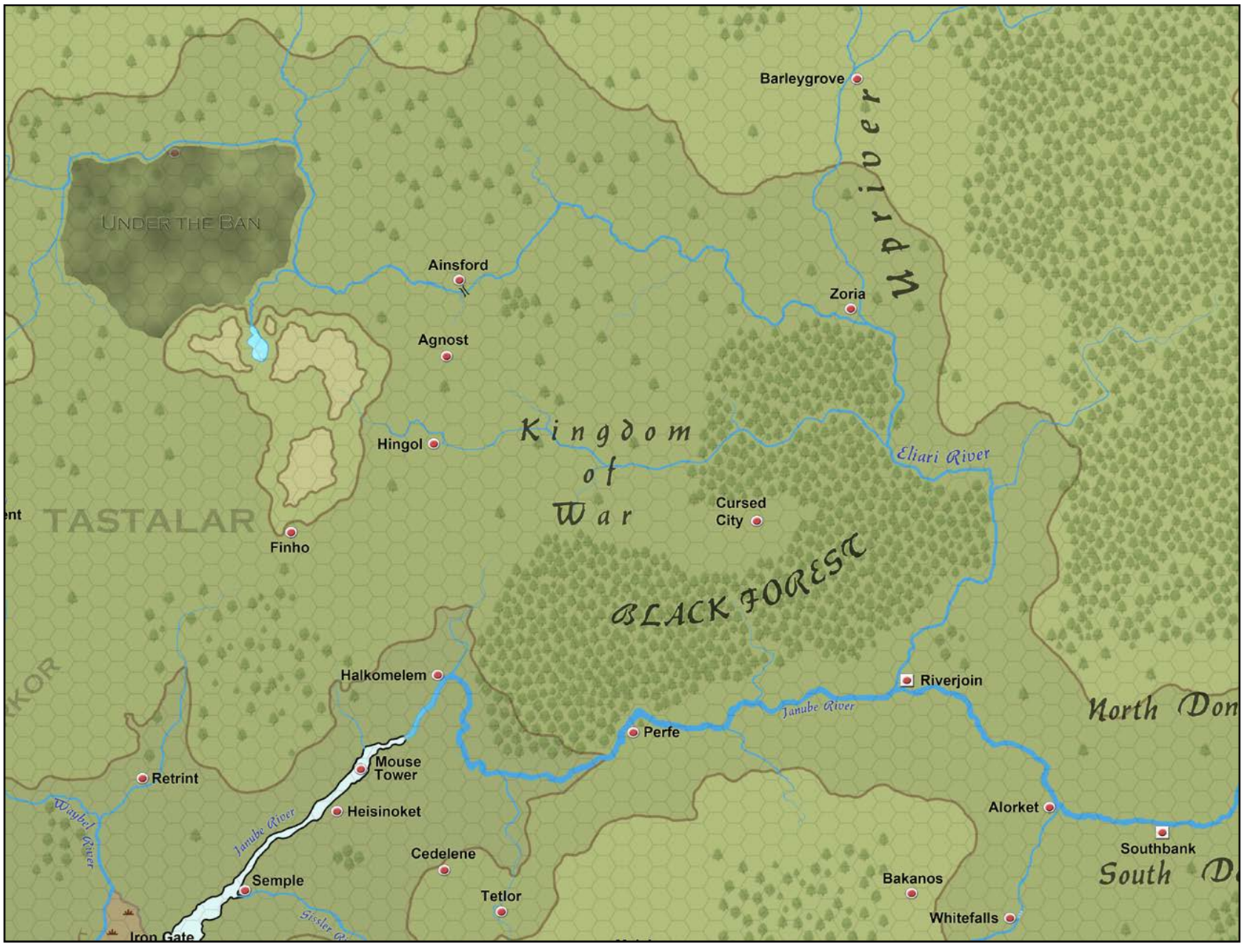
Six major city-states, as well as dozens of growing sites, sit along the great Janube River, practicing agriculture, fishing and controlling river trade. They were largely freed from the Ban between 1589 and 1600. The six main city-states are: Perfe (now part of the Kingdom of War), Riverjoin, Zoria, Southbank, Eastpoint, and Galastar.

In 1612, the Kingdom of War erupted from the Black Forest. Its marauding bands were content to raid for several years, but in 1618 they demanded loyalty from the surrounding peoples, imposed taxes, and began their campaigns against the Janube River city-states. In 1620, the Kingdom of War conquered the city-state of Perfe.

Culture

The riverine states provide a variety of local governments drawn from different sources. Their religions are mixed, largely henotheist heresies that combine worship of the Invisible God and other deities. They use the heavy Loskalm plow and agricultural methods.


Kingdom of War
Population
16 K urban
304 K rural
100 K soldiers
420 K Total
Kingdom of War
Cursed City
Eliari River
BLACK FOREST
Rathorela Forest
Riverjoin
Population
20 K urban
100 K rural
120 K Total
Riverjoin (20K)
Halkomelem (5K)
Perfe (6K)
Janube River
Mouse Tower (4K)
Heisinoket (5K)
Alorket (5K)
Southbank (12K)
Donaros
Cedelene (5K)
Semple (5K)
Tetlor (5K)
Bakanos (4K)
Karstall
Population
6K urban
64K rural
70K Total
Dona
Sissler River
Melekaros (5K)
Karstall Woods
Distalos (5K)
Yew Fort (3K)
(3K)
Einpor (10K)
Molene (8K)
Zys (5K)
Loara (5K)
Stomble
Population
41 K urban
309 K rural
360 K Total
Ayos (8K)
Salona (6K)
Srodos (5K)
Salisor (6K)
Baralor (6K)
Redel's Home (4K)
Mother's Hill (5K)
Tamalior (5K)
High Fort (3K)
Junora
Population
41 K urban
459 K rural
500 K Total
Junora Hills
Baklene (5K)
Spada
Yellow Bear Hills
Watertown (6K)
Cliff Palace (4K)
Tarsel Hills
Stomble
Avisol (5K)
Ramona (5K)
Amron (5K)
Greystone Fort (5K)
Koros (5K)
Parach (6K)
Jangros (4K)
Lake Rapu
Enneserah (4K)
Red Door
Oranor
Population
26 K urban
284 K rural
310 K Total
Kikina (5K)
Oreanor (6K)
Copper Man Valley
Nida
300K Dwarves
Brass Citadel
Ulros (5K)
Nidan Mts.
Agnara (5K)
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Mintol River



Language

Janubian, a tongue not closely related to any other. Very noticeably localized accents now mark the dialect of each city.

Government

Most Janube governments are city-states of varying leadership. Some are run by guild councils, some by temples, some by hereditary noblemen, and some by free election.

Military

Most cities can muster a small number of professional soldiers, usually well-equipped and disciplined. For self-defense, ragged mobs of peasants and city dwellers regularly turn out to do their best. None of the cities are particularly expansionist.

The Janube is large enough for penteconters. Each of the major city-states commands a small fleet, if possible.

Religion

Although the Invisible God is often acknowledged as Creator, most of the cities have state-supported Lunar, Solar, or Orlanthi cults which identify the nature of the nation.

Janube: People of Note

Corostis Jumps-like-Salmon: This magic man prefers to live outside and travels widely through eastern Fronela. He is known among the natives everywhere there. He is said to be good humored and helpful to everyone, but ruthless against any who try to take advantage of him. He is known for his huge bushy red beard and hair, and the fact that he never enters a roofed building without roaring first.

Lord Death On A Horse: The demigod ruler of the Kingdom of War is known only by this title. He is an avid headhunter and is served by an evil witch named Ezdene. He eats meat raw, loves to see people bleeding and begging, and speaks every language in Fronela. Lord Death on a Horse seeks to create as much destruction as he can, simply because he can.

Ezdene: Little is known of this evil witch other than she serves Lord Death on a Horse. She determines the correct rituals for worshiping the new war gods of the Kingdom of War. It is rumored that she worships the Lords of Terror.

Varnaro of Riverjoin: The retired High Priestess of the Red Moon is the ruler of Riverjoin by popular acclaim. She is said to be able to kill by looking at someone. A huge translucent demon always stands, vigilant, at her side.

Janube: Places of Interest

Agnost (small city): Prior to the Ban, this was a Noyaling settlement; soon after the Ban was lifted, Agnost was conquered by the Kingdom of War and its people enslaved. The surrounding area is noted for its many megalithic tombs, the graves of some ancient culture.

Ainsford (small city): This walled city is located beside an ancient stone bridge over the North Fork of the Eliari River. The bridge is far older than the settlement. Ainsford was conquered by the Kingdom of War in 1618 and its inhabitants enslaved.

Alorket (small city): This fortress-city and river port is at the juncture of the Nectar River with the Janube. It was freed from the Ban in 1593 and now struggles to maintain its independence from Southbank and the Kingdom of Jonatela. Alorket is famed for its temple to the Goddess Janube.

Arrolian Properties: Collective name of the lands originally settled by Lunar colonists in the late fourteenth century but effectively liberated from any ties to the Lunar Empire by 1450. Many are lost, but powerful among the remainder are Riverjoin and Eastpoint.

Barleygrove (small city): This peaceful farming community grows barley with the aid of their temple to Ladaral, the god of the warm earth.

Black Forest: This forest was a dark troll stronghold prior to the Syndics Ban. In 1612, the Kingdom of War burst forth from these thickly forested hills.

Cursed City (small city): This city in the Black Forest first appeared when the Ban was lifted in 1612. It is sacred to a hundred different gods of war; human sacrifice and even more grisly rites are performed on the blood-stained sacrifice stones. Trophies and treasures from the many conquests of the Kingdom of War decorate even the rudest temple.

Dalsard (ruin): This city had a long-running feud with the Lunars of Eastpoint, but was separated from its rivals during the Ban. When the Ban lifted, the city was empty ruins.

Dona: The central expanse of the Janube River. It is fed by several tributaries from north and south. It is a placid river here, unbroken by any great obstacles, its banks nearly hidden from each other by the width of the river. Most of Dona was opened between the years 1593 and 1595.

Donaros (ruin): This is the remains of a city that died during the Ban. Prior to the Ban, Donaros was the largest and most prosperous city in Dona but when the Ban lifted, Donaros was empty.

Eastpoint (large city): This city got its name in the Second Age when this was the farthest settlement of the Jrusteli Empire. Lunar refugees settled it as Holvburg in 1384 and seized the city by force in 1392. It was then conquered by those who opposed the Lunars, but self-liberated again in 1470. It was released early (1589) from the Ban by clever (perhaps lucky, as well) one-way magic for the outward journey and Lunar Moon Boats afterwards. The Red Goddess is the state-supported cult. The city is famous for its College of Many Arts, a sorcerous establishment which claims its roots stretch back to the Jrusteli.

Eliari River: This tributary of the Janube has two forks. The East Fork rises in the Bear Hills of Rathorela, while the West Fork rises in the Maidstone Mountains. The forks join at Zoria, the City of Love.

Lord Death on a Horse

The scene is the aftermath of a terrible battle between two magical realms – the Kingdom of Logic (more commonly called the Kingdom of Loskalm) against the brutal Kingdom of War. Logic has been defeated and War is slaking its endless thirst on the muddy battlefield.

The time is sunset. On the battlefield are the wounded and the dying, discarded and broken spears, shields, and ornate banners. Savage warriors wearing bestial helmets and animal skins are killing and looting the wounded despite their pleas for mercy. The ruler of the Kingdom of War, the evil demigod Lord Death on a Horse, inspects the carnage with grim satisfaction from astride his pale horse. He is accompanied by his advisor Ezdene, an evil sorceress witch.

Defeated Soldiers of Logic: The defeated soldiers were heavy cavalry who wore armor made of bronze plates connected together with leather thongs, protecting the body, limbs, and head. Their armor had been carefully etched with countless small runes, part of an elaborate defensive spell. They carried long, two-handed spears as their primary weapon. The dead and dying soldiers include both men and women; the men are clean-shaven.

Savage Bestial Warriors: These cruel and vicious warriors wear the skins of bear, wolf, deer, and reindeer, and real antlers or bestial bronze helmets decorated with horns or antlers. Many are covered with tattoos with the runes of Death, Beast, Disorder, and Chaos; others carry spirit charms and fetish bags. Those who wear armor have looted it from the Soldiers of Logic. The warriors carry spears, bows, axes, and swords.

Lord Death on a Horse: The evil demigod ruler of the Kingdom of War. He is an incarnation of Death, and a terrifying sorcerer of great power. His armor is made up of countless small plates and his helmet has a death's head faceplate. He carries a long wavy sword. From atop his pale horse, Lord Death surveys the carnage committed in his name. An avid headhunter, he has the heads of several local potentates and priests draped around the neck of his pale horse.

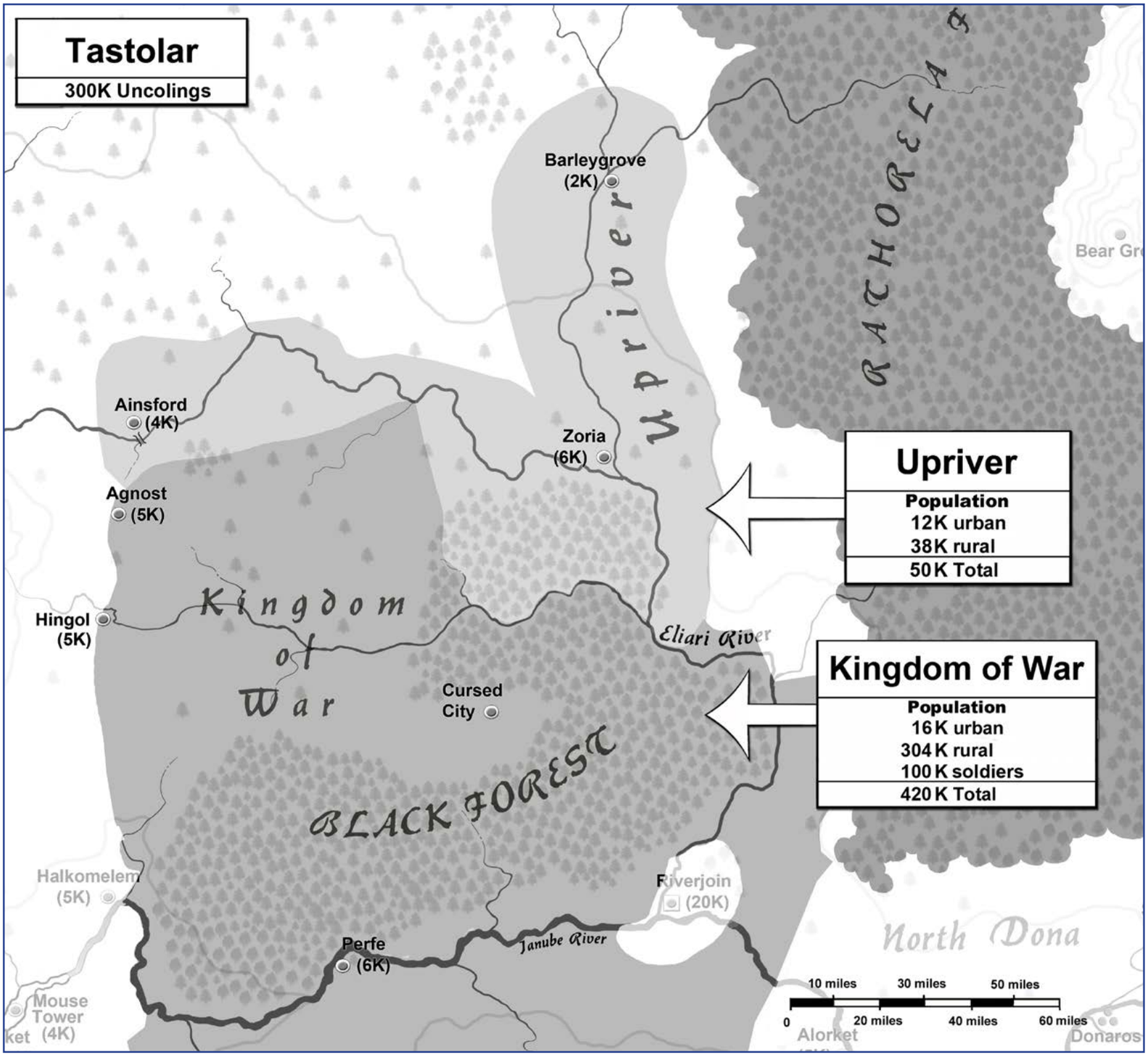
Galastar (large city): This is the largest city in the region. During the Syndics Ban, the city was cut off even from the river and gradually dwindled in population. It has since been populated mainly by Orlanthi immigrants from the rest of Mortasor, who considered moving into the old residences, complete with abandoned possessions and furnishings, a fantastic step up from the primitive existence forced upon them by the Ban. The city is ruled by the chieftain of these immigrants who now titles himself King of Galastar.

Gladfield (small city): This city is founded around an ancient temple to Orlanth and Ernalda. During the Ban, an Earth goddess brought the inhabitants food and animals, and the trees shouted with joy each time she arrived. The inhabitants now grow prosperous off the growing trade on the Janube River.

Greenfields: This rich and fertile land was largely emptied of people during the Ban.

Hingol (small city): Prior to the Ban, this was a hill fort of the Noyalings, semi-nomadic musk ox herders and hunter-gatherers. It is now a stronghold of the Kingdom of War, and its native inhabitants reduced to slavery.

Janube River: Many city-states of Fronela sit along this great river. Like most river areas, no great numbers of river folk have been seen since the Dawn Age. The river priests of Janube divide the river into three sections, whose names have been given to the many lands on either bank. Thus the names Arnstor (for the lowest portion – rarely used except by cult



officials) Dona (central) and Mortasor (upper) are of regions, not states.

Mortasor: This, the upper Janube region, has only recently been opened and is populated by clans of Orlanthi and Hsunchen. In 1614, Corostis Jumps-like-Salmon rowed a small boat from Galastar to the Sweet Sea. Since then, trade has begun with the residents of the Sweet Sea and beyond. The lands south of Mortasor are still encased within the Ban's great wall.

North Dona: The north bank of the Dona is guarded by an ancient Sun Dome Temple. The local farmers worship Yelmalio and form a vigilant militia of spearmen. Strangers are not welcome here.

Old Ruins (ruin): These ruins near Gladfield were discovered when the Ban lifted in 1613. They appear ancient, but the locals have no record of a city existing here before the Ban.

Perfe (small city): The population of this once-beautiful city was slaughtered or carried off to slavery by the brutal Kingdom of War in 1620. Vicious warriors now occupy it, and rebuild its fortifications.

Riverjoin (large city): This ancient city converted to the Lunar Religion in 1462. The cult was imported with Lunar colonists fleeing oppression elsewhere and who first settled on Norri's Hill in 1396. The Lunar pantheon was adopted intact, and a new temple was built in the city square, but the general nature of the city, run like a guild, was not appreciably changed. It was freed of the Ban in 1597 by boatmen annually working their way down the Janube from Dona. The city council is currently working to find allies against the encroaching Kingdom of War, and reportedly has found some in Southbank and Karstall.

Southbank (large city): This city is a stronghold of Solar worship. It was settled by Lunar refugees in 1389 as Starvdyke. Before the Ban, only Yelmalio was known here as a minor cult. Now Yelm is god here. Its surrounding territory was freed of the Ban in 1593, but the area within two miles of the city was not

accessible until 1603. The city is now ruled by a Golden Tyrant.

Sun Dome (small city): This temple-city was founded in a previous age as a frontier garrison. Its community of soldier-farmers has survived the centuries through strict adherence to the martial laws of their Cold Sun god.

Sweet Sea: A cold, clear, freshwater sea whose banks are inhabited by a vigorous race of boat-loving fishermen called the Harangvats. The sea is unique in that it drains both west, into the Janube River of Fronela, and east, into the Poralistor River of Peloria.

Upriver: This region has many farmers within its rich valley, scraping out meager farm surpluses and trading with the locals. Most market their products at Zoria.

Vakarunan (small city): The "Place of the Cool Waters", the inhabitants of this ancient settlement have pale blue skin. They are a fisher people who sail their little boats around the Sweet Sea and its rivers.

Vindoket (ruin): This city was found empty of people when the Ban lifted.

War, Kingdom of: This kingdom was unknown before the Ban. After the Ban lifted, a cruel and oppressive people were discovered here whose armies range far afield for plunder. Their borders expand rapidly as people surrender to them to pay harsh tribute rather than suffer brutal raids. They claim to worship one hundred different gods of war. The Kingdom of Loskalm has recently formed the Brotherhood of the Swallow to wage a holy war against the Kingdom of War.

Janube River States Activity Table

Determine monthly per city

Common Events
Lunar missionaries from Riverjoin arrive to preach in Moon Boats.
Monster sighted in river, boat captains wary.
Large Rathori or Uncoling trade party arrives.

Uncommon Events
Good deed done: credited to the Nameless Man.
Bad deed done: blamed on the Nameless Man.
River boats plundered by Kingdom of War pirates: mercenaries sought by captains.
Raid by barbarians against northern settlements: mercenaries sought for counter-raid.
Rumors persist of impending war against next city up/downriver.

Rare Events
Mysterious plague strikes city: shamans hired to seek cause.
Thugs from the Kingdom of War causing unrest in the city.
River goddess roars: all initiates of river cult spend the day in prayer, sacrifice, and meditation.

Zoria (small city): The city of free love is here "because it's the best place in the world to keep warm," according to its founder. About three centuries ago, a woman came here from the east. She claimed to be an incarnation of Uleria, goddess of love. Amid the bleak valley she built a town and a temple. The city and nearby people still follow her precepts. Rumor says that other places called Zoria exist. The city was freed of the Ban in 1600. The ruler, who speaks only when possessed by the founder of the city, says she does not fear the Kingdom of War. "Love is stronger than death," she says.

Jonatela

"I am a man who serves the (noble family), from the land of Jonatela. What lord do you have as master, sir?"

Description

The hilly lands between the Janube River Valley and the snow-capped Nidan Mountains in the south are called Syanor in old texts, but are now known as Jonatela after its dominant political power. Rivers run south to north, with river valleys dotted with towns and small cities. Mixed woods cover much of the land. In the south, the wooded hills give way to alpine valleys and pastures.

In the First Age, the eastern edge of South Fronela was the Talsardian Kingdom of the High Council, ruled by an Orlanthi dynasty from Brolia and their Praxian allies. To the west were the Enjoreli, a powerful Tawari tribe who menaced Southpoint and invaded Arolanit. The majority of the people were cattle-raising pastoralists who were quick to embrace the Theyalan gods. After the fall of the Bright Empire, the land lost all unity until Jonat Big Bear, a barbarian hero, unified Syanor around 1050 with the aid of Seshnegi magic and trolls. During the Ban, the loose confederation of small kingdoms and tribal states founded by Jonat became a unified kingdom.

The lowland valleys are full of mixed farmers, raising grain, cattle, and horses; the highlands are pastoralists (herding sheep and cattle) who supplement their diet with agriculture. The farmers use the Barntar plow and other Theyalan agricultural practices. The nobles own vast herds of cattle and horses. Bronze and other metals are common.

Fortresses, rich and modern in the lowlands and poor and ancient in the mountains, house the warriors and nobles who rule the land.

Culture

Orlanthi with a superficially Western ruling class. The royal family claims descent from Jonat Big Bear, a barbarian Hero who traveled to Seshnela in the Second Age and returned with magic and troll allies. The nobles' chief interests in life are drinking, hunting, and fighting; a privileged few are educated as sorcerers. Military clans form a lesser aristocracy of mounted warriors.

During the Ban, the ruling nobility gained an iron grip upon the populace. They have reduced the surrounding clans of farmers and herders to bondage as helots or forced them to submit to their authority, extracting tribute and service. No clan assemblies protest the nobles' taxes, and when clans revolt, they are routinely slaughtered. Great fortresses are built spanning the walls of most cities: signs of terrible oppression.

Prophecies of the Hero Wars

A FRONELAN PROPHECY:
from Kyrmon's Scroll, 695 ST
"The Hero Age will come again: when the Nameless Man returns, and the Great Wolf howls at Sog's Gate, the Staff of Arinsor can open the Gate of Banir again. Woe to humankind if the Three Weapons of Talor are not together."

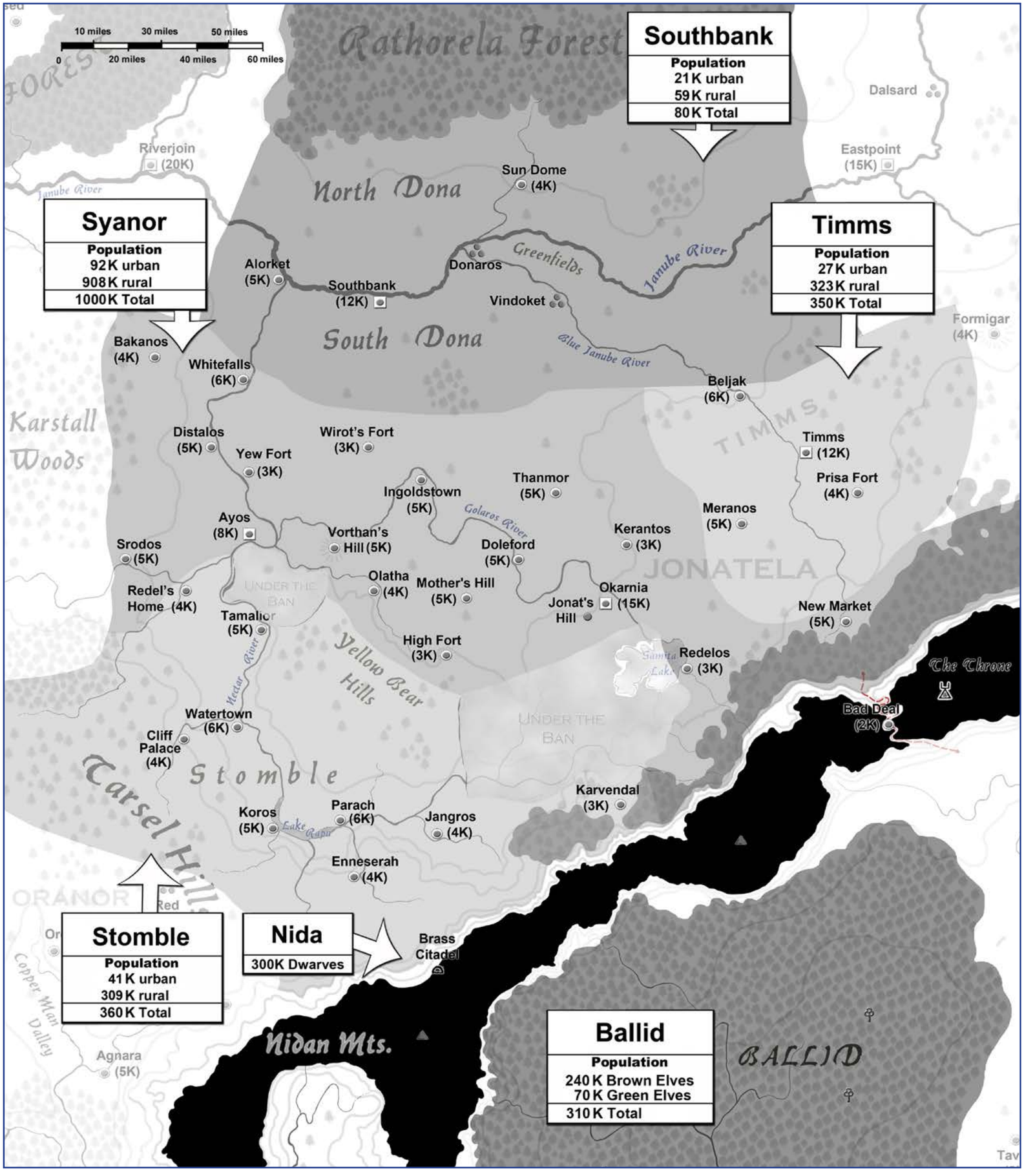
The Nameless Man is a spirit which has haunted Fronela for years, moving from place to place as a mist which congeals and possesses innocents to further his long-lived, nefarious scheme of destruction upon mankind.

The Great Wolf is probably Telmor, or one of his incarnations. The Wolf People are still very weak, wisely hiding in the hills and avoiding civilized humans.

Sog City, at the mouth of the Janube, is considered a center of civilization. Wolves at its gates indicate a very desperate time.

Arinsor was a Chaos wizard of Gbaji the Deceiver's Empire, instrumental in opening the gate of Banir, though which monsters came, including the infamous Tarjinian Bull. Talor closed the gate and destroyed the wizard. His staff remained the primary key to open the Gate, located in Timms.

The Three Weapons of Talor are a two-handed sword, an axe, and a flail. They were originally wielded by three companions of the Laughing Warrior. Their current locations are uncertain, and rumors place each of them in many different hands.


10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Rathorela Forest
Southbank
Population
21 K urban
59 K rural
80 K Total
Dalsard
Riverjoin
(20K)
Eastpoint
(15K)
Sun Dome
(4K)
North Dona
Syanor
Population
92 K urban
908 K rural
1000 K Total
Alorket
(5K)
Donaros
Greenfields
Janube River
Timms
Population
27 K urban
323 K rural
350 K Total
Southbank
(12K)
Vindoket
Formigar
(4K)
South Dona
Blue Janube River
Bakanos
(4K)
Whitefalls
(6K)
Beljak
(6K)
Karstall
Woods
TIMMS
Distalos
(5K)
Wirot's Fort
(3K)
Timms
(12K)
Yew Fort
(3K)
Prisa Fort
(4K)
Thanmor
(5K)
Ingoldstown
(5K)
Golaros River
Meranos
(5K)
Ayos
(8K)
Vorthan's
Hill (5K)
Kerantos
(3K)
Srodos
(5K)
Doleford
(5K)
JONATELA
Olatha
(4K)
Mother's Hill
(5K)
Okarnia
(15K)
Redel's
Home (4K)
UNDER THE
BAN
Jonat's
Hill
New Market
(5K)
Tamalior
(5K)
High Fort
(3K)
Redelos
(3K)
Yellow Bear
Hills
Hectar River
The Throne
Bad Deal
(2K)
Watertown
(6K)
Cliff
Palace
(4K)
UNDER THE
BAN
Stomble
Karvendal
(3K)
Tarsel Hills
Koros
(5K)
Parach
(6K)
Lake Rapir
Jangros
(4K)
Enneserah
(4K)
ORANOR
Red
Stomble
Population
41 K urban
309 K rural
360 K Total
Nida
300K Dwarves
Brass
Citadel
Copper Man
Valley
Agnara
(5K)
Nidan Mts.
Ballid
Population
240 K Brown Elves
70 K Green Elves
310 K Total
BALLID

The lifting of the Ban has resulted in a resumption of trade over the High Llama Pass with Ralios. This has greatly enriched the revenues of the king and has resulted in renewed contact with the Orlanthi of Ralios.

Kings Since the Ban

The Jonating Dynasty has been the ruling house of Jonatela since about 1050; the founder of the dynasty, Jonat Big Bear, unified the petty kingdoms and tribes of Syanor and became a god. His son Thanmor succeeded him. Since then, kingship has been restricted to members of that royal dynasty.

When the Ban struck, King Wilot II was lost, throwing the kingdom into ten years of confusion with seven kings in rapid succession. Thanagern ended the confusion by holding the throne for 12 years and began the process of imposing royal authority throughout Jonatela.

Thanagern, King of Jonatela. Reigned 1510 to 1522.

Vestralp II, King of Jonatela, son of Thanagern. Reigned 1522-1536. Lost trying to overcome the Ban.

Vadomar, King of Jonatela, son of Vestralp. Reigned 1536 to 1561. Imposed royal authority and crushed rebellious nobles, but had too many sons. Died in his bed.

Tualon IV, King of Jonatela, son of Vadomar. Reigned 1561 to 1563. Killed in a hunting accident with one of his brothers.

Turan II, King of Jonatela, son of Vadomar. Reigned 1563 to 1573. Killed two of his brothers, killed by his youngest brother.

Thanmorn, King of Jonatela, son of Vadomar. Called the "Red" or "Kinslayer". Reigned 1573 to 1580. Died of wounds taken in battle.

Congal, King of Jonatela, son of Thanmorn the Red. Called the "Stern". Reigned 1580 to 1608. Brought the royal family to heel and ruled all the lands within the Fog. Murdered by a noble retainer.

Congern II, King of Jonatela, Lord of Stomble and Arnmorn, son of Congal, Called "One-eye" or "The Besieger". Reigned 1608 to present (1621).

Jonatela Regional Activity Table

Determine monthly per city

Common Events

Sinister assassination plot against King Congern uncovered: perpetrators to be drawn and quartered soon.
Unhappy helots threatening rebellion.
Tribal rebellion brutally crushed.

Uncommon Events

Tournament scheduled; free food for all warriors and noblemen who compete.
Raid by neighboring lord to steal cattle and sheep.
Warriors killed by bandits, part of a peasant rebellion apparently supported by a hostile neighboring prince.
Boastful foreign warrior riding through accepting martial challenges.

Rare Events

Merchants from Ralios visiting: unusual trade opportunities.
Dwarves visiting from Nidan Mountains: unusual trade opportunities.

Language

Junoran, Syanoran, and Oranoran, three related Theyalan tongues.

Government

An ancient confederation of tribes, the Jonatings replaced their tribal government with a rough and vigorous monarchy that rules its overambitious nobles (many are rulers of their own highland cantons) by force. Settlements in the Golaros River valley are managed directly by governors drawn from among the royal family or nobility. More distant regions (such as Arnmorn, Lomsor, and Stomble) are governed by a local ruler, who is in turn observed by the royal governor.

Much of the population of Jonatela is the property of the king or nobility. Rebels against the king's authority are usually enslaved and used as forced labor. A significant part of the population is free, and owns their own farms and employs servants or uses slaves. A small part of the population, mostly occupying military and court posts, live on a royal allowance. These nobles serve as a hereditary caste of heavy cavalry and sorcerers.

Military

The core of the kingdom's army consists of several squadrons of heavy cavalry raised from the landed nobles and the military clans. They are regarded as among the best cavalry in Fronela. They ride the best horses and use the best equipment available. Each carries a long spear, wears a bronze cuirass, and wields a curved slashing sword.

A larger number of footmen are raised from the peasants and herders. They are used primarily to garrison fortresses. Mercenaries are often hired for the king's frequent wars.

Religion

The nobles venerate the Invisible God, but worship Jonat, Talor, and several wargods, including Humakt, Orlanth, Vorthan, and Urox. The king serves as the high priest of the Hero Jonat. The farmers and herders worship Ernalda and Barntar, alongside the cults of the Black Bear, Bakan the Boar, and Ehilm the Awakening Sun. In the southern and eastern parts of the region, Orlanth worship is prevalent.

Jonatela: People of Note

Belathgert: The Prince of Karstall is called the Holy Prince because he is so pious that he refuses to use his magic in any manner harmful to humans.

Congern II: King of Jonatela, son of kings, heir of Jonat Big Bear, and a man determined to reclaim the fullness of his ancestor's glory. Middle-aged and ambitious, he is a master of diplomacy as well as a fierce warlord; he is particularly noted as a skilled siege expert. The king is a lusty man, noted for excessive drinking and debauchery, and uses marriage as a key element of his statecraft; he has three wives, the chief of whom is Yira of Parach.

Fraltigern: The Prince of Timms is fiercely independent, sly, and supremely suspicious.

Jarngror the Killer: The Champion of Jonatela is a huge and terrifying man whose voice demoralizes normal people, whose battle roar causes horses to flee, and whose battle frenzy scream makes hardened soldiers weep in terror.

Yira: Queen of Parach and, since 1613, Queen of Jonatela. Yira led the Orlanthi tribes of Stomble in defense against Congern. Intensely ambitious and shrewd, she agreed to marry Congern after her armies were defeated by the Jonatings.

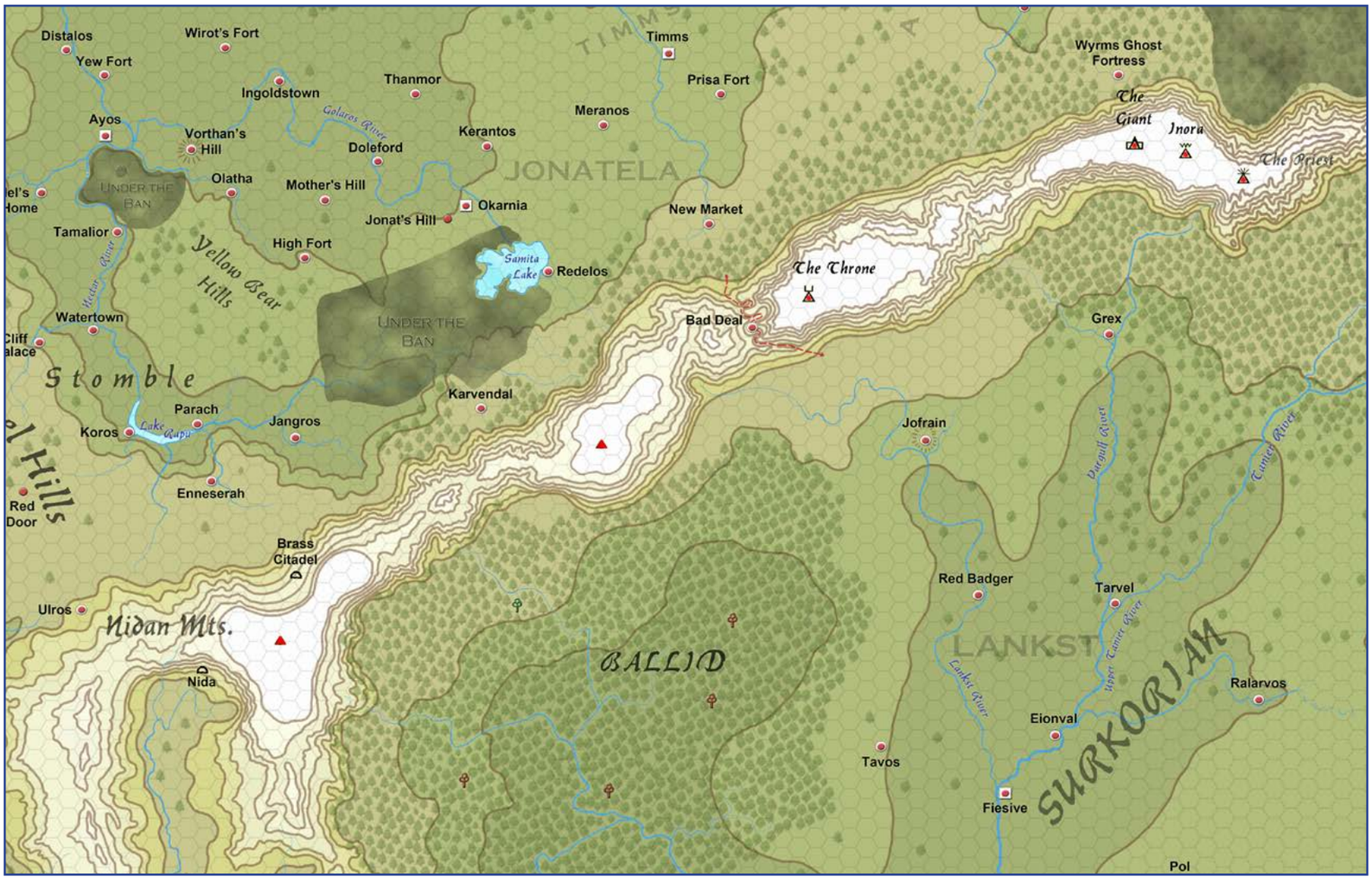
Jonatela: Places of Interest

Arnmorn: A hilly region of eastern Jonatela, populated by upland Orlanthi clans who pay tribute and service to the rulers of Stonefort.

Ayos (large city): This heavily-fortified city in the Syanor lowlands is ruled by an ancient noble family currently loyal to King Congern. It was the capital of the Kingdom of Dakal, a tribal confederation prior to Jonat, founded by a Hero who fought with Harmast and Talor at Kartolin Pass. The priests of the war gods wear wolf-skins and offer sacrifices to Talor, Humakt, and Orlanth.

Bakanos (small city): The inhabitants of this city revere Bakan, the phallic boar god, and his sister Frona. During Sacred Time, the men wear animal costumes and decorated wooden masks and dance with the women in order to scare away the evil gods who would otherwise eat the Sun.

Baralor (small city): This is the fortified capital of the Karstall principality. It is surrounded by a high wall topped by tall and strong defensive towers with diversely colored roofs. Many crafters and merchants have settled there, with self-rule promised to them by the Holy Prince.



Beljak (small city): This walled city on the Blue Janube River is a stronghold of the Prince of Timms. It is the point of junction for several important trade routes, including an ancient stone bridge over the Blue Janube River, making the city an important trading center. The citizens of Beljak are well known for their elaborate hair styles and dress. They revere their beer goddess with a wild and drunken festival every autumn.

Blue Janube River: This tributary of the Janube River flows some 240 miles from its source on Watchpost Mountain to its confluence with the Janube near the ruins of Donaros.

Brass Citadel (dwarf city): The fortified entrance to the fabled dwarf nation of Nida. Humans mistakenly assume this is the dwarf's main settlement; in truth it is little more than the fortified gate. As the name implies, it is built entirely out of metal.

Charg: This hilly region is still closed by the Syndics Ban. An invisible wall runs down the center of the Esel River on the border of the Lunar Empire. A wall of fog surrounds it on its other sides. It was a powerful Orlanthi kingdom before the Syndics Ban, known for its Urox-worshiping warriors.

Cliff Palace (small city): This city is carved into the face of a cliff in the Tarsel Hills. Its petty king has submitted to King Congern, but is permitted to remain as a semi-independent client kingdom.

Distalos (small city): During the Ban, this city was isolated from Jonatela and became independent. Distalos was successfully besieged by King Congern in 1611 and the city forced to accept a royal governor.

Doleford (small city): This city is located at the ford where the tragic Hero Tualon defeated the dragons but was betrayed by his Frontemite allies. The city is surrounded by orchards and rich farmland.

Ektris (small city): The capital and most important religious center of Lomsor, Ektris consists of a fortified citadel, with dwellings and workshops, and a nearby sacred enclosure with sanctuaries for the gods. Sacrifices are made on a huge stone altar shaped like a wheel with six spokes.

Enneserah (small city): The vast and ancient mines near this city are the most important source of bronze in Jonatela. The miners worship an underground god called Ganestos, who stole the secrets of the dwarves.

Formigar (small city): This city in Arnmorn is built upon a steep hilltop and surrounded by three rings of stone walls. It is best known for its temple to Humakt, which is decorated with votive stone statues of warriors and severed heads.

Golaros River: This tributary of the Nectar River flows through the rich agricultural heartlands of the Jonating kingdom. The people here are ruled directly by nobles appointed by the king.

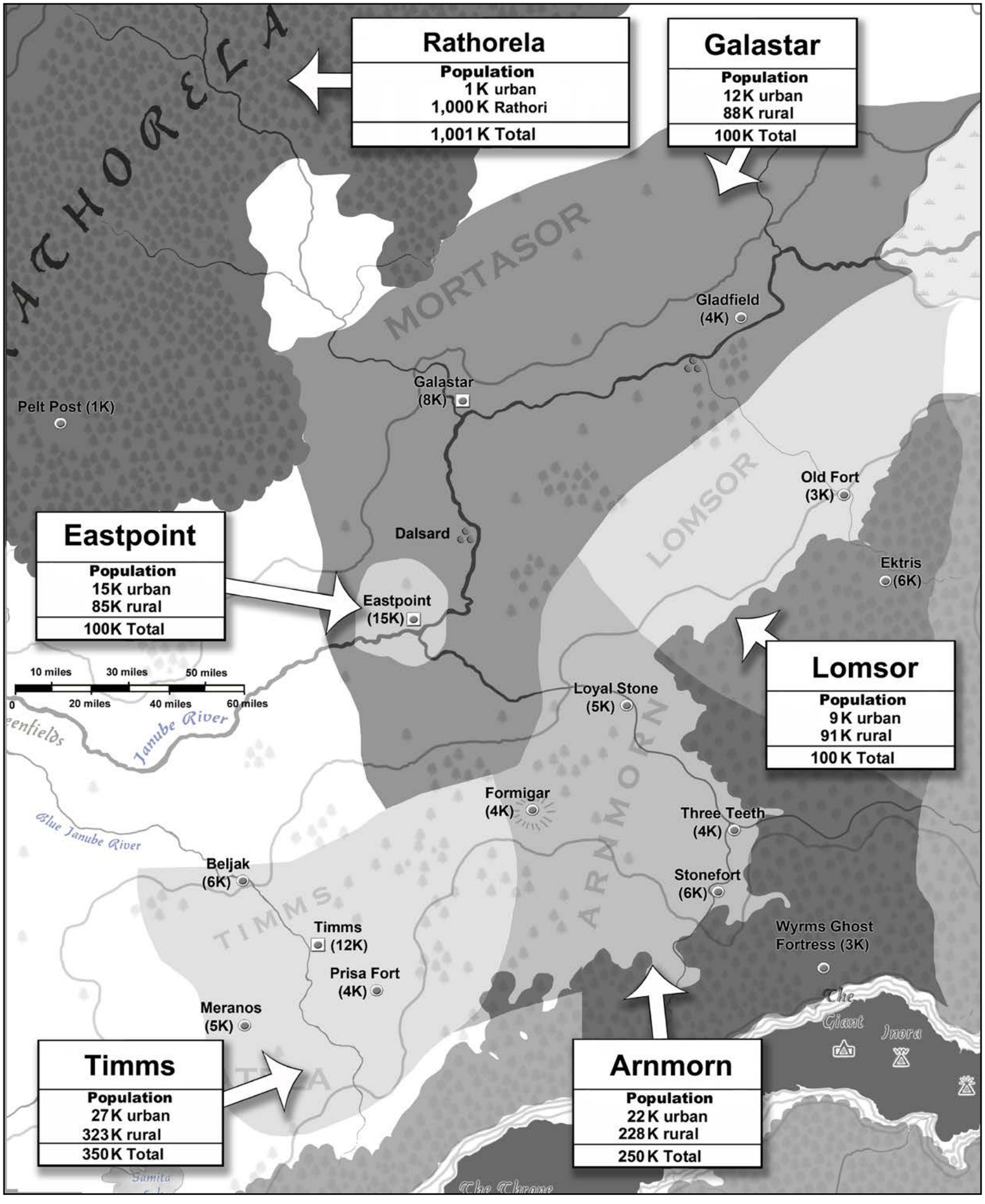
High Fort (small city): This temple-fortress is built on a granite rock that rises high above the surrounding lands. At its center is a temple to the Invisible God and shrines to the hundred lesser gods. Early in the Third Age, the great wizard Ethirajan received this citadel and the lands around it from the Jonating king. Along with Kerantos, it is one of the two most important Malkioni religious centers in Jonatela.

High Llama Pass: This pass is the only safe route over the Nidan Mountains to Ralios. Halfway across is the citadel of Bad Deal, where dwarves openly trade with humans. The Llama People on the other side of the pass control travel through the pass.

Ingoldstown (small city): This market city is sacred to Issaries and rose to prominence in the Second Age. It declined during the Ban, but in recent years has become an important trade post between the Janube River Valley and Ralios.

Jangros (small city): This city in the upper Stomble Vale is the market and religious center for the cattle and sheep herding Orlanthi pastoralists of the area, famed for their prowess with two-handed swords.

Jonat's Hill: This carved rock tomb is the resting place of Jonat Big Bear. Beneath it, an underground river flows to the Underworld with a terrible rumbling. It is prophesized that one day Jonat will return from his tomb to punish the enemies of his


Rathorela
Population
1 K urban
1,000 K Rathori
1,001 K Total
Galastar
Population
12 K urban
88 K rural
100 K Total
MORTASOR
Gladfield
(4K)
Galastar
(8K)
Pelt Post (1K)
LOMSOR
Old Fort
(3K)
Eastpoint
Population
15K urban
85K rural
100K Total
Dalsard
Ektris
(6K)
Eastpoint
(15K)
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Lomsor
Population
9 K urban
91 K rural
100 K Total
Loyal Stone
(5K)
Janube River
Formigar
(4K)
Three Teeth
(4K)
Blue Janube River
Beljak
(6K)
Stonefort
(6K)
TIMMS
ARNMORN
Timms
(12K)
Wyrms Ghost
Fortress (3K)
Prisa Fort
(4K)
The Giant
Jnora
Meranos
(5K)
Timms
Population
27 K urban
323 K rural
350 K Total
Arnmorn
Population
22 K urban
228 K rural
250 K Total
Samita
The Throne

people. Nearby are dozens of smaller tombs, the graves of the kings of Jonatela.

Jonatela, Kingdom of: This kingdom was unified and founded by Jonat, a Hero who traveled to Seshnela between the Closing and its destruction. During the Ban, parts were cut off and now no longer pay tribute or homage to the King of Jonatela. The kingdom was freed of the Ban in 1616. Unusually, the western portion of the land was opened to the king and forced into submission before the rest of the land was open to outsiders. In 1619, the king began seizing fortresses in Timms to support his claim there. Although he has been approached, the king has decided not to commit to defending Riverjoin against the Kingdom of War.

Karstall: This principality was once part of Jonatela, but was isolated by the Ban and still demands independence. Though the king disagrees, he hasn't done anything yet.

Karvendal (small city): This isolated region in the Rockwood Mountains came out of the Ban in 1613. Its inhabitants are Orlanthi mountaineers, famed for their banditry and religious devotion.

Kerantos (small city): The City of Wizards, Kerantos is a Malkioni cenobitic school founded in the late Second Age by Seshnegi wizards in the service of Jonat Big Bear. Only wizards, their students, servants, and slaves are permitted to cross the Bronze Gates into the city.

Koros (small city): This city on the shore of Lake Rapu is best known for the great bronze horns used by its inhabitants to frighten off monsters.

Lake Rapu: This beautiful lake is long and narrow, and plentiful with fish, fowl, and a local species of lobster-sized crawfish.

Lomsor: This land of rolling grassland and wooded hills was part of Charg before the Ban. It is inhabited by bands of semi-nomadic, cattle-herding pastoralists who carry their families and belongings in wicker carts pulled by oxen.

Loyal Stone (small city): This city on the banks of the Sky River was built around a huge stone, said to be a piece of the Sky Dome that flung itself to earth to crush a Chaos army that threatened to consume the earth goddess he loved from afar.

Meranos (small city): This city is on the overland route from central Jonatela to Ralios. The inhabitants worship Hykim as the father of men, and Eurmal as the firebringer and friend of mankind.

Mother's Hill (small city): This holy hill is home to an ornate stone temple to Ernalda and her son Barntar. The deities are represented by two stone statues with copper and bronze ornaments. The outside of the temple is decorated with statues of dancing goddesses.

Nectar River: This tributary of the Janube flows over 375 miles from the Nidan Mountains to Dona.

New Market (small city): This new city was founded by King Congern in 1617 after the Ban had lifted and the High Llama Pass to Ralios reopened. The city's population is largely transient: surging in summer when the pass is open, and then declining when the winter snows close the pass. Goods arriving from Ralios are impounded in public warehouses until the steep import tolls are paid.

Nidan Mountains: The Nidan Mountains are steep and high, creating a barrier impassable to most creatures. Their crests are snowy year around and include several Sacred Peaks of the Orlanthi. Most notable are the Throne and the Watchpost near High Llama Pass, and the trio of tall mountains called the Giant, the Maiden, and the Priest.

Okarnia (large city): The royal city of the Kingdom of Jonatela, located in the hills above Samita Lake. The Upper City is dominated by the red sandstone palace-fortress of the Jonating kings, with its four courtyards: one for warriors, one for sacrifices, another for the Throne of Horns (made from the tusks of a giant mastodon killed by Jonat Big Bear), and the fourth being the private residences of the royal family. One hundred large bronze statues, each representing a tribe or kingdom united by Jonat, decorate the Courtyard of Sacrifices, along with its shrines to Jonat, Humakt, Orlanth, Talor, Urox, and Vorthan, where the king serves as High Priest. The Lower City is home to the crafters, servants, slaves, and clerks who serve the royal family.

Olatha (small city): The inhabitants of this city worship a large stone that fell from the Sky Dome during the Gods War.

Old Fort (small city): This fortress was built around 1215 by the Carmanian Empire as an administrative and tribute collection center. A generation later, the Carmanian Empire collapsed and it has since served as the stronghold for whatever local warlord or chieftain is dominant.

Parach (small city): This temple-city is sacred to the Great Earth Mother, who is worshiped in both her benevolent and malevolent aspects. In her sanctuary is a rock throne, which the queen-priestess of Parach rules from. The queen is guarded by Axe Maidens devoted to the bloodthirsty aspect of this great goddess. Since 1613, a royal governor assists in the administration of the region.

Prisa Fort (small city): This stronghold of the Prince of Timms was the capital of the Orlanthi kingdom of Grola before it was eclipsed by the more strategic fortress-city of Timms.

Redel's Home (small city): This city's most famous shrine is the place where Redel the Bear God was revealed to be the divine father of Jonat Big Bear. When the Ban lifted in 1610, the city priests welcomed King Congern as the heir of Jonat.

Redelos (small city): This city is the location of King Congern's hunting lodge, where the king and his companions hunt in the wooded foothills of the Nidan Mountains.

Each year the men of Redelos dress as women and hunt the Badalisc, a local manifestation of the Trickster. If it is captured, it is brought back to the temple of Redel the Bear, and forced to answer truthfully three questions and then released. If it is not captured, the city is cursed with bad luck until it is captured again.

Dwarves of Nida

Description

Beneath the large, westernmost bulge of the Nidan Mountains is a powerful dwarf complex controlled by the Council of Nine, who rules all True Dwarves in Genertela. As with all dwarf nations, the settlement lies mostly underground. The Brass Citadel is the best known entrance to Nida.

Culture

The dwarves of Nida inhabit a vast underground complex, connected to the other dwarf cities in Genertela by tunnels which are hundreds of miles long. The interior of the complex is spacious and carefully formed, although no human has ever been in the heart of the complex. Walls are decorated with geometric patterns or grinning faces, and the floors of even the service tunnels are polished stone or splendidly tiled.

Nida is highly centralized, and all decisions are made by the Council of Nine. Each dwarf is constructed for a particular task, and labors without question. Nine classifications of dwarves carry forth the tasks which the ancient Mostali once performed. These classes are not ranks, and form no hierarchy, and most closely resemble job descriptions. Trade is unnatural to dwarves, but a few dwarves attempt to imitate human mercantilism at Bad Deal.

Language

Dwarves speak Mostali, a nonhuman language.

Government

Nida is organized by the Council of Nine, with one or more members representing each of the original Minerals, plus Iron. All the Council's decisions must be unanimous, and much discussion may occur before a final decree is issued. Nida is thought to have at least three ancient Mostali, all of whom sit on the Council of Nine.

The Council of Nine organizes all dwarves in Genertela and is in contact with its counterpart, the Slon Decamony, which organizes the activities of Pamaltela and Jrustela.

Military

The dwarves of Nida have one of the most powerful military forces in Genertela, although they avoid warfare whenever possible, preferring to let the other races annihilate each other. The Iron Dwarves of Nida are armed and armored with the best quality iron weapons, and are superbly trained and disciplined. Many soldiers even remember fighting before the Gods War. It is believed that the unbeatable pike and musket regiment of the Second Age still drills inside of Nida.

Religion

Most dwarves of Nida follow the Way of Mostal, although there may be dwarves holding to one or another of the Dwarf heresies.

Samita Lake: This is the largest lake in Jonatela, some 20 miles long. Most of the shoreline is still enclosed within the impenetrable Syndics Ban, although the lake itself is free.

Stomble Vale: The Orlanthi tribes of this valley were isolated from the rest of Jonatela until 1610. During the Ban, they were ruled by the priestess-queens of Parach. When the Ban lifted, Queen Yira was defeated by King Congern and forced to pay tribute to the king and provide him with foot soldiers and skirmishers.

Stonefort (small city): This massive stone fortress along the Sky River is atop a high rocky ridge and has walls up to 100 feet high and 50 feet thick. The fortress was built in the early Third Age by the rulers of Charg and it once guarded an important trade route between Fronela and Peloria. Stonefort is now home to the royal governor of Arnmorn. It has a great shrine to a warrior daughter of Orlanth and is protected by the storm gods.

Srodos (small city): This city is home to the Sect of the Eight, a school of Malkionism. The Srodosites believe in the Invisible God as creator of the world, which he placed under the care of eight gods, who were in turn overthrown by rebel gods. It was conquered by King Congern soon after the Ban was lifted in 1610 and is now ruled by a governor appointed by the king.

Syanor: A geographic name which once covered the entire region south of the Janube River and north of Samita Lake, including Charg, Jonatela, and Oranor. The area is usually now called by the name of its dominant political power, Jonatela.

Tamalior (small city): Jonat climbed out of the Underworld at the Pit of Tamalior accompanied by his troll allies, proving his Hero status. The Pit is now surrounded by a wall and is a sanctuary to Nakala and other deities of the Underworld.

Thanmor (small city): This city was founded by Thanmor Jonatsson, the second king of Jonatela, as his royal capital. His kingdom collected tribute from Carmania to Loskalm, but after Thanmor died, his successors relocated the capital to Okarnia. The Library of Thanmor is the largest in Jonatela.

Three Teeth (small city): Gigantic monsters once challenged the gods, but the storm king took the form of a thundering bull and tore them apart. All that was left were three tusks, which the gods placed at the confluence of the Sky and Grey rivers. Shrines to the storm gods have been built on their summits.

Timms: Once a portion of Jonatela, the principality of Timms was isolated during the Ban. Freed in 1597, long before most of the kingdom, it now claims its previous isolation is incontrovertible proof that it is not subject to the King of Jonatela. Though the Prince of Timms has lost several fortresses to the king in the last two years, he continues to resist. The Janube River cities treat with him as an independent power.

Timms, Fortress of (*large city*): This is the capital of the principality of Timms and is surrounded by vast and formidable walls of brick and stone. Timms controls the main trade route between the Janube River city-states and High Llama Pass. As a result, the city is an important market center, with merchants from the Janube River city-states, Loskalm, and Ralios.

Vorthan's Hill (small city): This fortified hill is a temple city sacred to the cult of Vorthan, an Underworld God of War and the Red Planet. Inside the temple is the sacred Black Statue, depicting the god as an old man with a red gem in his forehead.

Watertown (small city): This city is surrounded by rivers and canals on all sides. The Nectar River here has healing properties and pilgrims from across Fronela come to the city's Healing Temple seeking a cure for sickness or injury.

Whitefalls (small city): This city is located where a series of waterfalls on the Nectar River require portage. It has rapidly become an important trade center since the lifting of the Ban and its merchants' quarter is populated with people from across Fronela.

Wirot's Fort (small city): This city was once a Telmori assembly place, but the Hero Wirot Wolfkiller defeated the Iron Wolf with the aid of the storm god Orlanth and built his stronghold here. The city is an important religious and administrative center, and notable for its shrine to Orlanth and Humakt.

Wyrms Ghost Fortress (small city): This sprawling fortified complex in the foothills of the Nidan Mountains just emerged from the Ban in 1617. It once must have served a far larger population, but it is now mostly abandoned and derelict. It is ruled by an ancient family of sorcerer-priests whose lives are surrounded by strange rituals.

Xemstown: This troll stronghold was founded by Jonat's troll ally Xem in the late Second Age at the edge of Jonat's kingdom. While the Hero lived, it thrived openly and even when he went on to his greater rewards, Xem's descendants held their own with or without royal help. The kingdom kept a low profile, but they did persist in hiring out as mercenaries in bands which were famous in their own right. A wall of fog surrounds Xemstown; none can enter or leave until the Ban is lifted from the area.

Yellow Bear Hills: These wooded hills are named after the Yellow Bear, a petty god who accompanied the First Age Hero Beobard into exile among the barbarians and was later enslaved by the magic of Jonat Big Bear. The Yellow Bear ceaselessly toils at his task of building upon these hills; as a result, the hills are growing higher each year. The hills are populated by pastoral clans of sheep herders and hunters, and by the giant Five Armed Shepherd who guards a herd of magical sheep.

Yew Fort (small city): This walled city along the Nectar River is built around a massive yew tree, sacred to the war god Humakt.

The Heroes: Gunda the Guilty

Gunda the Guilty was the daughter of a Jonating warrior woman who was conquered and raped by a cruel Brithini philosopher. Her youth was spent in flight and exile, and she quickly learned her mother's skills and was favored by her mother's grim Death God.

Gunda was but twelve winters old when she claimed by combat her first pack of Wolf Pirates. She is most famous for her stay with the notorious Queen of the Kiss, whose infamous buss seduced man, woman, and monster alike into sworn obedience. Of those so trapped, only Gunda broke the spell, her oath, and the Queen's back – but at the cost of never knowing love. Shortly thereafter she met Harrek, and from that meeting their friendship has grown.

The Hero Wars Begin

Jonatela: The End of the Ban

The Syndic's Ban continues to lift from the remaining lands subject to it. In 1624, the lands west of Samita Lake are freed, revealing several Orlanthi tribes. In 1625, Xemstown is lifted from the Ban, revealing powerful troll gangs, including the Night Guard and the Shadows of Death. In 1628, Charg is lifted from the Ban, revealing tribes of storm worshipers who worship war gods, such as Storm Bull, Humakt, and Orlanth.

Jonatela: Throne Kings Alliance

The Hero Garundyer brings about an alliance of King Congern of Jonatela with King Kocholang of Lankst. Trade over the High Llama Pass greatly increases, enriching both kingdoms and the Orlanth cult experiences a major cult revival in both Ralios and Fronela.

Northern Fronela

"I am of the (Bear, Reindeer, Other) People. May his spirit watch over us!"

Description

Northern Fronela is a land of rolling hills and wide valleys, usually dotted with small forests of evergreen trees. South lies the Janube River basin, a region often raided from the north. In the north is taiga and, finally, a huge glacier. Bands of mammoths, mastodons, and woolly rhinoceroses co-exist with vast herds of reindeer.

Note that there are no History or Places of Interest sections for the barbarian clans. This information can be found under the general History and Places of Interest sections for Fronela.

Culture

Hsunchen and Theyalan. The northern peoples are divided into many small clans which constantly struggle to survive in their harsh realm. Their lifestyles are similar, differing mainly in the ancestors they worship. Most people in the east are Rathori (Bear People) and most people in the north are Uncolings (Reindeer People). Many other smaller clans, including Kloisari (Badger), Zonati (Porcupine), Sabadari (Wolverine), Rinkoni (Bobcat), Lotari (Raccoon), Akkari (Skunk), Flari (Owl), and Hogari (Mammoth), live among both tribes, and no single tribe dominates the mixture of peoples in Tastolar nearest northern Loskalm.

The Heroes: Harrek the Berserk

Harrek was a Rathori Hsunchen youth, born in 1484. By age seven he committed his first murder. Harrek was initiated early, at age 12. During his ordeal, he lost his knife and his shoes, but survived thanks to the strength of his bear spirit.

Like all Rathori, Harrek went to sleep in 1499. He was among the First Wakeup in 1594. When he saw that the planets were wrong he began wandering. For a time he was a mercenary for the newly emerging Kingdom of Jonatela. Noted for his potential, he was taken to the Lunar Empire to participate in Dart Competitions. Harrek learned to hate them.

In Rathorela, in 1609, at High Holy Day, he interfered with the sacrifice, slew the White Bear god and bound it within its skin, and upon his return to Glorantha killed the outraged tribesmen who protested. Alone, he left Rathorela. That was his first Heroquest. As a result, he had a powerful ally in the bound god. He also discovered his first enemy, called the Shadow of the Spear.

By accident, he opposed some of the first raiding parties coming out of the Kingdom of War. Perhaps it could have been stopped then and there, but he did not kill the Lord Death on a Horse.

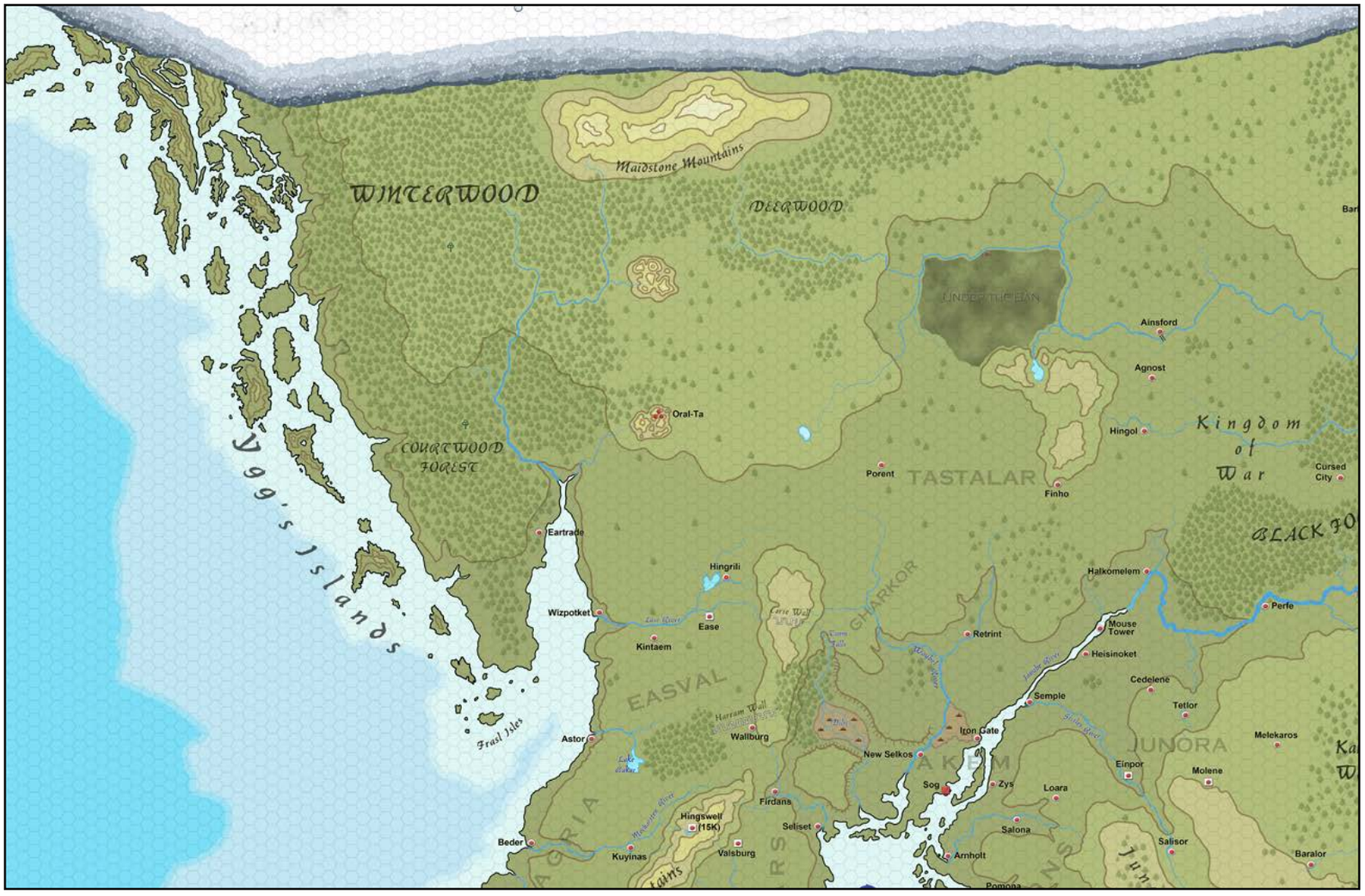
Harrek became general of an army and led it victoriously to plunder innocent Sog City in 1615.

In 1617, Harrek was in Ygg's Islands. Despite all odds, the piratical god Ygg chose him as champion and awarded him gifts. Thus Harrek, in his great ship the Ice Serpent, led half the population from the barren islands. They called themselves Ygg's People of the War Bear.

Harrek and his pirates plundered the coasts of Arolanit and Seshnela. They then set off south, led by Vadeli guides, to find Jrustela. They found it, but it was a wild archipelago without cities. Harrek threw the Vadeli to the merman who demanded human lives to let the fleet go, and then sailed back to raid Nolos and Pasos. Many other pirate ships joined them, and Harrek accepted them as long as they obeyed the rules of his fleet.

After several years they settled on the Three Step Islands. Since then, Harrek has continued raiding, terrorizing the coasts of the Solkathi and Rozgali Seas. Harrek plans to plunder the City of Wonders, the abandoned capital of the Holy Country.

In 1621, Harrek will meet Argrath of Sartar at sea, sailing upon a giant wooden cradle. Together they will circumnavigate the Inner Seas, and fulfill Argrath's objective by aiding the Holy Country leaders against the Lunar Empire. Sometime afterwards Harrek and friends will return to Pamaltela where the berserk settles down with a kingdom of his own.



Language

The peoples of Northern Fronela speak Hsunchen or Theyalan languages, depending on tribe.

Government

Government beyond the clan or extended family barely exists. Feuding is a common way to settle grievances. Royal blood lines exist among the clans, but even without it individuals are often able to organize and coordinate many clans to form temporary coalitions called the Kingdom of Rathori, Kingdom of the Uncolings, and so on.

Military

All males are warriors, as are many of the females, especially among the Rathori. A common clansman carries sword, spear, and javelins, but has little armor. Organization is familial and training is negligible. Mounted troops are rare.

Religion

The Invisible God and the Orlanthi pantheon are acknowledged and sometimes worshiped, but most people are close only to their ancestral and local spirits. Several barbarian clans are famed for powerful shamans.

Northern People of Note

Fral Angor: This is the greatest acknowledged warrior among the Rathori. He once fought Black Hralf the Weasel in single combat and was not killed.

Janan Vartool: Called "the firebrand," this young Rathori is a fierce warrior who has learned the Seven Spear Secrets. He is a renowned raider who has made many boasts which will surely kill him or make him a hero.

Kajakab Hendsson: This troll Hero claims to be a grandson of the god Valind. He roams south of the Glacier, preparing for the annual onslaught of the Kalikos Icebreaker Heroquest. Kajakab seeks allies to disrupt the Lunar ritual and push the barriers of ice to the south.

Lalja Vanemuine: This ancient shaman of the Uncolings is one of the most powerful magicians in all of Fronela. He possesses a potent, magical voice, and endlessly wanders the barbarian clans seeking a wife, but is cursed never to find one.

Vargartyr Too Big: He is a huge, wild man who frequents the regions of Tastolar and Porent. He has huge ears, elk horns (which he never sheds), and a shaggy red hide. He is friendly to anyone who gives him food and brushes his hair.

Northern Places of Interest

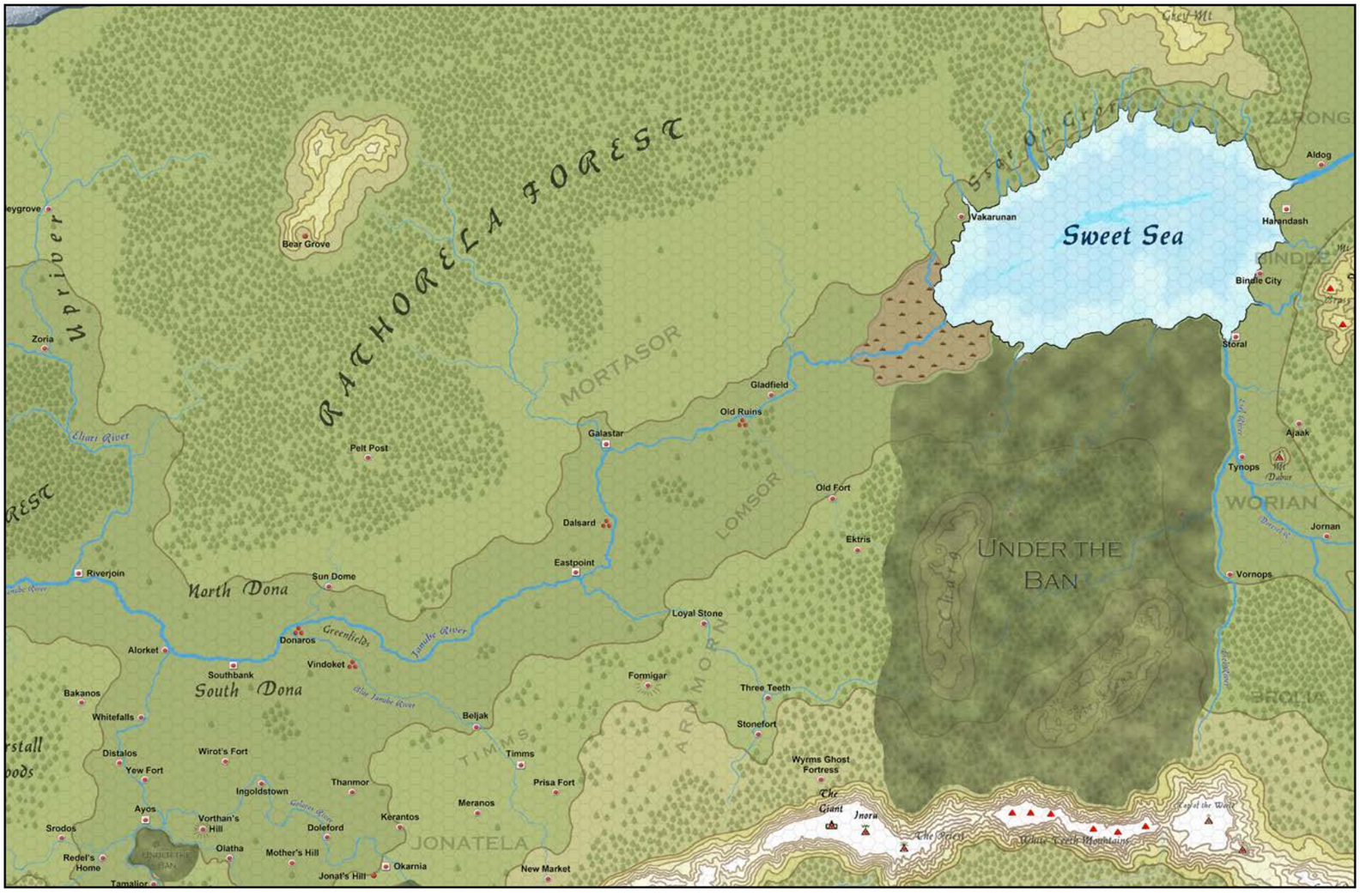
Bear Grove: This is the sacred autumnal gathering place of the Rathori people and home of their ancestors.

Courtwood Forest: This enchanted forest of firs and pine is ruled by an ancient green elf called by humans the Elf King. He has many daughters, all green elves and dryads, and some of the oldest human families in Loskalm and Tastolar claim him as an ancestor. He is a mercurial figure, sometimes very friendly and generous, but sometimes very cruel and malicious.

Deerwood: This taiga forest is considered good hunting lands by the local Uncolings.

The White Bear Empire

This alliance of barbarian clans dominated most of Fronela prior to the Ban. They were a mighty confederation of peoples led by the White Bear of the Rathori people. The White Bear could fight during winter and was often aided by green elves and an army of shamans. The God of the Silver Feet aided these diverse peoples to communicate with each other and coordinate. The White Bear Empire collapsed with the Syndics Ban in 1499.



Eartrade (small city): Trade is possible between the Winterwood Aldryami and outsiders at this market, although the elves require an ear to be offered to them with every transaction. A wooden town houses the sizable community of human merchants. The elves keep a watchful eye, although they seldom visit it.

Valind

The Glacier is home to Valind the God of Winter, son of Vadrus, God of the Destroying Storm, Valind's unruly brood of brothers and children called the Vadrudings, and to Himile, the God of Cold, and his children, the Hollri. In the Ice Age, they ruled most of the world with their freezing storms and ice demons that blanketed the world. Valind was forced to acknowledge Orlanth's supremacy amongst the Storm Gods, although such acknowledgement was often grudgingly given.

Valind is worshiped throughout Fronela mainly to propitiate against his wrath, but some clans worship him to invoke his might against their enemies. The Malkioni typically use wizardry to deflect the worst of Valind's icy storms.

Erontree: A mighty elf forest primarily inhabited by green elves, though a sizable minority of brown elves also lives here. There is only limited contact between the elves of Erontree and the Western culture that dominates Fronela.

Finho (small city): This Noyaling settlement is an important post for trading with the Uncolings. Gold was recently discovered in the hills north of Finho, attracting settlers from the south.

Frasl Isles: This small archipelago in the Ygg's Islands is occupied by soldiers from Loskalm.

Maidstone Mountains: Bitterly cold mountains inhabited by elves and the grotesque Maidstone Archers, headless three-armed monsters who are valued by armies as mobile ballistae. The archers take pride in their tradition of shooting down large flying monsters.

Neechen: Along the edge of Valind's Glacier dwell a hardy nomadic people called the Neechen who thrive in a life in the cold. Travelers in the northlands claim these people fashion the ice into great monoliths towering towards the heavens, but none know their purpose.

Oral-Ta (ruin): A small cluster of rocky hills, dotted and riddled by ruins inhabited by creatures like lead centipedes, which roll themselves downhill against invaders. They are believed to be the tortured souls of First Age trolls.

Pelt Post (small city): This Issaries market inside the forests of Rathorela is the center of the fur trade in Fronela. Rathori hunters trade fur-pelts for civilized goods, particularly bronze weapons and tools.

Porent: The taiga waste which stretches along the edge of Valind's Glacier is inhabited by various droves of migratory reindeer herders and trolls who prey upon them. Several explorers had reached the edge of the glacier by 1613, discovering plentiful reindeer herds without people. The region is named after the sacred assembly grounds of Porent, which each year becomes effectively a large city, as many thousands of Uncolings gather there to perform their religious ceremonies.

Rathorela: Land of the Bear People. The area is virgin sub-boreal forest, and though not dominated by elves, many exiles from another forest still reside here. The Hsunchen and the elves of Rathorela have a friendly relationship, and sometimes hunt cooperatively. The forest is primarily pine, larch, spruce, and firs, with some scattered temperate deciduous trees such as maple, elm, and oak. The southern reaches of the forest have the most deciduous trees, while the northern is almost entirely evergreen.

Snow Trolls

Snow trolls rule Valind's Glacier, where they eat anything that moves, including ice demons. Humans say they were unaffected by the Curse of Kin, but it may be that they eat any offspring too weak and puny to survive atop the glacier.

Several temporary sites exist where tribes gather for autumn markets and festivals. Most Bear People slept through the entire Ban, thinking it but a single night. Most of them woke up in 1594, 1607, and 1618. Several years ago, the tribal unity of the many Bear Peoples was disrupted when one of their number, a young man named Harrek the Berserk, slew the grandfather of their race, the legendary White Bear, who did not hibernate in winter.

Tastolar: This thinly-forested land is the home of the Uncolings (Reindeer People). Periodically the clans meet to form temporary tent cities, which vary in size; some 50,000 people assembled at Porent in 1617. The highlands of the region, from whence the Third Eye Blue people first came, are still cut off by the Ban.

Valind's Glacier: A wall of ice between 500 and 2,000 feet high runs along the northern edge of Fronela. Beyond is a vast, bleak region of unrelenting ice and snow from whence blow cold winds even in summer. Trolls hide there, and raid into Porent for food.

Winterwood: One of the six Great Forests of Genertela and primarily inhabited by green elves. They believe that this conifer forest was the birthplace of the first green elves and that it was also High King Elf's last stronghold against the Darkness. Like Erontree, there is little contact between the elves of Winterwood and the humans of Fronela.

Ygg's Islands: This small archipelago lies just to the west of the Fronelan coast. The people here also inhabit the nearby coastal area of the Winterwood Forest. The Yggites are culturally and linguistically unrelated to any other Gloranthan peoples. They trace their descent from Ygg, the God of the Winter Wind, and Nelarrina, a minor goddess of the Neliomi Sea.

The rugged people are mostly fishermen, sealers, whalers, boat builders, and, most notoriously, Wolf Pirates. They maintain an ancient agreement with the elves of Winterwood which allows them a limited harvest of lumber and other forest products, in exchange for tribute and gifts.

Barbarian Clans Regional Activity Table

Determine monthly per camp

Common Events

Ordinary hunt preparing to set off.
Group preparing to move to new site.
Ancestors visiting in dreams; shamans call for special ceremony to investigate cause.
Enemy spirits in the region; shamans prepare for spiritual combat.

Uncommon Events

Hunt for unusually dangerous or rare animal being prepared.
Unfriendly clan nearby: prepare to raid and to be raided.
Merchants visiting from lowlands with trade goods.
Unusually plentiful foodstuffs hereabouts, group plans to stay longer than usual.
Game and gathered food scarce, unexpected move planned.
Meet with another friendly group by accident: party to be prepared.
Meet with another friendly group, as planned: party being prepared.
Warlord, famous for raiding, is seeking volunteers for another attack.

Rare Events

Ghosts of dead animals are haunting; shamans prepare for cleansing and exorcism.
Bad Man is howling: shamans depart to wilderness for secret ceremonies.

The Hero Wars Begin

THE ELF REFORESTATION

The elves are planting thousands of secretly stockpiled seeds across Fronela. When their spell begins, the seeds will spring into life and cover most of Fronela (outside of Loskalm) with a dense primeval forest which will expand from the two western elf strongholds. Their armies increase with each growth, and they will annihilate all humans who do not submit.

TROLLS ON THE GLACIER

Unknown to all except the Triolini, a vast multitude of trolls has survived for centuries deep on Valind's Glacier. For centuries, they have been slowly gnawing through the ice shelf to cause a second Icebreak. By 1621, the end of this gigantic project is in sight, perhaps only a decade away. When that happens, a huge part of the ice shelf hundreds of miles wide shall shear off and move slowly towards Magasta's Pool.

The Ice

"I came across a great ditch in the ice, so deep that even I, the Great Seal, had to stop to avoid sliding down. At the bottom I saw trolls, lean from an eternal diet of ice, but healthy and energetic in eating and clawing away. I flew when they saw me, because there was a great hunter spirit among them and I was far from an ice hole."

– a report of a spirit journey taken by a shaman of Whalebone Island, 1618.

Learned Commentary:

This was out on the farthest reaches of Valind's Glacier, where it stretches into regions no mortal goes. Judging from the number of trolls observed and the size of their efforts, they are carving a trench more than a thousand miles long. They plan to eat until it breaks off, a continent of ice which will move, slowly at first, then swiftly, upon the currents going southward. It will melt as it is drawn to the center of the world, but I am sure the ancient trolls have counted on this. It will float to Magasta's Pool and then block it enough to alter the flow the way a dam of snow diverts the flow of a creek. The seas of Glorantha will rise, flooding all the coastal lands and ending our Age.

– Harivion the Wizard, Southpoint 1620.

The Hsunchen Peoples of Fronela

Fronela is inhabited by many tribes of Neolithic beast people called "Hsunchen" by the God Learners. At the Dawn, they were unified by a shamanic priesthood called variously the Snake Masters, Cowled Vipers, High Ones, Great Lords, Holy Ones, and so on. To the Malkioni, they were called the "Hykimi", and the Westerners launched long-term magical assaults upon their holy places and rites, as well as armed forces content to destroy a grove or circle and move on. The Hykimi tried to withdraw from political life, but kept being drawn back. Now the secrets of the Hykimi are known only to a few tribes in Fronela and Ralios.

Rathori (Bear People)
Population: 900,000 (mostly Irgari). *Homeland: Rathorela (Fronela).*
The Rathori are the single most populous Hsunchen on the continent, and probably across Glorantha as a whole. Rathor is the Great White Bear, but the Hsunchen honor his children and are actually comprised of several related "clans" who collectively are the Rathori. The majority are Irgari, who have the brown (grizzly) bear as their totem. However, the Irdagi, kin to black bears, form a significant minority, and a very small number of Orenoar are known, children of the Blue Bear. The three groups live in peace with one another, and generally share a single culture. Many tiny clans of other peoples live among them as well, often performing specialized magical tasks.

The Rathori are a numerous people, and congregate in small villages amidst the great pine forests of the north. Aldryami refugees from Erigia taught them the use of the powerful longbow, making them the only non-Aldryami users of this weapon in Glorantha.

All Rathori peoples were affected by the Syndics Ban. They were hibernating at the time, and when they awoke, it was decades or centuries later, rather than merely the next spring. Harrek the Berserk, the infamous hero, originally came from among the Rathori Peoples.

Uncolings (Reindeer People)
Population: 300,000. *Homeland: Tastolar (Fronela).*
These foot nomads inhabit the tundra regions just below Valind's Glacier. They subsist almost entirely on their herds, making use of their milk, meat, antlers, etc. Their land is sufficiently desolate that nobody else will live there, except for occasional foraging trolls.

Despite their low technological level, the Uncolings are the most socially sophisticated of the Hsunchen cultures. Each spring they meet at Porent in a huge gathering, and perform ceremonies that require thousands of participants. They are famed for their powerful shamans, who are a match for the wizards of Loskalm.

Kloisari (Badger People)
Population: 20,000. *Homeland: Rathorela (Fronela).*
The Kloisari have a reputation for being grouchy and anti-social, at least with foreigners. They sometimes hire as mercenaries along the Janube River, but generally prefer to keep to themselves. Since they commonly daub themselves with musk and animal urine, their neighbors prefer this arrangement.

Zonati (Yellow Quill Porcupine People)
Population: 15,000. *Homeland: Rathorela (Fronela).*
The Zonati revere the semi-arboreal porcupines of the northwest, and are quite distinct from the Stricort (Porcupine People) of Teshnos. They are hunter-gatherers, and live in deep forests with the Rathori. They are generally friendly with their neighbors, and are a much more peaceful folk than their eastern cousins. They even trade with foreign merchants on occasion. Civilized humans throughout Fronela believe that the Zonati men are prodigiously endowed by comparison with other humans.

Sabadari (Wolverine People)
Population: 5,000. *Homeland: Rathorela and Porent (Fronela).*
These renowned warriors are fearless berserks. They raid civilized farms when they have the opportunity, and show no mercy to their foes. Rumors of cannibalism are probably exaggerated, but even the other Hsunchen fear them.

Rinkoni (Bobcat People)
Population: 5,000. *Homeland: Fronela.*
The Rinkoni live along the southern fringes of Fronela, and are a menace to their neighbors. They travel in small warbands and exact tribute from the less defended settlements of the region. Despite their ferocity, their reputation for brutality is generally exaggerated.

Lotari (Raccoon People)
Population: 5,000. *Homeland: Rathorela (Fronela).*
The Lotari inhabit the forests of Rathorela. They have little respect for their neighbors, although they stop short of outright conflict, instead preferring the occasional theft under cover of darkness. They are masters of concealment, and are infamous for their deviousness and untrustworthiness. Outsiders say that Lotara, the great raccoon spirit, was once a lover of Trickster, which may explain his children's propensities.

Akkari (Skunk People)
Population: 3,000. *Homeland: Rathorela (Fronela).*
Almost everyone avoids these primitive hunter-gatherers, although they present no serious threat and are generally non-hostile. This allows them to live peacefully in isolation, and they have been essentially unaffected by the history of the lands around them. Consequently, few civilized folk are aware of the remarkable physical beauty of the Akkari and of their sensuously indulgent lifestyle. Contrary to popular belief, the Akkari, like four-legged skunks, do not smell at all unpleasant – unless, of course, you should happen to annoy one who possesses the Musk-Spray charm!

Flari (Black Owl People)
Population: 1,400. *Homeland: Rathorela (Fronela).*
The Flari are a small tribe of Fronelan savages who worship the black owl. Their stealthy nocturnal raids, and their ability to turn into birds, give them a fearsome reputation.

Hogari (Mammoth People)
Population: 1,300. *Homeland: Rathorela (Fronela).*
Only a few clans of the hulking Hogari still exist, scattered among the northern reaches of Rathorela. In earlier times, they ranged as far north as Valind's Glacier, but the fierce snow trolls and Hollri have driven them from their ancestral lands. They have little to do with the other, more southerly inhabitants of the forest, but trade peacefully with the Uncolings when the migrations of both peoples bring them together.

Despite appearances, the Hogari and their mammoths are not related to the more numerous mastodons familiar to the inhabitants of northern Fronela.

Holy Country

To the south of Dragon Pass lies a magical land called the Holy Country, long united by its God-King, who swam ashore from the forbidden oceans. Many nations exist in harmony in this land, drawing on the ancient knowledge of the west, the east, and the north, and from far beneath the earth.

Description

The Holy Country is comprised of the lands which surround the body of water called Choralinthor Bay, after its god, or Mirrorsea, after its nature. The bay is about 100 miles wide and relatively shallow throughout, providing great quantities of warm, well-lit water for life to live and grow in.

The geography of the Holy Country is diverse. From the center of the Mirrorsea Bay, it is possible to see all the Sixths of the Holy Country. To the north, the huge black cliffs of the Shadow Plateau tower some 3,000 feet above the surrounding land. To the west is rich Esrolia, a fertile grain basket and the most densely populated land in Genertela. To the southwest are the jungle rainforests and active volcanoes of Caladraland. To the south are the coastal marshes and islands of the Right Arm Islands. Southeast are low grassy islands inhabited by an ancient race of sorcerers. To the east, greyish-brown cliffs of the Heortland Plateau rise nearly a thousand feet above the sea; above them rise the more distant, white-capped Storm Mountains, several of which are over 8,000 feet high.

The climate is generally warmer in the southwest, colder in the northeast. The western lowlands (Esrolia, Caladraland, and the Right Arm Islands) rarely get any snow, while snow is common in the Storm Mountains and the Heortland Plateau. The western lowlands get hot and humid in Fire Season, the eastern highlands are warm and dryer. Storm and Sea Seasons are wet throughout the Holy Country; each Sea Season brings the warm Heler rains from the Homeward Ocean.

Mythos

In the earliest remembered stories this land was the home of Asrelia and her daughters. When Asrelia brought life to the earth, it was her daughter Esrola who occupied this soil called Kethaela (now widely known as the "Holy Country"). Esrola lay at the base of the Spike, where dwelt the Celestial Court and Elder Gods. Ernalda was given ownership of this place when her mother retired. She was taken away by the Emperor, but was freed by the storm god Orlanth, who later became Ernalda's husband and King of the Gods.

Orlanth ruled over the gods from nearby Kero Fin and made his son Vingkot king of this land. Vingkot's descendants long defended and ruled the Holy Country, aided by the sacred Sword and Helm that granted them victory. After Orlanth departed this world upon his Lightbringers' Quest, Vingkot's great-great grandson Rastagar tore the kingdom apart. His own household betrayed him, stealing the Sword and Helm. King Rastagar and the Vingkotlings were killed in battle. With that, Darkness and Chaos came to the Holy Country.

When Darkness overpowered the world, the legions of Night came to surround the Spike. Argan Argar himself set up camp atop Esrola and the goddess went to him to plead mercy. Argan Argar told her to stand proud, for he would rather have her friendship than her fear. He became her lover, and their child was Ezkankekko the Only Old One, who was made king of the land in Darkness.

Veskarthan the Deep was a spiteful and powerful god, and he attacked this place of darkness, but he was captured and subdued by Argan Argar and bound into servitude by that god of night. Veskarthan was forced to build the great Palace of Black Glass, wherein lived the Only Old One and his minions. It was a huge metropolis with tall slender spirals rising over spiked turrets of sharp obsidian. Its basement reached the Underworld and its tallest tower reached to the sky's zenith until it was broken by the Sun at the Dawn.

Another event which shaped the land occurred when Urox the Storm Bull wrestled with a mountain god, twisted him into a corkscrew shape, and stuck him into the ground. This was the origin of ice-covered Stormwalk Mountain, where the sky bulls are kept by Baskelos and Heort once took refuge.

When Chaos came into the world, Larnste the Mover saw a squirming thing twisting its way through the land. He tried to stamp it out, making a great dent in the earth. The impact of his stamp raised the Storm Mountains, yet he did not kill the Chaos thing. Instead it bit and wounded Larnste. Poisoned ichor dripped to the earth and left oozing sores hurting all life within it. Larnste howled and limped off.

A god looked down and saw the writhing horror, and he took Veskarthan's Spear and struck it. The spear drove the monster deep into the earth where Veskarthan was freed from the spear and fought it. In exultant victory, Veskarthan burst forth again from the Vent, spreading molten earth and rocks all about and raising a huge pall of ash which poisoned the air.

From within Larnste's Footprint grew a foul mass of Chaos, slowly seeping and filling the deep print with vile horrors. Orlanth bent his attention toward the Footprint, and blew the ash and rock down upon the evil mass. It had no effect on those places already polluted, but it covered all the living woods and creatures with ash. The god then used powerful magic to turn them all to stone. Thus, the Footprint now has a terrible Chaos nest at one end of it, but its spread is halted by the fossilized forest formed by Veskarthan and Orlanth.

When the hordes of Chaos swept over the world during the Darkness, many gods fought back. The Only Old One was one, and he sheltered many who would obey him within his castle. King Heort was another, and he went to the edge of the world to confront Chaos after learning the secrets of the Second Son. Under the Only Old One's guidance, human, troll, dragonewt, elf, dwarf, and Gold Wheel Dancer worked as one, and together they joined the Council of Friends which fought the Unity Battle and defeated Chaos. When the Dawn came, the Only Old One invited the survivors of the Unity Battle to join together and form the Unity Council.

History

Kethaela is an ancient name for the region now called the Holy Country. The land was named for the goddess Ketha, the wife of Entru and mother of Entruli, who came from this region but left for the West. There are many myths of this area and its creation. These myths include the making of the Mirrorsea, Ezel, the Footprint, the Stormwalk Mountain, the Palace of Black Glass, the Shadow Plateau, the Vent, and many other minor places.

The history of the region boasts a period between the Unity Battle and the Dawn called the Silver Age to mark its increasing splendor. Under the guidance of Ezkankekko the Only Old One, the many races and tribes of Kethaela and Dragon Pass formed a council to speak to each other and work out the problems of their mutual defense. This was the Unity Council, or, as it is sometimes known, the World Council of Friends.

At the Dawn, the peoples of the Unity Council spread throughout the world bringing the news of the Lightbringers to people still in hiding. At first even the Elder Races cooperated with each other, as they had in the Unity Battle, but eventually the unity weakened.

The dwarves of Gemborg were the first group to dissent. Their leader, Martaler of the Blazing Forge, and the Only Old One fought hand to hand, and the Only Old One proved he was no troll, for iron did not burn him. But the Mostali master still rebelled, and his human followers used volcanic powers from their area to drive off troll armies in 123.

Despite such occasional setbacks, the Dawn Council sent many missionaries and peoples out into the world to free them from the fear and ignorance which spread everywhere during the Darkness. Parties from Kethaela set off westwards into the lands of the Entruli and the Pralori with mixed success. These people were famed for their hatred and violence. It was only when King Lalmor set off with his tribe, the Vathmai, and reached Slontos in 115 that the Lightbringers were firmly entrenched into the culture of the region.

The area including Kethaela, Dragon Pass, and the surrounding lands was commonly known as the Shadowlands. The Only Old One preferred to surround himself with trolls, who loved him most dearly. To outsiders, trolls seemed to rule this land. Merchants rarely penetrated inland past the coastal cities of Nochet and Karse, and Goldentongue merchants spun haunting tales of wild Dragon Pass, deeper in the mountains. However, in truth the powerful Heortling tribes and the Queendom of Esrolia governed their own affairs, although always in friendship with the Only Old One.

When the High Council of the Lands of Genertela sought to create a new god, the trolls and Heortling tribes left, resulting in the Broken Council. The Only Old One and the Heortlings opposed the false god Gbaji, but were defeated at the Battle of Night and Day in 379. Kethaela was conquered by the Broken Council's forces and placed under the rule of Palangio the Iron Vrok, a cruel warrior backed up by terrible magic. Despite great efforts, Palangio never succeeded in destroying the Only Old One and his Palace of Black Glass. Though there were a few rebels, such as the legendary Hendrik the Free, the rule of Palangio was largely complete and peaceable. Great caravans and armies marched from Kethaela to bring the bright-masked word of Chaos to Slontos and beyond. 398 was the Evil Year, when the wayward storm priest Lokamayadon usurped the rightful worship of Orlanth.

In 411, the strength of Gbaji weakened somewhat when Vargast the Red freed Orlanth, killed Lokamayadon, and initiated Harmast. In 420, Harmast became the first mortal to follow in Orlanth's path and travel the Lightbringers' Quest. He returned two years later with the Hero named Arkat Humaktsson and gathered an army from Ralios and Seshnela. Arkat defeated Palangio in Slontos and liberated Esrolia in 433. That same year, Heortland freed itself under the leadership of Hendrik the Free.

Arkat was no conqueror and tried to leave behind a stable government everywhere he went to ensure continued cooperation in his war against Chaos. With an army of Orlanthi and trolls, Arkat crossed the Dragonspine in 437, leaving the Only Old One as the ruler of the Shadowlands. Once again all the descendants of the original Dawn Age inhabitants of Kethaela had to obey the ancient rules and pay tribute to the Only Old One. Now called Arkat's Command, a mysterious brotherhood called the Arkat Guards was left to keep order and help collect the tax. For a century the trolls regularly appeared at certain places and collected great heaps of foodstuffs and lesser amounts of human-made goods.

Around 500, the Hendriking Hero Daramhy broke the power of the Arkat Guards and King Harasaran of Dragon Pass expunged the cult from the Orlanthi lands. Soon after, King Barakar of the Hendrikings defeated the Argan Argar Shadowlord who came for the tribute and had Arkat's Tax lifted from that tribe. Dwarves forever stopped their payments after the troll's party was a day late in 512. Elves immediately began ambushing the collectors in their regions, too. In 578, the Orlanthi Hero Hardros Hardslaughter forced his way deep into the Only Old One's Palace of Black Glass and killed him. When Ezkankekko returned to the living, Hardros then extracted a renunciation of the tax, of old oaths, and of obligations between the races. The Kingdom of Dragon Pass (or Orlanthland as it was called at the time) was established in the wake of Hardros' Tax Slaughter.

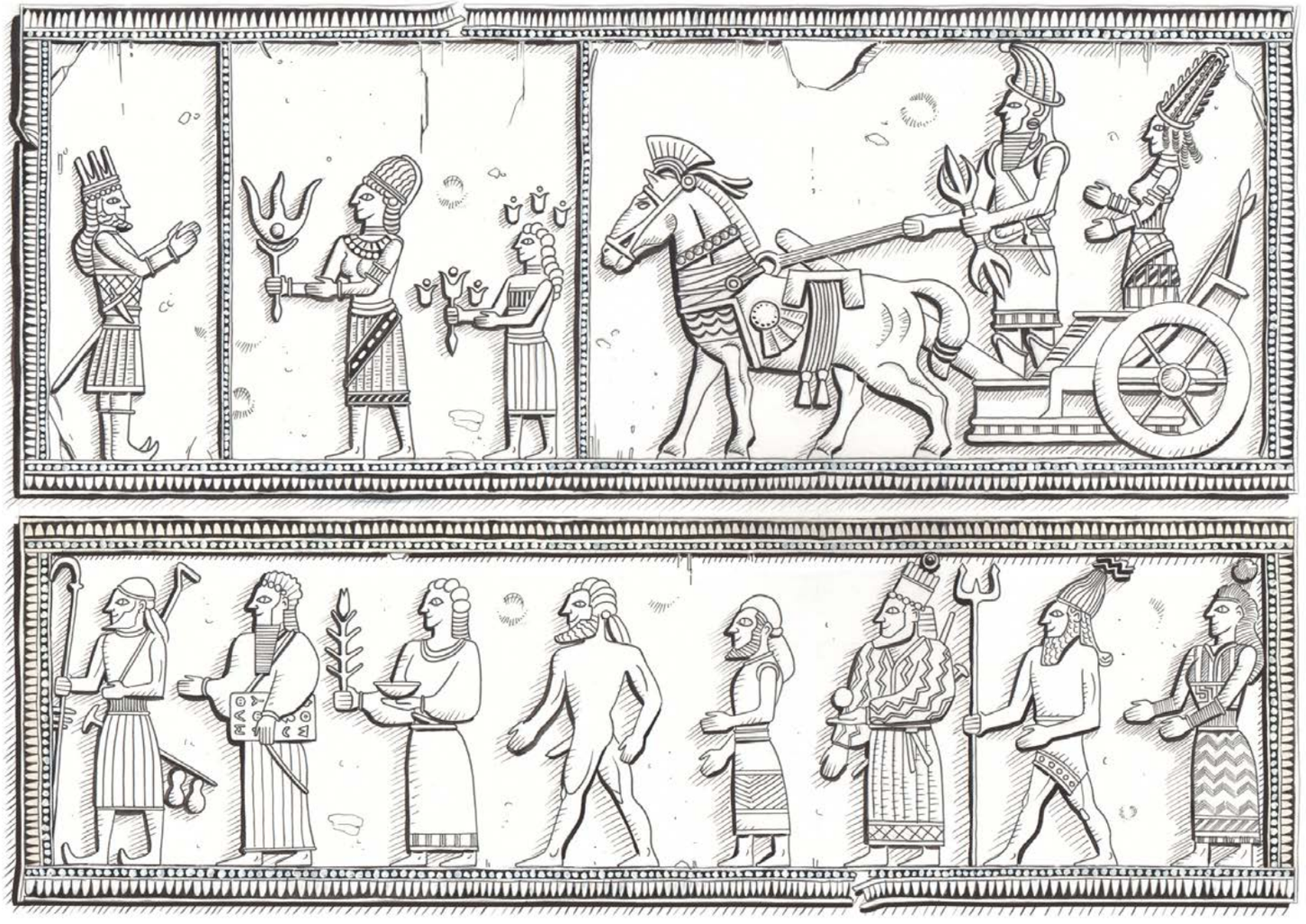
The Shadowlands continued their political existence through the next five centuries as the world changed all about them. The Jrusteli priest-magicians of the Middle Sea Empire established colonies in the Islands and God Forgot. In 725, the Ruling Ring of Dragon Pass elected a draconic mystic, Obduran the Flyer, to sit among the intercessors between people and Orlanth.

The Only Old One

In the Darkness, the peoples of Kethaela made ancient pacts (called the Shadow Tribute) with the Only Old One that helped them survive the Darkness. The Only Old One always honored the terms of the Shadow Tribute and insisted upon their enforcement. These agreements were contractual in nature and required that each people make specific gifts and sacrifices to the Only Old One in exchange for his protection.

The Only Old One had immense prestige and authority, but the ancient agreements circumscribed his actual jurisdiction. If something was not within the scope of the ancient agreement between the Only Old One and the ancestor of a particular people, then the Only Old One had no involvement in the matter.

The Only Old One offered more than just his protection and friendship; he also offered to teach people the secrets of the Darkness. Few took up his offer until Varzor Kitor accepted and learned the deepest secrets of the Darkness at the feet of the Only Old One. He then taught others and these initiates of the Darkness formed a separate people called the Kitori. The Only Old One favored the Kitori and allowed them to reside with him in the Palace of Black Glass. They served as his envoys to the peoples of Kethaela and Dragon Pass, and he gave them the privilege of collecting the Shadow Tribute.



The Lightbringers Return from the Underworld

This pair of silver-gilt panels from the Lightbringers Temple in Jansholm depicts the return of the Lightbringers from the Underworld.

Top Panel

Fig. 1: King of Men greets the gods. He wears a three-pronged crown that looks like the Mastery Rune.

Fig. 2: Theya the Dawn Goddess carries the Flame of Light and presents it to mortals.

Fig. 3: Voria. This young child-goddess represents the first Spring.

Fig. 4: Elmal the divine Sun Stallion pulls the chariot of Orlanth and Ernalda.

Fig. 5: Orlanth. The King of the Gods holds the reins of the Sun Stallion in his right hand and carries the mighty Thunderbolt in his left hand. Orlanth wears armor (greaves and a cuirass) and a neck torc.

Fig. 6: Ernalda. The Queen of the Gods stands next to her husband. She is beautiful, has intricate braids, and wears a high ornate crown. She wears a vest that exposes her breast, and an ornate skirt with patterns. She wears lots of jewelry: bracelets, anklets, and a great golden necklace.

Lower Panel

Fig. 1: Issaries. This god carries a long walking staff and traveling clothes.

Fig. 2: Lhankor Mhy. This god has a very long beard and carries a writing tablet. He wears a long robe.

Fig. 3: Chalana Arroy. This goddess wears a simple white robe and carries healing herbs.

Fig. 4: Eurmal. This lewd god is naked, with an erect phallus and an obscene grin.

Fig. 5: Grandfather Mortal. This god is the ancestor of mankind.

Fig. 6: Sun Emperor. The defeated Emperor of the Sun now follows the Lightbringers. He has a tall crowned hat and a long and ornate robe. He carries an Orb of Rulership, and on top of his crowned hat is the Fire Rune.

Fig. 7: King of Waters. The defeated King of the Oceans now follows the Lightbringers. He has a tall hat and wears only a skirt. He carries a thin trident and on top of his hat is the Water Rune.

Fig. 8: The Darkness Queen. Defeated, she now follows the Lightbringers. She wears an ornate skirt. Her hair is obviously dark. On top of her tall hat is the Darkness Rune.

By 782, both Dagori Inkarth and the Shadowlands began paying tribute to Dragon Pass. By 826, the Ruling Ring of Dragon Pass had transformed to become the Eternal Dragon Ring of the Empire of the Wyrms Friends (often called the "EWF").

Both the Jrusteli and the Empire of the Wyrms Friends contested over hegemony in Kethaela. It is, after all, the crossroads of the continent, and though every power lusted for it and occasionally made a military or magical bid for it, none wished to close or ruin it. In 780, the Scholar Riots took place in Nochet against the Malkioni, and between 795 and 842 the Middle Sea Empire with their Caladraland allies carried out several sea and land borne raids and conquests deep into Kethaela, conquering Esrolia on several occasions and ravaging Heortland. The Empire of the Wyrms Friends launched a major counteroffensive in 842 and Esrolia regained a tenuous independence from both empires. In 865, the Empire of the Wyrms Friends tried to conquer Esrolia in turn, but withdrew after the dead ancestors of Nochet rose from their necropolis and the hordes of Darkness erupted from the Blackmaw. Despite this, Nochet grew ever richer as the main trade port for Kethaela, and by 900 its population exceeded 100,000 inhabitants.

In 740, the God Learners contacted the Ingareens in God Forgot and persuaded them to assist in the construction of the Clanking City, or Zistorela. The

Clanking City was built at the tip of Locsil Island by the Zistorites, a radical God Learner sect that built machines to restore the Original Law of the Creator. There, the residents put their minds and ideas together and discovered some wondrous and terrifying properties.

The hubris of the great experimental empires wreaked great destruction on the peoples of the Holy Country. In 849, the Goddess Switch in Slontos caused widespread famine in Esrolia. In 907, the Two Year Winter brought snow to Caladraland and even the Islands. Ten years later, the Windless Typhoon devastated Esrolia and Caladraland (although Heortland was undamaged).

During this time, the Zistorites built mechanical war machines and mass produced magical items of war. Around 907, they awakened Zistor the Machine God, a great mechanical being that could move about, think for itself, work magic, and even reproduce itself. This provoked a massive counterattack. All the ancient gods howled against this outrage and thus began the final downfall of the Jrusteli in Kethaela as all their foes united for this one purpose. For ten years the New Unity Army besieged the Clanking City, until Orlanth himself manifested to destroy the hateful abomination in 917. The final destruction of the Clanking City is the inspiration for epic literature throughout the Holy Country.

Finally, in 940 the Closing shut Kethaela off from the sea, beginning Nochet's long decline. However, this did not end Kethaela's troubles.

In 1035, King Andrin of the Hendrikings sent his brothers with an army to seize parts of Esrolia. Through cleverness, marriage, and conquest they took control of the coastal cities of Rhigos and Storos.

In 1042, the Empire of the Wyrms Friends was finally destroyed. The Only Old One supported the remaining peoples of Dragon Pass and extended his protection into the lands to the north and west as well. The Orlanthi of Dragon Pass looked to the leadership of the Hendriki, who took the clans south of the Dragonspine Range under their protection.

An effort in 1050 by the Hendriki to take Nochet by treachery resulted in the death of the king's two brothers and hundreds of their best men. This began the terrible Adjustment Wars between Esrolia and the Hendriki. That same year, the Devastation of the Vent destroyed Slontos and wreaked havoc on Caladraland and Esrolia. Esrolia was so weakened that the Hendrikings conquered most of that ancient queendom (except for Nochet, which held out only through the sheer determination of the Grandmothers). The Only Old One could only watch in horror as his ancient allies tore themselves apart.

Many humans fled to the land of Kethaela when the Invincible Golden Horde approached from the north after 1100. They found homes, but were never able to achieve political independence, and disappeared from history, absorbed into existing tribes. In 1120, the Invincible Golden Horde tried to destroy the ancestral nest eggs of the original dragonewts and triggered the Dragonkill War. The Dragonkill was named for what the monsters did, not what they received. Countless True Dragons flew to Dragon Pass and exterminated all human life in that ancient land. A line of stone crosses were raised by the dragonewts, to mark off where humans were forbidden to pass.

At the end of the Second Age, Kethaela was cut off from most of the world. The Closing blocked off the seas to the south. To the north, Dragon Pass was sealed from human passage by the threats, fears, and curses of the Dragonkill War. Prax, to the east, was isolated by the Storm Mountains and offered little attraction anyway. Thus Kethaela, rich in magic, was isolated except for a circuitous, dangerous trade route wending westwards through Maniria.

The Adjustment Wars continued indecisively, until peace was negotiated between the Hendrikings and the Grandmothers with the marriage of King Finelvanth the Flyer and Queen Aranda of Nochet in 1148. However, Finelvanth betrayed Aranda, and was cursed by the priestesses of Ezel in 1155. Over the next thirteen years, Aranda's War ravaged Esrolia, but the Hendrikings were ultimately driven out. After more than a century of cruel war, Esrolia finally knew peace.

In 1313, Belintar the Stranger swam ashore at the Rightarm Island of Sindpaper from oceans unsailed for a century. A human being of great bearing and power, he quickly proved he was no mere pauper washed ashore. His origins have remained unknown, though all Hell knows that the Only Old One tried.

Belintar revealed that he had come to depose the Only Old One and liberate the land from Darkness. He did this through the process of mustering ancient allies on Heroquests and opposing the magical forces which aided the Only Old One. The process was long and difficult. The Hendrikings fought stubbornly for their old ally, the Only Old One, and Belintar killed their king in 1317. At one point, Belintar was slain and completely devoured. But in the end he succeeded.

In 1318, Belintar met the Only Old One himself in combat and cast him down and cut him into pieces. Then he pulverized the Palace of Black Glass, covering all the Shadow Plateau with dense, heavy black sand which smothers most life. He made other changes in the land too: raising Loon Island and creating the City of Wonders in the center of the Mirrorsea, among others. He then took the title of God-King and began his rule.

The Hendriki nation, although defeated and divided, refused to submit to the God-King's rule. Some gathered at the ancient sacred fortress of Whitewall and rebelled. Others left Heortland and, following the path established by Colymar Black Spear, resettled Dragon Pass. Their descendants founded the Kingdom of Sartar.

Devastation of the Vent

The volcano god Veskarthan was enslaved and tortured by outsiders throughout the Second Age. The dwarves of Gemborg exploited the volcano god for their workshops and smithies. Worse, the God Learners disrupted his very worship by their cult of Caladra and Aurelion.

In 1050, Veskarthan erupted in rage and fury. The focus of the devastation was directed towards Slontos and the God Learners, but the kickback shook all of Kethaela. Human life was nearly extinguished in Caladraland except for a few pious families who took shelter in the Solung Plateau. A ten-foot-tall wave of earth passed through Esrolia, knocking down almost everything, followed by a smaller ripple. The resulting ash cloud blotted out the Sun for the rest of the year and the subsequent famines brought all of western Kethaela low.

A Land Changed by Magical Wars

The lands of the Holy Country changed dramatically as a result of the contests between Belintar and the Only Old One. The Only Old One was killed and his Palace of Black Glass was shattered, turning into the black dust which blots out Shadow Plateau today. Where the City used to be is now only a vast tar pit, perfectly flat and level, where the great tower once rose. Only when creatures slowly sink into the tar is it disturbed.

The Only Old One summoned a fabulous monster to defend him, but it was killed by Belintar. The corpse fell against the plateau and blocked the path of the Creek-Stream River so that vast parts of the Stygian Grotto are accessible. The caverns are so mammoth that a city could dwell there, if they could be fed.

The Ascension of Belintar

This picture depicts the acclamation of Belintar by the people and gods of the Holy Country as its God-King. The gods of Above, of Earth, of Sea, and the Underworld acclaim him, as do representatives of the Six Peoples and the Inhuman King of Dragon Pass.

The picture is divided into five "realms": those of the Middle Air, the Mortal World, the Earth, Water, and the Underworld.

Belintar is the central figure of the picture and belongs to all and none of the realms. A fully enlightened mystical adventurer, Belintar wears a yellow himation over one shoulder (and little else). His skin is bronze in color and he wears an Orlanthi torc signifying his command of the Mastery Rune. The God-King is unarmed, and without tattoos or markings. His hands make a gesture symbolizing his immortality.

Belintar is protected and blessed by several flaming manifestations of the Eye that Pierces the Veils, which enables Belintar to perceive the Otherworld and call upon its powers. The Eye is a common symbol in the Sixth of God Forgot and symbolizes the sorcerous rulers of that land.

Surrounding Belintar are the various divine powers and mortal peoples who acknowledge his rule of the Holy Country. From the top, going clockwise, they include:

Above, Yelm and Orlanth, the rulers of Fire and Air, look upon Belintar with acceptance and approval.

To his left, the Earth Goddess Ernalda blesses Belintar. These gods also represent the Sixths of Heortland, Caladraland, and Esrolia.

Underneath Belintar is the Water Realm, symbolized by a Ludoch mer-chief and mer-queen. This also represents the Sixth of the Rightarm Islands and the Choralinthor Sea.

Below the Water Realm is the Underworld, populated by trolls and demons. It also represents the Sixth of the Shadow Plateau.

To his right are representatives of the Sixths, wearing traditional costumes associated with: Caladraland, Right Arm Islands, Trolls, God Forgot, Esrolia, and Heortland. During his long life, Belintar has had incarnations among each of these peoples, and more.

The ascension of the God-King in 1318 also marks the beginning use of the term Holy Country to describe this place. Belintar first used it in his proclamation of rule and the tribes all about echoed it, for the land was kept holy by the rites arranged by the God-King. It prospered internally, and cowed all who might think to invade it. Belintar sent messengers and merchants outward to the west, through Nimistor to Ralios and beyond.

Although the seas had closed, the merchants of Ralios still desired goods from rich and civilized Kethaela. Bold adventurers set out from Ralios, through Pralorela, and eastward through Maniria, toward the fabled Holy Country. Over the years they settled several strongholds to look out for their interests. Over time they came to terms with their neighbors, either by conquest, absorption, or assimilation. A series of old chivalrous families, called the Trader Princes, held a chain of forts stretching from Bastis to Esrolia. Their farmers retain their worship of Orlanth without rancor towards (or interference from) the Malkioni overlords.

In 1336, Belintar "used up" his body the first time and the first of the Tournaments of the Masters of Luck and Death was held, which resulted in his divine soul inhabiting a new body, formerly belonging to Sethtalar, his Right Hand Speaker.

Dragon Pass was eventually filled by other people as well, migrating from the north. They founded the kingdom of Tarsh in 1330 and fought a famous war against the growing Lunar Empire. During this time, the God-King resisted several invasions, and proved the immense power of his land. Belintar insisted upon strict neutrality in all things. Tarsh agreed, and so the Holy Country became a tacit ally.

Other kingdoms rose and resisted the Lunar Empire for a time, but Tarsh fell in 1490. So the neutrality of the Holy Country came, once again, into question. But this time there was a new factor, for the seas were now open.

In 1580, Dormal the Sailor sailed from Nochet west to the city of Handra, went across the ocean to the Three Step Islands, and navigated back to the Holy Country. This deed was the Opening of the Seas, lifting the 650-year-old curse on oceanic sailing. A second fleet was built, and Dormal went further westward, teaching others his secrets. His secrets were quickly institutionalized to become the Dormal cult, and the Hero sailed westward into the sunset and legend. The original fleet built by Dormal remained in the Holy Country. When Dormal left Handra, the Holy Country Fleet sailed in, proclaimed the laws of the sea as determined by their fleet and magic, and proceeded to stake claim to the waterways of the area. Their claim extended westward and south to the coasts of Ramalia and the Three Step Islands, and whatever eastward lands their exploratory vessels discovered. However, after a fleet was sunk by the Kralori in 1588, Belintar decreed that his navy would conquer no more.

The encroaching Lunar Empire worried Belintar, who covertly assisted the Kingdom of Sartar in its struggle. When Boldhome, Sartar's capital, fell in 1602, the Holy Country prepared for invasion. It came in 1605, but the Lunars were decisively defeated in the Building Wall Battle.

Discouraged, the imperial advisors turned their dreams of a Kethaelan sea port aside. They explored and fought throughout Prax, finding a way to the sea in 1610. At about the same time, the Ditali tribe from the west, urged on by Lunar agitators, began raiding and plundering the Holy Country. Counter-invasions plundered their lands, and from 1609 to 1618 there was intermittent war between the Holy Country and the Ditali. Further troubles came with a huge fleet of Wolf Pirates who took residence on the Three Step Islands in 1605 and raided the whole south coast.

The Tournament of the Masters of Luck and Death ⅄†

When Belintar's mortal body expires, the next day select individuals, chosen by a means known only to the God-King, awake between dawn and day in a thoroughly magical Holy Country with the awareness that they are part of the Masters of Luck and Death. These individuals on the Other Side compete for magical powers and mystical insight.

The rulers of the six lands of the Holy Country and Belintar's close companions are usually qualified to participate in the Masters of Luck and Death. Others are as well – people wake up knowing they are a candidate for the Masters of Luck and Death, but never why.

The Tournament is extremely dangerous. Most losers die during the contests or are magically crippled, although a few are known to have not only survived but strengthened by their participation.

The winner of the Tournament of Masters of Luck and Death unites with the divine essence of Belintar and his body is overtaken by this immortal element, which flows through his whole being and dwells in it.

The winner becomes a living god – Belintar the God-King. The great magical energy inexorably overtakes the mortal body, and after a number of years the God-King requires a new body. Upon death, the winner's soul is liberated with consciousness and full powers to a blessed existence. The participants in the Tournament never speak of their contests and it is widely believed that powerful magical guardians protect the secrets of the Masters of Luck and Death.

In 1614, Belintar's mortal body expired and a Tournament of the Masters of Luck and Death was held. The God-King returned and, over the next year, Belintar engaged in many discussions with sages, scholars, and mystics from far and wide (including from the Lunar Empire, Seshnela, and Kralorela) at the City of Wonders.

1616 was the Evil Year for the Holy Country. A Wolf Pirate fleet laid waste to the islands, crushing a Kethaelan fleet right in Choralinthor Bay and carrying off "enough people and property to man a city," according to one report. An army of Ditali and other barbarians from the west, led by the warlord Greymane, destroyed the armies of Esrolia and Caladraland.

It got worse. Belintar again disappeared, and this time the Tournament of the Masters of Luck and Death failed to provide a new body. From that time to the present (1621), Kethaela has been leaderless. No one has coordinated the six lands of the Holy Country, which have fallen into disunity despite outside threats.

In 1617, the Governor of Heortland died performing the rituals that enabled him to rule that land. During the ensuing civil war, Malkioni adventurers invaded and their leader, Rikard the Tiger-Hearted, became King of Malkonwal and ruler of much of Heortland. The Orlanthi King Broyan of the Volsaxi was acclaimed King of the Hendrikings at an assembly at Whitewall. A year later, the barbarian warlord Greymane gathered a massive army and devastated Esrolia with raiding, plundering, and sieges that led nearly to the gates of Nochet.

In 1619, the Lunar army conquered all the Volsaxi land, except for the citadel of Whitewall, where King Broyan and the last Orlanthi still refuse to submit. In 1620, the Lunar phalanxes crushed the short-lived Kingdom of Malkonwal and occupied the rest of Heortland.

Belintar and the Hendriki

In 1317, King Andrin of the Hendriki was killed by Belintar in hand to hand combat, and the Hendriki fled the field. Belintar forbid the losers from taking their king's body for burning, but instead ordered them to stand guard over it. He predicted Andrin would not decay, and would rise of his own accord after a year and a day. Despite several efforts, the Hendriki could not acclaim a new king, as each claimant was defeated by magical entities sent by Belintar.

Belintar's prediction came true, and Andrin rose, although his connection with Orlanth was gone. First, Andrin's guards tried to kill him. But Andrin defeated the seven men barehanded, called them by name, and reminded them of their oaths of loyalty to him. Four of the old guards refused and were killed. The rest accompanied the king to the Hendriki lands where he was to be installed as Belintar's governor. This caused great dissent and fear among the people, and the Hendriki rose in outright rebellion. The God-King sent troops from Esrolia, Caladraland, and Esvular to help Andrin, and the rebellion was crushed. However, the Hendriking kingdom was no more, and, try as they might, they could not acclaim a new king with the ancient regalia as long as Belintar's magical guardians remained undefeated.

The rebel chief named Colymar led his Black Spear clan out of Hendrikiland and across the Crossline into the lands of Dragon Pass (1318), preferring the dragons and monsters there to the monster ruler at home.

The Lunar Army in the Holy Country

Fazzur Wideread invaded the Holy Country in 1619, with more than 25,000 soldiers, constituting the bulk of the Provincial Army and supplemented by Heartland regiments. At the start of 1621, the Lunar army is preparing to invade Esrolia, while Tatius the Bright has been given command of the siege of Whitewall by the Red Emperor personally.

The Lunar Conquest of the South

The Lunar Empire has been a force in the Holy Country and Dragon Pass for more than a century. The wars with the Lunar Empire are often seen as a battle between the Red Goddess and Orlanth the Storm God, for control of the Middle Air.

As of 1621, the veteran Lunar Provincial Army controls the entire eastern section of the Holy Country, consisting of Dragon Pass and the Orlanthi lands of the Holy Country (except the fortress of Whitewall). The remaining lands of the Holy Country now lie open to assault.

The Lunar Empire is at the peak of its power and pride, and its current incarnation of the Red Emperor is aggressive and expansionist. Yet the Holy Country holds many threats to the greatness of the empire. Regions of Dragon Pass and Heortland still remain unpacified. Ominous rumors of armed rebellion and heroic saviors are heard everywhere. The Seventh Wane will come to an end in 4 years, in 1625. Who knows what the future holds?

Note that in this table, years are given both by normal reckoning and by Lunar Wanes. A Wane is a period of 54 years.

1490 (5/27): Tarsh, northernmost kingdom of Dragon Pass, comes under Lunar leadership and influence when the Lunar son of Hon-eel the Artess becomes king. Small Lunar forces enter Tarsh, but there is much resistance to Lunar ways.

1496 (5/33): Temple of the Reaching Moon completed in Tarsh. Glowline established. Tarsh comes under the military influence of the Empire, but many areas remain hostile and unruly.

1545 (6/28): Rebellion in Tarsh. Provincial government is formed; Prince Phargentes (brother to the lawful king) is declared Provincial Governor. He leads armies to take back Tarsh from rebels.

1545 to 1555 (6/28 to 6/38): Civil war in Tarsh.

1555 (6/38): Rebel king of Tarsh defeated by Prince Phargentes, Lunar Provincial Governor. Lawful heir to the throne of Tarsh killed in battle. Phargentes declared King of Tarsh, ensuring dynastic succession. Tarsh begins to embrace Lunar culture. Violence continues.

1579 (7/8): Death of Phargentes. Sporadic uprisings, but no major rebellion. Lunar culture begins to predominate.

1582 (7/11): Tarsh conquered, final groups of organized rebels are destroyed. Military control over Tarsh is complete, though popular discontent remains a threat in some regions.

1590 (7/19): Tarsh finally pacified. Lunar culture is dominant in Furthest and other urban areas.

1591 (7/20): Kingdom of Sartar (Dragon Pass) invaded by Lunar Empire. Belintar the God-King secretly supports the Kingdom against the Lunar invasion.

1602 (7/31): Armies of Sartar defeated. King Salinarg is killed and Boldhome, capital of Sartar, is sacked. Land remains unpacified and rebellious. Lunars plan further expansion into Maniria.

1605 (7/34): Holy Country invaded, Lunars defeated at the Building Wall Battle. Wolf Pirates establish a massive base on the Three Step Islands, raiding of Maniria increases.

1606 (7/35): Lunar assassins begin infiltrating the Holy Country to kill the remaining members of the House of Sartar, generally with success.

1609 to 1618: (7/38 to 7/47): Intermittent war between Holy Country and Ditali tribe, fomented and encouraged by Lunar agents, begins.

1613 (7/42): Starbrow's Rebellion in Sartar. Rebellion swiftly crushed. Starbrow escapes to Heortland.

1614 (7/43): Sartar finally pacified.

1616 (7/45): Destruction of Holy Country fleet by Wolf Pirates. Defeat of Holy Country army by barbarian invaders (Ditali and Solanthi) led by warlord Greymane. Mysterious death and disappearance of Belintar. The Holy Country is leaderless and vulnerable.

1617 (7/46): The Governor of Heortland dies performing a ritual, resulting in civil strife. Malkioni adventurers invade. Their leader, Rikard the Tiger-Hearted, seizes control of the central Heortland region. Orlanthi chieftain Broyan of Whitewall is declared king of the Hendrikings.

1618 (7/47): Greymane devastates Esrolia.

1619 (7/48): Karse, a strategic port city in Heortland, is taken in a surprise naval assault by the Lunars (mounted from Corflu in the Wastelands). Attacking by land from Sartar, Lunar forces conquer the Volsaxi lands of Heortland, except for the city of Whitewall, where King Broyan holds out against a siege commanded by Jorkandros Blinder. Grazelander army led by the Feathered Horse Queen, raids northeastern Esrolia.

1620 (7/49): King Rikard the Tiger-Hearted is defeated by Fazzur Wideread, Hendriki lands are pacified. Esrolia and the islands offer little resistance to the Lunar forces. The conquest of Heortland is complete except for the continuing resistance of Whitewall, where the Crimson Bat is repelled. The commander of the siege is removed by the emperor and Tatius the Bright directs the siege. The Empire looks west towards Esrolia and to Wenelia. A Grazelander army led by the Feathered Horse Queen raids deep into Esrolia, but after reaching the city of Monros, turns around and retreats.

1621 (7/50): The Red Emperor has vowed to take Whitewall this year and has declared that, in recognition of Orlanth's final defeat, a year of Empire-wide celebration is to commence at the fall of Whitewall.

Inhabitants

Most of the residents of the Holy Country are humans, descendants of original settlers who arrived from Dragon Pass during the Dawn Age. In addition to humans, trolls abound, mostly from the Shadow Plateau and the Troll Woods. A few other species, including ducks, dwarves, newtlings, and Wind Children, are here as well. Thousands of merfolk dwell offshore. Nearby is the Arstola Forest, one of the Great Forests of Aldrya, and Dragon Pass, home to thousands of dragonewts.

Culture

The Holy Country is the ancient cradle of Orlanthi culture, as well as several ancient cultures that belonged to the World Council of Friends at the Dawn. A traditional Heortling culture flourishes in Heortland and an ancient troll Queendom thrives on the Shadow Plateau. Under the influence of its volcano gods and jungle environment, Caladraland created a unique culture, while Esrolia has suppressed certain traditional forms of masculine authority since the Gods War. An archaic and isolated Western culture exists in God Forgot.

International trade has created an urban polyglot culture within the large cities. Lunar culture has spread in the wake of the invading armies of the Lunar Empire. The larger cities are often home to thieves and other criminals under the protection of the cult of Lanbril.

Most people in the Holy Country are mixed crop-livestock farmers who use a Barntar scratch plow pulled by a pair of oxen. Intensive agriculture is found in Esrolia, and slash and burn farming is prevalent in the jungles of Caladraland. The Islanders rely on fishing, while the Shadow Plateau trolls rely on hunting, insect herding, and ancient tribute.

Language

Southern Theyalan dialects are spoken throughout the Holy Country, most significantly Esrolian, Sartarite (also called Heortlander), and Caladralander, but other Theyalan dialects can be found. Dark Tongue is spoken on the Shadow Plateau and in other troll enclaves. An ancient Brithini dialect has survived on God Forgot. Tradetalk is widely used as a second language. The Lhankor Mhy scripts are the main written languages, although a few Malkioni enclaves use the Western script.

Religion

The Orlanthi pantheon is near universally acknowledged, though some small groups practice variations of Malkionism. The six Peoples of the Holy Country each emphasize quite different deities. For example, the Caladralanders emphasize Veskarthan the Devourer, the volcano god of the Vent, and the Islanders worship the gods and spirits of the Mirrorsea and the Homeward Ocean. Arkat has many temples, with many different faces and aspects.

The Holy Country is home to numerous temples held sacred by surrounding peoples and countless pilgrims come from far beyond its borders to receive the blessings of the gods of the Holy Country. Most notable is the great temple complex of Ernalda at Ezel, revered throughout much of Genertela as the home of the Great Goddess.

Government

Belintar's magic and resources provided unity and peace to the six ancient lands surrounding the Mirrorsea Bay. By his decree, the several nations and peoples of the Holy Country maintained their ancient individuality, thereby retaining their unique abilities (gained throughout history) for the benefit of the whole land. Belintar united and reorganized the Sixths for their common benefit and, in return, received worship. Beyond these limited impositions, the nations and peoples of the Holy Country were free to govern their own affairs according to their own customs and laws.

There are six major nations or groupings in the Holy Country, plus several smaller ones of less significance. Each of these six sent its governor to Belintar's Full Council which met each Sacred Time, and the group was commonly called simply The Six. As a result of this, each of the major provinces is sometimes called a Sixth of the Holy Country, even though population and territory does not compose a sixth per province.

The Evil Year

1616 is called the Evil Year throughout the Holy Country. For three centuries, the God-King blessed the Holy Country with unity, peace, and prosperity. He appointed governors, deputies, and dukes. His wisdom ensured justice and magical rituals ensured fertility and prosperity. In Fire Season of 1616, the mortal body of Belintar expired, as it had 21 times previously.

The Tournament of the Masters of Luck and Death did not produce an immediate winner. This was not a matter of great concern since this had occurred before; indeed, on one occasion the contests took a full year to complete. The claims by some of the early losers that unknown red-clad intruders had defeated them caused little worry outside of those who always prophesy doom.

However, soon after the disappearance of Belintar, an army of Ditali and Solanthi barbarians destroyed the army of the Holy Country in the Battle of the Lion King's Feast. Nearly simultaneously, the navy of the Holy Country was destroyed by Wolf Pirates led by Harrek the Berserk.

Following these disasters, the people of the Holy Country put all their hopes and prayers with the Masters of Luck and Death, but each of the candidates failed after being ambushed by red-clad intruders. Many never returned to the mundane world. The few that nearly completed the ritual and survived reported encountering a Living Goddess, beautiful, terrible, and garbed in red, who blocked every path. The Masters of Luck and Death had failed and the unity of the Holy Country quickly collapsed.

Belintar established procedures by which the folk of a Sixth would have an orderly and peaceable process of selecting a ruler. Each Sixth had a governor recognized in some manner by Belintar. The rulers of a particular Sixth were not sovereigns, but governed the Sixth for Belintar.

For administrative purposes, Belintar divided each Sixth into a number of Provinces ruled by a Deputy appointed by the Governor, and who were aided by Companions.

The Companions were not rulers – they were agents of the Governor and the Deputy who executed the various duties of government. They collected Belintar's taxes, levied troops, handled those disputes that appealed to them, and punished those who transgressed against Belintar. Otherwise, the traditional government of the nations and peoples continued on as they have since the Dawn.

With the disappearance of Belintar in 1616, the unity of the Holy Country quickly disintegrated. The Sixths are now torn by war and strife, and the old order is rapidly just becoming a wistful dream.

Military

Each clan, tribe, and city in the Holy Country maintained its own traditional military forces under the command of Belintar's military dukes. These forces were usually supplemented by unique magical units maintained by Belintar. With Belintar's disappearance, the authority of the military dukes has been usurped by either traditional leaders or by opportunistic adventurers.

Population of the Holy Country

Major Peoples of the Sixths

Caladraland	445,000
Esrolia	1,786,000
God Forgot	50,000
Heortland	628,000
Shadow Plateau	41,000 trolls
Islands	31,000 humans
	33,000 mermen

Minor Peoples (and Rebels):

Ducks	20,000
Dwarves (Gemborg)	35,000
Kitori	5,000
Newtlings	35,000
Volsaxiland	120,000
Wind Children	15,000

Total: 3,244,000

Caladraland armies consist of local skirmishers and well-trained elite warriors; their armies are organized by clan. The Caladralanders are spearmen and their armies are accompanied by volcano priests who have powerful Fire magic.

Esrolian armies consist of local militia and a standing army called the "Kimantorings". The local militias are free men, armed with whatever they can furnish and organized by clan. The Kimantorings are professional soldiers led by soldier-priests of Argan Argar. Mercenaries are common in Esrolia, including Humakti swordsmen, Babeester Gor axe women, Caladralander spearmen, Orlanthi slingers and thanes, trolls from the Shadow Plateau, and even Western adventurers from the Trader Princes or beyond.

God Forgot armies consist entirely of members of their soldier caste (called "Horali"). They are extremely well-armored but rely heavily upon crossbows and disciplined formations.

Heortland armies are typical Orlanthi in composition. King Rikard maintains an elite nucleus of Seshnelan heavy cavalry.

Shadow Plateau armies are troll in nature. Their trollkin spearmen and slingers are legendary for their discipline and few can confront the ferocious charge of dark and great trolls. They fight at night and normally ambush their foes.

The Islands have no standing army, relying on its fleet of ocean-going triremes to defend themselves. Most of the Islander navy was sunk by the Wolf Pirates in 1616; the Esrolian queens have paid for the creation of a new, albeit smaller, fleet. Islander triremes carry mercenaries armed with clubs, nets, and spears.

The Army of Belintar

While he ruled, the God-King coordinated the collective defense of the Holy Country and split the military duties off from the administrative duties for each Sixth. The God-King had a single overall military commander, the Master of Battle, and appointed dukes over each Province of the Sixths to organize and command those who follow him to war. The basic organization of Belintar's military was as follows:

Master of Battle, the commander in chief of the God-King's armies.

Deputy of the Master of Soldiers, his second in command.

Duke, a military overseer for each Province (i.e., three for Heortland, eleven for Esrolia, one for Caladraland, etc.) and responsible for supplying soldiers to the Master of Battle.

Standard-bearers, usually appointed by the ruler of the Sixth. The standard-bearers have many privileges and are responsible for actually levying the troops. As much as possible, the rulers of the Sixth try to keep these officials from being co-opted by the local kinship groups (although in Heortland this has largely failed outside of the Esvularing lands).

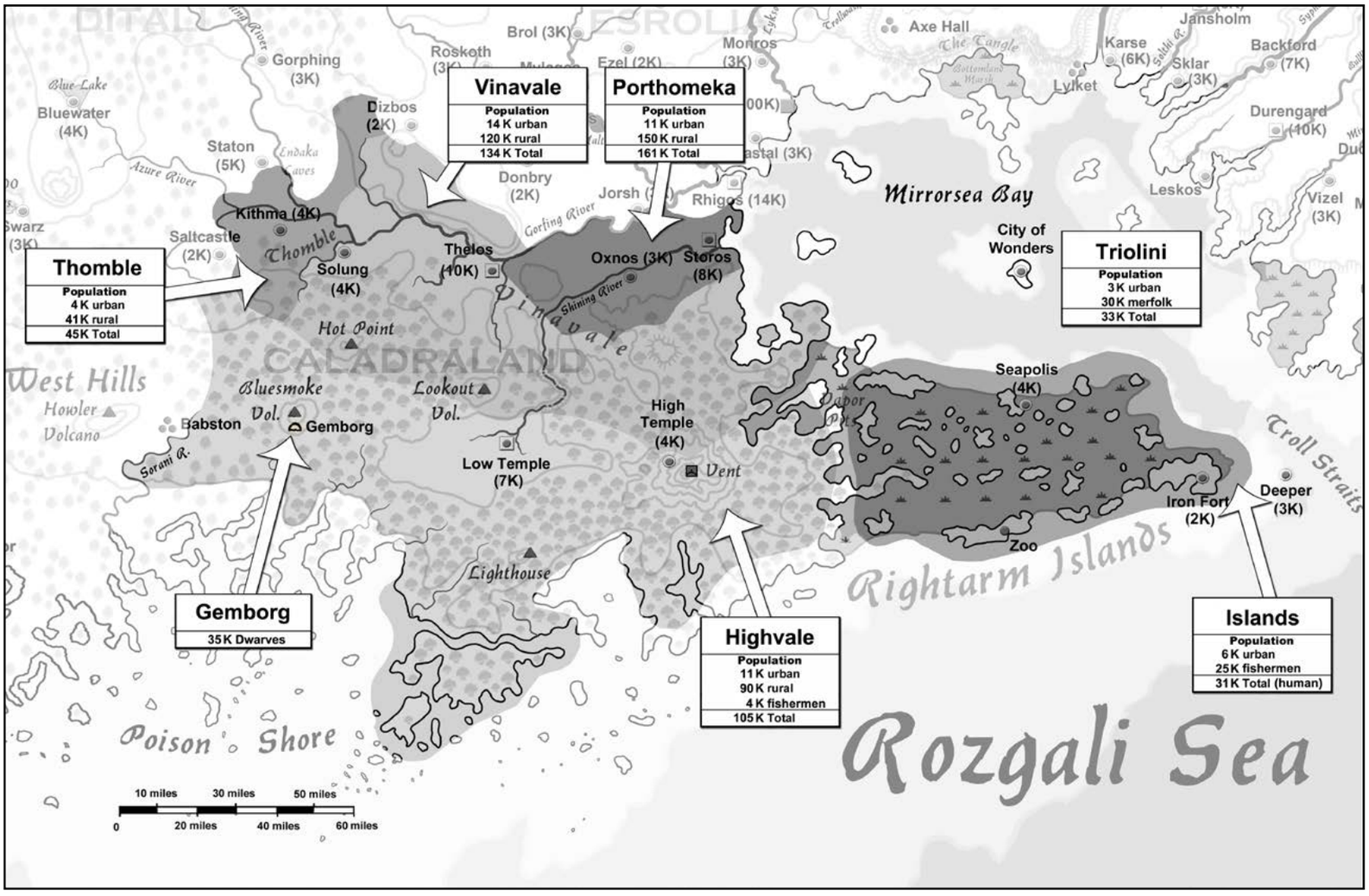
These military leaders were largely outside of the traditional social structure of each Sixth and were ultimately dependent upon Belintar. With his disappearance, their authority has been usurped by traditional leaders or by opportunists and adventurers.

There were some special magical units that directly served the God-King. The Constant Guard, for example, were always 100 men, and when one died in combat, his strength and power went to the remaining members. Thus, the final member would have the strength of 100 men. Others included the Innocents' Band, made up of magical children.

The Warlords of Porthomeka

Porthomeka is a rich region with over 150,000 inhabitants, sited where Fire and Earth embrace. History and legend have made its fields and uplands of barley, vetch, treewool, saffron, and smokeweed the property of the Warlords; opportunists and exiles from the tribal hegemonies and confederacies of Caladraland rule over the land that was once Esrolian. They acclaim as their leaders (dubbed 'Tyrants' by the Grandmothers of Esrolia) those who control the cities of Porthomeka; Rhigos stands apart, defended and governed by its Esrolian queen. Tyrants keep palaces with ash altars to their tribal gods; lesser Warlords maintain imposing stone halls amid the fields.

The Warlords formed a close bond with Belintar, who furthered their autonomy from their homeland in return for their loyal support. With his disappearance they have descended into warfare and rebellion. In 1620, a force of Wolf Pirates was repulsed from Storos, and sailed up the Shining River to sack Oxnos, left defenseless by the death of its heroes and sapped of its magic.



Population

The Sixths are the nations of Caladraland, Esrolia, Shadow Plateau, Heortland, God Forgot, and the Islands. Population figures are given for each Sixth. Several minor peoples and the rebellious Volsaxi people are included as well.

Caladraland

Caladraland is usually counted first among the Sixths. It consists of the volcanic hills and peaks which cover the shore region and penetrate inland for about 100 miles. The great rainfall of this region has washed away the oldest volcanic cones and left spectacular plateaus standing forth, such as the Solung Plateau. There are less ancient volcanoes, still long dead, such as the Hot Point and the Lighthouse, and there are living volcanoes strung in line along the coast which regularly smoke, belch ash and lava, and act as spectacular landmarks for coastal navigation. The most important of these is the Vent, home of the god Veskarthan the Deep, a cone rising over 7,000 feet into the sky and visible through the whole of the area.

The volcanic soil has made this area so rich and thick in its natural growth that it is a jungle teeming with life of many sorts. The natives here have no need to plow, for they are simple horticulturalists who use slash-and-burn methods of planting. They do not tend their fields after sowing, but wander off to other tasks.

The Orlanthi gods are acknowledged in Caladraland, but the most important local cult is that of Veskarthan the Deep, god of the mighty Vent. His fire-scarred priests appease the Great Devourer with sacrifices to his fires. Even the neighboring Sixths offer Veskarthan gifts, for his fiery anger has nearly destroyed the Holy Country in the past. When an enemy invades, the people take to the jungles and fight a guerilla war until they can maneuver a large part of the foe's forces below a live volcano or other hot spot, which the priests will then cause to erupt. Other locally important cults include Esrola, Kudja the Ancestor, Tessele the True, and the Twins, Caladra and Aurelion.

The natives dislike cities, preferring their own clan organization instead. Yet commerce and Belintar's benevolent rule has forced the growth of some population centers in the Vinavale, and history has left Caladralander warlords holding the lowland area called Porthomeka, a place of foreign culture.

The western end of the volcanic chain is not directly under the rule of the masters of Caladraland, but maintains its own small tribes centered around their own volcanoes. The priesthood still obeys the high priests of the Vent, but the corporeal leadership of this area does not obey the tribal council of Caladraland, nor Belintar's governor. These folk are called the Western Allies.

Caladraland's government is headed by a High King selected by the clan leaders from among their number. Each High King may serve only one term at a stretch, and no kinsman of the High King may succeed to the position next, either. The priesthood and the populace must approve the choice of High King after the clan leaders have decided. Prior to 1616, Belintar's approval would have been necessary as well. The High Priests of Veskarthan rarely involve themselves in such affairs, but when they do their involvement is decisive.

Caladraland has a thin population in comparison with the lowlands, and so the hill barbarians to the west often prefer to raid this hilly area which is similar to their own lands. Years of this has resulted in the creation of a client barbarian state called Thonble, which has remained a troubled region, but now all fighting occurs there instead of within Caladraland proper.

Esrolia

Esrolia is a densely-populated nation which occupies the northwestern portion of the Holy Country between Mirrorsea Bay and the Old Woods, where Aldryami still dwell. It consists of several rich valleys, and the rolling lands between them, broken only by two significant rises: the Delainan Hills and Harasarl Hills. It is a teeming land of rivers subdivided by numerous irrigation ditches. The land is verdant with some large forests and many small woods of semi-tropical trees and brush. Agriculture is easy in these well-watered, fertile lands. The Lyksos River carries the outflow of the Creek-Stream River, while the Malthin and Gorphing rivers drain the Arstola Forest and the Skyreach Mountains.

The residents here are mostly farmers worshiping the Ten Thousand Goddesses of Esrolia, a pantheon of Earth goddesses headed by Great Ernalda and her family. Esrolia is the home of Ernalda and many other goddesses. Ernalda's great temple at Ezel is one of the most important holy places in all of Glorantha and home to the Ten Thousand Goddesses. The Esrolians revere their ancestors; each year, their dead leave their necropolis and travel the Sacred Road from Ezel to Nochet.

Main Goddesses of Esrolia

Esrolia is the land of Ten Thousand Goddesses, but some goddesses are more important than others. Although the Esrolians worship the same gods and goddesses as other Orlanthi, the goddess Ernalda is supreme in that land. As a result, many outsiders view the Esrolians as having an Earth pantheon, although few Esrolians would agree. Nonetheless, the Earth goddesses are dominant in Esrolia as in few other places of Glorantha. Here are some of the most important:

- **Ernalda.** Queen of the Gods and Goddesses. Ernalda is the Great Goddess and the living power behind the world. Ernalda has many lovers, but Orlanth is her favorite and most important.
- **Asrelia**. Grandmother Giver. Asrelia is the mother of the great goddesses and grandmother of all living things.
- **Ty Kora Tek.** Queen of the Dead.
- **Esrola.** The Earth Mother and source of fertility.
- **Maran Gor.** The Destroyer and the Dark Earth. Maran Gor is the violent, malevolent powers of the earth.
- **Imarja.** The Savior, the primal feminine force and source of the Four Esrolian Virtues.
- **Babeester Gor**. The Avenging Goddess, defender of temples, and wreaker of revenge.
- **Ana Gor**. The goddess of Death.

The gods of the Orlanthi pantheon are worshiped here as well, along with Argan Argar and his son the Only Old One (called Kimantor by the Esrolians). Barntar is the most popular men's god. Although Ernalda has many lovers, Orlanth is her husband and her favorite. The Esrolian Grandmothers separated themselves from their ancestral Vingkotling kin to protect themselves from war and evil. It is widely feared that the Vingkotlings would return and reclaim their lands, bringing Darkness and doom in their wake.

Esrolian society is organized by extended matrilineal families, sometimes called clans. Two hundred or so of these are enfranchised. These families compete for prerogatives and jealously guard every little gain they have. Progeny are considered a great blessing. The clans rule over vast agricultural properties, cities, temples, institutions, and organizations. The properties each clan owns or controls overlap geographically across the whole land of Esrolia.

Esrolians families are matriarchies ruled by grandmothers. The title "Grandmother" refers to the head of an Esrolian matrilineal family or clan. The Grandmothers have absolute authority over the members of their family. Even the queens of the cities and the cult leaders acknowledge the authority of their Grandmother. A council of Grandmothers resolves disputes between families, cities, and with foreigners. They are the real rulers of Esrolia, despite Belintar's Governors and Deputies, and are tenaciously conservative. These stern old women constantly scheme and plot to advance the wealth, status, and power of their clans. The Grandmothers have a highly developed scheme of etiquette and hierarchy, so the politics are outwardly polite, but the old Grandmothers fight tooth and nail to protect every right and bit of status that their clan has ever gained over the centuries.

Although Esrolia is primarily rural and agricultural, it has a large urban population. Nearly 200,000 people live in Esrolian cities, almost 10% of the total population. Cities are ruled by queens, who are selected from among the resident clans. The queen is not an absolute ruler, but presides over the city council in a manner analogous to a tribal king.

The queen of Esrolian cities is sacred Nochet, the oldest and most populous city in Esrolia. A key trade center, Nochet has some 100,000 inhabitants and is perhaps the greatest city in all of Glorantha, having the greatest library, hospital, and market in the world.

Esrolia was badly damaged in the wars and natural disasters that ended the Second Age and inaugurated the Third. Belintar helped to reinstate many ancient customs and ways, and contributed to the remarkable revival of Esrolia. After Dormal departed from Nochet in 1580 and opened the seas, Nochet rapidly grew in prestige and wealth, enriching all of Esrolia.

The disappearance of Belintar has allowed the return of many old evils to plague Esrolia. From the west, savage Entrulings raid Esrolia, led by their warlord Greymane. From the south, trade is threatened by the Wolf Pirates that have sunk the navy of the Holy Country. Worse yet is news from the east, that the Volsaxing king of Whitewall has proclaimed himself heir to the long-deceased royal clan of the Vingkotlings, threatening the land with Darkness and doom. The Grandmothers are divided into opposing factions and mercenary companies are being hired from across southern Genertela.

Shadow Plateau

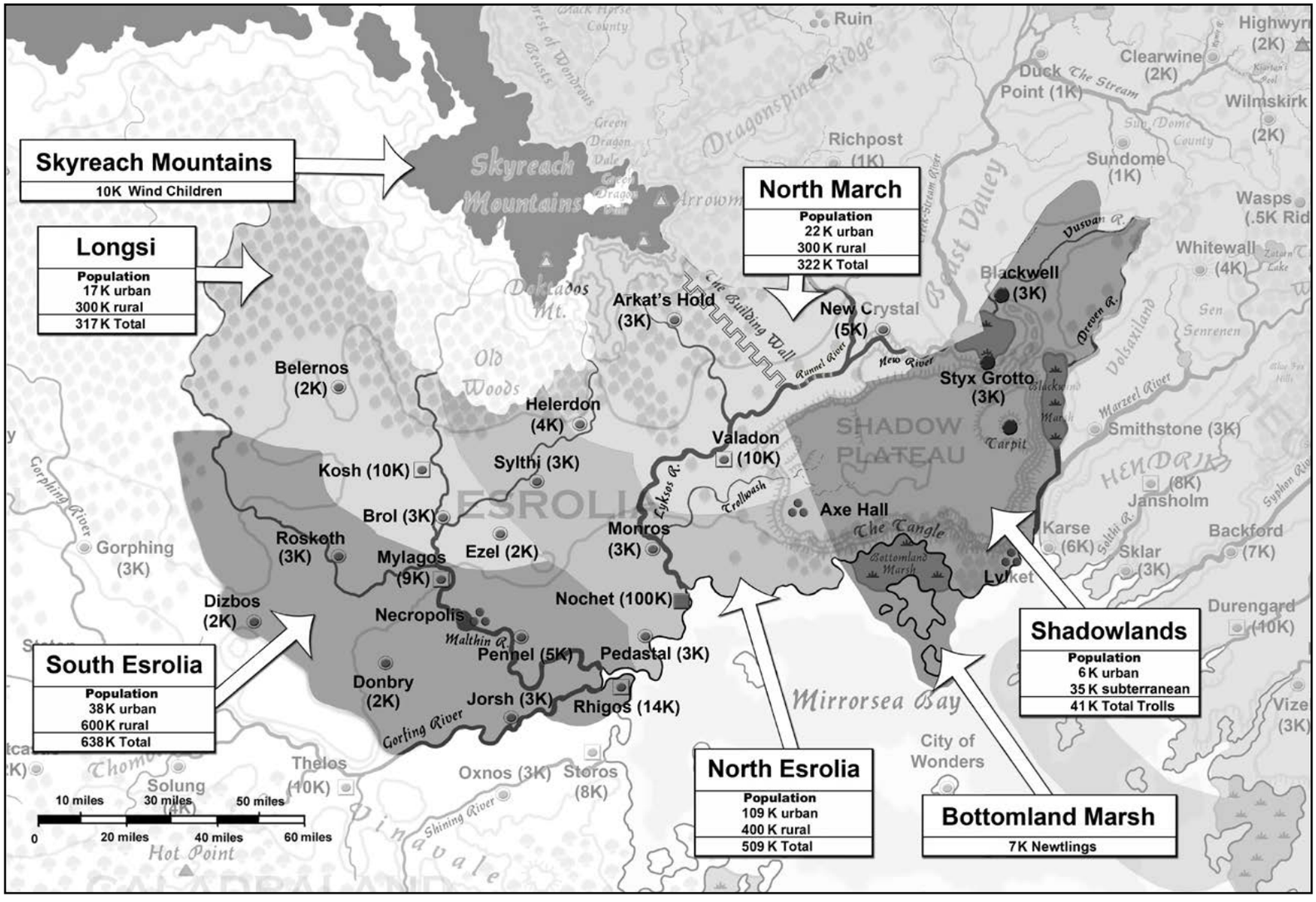
The Shadow Plateau is an immense plateau which rises 3,000 feet above the land all about it. The east end is higher than the west. This is what is left of the once immense Palace of Black Glass which Veskarthan made for Argan Argar. All that now remains is a land of ghosts, black sand swirling around the top of the plateau, and a great bubbling tarpit where the center of the Only Old One's palace once stood. Many plants dot the top of the plateau, making a fair cover for the windy and rainswept hilltops. The plateau measures some 30 by 60 miles in size.

The Shadow Plateau is also called the Haunted Lands, for there are still many ghosts and other troubles there. Another source of

The Grandmothers and Vingkot

Vingkot and his royal family (the God Time rulers of Kethaela) are held with particular dread by the Esrolian Grandmothers. In Esrolian legend, the Vingkotlings are violent, turbulent, cruel, and extremely dangerous. They were destroyed at the Last Royal Betrayal in the *Sword and Helm* saga and the Grandmothers seized power for their own protection. This usurpation is the origin of the Queendom of Esrolia.

It has long been feared that Vingkot's heir would return to reclaim his lands, bringing Darkness and doom in his wake. These fears were nearly realized when Harmast the Kodigvari brought Arkat the Destroyer to Esrolia and devastated Kethaela.



danger is the trolls, who still inhabit the place with little ill consequence, and who prey upon humans passing nearby. There are also unusual sporadic winds sending torn pieces of life ghosting across the land, attacking anything in their path. Sometimes a black sandstorm rises from the black earth and goes swirling about, dashing everything in its path, and pelting all with angry pellets. And a few avenging spirits live there too, hateful against their specific foes.

Atop the plateau are many trees and brush, and like all the Holy Country's coastlands, it is quite seasonal. Trolls devour much of the growth, and sometimes they have plagues of wild trollkin who will denude a patch of ground to the rock without any regard for its regrowth.

At the north end of the area lie the Lead Hills, the skeleton of a monster slain by Belintar. This creature did much to change the land in its death, damming the Creek-Stream River and forcing Belintar to dig the New River to compensate. A large troll settlement is at Blackwell, where the trolls serve out Belintar's command to keep all away from the mystic well at its center. On the east is the place where the Only Old One's palace once stood. The entire city was smashed to bits by the battle between the Only Old One and Belintar and covered the plateau with broken black glass of every conceivable size.

Although Belintar felled the Only Old One and cast down the rule of Darkness, he did not bother, or attempt, to destroy the children of Argan Argar, the trolls of the Shadowlands. The God-King was a wise and beneficent being, with no grudge against the innocent, and a keen mind for marshalling his resources. Thus, in the councils of the Sixths, one of the seats was filled by a troll: sometimes a Mistress Race troll, sometimes a dark troll.

The trolls of the Shadow Plateau participate little in political activity, except to send their tribute to Belintar like everyone else, obey his trade laws, and send the requisite troops to his dukes. With the disappearance of Belintar, the trolls have withdrawn into the vastness of the Shadow Plateau, a source of much worry for the other peoples of Kethaela.

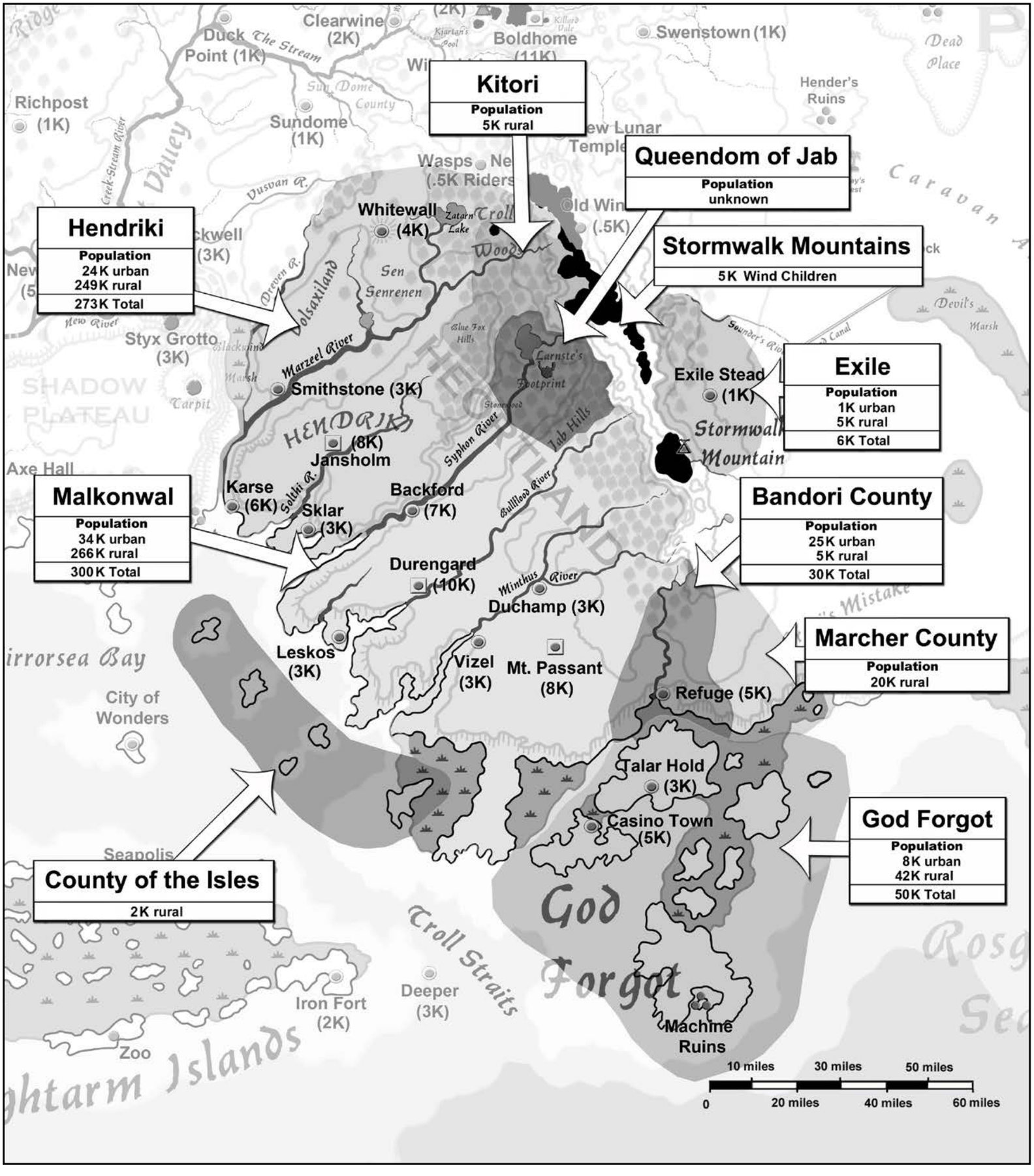
The trolls still have many clans which live in their old regions. There are said to be several tribal queens, and certainly there are many who can muster a following large enough to be called king or queen by the local human standards.

Heortland

This is a high plateau occupying most of the eastern part of the land around the Mirrorsea Bay. There is a narrow coastal strip which quickly gives way to thousand foot high cliffs ending at the plateau. Five rivers have cut gorges from the plateau top to the sea and these form the only access from shore to the upland farms. Only in the northern part, around the Marzeel River, does the land sink into Volsaxiland. Little remains of the once great woodlands that covered most of this plateau in the First and Second Ages.

The people here are mostly farmers who follow the customs and laws established by Heort the Founder. They worship Orlanth as king of the gods, and Ernalda as his wife. Their culture is Orlanthi and follows the typical pattern of hill folk who worship the Lightbringers. They are indistinguishable from the Sartarites (indeed, this is the ancestral home of the Sartarites), speaking the same language and sharing the same customs.

East of the farmlands rise low wooded hills, then a steep, snow-covered mountain range called the Storm Mountains, inhabited by Wind Children and other beings of the Air. Most prominent among them


Kitori
Population
5K rural
Queendom of Jab
Population
unknown
Stormwalk Mountains
5K Wind Children
Hendriki
Population
24K urban
249K rural
273K Total
Exile
Population
1K urban
5K rural
6K Total
Malkonwal
Population
34K urban
266K rural
300K Total
Bandori County
Population
25K urban
5K rural
30K Total
Marcher County
Population
20K rural
God Forgot
Population
8K urban
42K rural
50K Total
County of the Isles
2K rural
Clearwine (2K)
Duck Point (1K)
Boldhome (11K)
Swenstown (1K)
Richpost (1K)
Sundome (1K)
Hender's Ruins
Whitewall (4K)
Styx Grotto (3K)
Smithstone (3K)
Jansholm (8K)
Karse (6K)
Sklar (3K)
Backford (7K)
Durengard (10K)
Duchamp (3K)
Exile Stead (1K)
Stormwall Mountain
Leskos (3K)
Vizel (3K)
Mt. Passant (8K)
Refuge (5K)
Talar Hold (3K)
Casino Town (5K)
City of Wonders
Seapolis
Deeper (3K)
Iron Fort (2K)
Machine Ruins
Zoo
Troll Straits
Marzeel River
Syphon River
Bullblood River
Minthus River
Vusvan R.
Solthi R.
Dreven R.
Creek-Stream River
Zatarn Lake
Blue Fox Hills
Tab Hills
Larnste's Footprint
Sen Senrenen
Wasps Ne (.5K Riders
Old Win (.5K)
Lunar Temple
Caravan
Devil's Marsh
Dead Place
Mistake
SHADOW PLATEAU
Axe Hall
Tarpit
Irrorsea Bay
Troll Woods
Sun Dome County
Valley
New River
Sounder's River
Canal
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles

is Stormwalk, where Storm Bull resides at times. The rugged nature of the land prevents passage between Heortland and Prax, which lies on the far side of the Storm Mountains.

In the Second and early Third Ages, this was the land of the proud Hendriki tribe, whose passion for freedom and devotion to Orlanth led them to violently resist Gbaji's Empire, the Middle Sea Empire, and the Empire of the Wyrms Friends. They chose their high kings at the ancient sacred fortress of Whitewall and were often aided by powerful Orlanthi magicians called the Larnstings.

Although most of the inhabitants of Heortland are Orlanthi, the southern coast of Heortland and the Bandori Valley are the homeland of the Esvularing peoples. The Esvularings were once atheists like the folk of God Forgot, but have embraced a unique henotheist variation of Malkionism called Aeolism, which holds that the Orlanthi gods are emanations of the Invisible God. They worship the Invisible God as the Supreme Creator, but heartily participate in Orlanthi rites as well. Although their numbers were always few, the Esvularings were a privileged and preferred group under Belintar as they made up the majority of Deputies and Companions of the God-King's governors until the end of his reign.

When Belintar the Stranger came to the Holy Country in 1313, the Hendrikings came to the aid of the Only Old One, but their king was killed in personal combat with Belintar in 1317. The God-King placed powerful magical guardians to prevent them from choosing a new high king. Belintar later resurrected the old king and appointed him governor of Heortland, but the Hendriking tribe was no more. Many refused to submit to the God-King: some left and settled Dragon Pass, others gathered at Whitewall and rebelled against the God-King and his governor. The Volsaxi tribe rebelled several times, and even established an independent kingdom centered at Whitewall that on several occasions controlled much or even most of the province. In 1460, Belintar enabled the Kitori tribe of the Troll Woods to impose an ancient tribute upon the kings of Whitewall that broke the power of the Volsaxi until the Sartarite prince Tarkalor Trollkiller defeated the Kitori in 1560 and reestablished the Volsaxing kingdom.

With the disappearance of Belintar, Heortland quickly degenerated into war and turbulence. Armed with the sacred Sword and Helm of Vingkot, King Broyan of the Volsaxi defeated the guardians placed by Belintar and destroyed them. In 1617, Broyan was acclaimed High King of the Hendrikings at Whitewall and displayed the marks of the Vingkotling kings to all present.

That same year, the foreign mercenary captain Rikard the Tiger-Hearted proclaimed himself "King of Malkonwal" with the aid of the Esvularings. Once king, Rikard defeated a rebellion by the Uroxi Bullmen of the Footprint and he and Broyan fought a series of indecisive skirmishes.

The Lunar Empire has mounted many assaults, both direct and subtle, on the Holy Country, with Heortland the focus of attack. The death of the ruler of that land brought new hope to their plans, and now victory is imminent. In 1619, the Lunar Army conquered Volsaxiland, and the next year Heortland was successfully invaded and occupied by the Lunar Army. Only the city of Whitewall, where King Broyan maintains a heroic resistance, remains free.

Lunar Occupation of Heortland

In 1619, the Lunar Provincial Army invaded Volsaxiland and then seized the city of Karse. The following year, the rest of Heortland submitted to Fazzur Wideread, after the Lunar Army defeated the forces of King Rikard the Tiger-Hearted. The kingdoms of Hendrikiland and Malkonwal were hastily reorganized into four military districts (Volsaxar, Hendrikar, Gardufar, and Esvular), and the larger cities given Lunar garrisons.

As of 1621, only King Broyan and Whitewall remain defiant, having defeated every Lunar assault and, most impressively, repelled the awesome Crimson Bat in 1620. As a result of this epic failure, the previous Lunar commander of the siege, Jorkandros Blinder, was removed upon orders from the Red Emperor himself, who then put Tatius the Bright, dean of the Lunar Field School of Magic, as commander of the siege.

In 1621, most of the Provincial Army was redeployed for a planned invasion of Esrolia that never occurs. Instead, the bulk of the army (including most garrisons) was withdrawn by direct order of the Red Emperor to assist the siege of Whitewall. The Red Emperor decreed the Last Rebel city shall fall this year and entrusted Tatius the Bright with full command of the siege.

Fazzur was furious, and instead of an army, he has sent a picked band of specialists to assist Queen Hendira and her family in establishing a full Lunar temple in Nochet.

The Larnstings ☭

The Heortling words for "Freedom" and "Change" have similar etymologies and are often used interchangeably. "Freedom" for the Heortlings means being unrestricted, unconfined, or unfettered – and is the state of being for "Change" (which means impermanence and flux). "Larnsting" can mean "free" or "changer" or even "liberator".

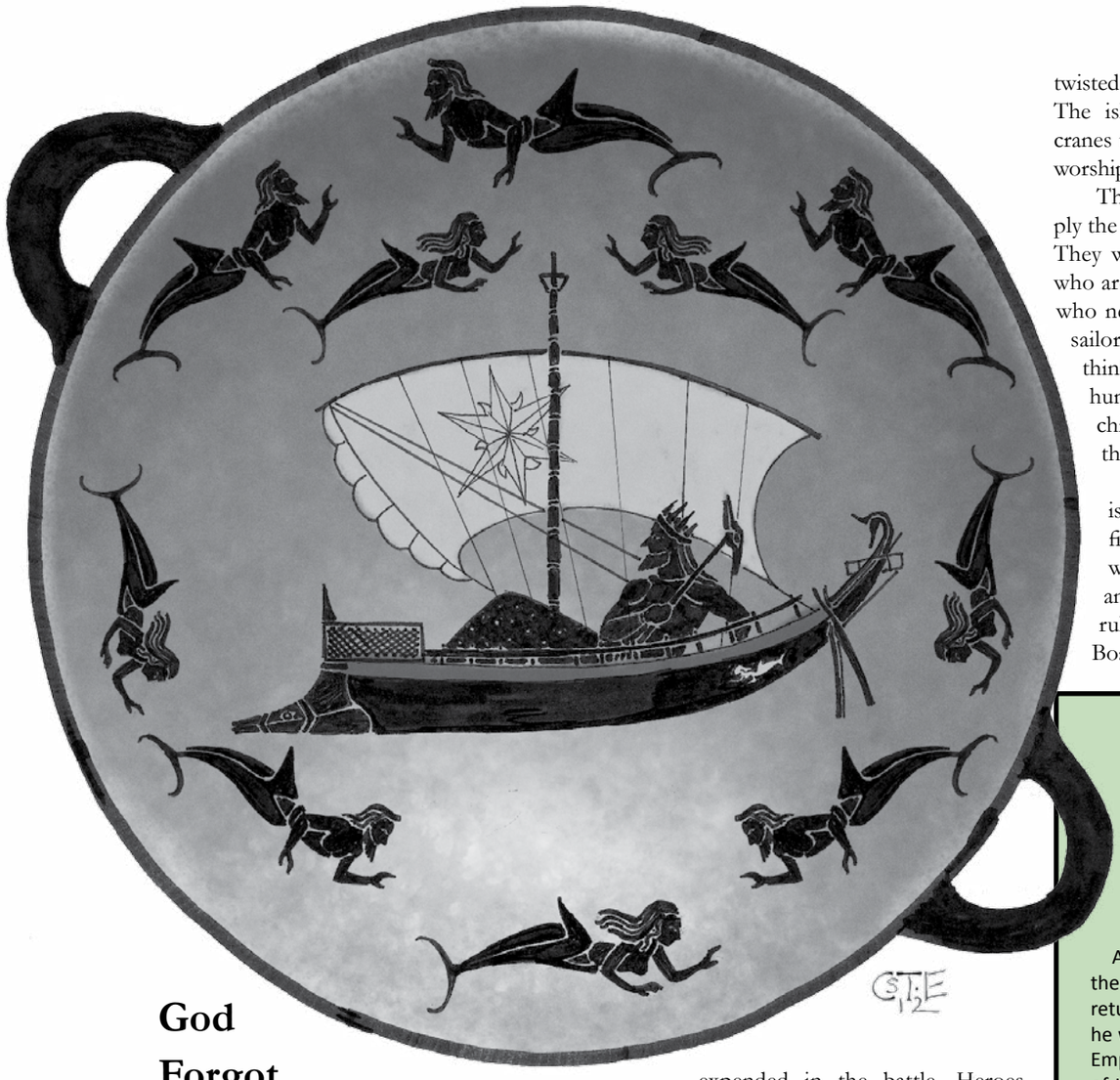
Larnste is Freedom: a necessary condition for Orlanth and his pantheon. Wherever there is change, Larnste is there, empowering that change. Foreigners worship permanence and stasis: however, such things are illusions, since the worlds of gods and men are not static. Orlanth changed all the worlds with his Lightbringers' Quest in order to save it from the Darkness and the world continues to change. Twice since the Dawn, the world has been changed to save it from the Darkness, and there is no reason to believe that the world shall not be changed to save it from the coming Dark.

The Larnstings are Orlanthi who can invoke Change and can master the changes created by their very presence. They do not offer sacrifices to Larnste, summon wind spirits, or use wizardry – instead, their very breath knows how to speak the words of power without instruction. Collectively, the Larnstings are a weird brotherhood of magicians who appear, disappear, and reappear throughout history. Their numbers, role, and even powers constantly change and they defy categorization or definition. Sometimes they seem to lead the Hendriki, sometimes that tribe's leaders oppose them, and sometimes they disappear entirely.

It is claimed that the Larnstings have existed since the Gods Age, but the first historical mention of them that the sages of Jelenkev provided was from their stories about their eponymous founder, King Hendrik (who appears to have been little more than a bandit chieftain from their tales). Hendrik first invoked the Larnsting power to escape from the *Krjalki* rulers of his lands, and Hendrik showed his other companions how to call upon their Larnsting soul. These magicians were called the Larnsti Seven Group and performed many remarkable miracles, such as:

Lured the Bright Evil and his army to the Dekko
Crevice where the Shadows devoured them.
Confounded Gagark Evil Mouth, his hunters, and
those who trespassed into the Steal Forest.
Enabled the Hendrikings to all jump into
Er's Pool and to land in Slontos to
aid Arkat in his time of need.

The first three kings of the Hendrikings – Hendrik, Selelmal, and Aventus – were Larnstings. Once Gbaji was destroyed, King Aventus said the world had perhaps changed enough and the Hendrikings chose a king who could not master change. After the death of King Finganvar, the Larnstings disappeared entirely until the Hidden Kings called upon them again.



Belintar and the Ludoch
The decorated inside of this drinking cup depicts Belintar seated on a trireme and surrounded by cavorting Ludoch. Belintar is revered by both the Triolini and the humans of the Rightarm Islands.

God Forgot

God Forgot is the name of the islands also known as the Leftarm Islands or Lesser Archipelago. Its name comes from the wail of its inhabitants, called the Ingareens, at the Dawn, who long bemoaned the loss of their favorite deity. They did not understand the nature of the disaster which beset them and developed, instead, a rabid atheistic belief. When the Jrusteli culture touched them in the Second Age, they bloomed with the new mysteries unveiled before them. They developed and worshiped remarkable machines never before seen, or even imagined. Among their creations were armored Turtle Boats, machines that vomited fire, flying ornithopters with metal wings, war machines, and mechanized prayer wheels that powered their magic.

Going beyond even the hubris of the God Learners, these sorcerers constructed the God Machine Zistor that would purify the world. This resulted in the epic Iron Wars, wherein the New Unity Council united the nations of Kethaela and waged a ten-year war against the Machine God that broke the world with the power, energy, and heroism expended in the battle. Heroes settled long-standing feuds, armies clashed, and even the gods came – Zistor rose up and Orlanth destroyed the Machine God in a terrible and unnatural storm. All that was left behind were cursed ruins set with traps, disease, and ghosts.

The people who survive in God Forgot retained their individual nature and are considered weirdly different by others in the world. But they are a small population and considered less harmful than they used to be.

The people of God Forgot are now ruled by ancient immortals using the Brithini forms of life and government. Their ruler is called the Talar, and he is advised by wizards, guarded by staunch soldiers, and supported by loyal farmers. The Talar loyally supported Belintar (whose appearance was predicted by his wizards).

The Islands

The Greater Archipelago is sometimes called the Rightarm Islands, or simply the Islands. Here are several dozen spots of land which change radically in size according to the tides. Most are covered with salt marshes with twisted channels capable of changing weekly. The islands are protected by fierce giant cranes that stand some thirty feet tall and are worshiped by the local inhabitants.

The residents are mostly fishermen who ply the coast and the bay for their livelihood. They work closely with the native Triolini, who are the larger part of the populace, but who never leave the water. To humans, the sailors are the more evident, and many think of the islands as being ruled by the human admirals rather than by the merchief who actually rules from beneath the Troll Channel.

Government of the dry spots (the islands) is controlled by the Triolini. The fishermen are dependent on the good will of the sea folk for their survival and hold no grudge for this form of rulership. A single High Admiral of the Boats is appointed over all Legged Folk

Belintar the God-King

Nobody knows who Belintar was or where he came from, though there are many stories and theories. Some claim that he was the Golden Age ruler of Kethaela, from before the Vingkotlings and the Only Old One, returned to his land. Others claim that he was the destroyer of the Middle Sea Empire and came to protect the people of Kethaela. Still others claim he was a simple sea captain, or even a sailor, who magically survived the Closing.

When Belintar arrived, nobody knew what he was or initially believed his claims, but Belintar proved to all he was God-King of the Holy Country. He accomplished this by demonstrating to the many peoples of Kethaela the lawfulness and virtues of his rule and they helped him destroy the Only Old One. This process involved revelations by and about Belintar, remarkable appearances, magical contests, violence, war, and the occasional surprises that were not what anyone expected.

Since 1336, the mortal body of Belintar had expired 21 times. Each time, the Tournament of the Masters of Luck and Death produced a new body, sometimes male, sometimes female, sometimes even an Elder Race, but in 1616, the God-King's mortal frame expired and the Tournament failed to produce a replacement. Despite many magical investigations, the fate of Belintar is still unknown to his people.

by the mer-chief, and the God-King made this admiral commander of his naval fleet.

Cults worshiped throughout the island begin with Choralinthor, who lives beneath the waters and often visits his beloved, and Pelaskos the Fisher. Also worshiped are Diros, God of Boats; Dormal the Sailor, who Opened the Seas; Golad, the God of Fish; and Magasta, greatest of all sea gods.

Seapolis is their major settlement, numbering about 4,000 residents of mixed human and Triolini.

The Islanders were greatly enriched by Belintar and by the Opening of the Seas. This land was the earliest nation to befriend Belintar and he originally climbed from the ocean to the Rightarm Island of Sindpaper. The triremes of the Holy Country navy were piloted and manned largely by Islander crews. However, the demise of Belintar has been disastrous for the Islanders. The Holy Country navy was destroyed by Wolf Pirates in 1616 and the Islands have since suffered terribly from Wolf Pirate raids.

People of Note

Broyan, the Last Rebel King: Broyan of Whitewall is the most important Orlanthi Heroquester in Glorantha. He has received the sacred Sword and Helm of King Vingkot from Great Orlanth himself and was marked by the gods as belonging to Vingkot's own divine bloodline. In 1617, Broyan was acclaimed High King of the Hendrikings at the sacred fortress of Whitewall, in the process defeating the six guardians set up by Belintar to prevent just that.

Broyan is now the leader of all free Orlanthi in the old Heortling lands and the most important Orlanthi since Harmast Barefoot. The return of a Vingkotling king is dreaded by Lunars and Esrolian Grandmothers alike, but rapturously welcomed by the Orlanthi. His defeat and death is a top priority of the Lunar Empire, which now has him besieged in Whitewall.

*The Demivierge of Rhigo*s: The current queen of the city came to power in 1610. She is sexually promiscuous and yet is still a virgin. The Demivierge is the High Priestess of Delaina, the pure and restrained sister of Ernalda, and the patron goddess of Rhigos. The current Queen, despite her ritual virginity, is widely known to be a hedonist who loves the carnal pleasures of men and women.

Galeros Highpeak, Governor of Caladraland: Galeros was the first governor chosen by the clan chiefs after Belintar's disappearance. He refused to relinquish the Diamond Diadem given by the dwarves to the First King and seeks to make himself king of Caladraland. Galeros resides in Low Temple.

Hendira, Queen of Nochet: A noblewoman from House Norinel, Queen Hendira rules great Nochet city. She has allied with Lunar General Fazzur Wideread to defend Nochet from the western barbarians and to prevent the return of the Evil King to Esrolia; as a result, her supporters are known as the Red Earth Alliance. Hendira is not the absolute ruler of her city, but presides over the council of the city, makes judgments, interacts with outsiders, and performs the rituals to obtain the blessings of the immortals for Nochet and its inhabitants.

Leonardo the Scientist: One of the most colorful inhabitants of God Forgot, Leonardo the Scientist can often be seen paddling his way across the sky in his pedalcopter. Leonardo is a bit mad, and he refuses to make more than one of anything. Thus, among the islands lie his armored battle wagon, his kite-shaped parachute glider, and other colorful, unique inventions.

Obash Broos-Smasher: A dark troll warleader from the Shadow Plateau, whose magical guardian is a petty storm god. A Shadowlord of Argan Argar, Obash does not denigrate humans who also worship the god. He and his clan claim ownership of the roads to Dragon Pass, and often raid north into Sartar, and against Lunar convoys as well.

King Rikard the Tiger-Hearted: This redoubtable adventurer, freebooter, and heretical Hrestoli exile from Tanisor briefly became King of Malkonwal by conquering the various Orlanthi tribes of southern Heortland, taking advantage of their terrible disorder after the loss of both Belintar and the governor of Heortland. Few of the Orlanthi favored the foreign conqueror, and he was recently defeated and captured in battle by the Lunar Provincial Army. Fazzur Wideread offered Rikard the kingship, but rather than accept Rikard destroyed his crown and went into hiding. His current whereabouts are unknown.

Samastina: This shrewd noblewoman from House Delaeos is the leader of the Old Earth Alliance, a coalition of traditionalist Esrolian clans and cults opposed to Queen Hendira and her Lunar allies. She was hastily exiled from Nochet by Queen Hendira and has fled to Ezel to gain the backing of the great goddess.

Places of Interest

Arkat's Hold (small city): This fortified city sits below a dark stone fortress atop an artificial hill, both raised by Arkat's magic in the Gbaji Wars. The fortress is called the House of Black Arkat, and its priests are sorcerers who maintain the forbidden lore of Arkat, despite centuries of persecution.

Arrowmound Peak: This snow-capped mountain rises over 13,000 feet. Arrowmound is one of the Great Sacred Mountains of the Orlanthi. The Jarani Stones at the peak of the mountain are the home of an ancient Hero from the God Time. Lawspeakers who ascend to the Jarani Stones may obtain the Lawstaff from him. A clan of Wind Children inhabits Arrowmound; they are old allies of the hero.

Axe Hall (sacred place): Babeester Gor chose this place as her own. No one argued. No one else goes near it.

Backford (small city): This fortified city is the safest crossing of the cursed Syphon River. Backford was the center of the God-King's cult in Heortland, and was connected to the City of Wonders by a magical bridge. The magical Fish Road still stops here on its run from Deeper up the Syphon River.

The Hero Wars Begin

Holy Country: The Great Winter

After three years of siege, the sacred fortress of Whitewall falls to the Lunar Empire in 1621, causing a terrible magical event throughout Dragon Pass and the Holy Country. As a result of the Lunar magic, Orlanth and his spouse Ernalda are dead. Their magic and influence in the world vanish. Their worshipers are left breathless and without magic. The Great Winter immediately descends upon the former Orlanthi lands and the Lunar victory over Orlanth the Rebel appears complete.

At the height of his victory, General Fazzur Wideread is removed from power by political enemies. Martial success halts with the loss of his leadership. In 1622, Orlanth returns in the form of his chosen hero, Broyan the Vingkotling. King Broyan rallies the Orlanthi and magically defeats the Lunar Army in a fierce battle fought in terrible cold. The victory revives Orlanth and incites general rebellion in Heortland, quickly overwhelming the overstretched Lunar garrisons.

Holy Country: The Kingdom of the Liberator

Following Broyan's victories, a coup in Esrolia overthrows Queen Hendira and her Lunar sympathizers. Early in 1623, King Broyan leads his army into Esrolia, defeating the Grazeland Horse Army. King Broyan allies with the new Esrolian queen, and settles the mythical feud between the Vingkotlings and the Esrolian Grandmothers. The lands of the Red Earth Alliance are invaded and their cities besieged. In the south, the Warlords of Porthomeka form the Warm Earth Alliance under the leadership of the Demivierge of Rhigos. Later that year, Tatius the Bright, now General of the Lunar Provincial Army, rashly marches west to support the Lunar faction in Esrolia and besieges Nochet, trapping most of the Old Earth Alliance within.

In 1624, a makeshift army, composed of cooperative remnants of the Holy Country led by King Broyan, including the Warm Earth Alliance, and the Wolf Pirates led by Harrek the Berserk and Argrath, defeat the Lunars in a decisive battle at Pennel in Esrolia. After the battle, Orlanth is freed, Lunar dominance over the Holy Country is broken, and Broyan the Liberator is acclaimed King of Kethaela. The handful of Lunar survivors retreat into Dragon Pass.

Heroes of the Holy Country

In the throne room of the Queen of Nochet called the Hall of Husbands, King Broyan confronts the newly-enthroned Queen Samastina, proposing an alliance between Esrolia and the Hendrikings.

Queen Samastina : Seated on a stone throne and looking every inch the personification of the goddess Ernalda, the queen wears a great golden necklace, a tall decorated headdress, and has ornately braided hair. Sacred runes of Earth, Life, and Harmony are tattooed on her arms, face and chest, and she carries a copper mirror as a symbol of her position. Her skin is dark olive, her hair is brown, and her eyes are impossibly green. Sacred snakes are wrapped around her arms.

Esrolian Grandmother: The queen is advised by her grandmother, an elderly woman bedecked in numerous necklaces and rings. She wears a dark blue and long-sleeved embroidered robe and a tall embroidered headdress elaborately decorated with gold, silver, and gems. Her tattoos are covered by her robes and jewelry.

Caladralander Spearman: The queen is protected by a fierce spearman from Caladraland. He is bare-chested and heavily muscled, wearing a fringed skirt wrapped around his waist extending to his calves. His skirt is tied with an elaborately decorated sash. He is tattooed with runes of Fire, Earth, and Disorder. His hair is flaming red, as is his thick, bushy beard, despite having olive-brown skin.

King Broyan: The king wears a golden torc displaying his authority and carries the revered regalia of the divine King Vingkot: a bronze sword and a magnificent helmet with red feathers. He also has gold armbands and other regal jewelry. Broyan wears a bronze cuirass, short trousers, greaves, and heavy-soled leather sandals with a long lace that winds up his legs. Broyan is heavily tattooed with the runes of Air, Movement, and Mastery, along with the Vingkot Rune. The king is bearded, with brown hair and orange eyes and practically jolts with electricity.

The king has an Air God as his ally and divine guardian. This manifests as the head tied to the king's side; quiescent for now; when roused, it is a terrible spirit of storm and thunder.

Bandori: This Esvularing tribe has an ancient alliance with the sorcerers who rule the city of Refuge. The Lunar conquest of Heortland did not extend to the Bandori, who maintain a tenuous independence from the Empire.

Belernos (small city): This city near the Old Woods is the religious center of Longsi Land, with ancient shrines to Ketha, Entru, and Orlanth. The city has an ancient friendship with the elves of the Arstola Forest.

Blackwell (troll city): At the center of this fortified troll settlement is a well, covered with stone, where the brains of the dead monster seeped into the ground and bubbled up again. Belintar built a wall around that, and ordered the trolls to live there and keep everything away from the well. They have, ever since.

Blackwind Marsh: This marshland abuts the eastern cliffs of the Shadow Plateau, where the obsidian doors to the Only Old One's basement can be found. At its center is a half-sunken EWF ruin guarded by trolls and other Darkness monsters.

Blue Fox Hills: These wooded hills are often called Bullman Hills, because of the bands of Uroxi that fight off incursions of Chaos from the Footprint.

Bottomland Marsh: This tidal marsh is inhabited by thousands of adult newtlings and by countless waterfowl and seabirds.

Brol (small city): This city gets its name from the mineral springs of Brol, known for their healing properties. The city bought its safety from Greymane in 1618 with a tremendous ransom. On the other side of the river from Brol are the ruins of Tenrala, a city destroyed in the Adjustment Wars.

Building Wall: This structure erected itself by magic during the Building Wall Battle in 1605 and thwarted a large-scale Lunar invasion into Esrolia. Its appearance varies along its length, sometimes like a coral with pointed spikes (rumored to be venomous to the touch), sometimes like an earthen rampart topped by Esrolite square shields. Belintar ordered several units of militia to stand where the wall would rise, and incorporated them and their spirits into the wall.

Casino Town (small city): This well-fortified enclave in the God Forgot Islands exists to provide gambling facilities. Its patron spirit is Our Lady of Credit ("She giveth and she taketh away").

Choralinthor Bay: A wide, relatively shallow body of water around which the lands of Kethaela lie. Choralinthor, the local god, is ancient, friendly, and highly respected. He rewards the fisherfolk with immense harvests. The bay is also known as Mirrorsea Bay because of the calmness of its waters. The Triolini merfolk ruled the Choralinthor Bay in allegiance to Belintar; with his disappearance, their intentions are unknown.

City of Wonders: Prior to Belintar's disappearance in 1616, the city had a population of over 50,000 people; since then it has been nearly vacant. The City of Wonders was a marvel to visit when Belintar inhabited it and kept everything alive. It had a magical bridge which could reach outward to one of six temples throughout the land to bring visitors in. Now the bridge appears no more, and magical barriers keep almost everyone out, preserving it until a new God-King comes.

The city is visible, but encased under a transparent globe of power, and only its largest landmarks are discernible. The Towers of Water, which are one end of a magical underseas walkway, appear to be blue or silver to unaided vision. The Golden Dome used to glow, but is dark now, and looks like tarnished gold. The Whirlwind Bowl is empty now, and no contests fill it with cheering spectators. The sinuous, rolling buildings of the Stygian Basement show nothing but the usual shadows which haunt its upper surface. The rest, once alive with lights and sounds, is a wide expanse of low buildings broken by architectural oddities, all of the same dull stone, apparently abandoned.

Some residents continue their life, apparently undisturbed by the absence of Belintar. Some of the residents include the Innocents' Band, the Sisters of Freedom and Liberation, the Constant Guard, the Silver Dog, the Red Shift Servants (although the other shifts have all gone), and the Fleet of Blind Fishermen.

Twelve people can gain access to the City of Wonders: six rulers of the inhabitants and six rulers of the magic of the lands around the City of Wonders.

County of the Isles: These islands were traditionally governed by a companion of the Governor-King of Heortland. It is now a pirate stronghold.

Deeper (small city): The capital of the Triolini who rule the Islands lies at the bottom of the Troll Strait. No ship can enter the Mirrorsea Bay except by their notice and approval. A Fish Road connects Deeper to Seapolis and to The Deep in the Rozgali Sea.

Deeper was made for the Naiads, the immortal scions of the Tritons. It has coral caves and grottos of great beauty, and representatives of all the local sea life. Deeper is in the High Sea and was not made for the Ludoch, but instead for the other Triolini who never go above water. Nonetheless, it is primarily visited by the Ludoch. Long term visits are eased by the Air Caves (a gift from Diendimos, the ancestor of the Ludoch), and by large kelp bubble nets.

Deeper is important because it is the main worship center for the large Choralinthor Ludoch tribe, and many other aquatic beings. It has the only temples to Rozgali and Sedlazam (indeed it is the entry to the Sedlazam Current), and to Mirintha and Phargon.

Delainan Hills: These sacred hills are rugged and covered with woods that provide fruits, nuts, and spices found nowhere else in the world. The Great Temple of Ezel is located in these hills.

Derenser: This Great Library of Lhankor Mhy is located in the tribal lands of the Kultain, who are sworn to defend it. The sages are famed for their oratorical prowess.

Dizbos (small city): This beleaguered fortress-city was once wealthy from trade with the Trader Princes of Maniria. However, it was overrun by Greymane's army in 1618 and its merchants were impoverished by the vast ransom imposed by the Lion King. The local queen is trying to hire a small army of mercenaries with what little wealth remains.

Doktados Mountain: The snow-capped caldera of Doktados rises more than 13,500 feet above the Arstola Forest. The Cave of Winds, home of Kolat, is hidden on its peak. Doktados is one of the Great Sacred Mountains of the Orlanthi.

Donbry (small city): This city is famed as the home of Vogarth Big Man, a Hero much loved throughout Esrolia.

Holy Country Regional Activity Table

Determine weekly per city

Common Events
Wolf Pirates raid islands.
Lunar missionaries crying doom and salvation in market.
More Lunar soldiers reported at Karse.
Special travel packet offered to go to Casino Town.

Uncommon Events
Lunar missionaries lynched by frenzied mob.
Priests engage in street violence to settle theological arguments.
Ludoch again investigating all ships and boats for something which they refuse to specify.
Barbarian raiders from Wenelia harass Esrolia.

Rare Events
God Forgot invention on a rampage; all hands sought to destroy it.
Chaos monsters escape from Larnste's Footprint to ravage surrounding lands.
Trollkin horde from the Shadow Plateau ravaging countryside, militia called out.
Rumors of the return of the Only Old One current again; travelers urged to stay indoors at night.

Skyreach Mountains
Green Dragon Vale
Arrowmound
Doktados Mt.
The Building Wall
Arkat's Hold
Old Woods
Belernos
Helerdon
Valadon
Sylthi
Kosh
Sweet Valley
Gorphing River
Gorphing
DITALL
ESROLIA
Brol
Roskoth
Ezel
Monros
Mylagos
Lyksos R.
Trollwash
Blue Lake
Bluewater
Dizbos
Necropolis
Nochet
Malthin R.
Pennel
Pedestal
Staton
Endaka Caves
Azure River
Donbry
Rhigos
Jorsh
The 100 Lakes
Swarz
Kithma
Gorfing River
Thonble
Saltcastle
Solung
Thelos
Oxnos
Storos
Valor River
Warm R.
Bath
Shining River
Dinavale
Hot Point
CALADRALAND
West Hills
Howler Volcano
Bluesmoke Vol.
Lookout Vol.
Babston
Gemborg
Low Temple
High Temple
Vent
Vapor Pits
Sorani R.
Jadnor
Lighthouse
Poison Shore

Wild Temple
Wilmskirk
Sun Dome County
Sun Dome
Rich Post
Green Stream River
East Valley
Wasps Nest
New Lunar Temple
Hender's Ruins
Sacred
Ground
Day's Rest
Caravan Alley
Dusvan R.
Blackwell
Whitewall
Zaturn Lake
Troll Woods
Old Wind
Tourney Altar
The Block
ew Crystal
Drewen R.
Volsaxiland
Sen Senrenen
Devil's Marsh
New River
Styx Grotto
Blackwind Marsh
Marzeel River
Blue Fox Hills
Larnste's Footprint
Sounder's River
Good Canal
Biggle Stone
SHADOW PLATEAU
Carpit
Smithstone
Exile Stead
HENDRIK
Stonewood
Syphon River
Jab Hills
Stormwalk Mountain
Jansholm
Bullflond River
Golvin R.
Karse
Backford
The Tangle
Bottomland Marsh
Lylket
Sklar
Durengard
Monkey Ruins
Minthus River
Duchamp
Cam's Well
Orani's Mistake
Leskos
Vizel
Mt. Passant
City of Wonders
Refuge
Sog Marsh
Talar Hold
Casino Town
Seapolis
God Forgot
Troll Straits
Deeper
Iron Fort
Machine Ruins
Zoo

The Fish Roads

Belintar used his great magic and his command of the elements to construct a network of magical roads, commonly called the Fish Roads. These roads connected Nochet, the Syphon River, Seapolis, Deeper, and The Deep. Where the roads operated, underwater beings could travel onto the land and air-breathers could travel underwater as long as the travelers remained on the Fish Roads. When the God-King ruled it was not unusual to see a merman swimming through the air, as if it was water, alongside wagons creaking to market. Likewise, parties of humans were sometimes seen walking along the bottom of the bay as if it was dry land while creatures swam back and forth around them.

The center of the Fish Roads was beneath the City of Wonders in the Wonder Transfer, where the road passed from beneath the waters to above. Wonder Transfer is a city of humans and merfolk. Like all of the City of Wonders it is now largely abandoned. Few dare take the Fish Roads now, although the roads are presumably still operational.

Dragon Pass: The region north of Kethaela is of utmost strategic importance. Many predictions foresee this land as the starting place of the Hero Wars. For more information, see the Dragon Pass chapter of this book.

Duchamp (small city): This city, surrounded by fertile countryside, sits along the main road down from the Heortland Plateau. It is governed by a council of guilds and temples. Duchamp is the location of the Jelenkev School, famous for its copying of manuscripts from all over Glorantha.

Durengard (large city): This was once the tribal center of the Hurlant tribe, and later the capital of the Sixth of Heortland. Located on the Bullflood River, Durengard is the main port for Heortland and is its political center. The massive fortress-palace was built in the Nochet style by Belintar for the rulers of the Sixth of Heortland after the Volsaxi rebellion.

Esrola's Throne (sacred place): Argan Argar had Veskarthan build this great stone throne at the edge of the Shadow Plateau for his lover to sit upon. The seat and both arms are visible and, on some holy days, worshipers see her sitting here.

Exile Fort (small city): This fortified village has long been home to the desperate, outlaws, and exiles. In troubled times, the population swells with refugees fleeing the troubles in Dragon Pass.

Ezel (temple city): Sacred Ezel ("Her Home") is the home of Ernalda and her greatest temple in Glorantha. Ten thousand cults are actively worshiped at Ezel. Though all gods and goddesses are worshiped here, Ernalda has absolute authority over them all.

Ezel is bounded by the Sacred Square, a ring of temples and residences some five miles to the side. Entry beyond the Sacred Square is forbidden save with purification at one of the temples. Inside the perimeter is the

realm of the divine. Woods, gardens, streams, and ponds fill most of the area. At the center, thirteen great temples have been cut deep into the rock of the Delainan Hills. One of the most famous temples here is the Cave of Serpents, where the Sibyls of Enervi interpret the visions of Kev. The priestesses receive gifts both great and small from supplicants from all over Glorantha.

Foulblood Woods: This is the Chaos forest grown from the poisoned blood of Larnste's wound. Monsters grow on the trees, many trees move, and it is a refuge for Chaos horrors of all types. Four tribes of scorpion men have joined into one, under the domination of Gagix Twobarb. She rules the "Queendom of Jab" in the Foulblood Woods, and interacts with human leaders as if she was simply another queen.

Gemborg (dwarf city): A sizeable population of dwarves inhabits the depths of the Bluesmoke Volcano in Caladraland. Their city, whose surface portions can be found on the south face of the volcano, is called Deziramko Cho Al Kalad by the dwarves, but the humans call it Gemborg after the famous gems the dwarves mine from within the heart of the volcano. In the Third Age, Gemborg has occasionally mustered a dwarf pike and musket regiment, furnished with equipment taken from the Machine City when it fell.

Gorphing River: This river rises high in the Skyreach Mountains and flows some 290 miles until it reaches the Choralinthor near Rhigos. It is subject to sudden floods and overflows each Sea Season. The river goddess is a blue-skinned daughter of Heler and sister of Malthin. She is worshiped in Caladraland, but she favors the barbarian Ditali.

Green Dragon Vale: This high mountain valley is the home to one of the True Dragons of Dragon Pass. The valley is some 5400 feet above sea level.

Helerdon (small city): Also called Asrelia's Retreat or Asrelopa, the goddess Asrelia retired to this place after she gave possession of Ezel to her daughter Ernalda. The ancient Treasuries of Asrelia are here, holding the offerings of many cities and tribes to the Goddess of Wealth. For centuries, the temple has guarded the valuables placed in its care; not even the God Learners or the Empire of the Wyrms Friends dared plunder it. The priestesses are notorious for their greed and their riches. The rain god Heler also has an important temple here.

Hendrikiland: This rugged land between the Storm Mountains and the Shadow Plateau is the ancient homeland of the Hendriking tribe. Whitewall is its capital. It is populated largely by herders and their livestock of cattle and sheep. The Hendrikings were famed as fierce bandits and magicians, and that reputation continues with their Volsaxing heirs. Ancient tombs of kings and heroes litter the landscape.

High Temple (small city): High upon the walls of the Vent is the religious center of Caladraland. From here, the fire priests commune with Veskarthan the Volcano God and his children.

Highvale: The land here is extremely fertile with rich volcanic soil. The locals practice slash and burn agriculture, and burn their fields out of the encroaching jungle.

Hot Spot: This wide volcanic caldera has many fumaroles and mud pools that often emit jets of steam and sulfurous fumes. It was an active volcano in the Second Age, but has not erupted for centuries.

Iron Fort (small city): This iron fortress was built by cruel sorcerers to guard the Troll Straits and enslave the local Triolini. It has been sealed since the Second Age. A fishing village next to the fort is inhabited by Rightarm Islanders.

Jab Hills: These wooded hills are currently infested with scorpion men from the Footprint. The Chaos Queen claims this area as part of her "Queendom of Jab".

Jansholm (large city): This fortified island was the tribal center for the Jondalaring tribe and is now the capital of Karhend Province. The Lunar army took this city by treachery in 1620.

Jorsh (small city): Garzeen's Bridge, an arched stone bridge built by Belintar, crosses the Gorphing River here. The shops and houses of merchants have been built atop the bridge, and a shrine to Issaries blesses all. Jorsh was sacked by Greymane's army in 1618, and has not fully recovered yet.

Karse (small city): Karse is the most important port for offloading goods destined for Sartar, or through Sartar to Prax and Tarsh. The locals are expert boat makers. Temples to Diros, Pelaskos, Poverri, and Choralinthor stand near the harbor. Despite its strong fortifications, the city fell to the Lunars in 1619 after a dramatic assault by land and sea.

Kithma (small city): This heavily-fortified city is the capital of Thonble, a barbarian client state allied to Caladraland. Its local king (who held the title of Duke from Belintar) increasingly relies on outlander mercenaries to defend Kithma from the Ditali and Solanthi warbands that routinely plunder Thonble.

Kosh (large city): The huge limestone walls of this ancient city were built by Vogarth Big Man during his contests with the elves. The city's merchants are wealthy from wool and wine. Kosh is famed for its temple to the land goddess Ketha and her storm god husband.

Larnste's Footprint: This large, unnatural, Chaos-tainted valley is surrounded by steep cliffs. The unnatural Syphon River flows up backwards into the Footprint. Larnste the Changer once saw the squirming thing Krarsht and sought to eliminate that Chaos evil from the world. When Larnste tried to step on the foulness, Krarsht sprang to bite the god. Where Larnste bled, there rose up a foul and evil forest, a perfect nesting place for all things Chaotic. A forest made entirely of stone trees grows at the edge of the Foulblood Woods and halts the spread of the Chaos within. Bands of Uroxi bullmen camp outside the Footprint, waiting to ambush Chaos foes and honor their god.

Lead Hills: These hills are the body of the Great Serpent, a monster summoned by the Only Old One and killed by Belintar. The shape of the gigantic monster can still be seen from a distance. The Spike marks its tail, the Tarpit its head. The corpse of the monster blocked the Creek-Stream River, so Belintar cut the New River so it could reach the Choralinthor again.

Leskos (small city): This seaside city lies at the mouth of a steep ravine leading up to the Heortland Plateau and is surrounded by thousand-foot-high cliffs. It is defended by the Danshavlas Fort built in the Second Age by its Jrusteli founder; most of the inhabitants are Esvularing. It is wealthy, serving as the port for Durengard and ruled by a ring of local merchants.

Lighthouse Volcano: This dead volcano was used as a navigational beacon by the Waertagi and their Jrusteli successors. It died as a result of the magical wars of the Second Age.

Longsi Land: Longsi was a king of the Haradlaro people who allied with the Grandmothers against the Hendrikings during Aranda's War and received the city of Kosh in return. The shepherds of Longsi Land worship Orlanth and Heler and have a reputation for being troublemakers and bandits. It is now a province of Esrolia.

Lookout Volcano: The Caladralanders use this volcano as a lookout point upon the Vinavale and southern Esrolia. A signal fire here can be seen by both the Low Temple and the High Temple.

Low Temple (large city): Located in the Highvale of Caladraland, the Low Temple is the common gathering place for the Caladralander clans and the center of their government.

Lyksos River: The Lyksos River drains northern Esrolia and empties out with its mouth at Nochet. The river gained tremendously in prestige and power after Belintar cut the New River to divert the Creek-Stream River to flow into the Lyksos.

The Harbor Market of Nochet is the greatest maritime commercial center in Glorantha. Wine, grain, gold, jewelry, bronze weapons, glassware, luxury goods, feathers, cloth, silk, dyes, and spice are traded from across the world, along with exotic goods such as crystalized shards of gods' blood, magical charms, occult scrolls, sacred idols, dragon bones, and iron.

It is the main arterial for waterborne traffic between Dragon Pass and the Holy Country.

Lylket (ruin): These are the ruins of a port city founded by the God Learners near the mouth of the Marzeel River. It grew rich off trade between the Middle Sea Empire and Dragon Pass, and contained a major Lhankor Mhy Temple, famed for its troll lore. The city was destroyed when trolls entered in by secret tunnels known only to them.

Machine Ruins (evil ruins): During the Second Age, when magic was twisted, a terrible city was here at the tip of Locsil Island which mass-produced magic items. Many gods sent their devotees to destroy the blasphemy, and the resultant war is one of the best-known epics of the downfall of the God Learners. The struggle is well known to people from all over the region, and for a while it almost seemed as if the Elder Races and local humans would reforge anew the forgotten unity of the past. Through such cooperation, the Clanking City finally fell, its inhabitants slaughtered, its stones scattered, and its metals plundered.

The damage of those ancient battles is still visible. The city sits atop a high cliff by the sea, and no matter what the tide may be, there are waves which still reach hungrily up the cliff face far above the sea level, aching to destroy once again. The trolls left a cursing shadow which slowly rolls over the ground, even at full noon. The dwarves left fiendish traps for the overly curious. Now, even approach to the site is forbidden by the local rulers.

Malkonwal, Kingdom of: The southern half of the Heortland Plateau is divided by several fast-moving rivers that flow down from the snow-capped Storm Mountains. It is a hilly land of farms and woods. The farmers are mostly Orlanthi, but the southernmost area is Esvularing, as are most of the city folk. When the governor of Heortland died in 1617, the Western adventurer Rikard the Tiger-Hearted seized power as the "King of Malkonwal".

Malthin River: This river rises high in the Skyreach Mountains and flows some 250 miles through Arstola Forest, Longsi Land, and Esrolia, before it reaches Choralinthor Bay near Rhigos. Beautiful Malthin of the Green Skirts is the goddess of the river; she is a daughter of Heler and sister of Gorphing.

Marcher County: This fortified borderland has long defended the Holy Country from Praxian raids.

Marzeel River: This river flows 140 miles from its headwaters in the Storm Mountains to Choralinthor Bay. Its upper reaches are fierce and rushing, but the lower river is wide and slow near its mouth. The Marzeel used to join the Creek-Stream River before Belintar diverted that great river's course.

New Malkonwal

Malkonwal was one of the original cities of the Brithini, reputedly founded by Malkion himself. When Malkion was expelled by the Brithini he magically crossed the Neliomi Sea and settled amongst the barbarians of Genertela, founding New Malkonwal. Rikard the Tiger-Hearted and his followers believe that the location of New Malkonwal was in Kethaela. When Rikard seized power in southern Heortland, he did so in the name of that lost city.

Mirrorsea Bay: See Choralinthor Bay.

Monros (small city): This city, named after a Second Age king, is located at the junction of two important roads and a ferry across the Lyksos River. A rich sanctuary of the goddess Ernalda and her warrior daughter Vinga is outside the city walls, surrounded by citrus orchards. In 1620, the goddesses confronted the Feathered Horse Queen and forced her army to retreat from Esrolia.

Mount Passant (large city): The largest settlement of the Esvularing people was built with the aid of Belintar after the old capital, Bensval, was razed. It has the largest Aeolian temple in the Holy Country.

Mylagos (large city): This wealthy city on the Malthin River is famed for its sanctuary of the Six Daughters of Asrelia (Dela, Delaina, Ernalda, Esrola, Maran, and Orana). Each year the goddesses make a procession from Ezel to sacred Navel Stone in Mylagos, and their arrival is celebrated with a week's worth of sacrifices, feasts, games, and ecstatic ceremonies.

Necropolis (dead place): Upriver from Rhigos and connected to Ezel and Nochet by the Sacred Road is Esrolia's greatest necropolis. Called the Megapolis Necropolis or Koravaka in the past, it is a large island on Bakana Lake and is the remains of a place once called Owderia in the Gods Age. The island is covered with hundreds of thousands of tombs, mausoleums, monuments, crypts, sarcophagi, and other buildings of the dead. Even though nobody sends their dead here anymore, it is still growing in population.

The Keepers of the Dead, an order of priestesses from Ezel, regularly lead worship and offer sacrifices to keep that great multitude of the dead happy. Once a year, the dead leave the Necropolis and travel the Sacred Road from Ezel to Nochet.

New Crystal City (small city): This city near the ruins of lost Elmalvo was constructed by Belintar from a fragment of the Gift of the Sun Crystal. With the aid of the gods of Kethaela, Belintar grew the fragment into a huge crystalline building with spires of green, blue, yellow, red, and white.

New River: Belintar dug a deep canyon to divert the Creek-Stream River into the Lyksos River. It has steep cliffs, hundreds of feet high, and is nearly impossible to cross.

Nist Hills: These hills on the border between Esrolia and the Vinavale are lightly wooded, with many orchards and vineyards.

Nochet (metropolis): The capital of rich Esrolia, Nochet is the biggest and most important city in the world, with more than 100,000 inhabitants. The city is bright and vivid with color; all walls are painted with bright colors and many are covered with murals depicting mythological or historical scenes. The birthplace of the Opening, Nochet harbors the affection of all sailors and it is the greatest port city in Glorantha. As a result, Nochet is cosmopolitan and at least a third of its residents are not Esrolian.

Many gods and goddesses live in Nochet and it is famed for its Sacred City where its queen resides amongst temples and sanctuaries. Great temples abound in Nochet: the main temple to Ernalda is tended by hundreds of priestesses; Chalana Arroy resides at the Great Hospital where she is served by the Sisters of Mercy; and the Great Library of Nochet is the largest library in Glorantha, Lhankor Mhy having lived there since the earliest times. The Harbor Market of Nochet is the location of the most important Issaries temple in Glorantha, famed for its massive statue of Goldentongue and his two sons; goods and merchants from all over Glorantha can be found there. Nearby is the Dormal temple, beautifully decorated and lavishly adorned. Countless other temples can be found in Nochet, including the dangerous Storm Temple, where Orlanth lives. Recently, several blocks of tenements have been demolished to lay the foundations for a full Lunar temple in the city.

West of the city is a vast necropolis called the Antones Estate. Far more reside within the necropolis than within the city walls and several days each year are spent in ceremonies placating the dead of the Antones Estate. No living beings reside here; it has only tombs, sepulchers, cenotaphs, crypts, mausoleums, monuments, graves, and the occasional garden.

Old Woods: This is part of the great Arstola Forest, one of the six Great Forests of the elves. It consists of thick deciduous woods and is tended to by brown elves. The Aldryami rarely leave the Old Woods.

Oxnos (small city): This city commands the lowest crossing of the Sonan River. It was sacked in 1620 by Wolf Pirates and lost half its population.

Pedestal (small city): This town is named after Belintar's Pedestal, a great magical pillar that dominates the skyline and served as a center of the God-King's cult.

Pennel (small city): This market city is built at a strategic ford across the Malthin River. It is surrounded by rich fields and orchards.

Porthomeka: This old Esrolian province was conquered by Caladralander mercenaries after the Adjustment War. Past wars have given Caladraland control of this low-land area, even though it is a place of foreign culture.

Refuge (small city): This city in God Forgot is a Brithini outpost which continues its tenuous existence using the old caste systems of Brithos. Cautious and defensive, the people are ancient and canny politicians and rarely act rashly. The city has an ancient alliance with a tribe of Esvularing peoples called the Bandori. Beginning in 1620, a flood of refugees from Heortland has swollen the city's population.

Rhigos (large city): Rhigos was the end of the Trade Road across Maniria and once surpassed Nochet in size and wealth, but was eclipsed by Nochet with the Opening of the Seas. The Demivierge of Rhigos is the current queen of the city, a virgin famed for her sexual promiscuity and carnal hedonism.

Roskoth (small city): This vibrant market city dominates the broad Malthin vale in South Esrolia. It is surrounded by grain fields and orchards.

Sartar: This Orlanthi kingdom was established in 1492 and was conquered by the Lunar Empire in 1602. Its settlers originated from among the traditionalist Heortlanders who refused to submit to Belintar's rule. Though conquered, its natives are sullen subjects. More information on Sartar is available in the Dragon Pass section.

Seapolis (small city): The best anchorage in the Islands, Seapolis is the Jewel of the Mirrorsea Bay, famed for its elaborate Shell Harbor. A magical Fish Road allows land dwellers to descend to Deeper, and sea dwellers to walk the streets of Seapolis. Within its confines, land and sea dwellers can meet face to face, converse, even eat or dance, in an atmosphere that suits them both. Seapolis has about 4,000 residents of mixed human and Triolini.

Belintar Raises the Pedestal

After the priestesses of Ezel recognized him as the Living God and offered sacrifices, Belintar proceeded down the Sacred Road. There he was hailed as King of the Living by the living and the dead alike. In Nochet, he took the accoutrements of Kimantor after offering gifts to his defeated rival and was acclaimed as the Immortal Protector of the City.

Belintar left Nochet and traveled south until he got to a rocky cliff that overlooked the Mirrorsea. He said, "Here I shall ascend to my city." A great six-sided column of stone grew underneath him and lifted Belintar up. The column was topped with a six-headed capital, symbolizing the Sixths of Kethaela, the Six Elements, the Six Forms, and the Six Beasts.

Belintar spoke again, although none could understand his words. From the center of the Mirrorsea, a rainbow extended to the column and then, to the amazement of all, slowly descended to earth. As the rainbow descended, it took material form, becoming an ornately decorated stone bridge with a thousand arches and with one end at the base of the column. He gently glided down from the top of the column and walked on the now-solid bridge towards the center of the Mirrorsea.

Sen Senrenen: This is the ancient homeland of the Hendrikings, a rugged land of hills and valleys populated by herders of sheep and cattle. The locals have a reputation as fierce bandits and powerful magicians. The tombs of ancient kings litter the landscape.

Shadow Plateau: A tabletop plateau rises here. Trollkin dwell atop it, and dark trolls within. Some pessimistic humans think as many as 40,000 trolls exist within this ancient complex.

Sklar (small city): This city is squeezed between the mouth of the Solthi River and the cliffs of the Heortland Plateau. The people are fishermen and boatwrights, best known for their colorful houses. The city boasts shrines to Orlanth, Pelaskos, and Poverri.

The Wolf Pirates

The Wolf Pirates began as refugee Ygg's Islanders liberated from the Closing by Dormal the Sailor. Rich in fishing, their islands grew severely overpopulated during the Closing. The situation had grown so bad that they were eating their children when The Sailor arrived. The residents lost no time in contacting their own naval spirit, who sent them the first of the sleek, beast-prowed warships which have since prowled the coasts, rivers, and deeps of the world.

The Wolf Pirates originally allied themselves to the Vadeli and scoured the Neliomi Sea, content to plunder everywhere and send the booty home and to the Vadeli Isles. After the defeat of the Vadeli, the Wolf Pirates spread eastward along Genertela's southern coasts. Often, colonies were settled as pirates brought their families from the desolate Ygg's Isles to better homes, notably the Three Step Islands (which had been uninhabited at the Opening), Gothalos in Jrustela, and Ginorth in Seshnela.

The Wolf Pirates declared a brotherhood of equals after they left their homeland. All factors of rank, inheritance, and family were given to the Deep Sea, and instead each man or woman would be judged only on his or her abilities for the fleet. This theoretically egalitarian society is actually run by the toughest and most competent captains, who usually own the best ships.

The most famous of the Wolf Pirates is Harrek the Berserk, a Rathori tribesman who plundered his homeland before fleeing to the Wolf Pirates. He has attracted many other freebooters to his ships and fears no one alive. Harrek is supreme at the Three Step Islands and more or less leads the Wolf Pirates.

No one knows how many Wolf Pirates there are, or how many ships. About two dozen Wolf Pirate ships left Loskalm, and although some have been sunk, others have been built, too. Furthermore, at least as many galleys and round ships have since joined the fleet. There may be as many as 30 to 60 ships in all, though they range all along the southern coast, and have so far never all been in one place at the same time.

Skullport (small city): This is the only sizable settlement on the Three Step Islands and serves as the port of operations for the Wolf Pirates. It is populated largely by slaves captured by the Wolf Pirates and by those merchants, shopkeepers, wine sellers, entertainers, and prostitutes who live off the pirates' plunder. It is estimated that there is at least one drinking house for every ten residents of Skullport.

Skyreach Mountains: These very steep and tall crags are covered in snow year-round. The Skyreach Mountains include Arrowmound and Doktados, two of the Great Sacred Peaks of the Orlanthi. Several clans of Wind Children live in aeries which cluster about the steep peaks and cliff faces of these mountains.

Smithstone (small city): This city is wealthy from its abundant bronze and from its many redsmiths, considered the finest in the Holy Country. The Redsmith Guild dominates the city's affairs. The city was built around the anvil stone of the smithing god Gustbran.

Solung (small city): This city was founded in the Second Age by fire magicians who had stolen secrets in the caves deep in the Solung Plateau. They atoned for their theft during the Fire Wars and the volcano priests spared them from the Devastation of the Vent. The fire magicians defended the city against Greymane's army in 1618 vigorously enough to persuade the Warlord to accept a ransom and move on.

Solung Plateau: This plateau is the ancestral home of the Caladralanders. A cave temple on the plateau marks where their ancestors first emerged from beneath the earth to tend the skin of the volcano gods. The current incarnation of the demigoddess Tessele is the high priestess of the temple.

Stonewood: A forest made entirely of stone trees "grows" in the Footprint, halting the spread of Chaos from the Foulblood Woods. Everything here is made of living stone, even the animals (which move incredibly slowly).

Storm Mountains: These formidable crags rise abruptly from the Heortland Plateau, separating it from Prax. Forests cover their upper slopes. Several clans of Wind Children live in aeries which cluster about the steep peaks and cliff faces of these mountains.

Stormwalk Mountain: The largest peak of the Storm Mountains, Stormwalk is one of the Great Sacred Mountains of the Orlanthi. Urox the Storm Bull took a mountain god and twisted its head off, and the mountain is the body. It has a discernable spiral pathway rising around its sides, seven times around to reach the ice-covered top. Some say that the temple there can call winds which lead upward to the inner temple of Orlanth and beyond, to other celestial realms. Like many geographic features of the Holy Country it is colossal: some 10,000 feet in height. Herds of sky bulls can always be found nearby.

Storos (large city): The largest city in Porthomeka, Storos has been ruled by a long succession of tyrants and warlords. The city's Tin Portal is defended by a star god that aided the tyrants in capturing the city.

Styx Grotto (troll city): This is an underground passage cut by the river through a corner of the Shadow Plateau. It divides and drops, collects in pools with only underground outlets, and generally has cut magnificent passages through the rock, where the trolls have lived since its beginning.

Sylthi (small city): This city is home to the ancient Hevduran Dege temple of Lhankor Mhy, whose scholars are known for their dangerously aggressive pursuit of knowledge.

Syphon River: This evil river flows backward from Choralinthor Bay some 80 miles uphill into Larnste's Footprint, and then down a deep hole into the Underworld. The Syphon River has always flowed into this hole, for it alone of all the waters of the world refused the call of Magasta.

Talar Hold (small city): Called Jon Barat by the locals, this ancient settlement is the home of the secretive and immortal ruler of God Forgot.

Tangle: The Tangle is an area so overgrown that it is difficult for anyone to pass through. It lies between the Shadow Plateau and the bay and drifts off imperceptibly into the Bottomland Marsh.

Tarpit: This is the site where the Only Old One's stairwell once was, descending into the Underworld. It is still possible to go to the Underworld that way, but hard to stay alive in the boiling tar.

Thelos (large city): Thelos is the center of the grape-rich Vinavale and is an important producer of wine, vegetables, and fruit. Thelos is particularly renowned for its distinctive dry and sweet wines. A son of Ernalda and Veskarthan, a god of wine, fertility, and freedom called the Free Father, is the city's patron god.

Thonble: Years of warfare between Caladraland and the Western Tribes has resulted in the creation of a client barbarian state called Thonble. This has remained a troubled region, but now all fighting occurs there instead of within Caladraland proper. It is inhabited by Orlanthi tribes culturally similar to the Ditali, but allied with Caladraland.

Three Step Islands: These distant islands are the base for the Wolf Pirates. A substantial population has settled on Three Step Islands, the wives and families of the Wolf Pirates, as well as refugees, merchants, shopkeepers, and

fishermen who make the pirates' lives bearable upon the isles. There are even a few farmers and a larger number of sheep-herders. Slaves work in fear of their lives to keep their pirate lords happy.

Troll Strait: The only deep-water channel between the Mirrorsea and the Rozgali Sea is only 15 miles wide and busy with sea traffic. It is named after the bands of sea trolls that occasionally threaten navigation until they are chased off by Ludoch.

Troll Woods: The Kitori tribe occupies these woods. They once collected tribute from everyone between here and the Shadow Plateau, until Tarkalor defeated them.

Valadon (large city): Also called Willford, this city in the North March of Esrolia is the lowest fordable place on the Lyksos River. Valadon is best known for its annual harvest festival celebrating Esrola and Argan Argar.

Vapor Pits: This poisonous swamp in the shadow of the Vent has countless fumaroles emitting steam and boiling mud pits. It is avoided by all sensible people, although some fools risk its dangers to gather the rich minerals deposited by the volcanic activity.

Vent: Home of the volcano god Veskarthan the Devourer, the Vent is a huge, cratered volcano that towers over 7,000 feet high. A plume of smoke visible from hundreds of miles away constantly rises from its cauldron. This stretch of Manirian coast is very active volcanically, and the Vent itself periodically blows its top, but the damage it does is usually minimized, thanks to the volcano priests overseeing the events.

Vinavale: This grape-rich area is the most civilized part of Caladraland proper. The inhabitants offer their tithes and sacrifices to the Volcano Priests of the Vent, but also to Ernalda, Barntar, and Flamal.

Vizel (small city): This city is squeezed between the Vizel Inlet and the high cliffs of the Heortland Plateau. The inhabitants are mostly Aeolian fishermen, who nonetheless offer sacrifices to Pelaskos and Choralinthor, and a surprising number of scholars and sages have been attracted to the city by its protection of Free Inquiry.

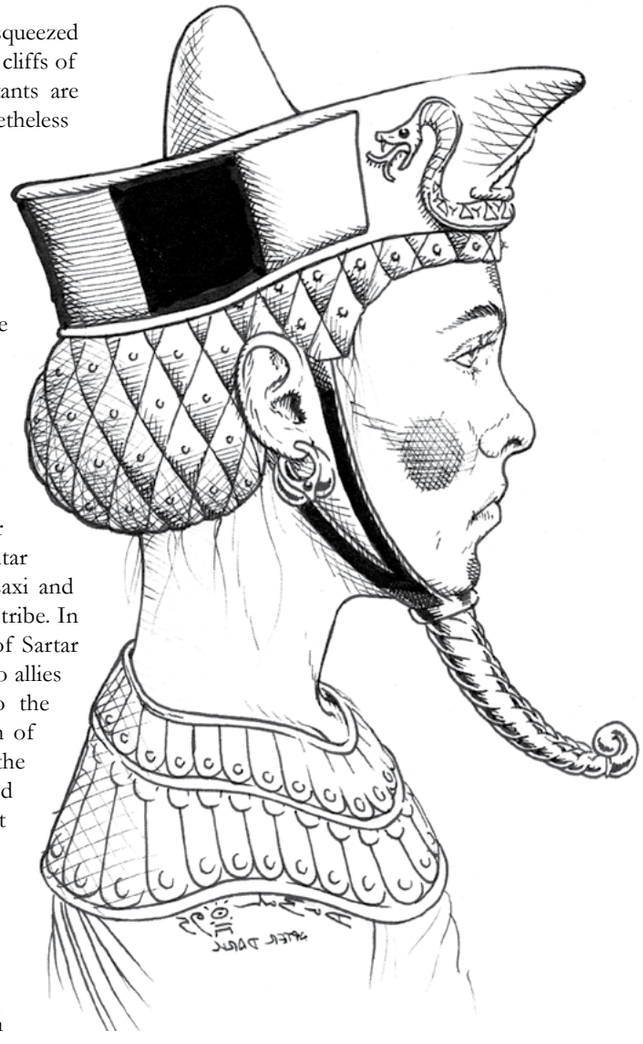
Volsaxiland: This rich valley is home to a stubbornly proud people who harvest barley and raise dairy cattle. Bronze is very common here. The Volsaxi successfully rebelled against Belintar in 1340 and established an independent kingdom here that on occasion ruled most of Heortland. After over a century of rebellion, Belintar aided the Kitori to defeat the Volsaxi and they imposed a harsh tribute on the tribe. In 1550, Tarkalor of the Royal House of Sartar defeated the Kitori with his Yelmalio allies and forced the half-trolls back to the Troll Woods. In 1617, King Broyan of the Volsaxi magically resurrected the Hendriking kingdom and proved himself heir to the demigod Vingkot who once ruled all of Dragon Pass and Kethaela.

Whitewall (small city): Capital city of the Volsaxi and ancient religious center for the Hendrikings. An impregnable fortress built atop solid rock, it is surrounded by high gleaming white stone walls some 50 feet high and 30 feet thick, and the city is well-provided with granaries and wells. Within the walls are temples to Orlanth and Ernalda, and their pantheon. A star god has defended the city since the Darkness.

Whitewall, also called Ililbervor and Seriasdova, is the last refuge of the Orlanthi against the Lunar Empire and has been under siege by the Lunar Army since 1619. King Broyan, assisted by many Orlanthi heroes from Sartar and beyond, leads the defense of the sacred temple-fortress.

Whitewall is surrounded by fortified lines of circumvallation, which defend the camps of the besieging army and enhance the blockade of Whitewall. Outside is the bulk of the Lunar Provincial Army, reinforced by many of the best units of the Lunar Army and by the Field School of Magic.

Zoo: God Learner sorcerers imported numerous creatures from around the world to this island. The God Learners died, but the creatures remained and thrived.



Kralorela

Kralorela is divided into four narrow north-south bands of territory, plus the Kingdom of Ignorance. Westernmost are the mountain ranges of the Hso Shan, Hsa Shan, and Hachuan Shan, collectively called the Shan Shan; next comes the populous region named Vaska Long, made up of five provinces between the mountains and sea; third is the Suam Chow, a rich and shallow sea dotted with the Gnow Chang Hia or "One Hundred Rice Islands"; and finally Hum Chang, the "Prodigious Island", which has two provinces on it. The Bliss of Ignorance is a region of difficult terrain and cruel inhabitants.

"I live in the Land of Splendor within the blessed shadow of the Dragon Emperor, whom you know as Godunya. May his Eternal Peace enlighten and pity you!"

Description

The land is fertile, with extensive forest and light jungle broken by many rivers. Most river valleys have been cleared by people for rice planting, and the annual floods bring rebirth for farmers and fishermen.

The foothills are covered in light woods ranging from subtropical in the south to temperate and cold coniferous forests in the north. Many woods have thickets of bamboo as an understory, replaced by rhododendrons at higher elevations.

Just north of Kralorela proper lies the Kingdom of Ignorance, more properly titled Bliss of Ignorance. This is a human land, though it has an immense slave class of miserable trollkin. It is now an autonomous province of the Kralorelan Empire, whose common folk have proved unable to be lifted from their misguided ways. The favorite deities here are worshiped nowhere else, and these people have never had a ruler who followed their own ways.

The Void

The Void is the mystic origin of the universe. This preexistence is said to be indescribable. "It is less than Nothing, Formless beyond Emptiness", says a Kralori poem. Kralori mystics claim that the dragon powers manifested themselves in the Void by becoming committed and entangled with the world that was yet to come, and in those actions created the barrier shimmering between the perfect Void and our understanding of it.

The Kralori religion suggests that the Void is a state of bliss which should be sought after in every way possible, and that even the briefest experience of it will bring about belief, though not understanding, thereby incorporating the individual harmoniously with the cosmos. This unknowable force is nowhere presented as hostile. If a label must be attached, then it is neutral.

Inhabitants

Most of the residents of Kralorela are human. Dragonewts, Wind Children, mermen (mostly hostile), and other non-humans lurk at the fringes of civilization.

Culture

Kralorelan. Kralorela is a remnant of an elder age. Its rulers strive to perfect an isolationist policy which was broken only twice, once by the God Learners and later by Sheng Seleris. As a result of these incursions, they consider all outsiders to be God Learners and deal severely with any intrusions into their realm. Since the Opening, they have kept almost everyone away. The only exception is through the city of Lur Nop.

The Kralorelans know that their civilization is the most perfect in the world. They believe their arts are the most refined, their soldiers the most courageous, their cuisine the most delectable, their rulers the most inspired, and their magic the most impressive. When presented with evidence to the contrary, they maintain that moral superiority makes up for crude ostentation.

Language

Kralori, a Vithelan language. At one time there were fifteen different languages in the area now covered by the Dragon Empire, but the famous ruler Vayobi standardized speech, taking the best of the old dialects and discarding anything inappropriate. Now all citizens of the Dragon Empire speak one elegant tongue.

Stultan, another Vithelan language, is spoken in the Kingdom of Ignorance. Scholars consider it to be a crude and bastardized form of the original Kralori language, predating Vayobi's time. It uses many troll idioms and loan words from Darktongue.

Each Hsunchen people speaks its own shared language, and this language is the same regardless of geographic or chronologic separation. These languages are not mutually intelligible and are unrelated to any Vithelan language.

Government

The civilization is ancient, based upon Golden Age customs long lost to the rest of the world. A single emperor rules all with legendary benevolence, assisted by appointed officials called exarchs and mandarins. The empire is divided into eight provinces for administrative purposes.

The emperor is rarely involved in mundane matters of state; court policy is made by exarchs, eunuchs, and mandarins, and imperial politics are decided by the effective central administration.

Military

The regular Kralorelan military consists of four mobile armies and three navies, plus the elite Five Dragon Warriors of the emperor's bodyguard. The entire military is commanded by an officer called Archexarch Seven Dragon and Wisdom.

Each army is commanded by a Master General who has worked his way to this revered position through many years of work, skill, and luck. Exarchs of the eight provinces provide quotas of men and equipment as commanded by the Archexarch Seven Dragon and Wisdom.

Most military units consist of well-equipped, trained heavy infantry. They are divided into regiments of about 1,000 fighting men, half of whom are spear and pike men, the others who are archers or crossbowmen. All soldiers also carry swords and shields.

Cavalry is rare because the Kralori do not know the secrets of raising great war horses. The Kralori usually hire Praxian or Pentan nomads if they feel they will need mounted troops.

Magic flying creatures, especially Spearbirds, are sent as reserves or pursuit forces where other nations would use cavalry. Dragons are also used, though less often, as are many other creatures.

The Five Dragon Warriors are so called because each of them can summon or turn into a dragon at least five times. Only twenty guard the emperor. Other qualified candidates patiently wait for their turn to prove themselves by working for the Exarchs or as field commanders.

The Kralorelan fleet remained intact throughout the Closing, although confined to the Suam Chow. Their merchant ships are called junks. Their warships are huge oared war barges which can be easily linked together to make a floating island, where men fight as if on land. Some war barges use animated corpses as their oarsmen, with more oars for the foot soldiers to use in case of emergency.

Religion

Draconic mysticism, Vithelan pantheon. The Kralori have a pantheon thickly populated with deities, spirits, and essences representing elemental and runic powers, natural objects, historical persons, the several professions, ideas, and even parts of the human body. It has a host of immortals and spirits, and an extensive system of divination and celestiology.

The gods of the Kralori pantheon oversee the world with indifference until they receive sacrifice. Once the proper prayers and offerings are made by priests, the gods lend their powers to actively affect the world. The gods have their own High Gods, the entities that created the world. It is mostly useless for humans or any of the mortal races to sacrifice to them.

The antigods are a ragtag collection of all the entities whose nature is to oppose the gods, the meditators, and the beneficent aspirations of the mortal races.

Priests lead sacrificial ceremonies to gods and goddesses. Several classes of priests exist, including those who lead ceremonies to the antigods.

Most powerful of all are the great draconic mystics. They are mortal beings who seek the mystical Void through the meditative practice of austerities, and thereby acquire inner strength that allows the greatest among them to defy any of the gods.

History

Since the beginning of recorded events, which is "five million generations" for this culture, the Land of Splendor, called by outsiders the Kralorelan Empire, has existed. Eleven True Emperors have ruled Kralorela during all these millennia.

The first Emperor was TarnGatHa, called the Keeper of the Whole. He was the Ancestral Dragon of Being (called Aether by the Second Age Jrusteli) who helped create the whole universe by being the first entity to ever name itself aloud. TarnGatHa named the first mountains, seas, heavens, and underworlds. TarnGatHa abdicated after rebellious antigods launched a war to conquer Heaven.

The second Emperor was HeenMaroun, called the Yellow Emperor, a True Dragon and one of the great beings who brought the Peace of the World. The Second Age Jrusteli identified him with the Sun God Yelm. Under his guidance, the Ten Mortal Races were arranged, the Great Mountain was scaled, and the Outer Seas were measured. HeenMaroun brought his reign to an end by creating a demon to destroy him, and then reappearing as the Bolt of Enlightenment to destroy the demon and start the world anew.

The Dragon Emperor

The Kralorelan emperor is a True Dragon who takes the form of a human being to perform the rituals that reinforce the celestial order of the universe. He is aided in his divine governance by powerful Exarchs. Below these powerful beings, a professional body of mandarins (scholar-priests) administer the vast Dragon Empire, placate the gods, spirits, and forces of the universe, and so on.

Engraving from the Cliffs of Chu

This engraving is from the Cliffs of Chu and dates to the reign of Emperor Yanoor.

The top row depicts Emperor Shavaya digging an irrigation ditch and thereby freeing the Rice Goddess Miyo. Emperor Mikaday, accompanied by two priest-bureaucrats, gives instructions for the proper ordering of society, which his priest-bureaucrats record.

The middle row depicts the conflict between the Evil Demon Emperor Sekever and Emperor Vayobi. Emperor Vayobi is aided by his armies (one of which has been defeated by the Evil Demon Emperor) and as they fight, the World Pillar begins to shatter.

The bottom row depicts two Dragon Emperors who perform a dance that returns the Sun from the Underworld. The Dragon Emperors are assisted by various lesser gods. With the return of the Sun, plants grow.

The third Emperor was Metsyla, the Eagle Phoenix Emperor. When HeenMaroun was young and making his first journey around the Wheel of Life, he met Metsyla who taught him the secrets and wonders of Enlightenment. HeenMaroun had Metsyla stay here to teach others and serve as a living example of the Light of Enlightenment. Metsyla never ventured from this spot and took the region under his influence. He constructed the magnificent Palace of Eastern Light around him, which served to attract and educate gods and spirits and people as long as it existed. His teachings are called the Seventeen Lessons to Perfection. Metsyla was killed by greedy sea gods.

The fourth Emperor was Shavaya, the Emperor of Splendor. Shavaya was a sage who, amidst his contemplations, became greatly disturbed. He went to a master mystic for guidance and was told to go to the House of Lordship and become Emperor, which he did. Shavaya overcame the temptations of the Beasts and the Ignorant, taught the arts of civilization, built dams and ditches, and introduced rice. His land was called the Land of Splendor, until it was cursed by the Monster King and invaded by Ignorance. Shavaya meditated upon a solution to this, disappeared from his hilltop, and was never found or seen again.

The Land of Splendor was then ruled by the evil, false Emperor Sekever. The antigod ruler of Ignorance, Sekever conquered Kralorela with an army of demons and corpses. He was an evil demigod who caused even the Minister of Fire to hide himself away so that all the land was cold and dark. Sekever then sacrificed to his hidden god, and a Black Sun rose into the sky and sent rains of blood across the world. Sekever warred against Vormain and Teshnos, and blasted all the lands west of the mountains into wastes.

The fifth Emperor was Daruda, who was determined to seek mystical truth by contemplating the Void. After many years of rigorous discipline, Daruda achieved union with Nothing, but re-entered the world in order to share his own bliss with those who needed it. He was perceived by the High Gods to be greater than they and they bowed before him in reverence and proclaimed him the Dragon of Being. The mere approach of the Dragon Emperor made the demon army of Sekever flee. The subsequent pursuit of these demons by the Sons of the Bolt was called the Austerity War.

When Daruda re-entered the world, the cleansed area around him became a wide, shallow lake called the Suam Chow. Daruda erected the Unfathomable Palace upon its edge, populated it with the Righteous People, and created a thought that sat upon a throne of fire and spoke the words that Daruda wished to be heard. When a replacement for him was ready, Daruda announced his impending departure.

Kralorelan Martial Arts

Several schools of draconic mysticism seek the Void through rigorous physical discipline and fighting techniques. Hua Lowchu founded the oldest martial arts schools in Kralorela. He was a God Time devotee of Long Leiji and a great leader in the Austerity War. Hua never forgave his rival seer Mon Verlo, who freed an enemy he had sworn to kill. The two martial arts schools carried on a long war of revenge that ended only when the Destroyer returned to threaten the Land of Splendor, and together, the ancient rivals defeated the demon.

Many schools of martial arts flourish in Kralorela, each combining fighting techniques with mystical insight. The most prestigious is the Dragon School, founded by HeseroonMarn in the Second Age. HeseroonMarn led the successful resistance against ShangHsa before Godunya returned. He was killed, but resurrected by Godunya to teach his martial arts secrets to his devotees.

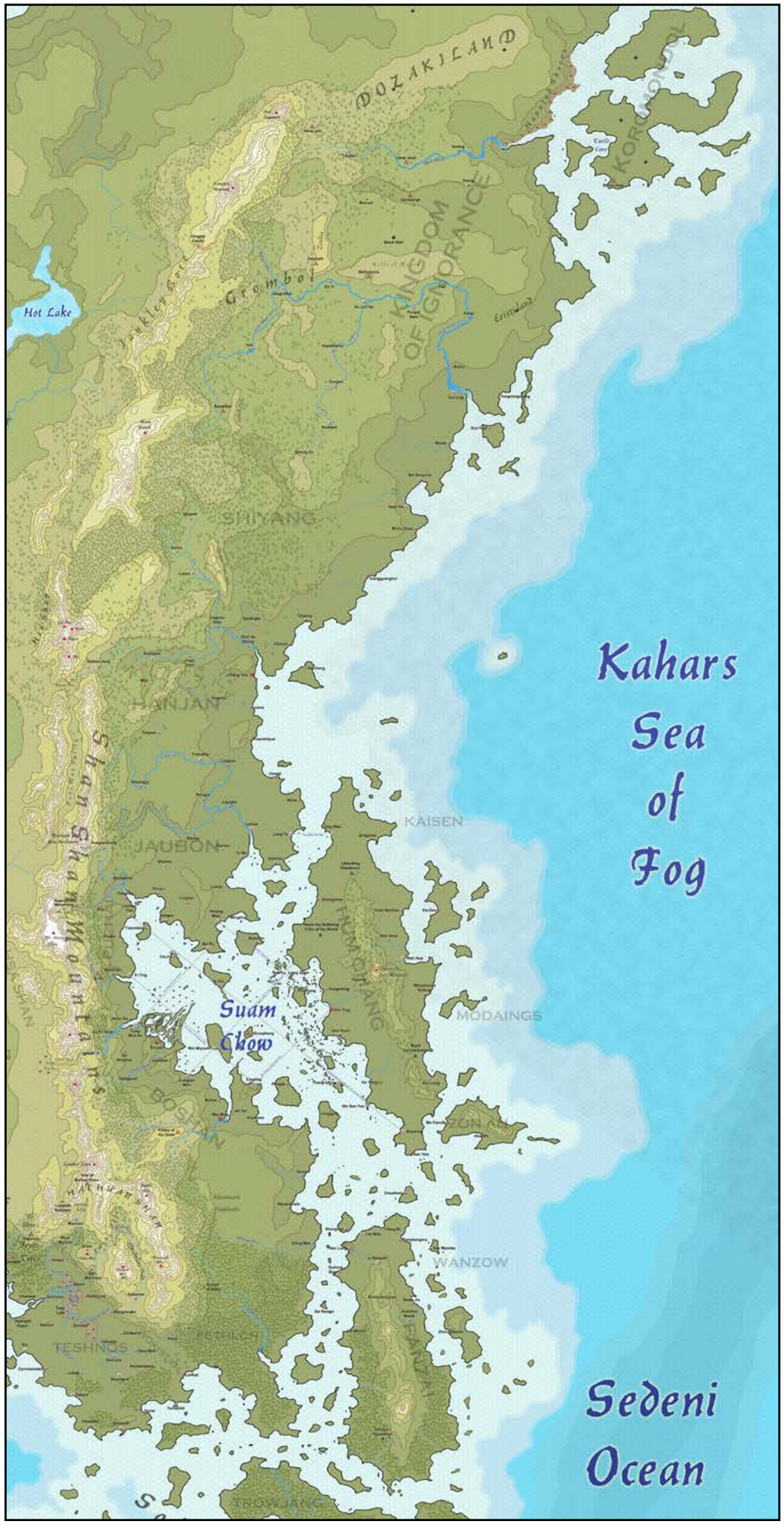
The Circles of Infinite Power assembled around his fiery form, and around them assembled the lesser circles. The Mover of Heaven then performed utuma, the assembled were blessed, and the first Dragon Emperor went away to the Summer Land Heaven, a resting place for mortals between lives.

The sixth Emperor was Thalurzni, the Balancer of Elements. When Thalurzni ruled, many forces of the universe tried to tempt, infect, or overcome the Land of Splendor. Emperor Thalurzni met each of these, and defeated the Shadow Cancer, Earth Eater, Star Permutor, and Secret Waters. With wisdom and mystical abilities, he summoned wrathful powers that rebalanced the world to preserve his land. Thalurzni invented the principles of Kralorelan alchemy to manifest many of his mystical changes. He invented the Immortality Pill, which his wife Halisayan ate. When his replacement was ready, Thalurzni performed utuma and departed the world. He and his wife went to Summer Land Heaven and now rule in that blessed place.

The seventh Emperor was Mikaday, the Watcher of the People. This emperor was well known for disguising himself and wandering among the peoples, occasionally even venturing outside of his own flock. He rewarded the blessed and virtuous and punished the wicked. He made the first set of written laws and had them erected on great stelae in city squares. He also established the examinations for applicants wishing to join the celestial and mundane administrations.

The eighth Emperor was Vayobi, whose name tingles the tongue. He was the War Dragon and fought many wars. Vayobi was challenged to a magical contest by the demon god Sekever, who had secretly learned the forbidden martial arts of the Sky Tyrant. Sekever defeated Vayobi twice, and then threw him into the depths of the sea. Vayobi was humbled by that and studied under the sea for a long time.

Sekever used that time to oppress all of Kralorela. Vayobi then rose from the sea, again confronted Sekever, and this time prevailed so that the Demon Lord was chased back to the Underworld. Vayobi remained as the War Dragon and drove off the Churanpur demons. He later sent an army that liberated Vormain from the FoShan demons and set KuanKal on its throne. Afterwards, Vayobi sent his champion Hua Lowchu to invade Sortum and drive out the demons there. Hua Lowchu was aided by his rival martial artists Kumanti Lun of Vormain and Mon Verlo of the Yellow Islands. The trio of rivals proved themselves with great austerities, gaining martial powers and ultimately defeating the demons of Sortum.



Vayobi retired when Kralorela no longer needed war. He appointed Vashanti as his successor, and left for the Summer Land Heaven.

The ninth Emperor was Vashanti. Even before he was emperor, Vashanti spread the wisdom of the Infinite throughout Kralorela. Vashanti created the Web of Righteous Knowledge, whose devotees took examinations to qualify for government posts. He organized the grand army, summoned sea gods to protect the navy, and opened Imperial Temples throughout the Kingdom of Splendor. Vashanti invaded Vormain and held it for a century or so, only to lose it. He performed utuma and returned the Viceroys of Day and Night from the Underworld, and Vashanti departed the world to rule the celestial realm.

Yanoor became the tenth Emperor of Kralorela at the Dawn. He achieved mystical liberation in 375, after meditating for many years upon a mystical symbol and calling upon the Dragon's Eye to shine upon him. Despite achieving liberation, the Dragon Emperor chose to remain in this world to guide and succor the people of Kralorela.

The Dragon Emperor stayed aloof from the barbarians beyond the Empire of Splendor. Kralorela was known only to the Waertagi, a few East Isles merchants, and Vormaino and Fethlon pirate raiders. In 768, Emperor Yanoor was confronted by the False Dragon, ShangHsa, and his God Learner companions, who stole many of his powers and his peoples. Yanoor was confounded and retired to the Closed Hill to meditate, where he performed utuma. Tens of thousands of distraught peasants committed suicide. Most priests survived, knowing it was too late to join in Passage with the dead emperor. Instead, the priests and Exarchs fled north to the land of Bliss of Ignorance. In the Emperor's place sat the New Dragon's Ring, five people who ruled from five cities and dried up the land's magic and vitality.

NiangMao

The Great Sage of Kralorela. NiangMao taught how to meditate upon the Void. He lived in the reign of Metsyla, in the Land of Enlightenment. Once Emperor Metsyla asked the sage to come to court to offer advice, but he refused, saying "The best advice is for you, Great Lord, to come here." Of course the emperor refused and was drowned by the sea gods. NiangMao's own school was on a wooded mountain in Puchai. He went upon a fast that lasted for a thousand years, at the end of which his entire being merged with the Void.

The New Dragon's Ring, impressed and amazed by the land's ancient dragon magics, soon stopped being God Learners, and appointed ShangHsa as False Emperor to assist them in rule. The New Dragon's Ring fell upon the Land of Splendor like vivisectionists on a new animal. Rituals of ten thousand years' duration were broken, ceremonies of critical importance to world health were altered, and age-old rites were usurped and abused.

When the oceans were closed in 954, the False Dragon Emperor and New Dragon's Ring concealed the fact for a generation. During this time, HeseroonMarn, the Faithful Dragon, raised the mountain and hill peoples to revolt.

The eleventh and current Emperor of Kralorela is Godunya. Destined to liberate the Land of Splendor from barbarian oppression, Godunya meditated atop a high plateau in a distant and desolate place amid the ruins of ancient broken gods and dead giants. He projected such power that no army, spirits, or even dragons could find him. This proved his truth and power, and soon his students went to other temples and cities with their liberating ideas.

Godunya continued to meditate to wake the dragons of Kralorela. The land was shattered by the Dragon's Awakening Shudder in 1052, when the Earth Dragon made the earth shake, the Water Dragon made the Suam Chow grow deeper, the Air Dragon knocked down half the cities with a typhoon from the east, and the Fire Dragon burned the crops and trees in the northern provinces. The Exarchs moved a star to make a particular alignment necessary for their Evocation of Dragons. Godunya's meditations culminated in the War in Heaven in 1120. ShangHsa, the False Dragon, summoned his foreign dragons and false priests, and all that was false or foreign was destroyed. Right on the Exarchs' schedule, Godunya was consecrated as emperor in 1124 and has ruled ever since.

During the Closing, the Suam Chow remained navigable, and Godunya reinstituted the traditional navy, even though the fleet could not leave the inland sea. Devoid of military purpose, the huge war barges were used to help build the bridges which span the Suam Chow.

In 1250, a Pentan nomad rode past the Iron Forts and challenged Godunya to a contest. An Exarch stood in for the Emperor, and defeated the barbarian in Raw Creation. After more than a hundred years of slavery, the barbarian, now called Sheng Seleris, was freed and performed miracles throughout the province of Boshan, eventually leaving for Pent in 1355. The next year, a barbarian horde seized the Iron Forts.

Iron Forts

A huge gap through the Shan Shan Mountains is guarded by eleven iron forts. All eleven are exactly the same, and are made of iron cast as a single piece. The parts are connected by a solid base, and by graceful bridges from the towers to the central keep. The precise building count is: a central tower, fourteen other large buildings, 32 shacks or guard posts, four tall roofed towers, and one staunch gateway with a portcullis (but no drawbridge). The detailed ironwork is of remarkable craftsmanship; the walls are imitation brick, the roofs imitation thatch, and the guard posts imitation wood. It is not decorated, but functional, with convenient pegs to hang things from, hinged doors (but lockless) which are silent only for the residents, and several holes cut in the floor for sewage disposal and secret tunnels.

The placement of the forts is erratic by human standards, and does not do the best job of protecting the country. Kralori troops, confident knowing that they are immune to almost any magic while within their iron castles, patrol the area regularly.

Writing on the walls of each castle says they were made by Luy Wi, a son of Allgiver and Hero of the city of Lokow, some 500 miles away. However, the people and spirit who reside in Lokow know nothing of making these castles, which would be alien to the nature of Luy Wi. The residents know this, and commonly say, "Different Luy Wi," and then laugh at some private joke.

In 1362, a great horde of horse and animal barbarians invaded Kralorela, wreaking terrible carnage upon the province of Puchai. In defiance of all propriety, Sheng Seleris challenged Godunya a second time. To force the Emperor's hand, Sheng Seleris beheaded a thousand Kralorelans a day, emptying the province and returning it to grassland. Only Laonan Tao survived, thanks to Kui Hui the Giant Hero. The barbarian rebel then sought to conquer Hum Chang. However, all assaults upon the Bridges failed and proved to be only local nuisances to the Emperor. The barbarian horde then moved north and lay waste to Jaubon province. Sheng Seleris swore to make the Yanaralow River a second Red River if the Emperor did not confront him personally, and besieged the city of Hsiang Wan.

All this misery haunted Godunya; most especially the weeping of Halisayan, the Source of Compassion. The Army of the Living Dragon moved on the barbarian

Heroes of Kralorela

In the tribunal chamber of the metropolis of Chang Tsai, a mandarin judges a dispute between the female martial artist Yangongchun and a representative of the Red Flower Benevolent Association, while the judge's bodyguard-soldier surveys the scene.

Tribunal Chambers: This is an ornate chamber where the mandarin hears legal cases. The mandarin sits on an ornate chair on a platform with a desk in front of him, with a chop prominently displayed, as well as scrolls, and writing instruments. A bronze ritual cauldron (called a ding) is between the claimants.

Notes on the Colors: Lucky colors are purple-red (symbol of dragons), gold (the sun), and blue (harmony with the world). The colors of black and white are both considered unlucky (death).

Mandarin: This local administrator is elderly, bearded, and magnificently attired, and wears a rank badge that has been sewed onto the front of his robes. His badge displays two dragons surrounding the runes of Truth and Harmony as he is a magistrate-judge.

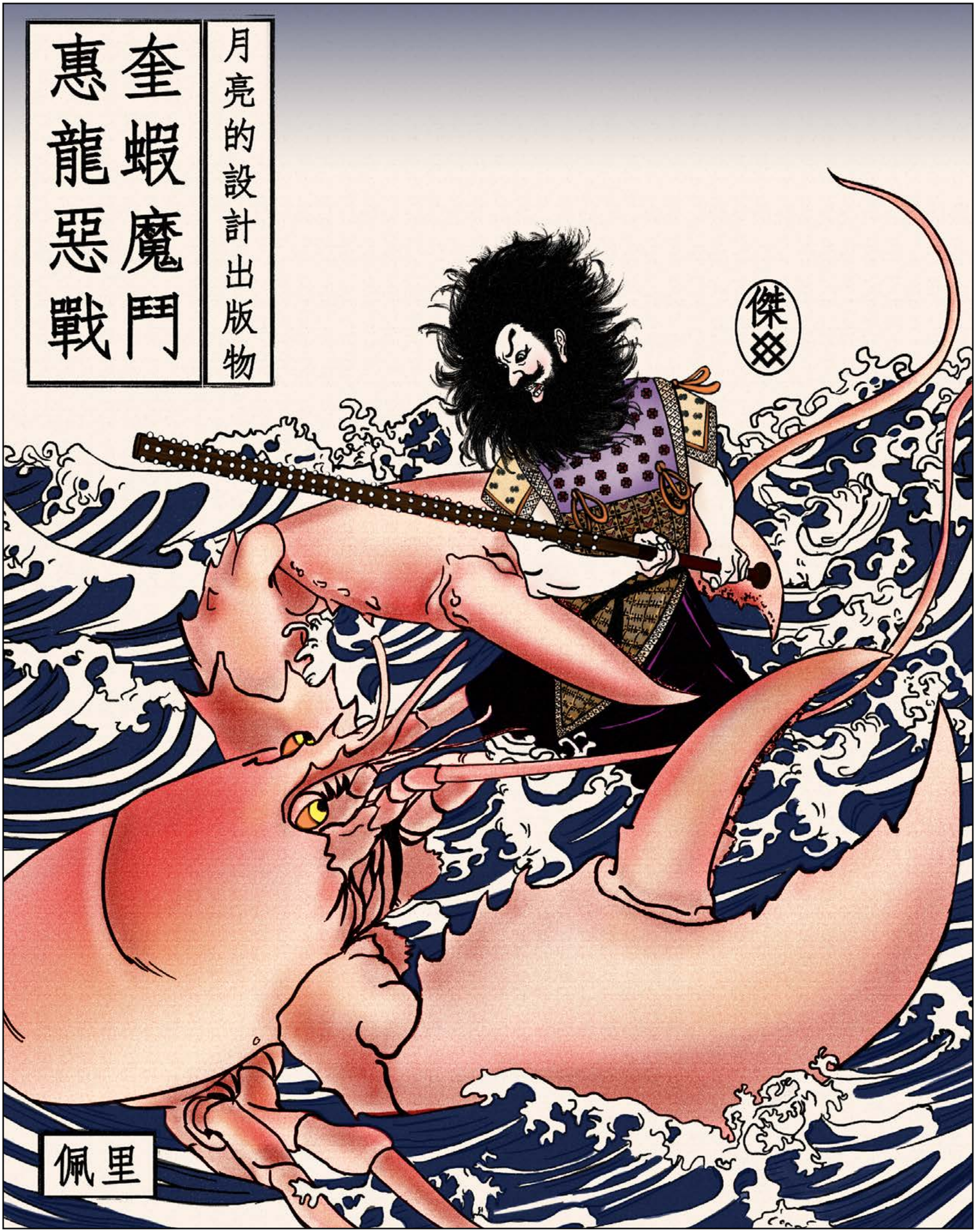
Mandarin's Bodyguard: The mandarin is defended by a soldier from the Kralorelan army. He wears lamellar armor made out of small bronze plates over a tunic and skirt. His helmet is bronze and ornately decorated. He carries a long-hafted bronze axe with an extremely ornate head.

Yangongchun: She is a beautiful woman and one of the foremost martial artists in Kralorela: righteous, self-confident, and ready to strike with terrible violence. Yangongchun wears a kuzhe (a short robe with wide sleeves) worn over loose trousers, and carries a bronze sword.

Representative of the Red Flower Benevolent Association: The Red Flower Benevolent Association is a criminal syndicate that secretly rules the city of Chang Tsai. This representative is an initiate of Bodkartu, the goddess of secrets and forbidden lore. Both her cult and the Red Flower Benevolent Association are sanctioned by the Dragon Emperor, and so she has the power of law behind her in this dispute with the virtuous Yangongchun.

奎蝦魔門惠龍惡戰

月亮的設計出版物



horde, the great barge fleet executed perfect maneuvers, and Master Cloud Dragon devoured the barbarian magic. In 1363, Sheng Seleris confronted Godunya and lost again. All of the territories captured by the barbarians were returned to Godunya, but, in violation of the rules of the challenge, Sheng Seleris first plundered those territories. Godunya stored that Potential Curse in a secret place for later use.

Afterwards, Sheng Seleris slunk out of Kralorela and sought amongst the barbarian lands for some trick to use against the Emperor. Teshnos, Ignorance, Prax, and Peloria were all conquered by the barbarians.

In 1442, Sheng Seleris returned with a horde of barbarians, demons, antigods, and foreigners, especially Pelorians from the conquered Lunar Empire. At the Battle of All Widows After a Week, Sheng Seleris conquered all of Kralorela and killed everyone who had resisted him. After this, everyone who had any power came to Sheng Seleris and surrendered. So many mandarins were dead that sometimes it was a temple priest, a village head man, or even a village great-grandmother who offered submission to the barbarians. Emperor Godunya disappeared and could not be found.

For 18 years, the barbarians ruled Kralorela. In 1444, Sheng Seleris and his demon priests marred the heavens with their selfish impiety and raised the New Star. In 1452, Sheng Seleris and his barbarian demons attempted to conquer Vormain, but his great army drowned when the ships carrying it were destroyed by an unseasonal hurricane.

During all this time, Godunya meditated in his hidden temple, exposing the weakness of Sheng Seleris. The rule of the barbarians ended in 1460 when Godunya invoked the Potential Curse he had hidden in 1363. Sheng Seleris was torn apart by his own barbarians. The celestial gods tore out the New Star from the heavens and Kralorela returned to splendid isolation.

The appearance of ships from Kethaela in 1587 was a shock and fright for the Kralorelans. But Godunya acted promptly and decisively. The foreign fleet was surrounded and sunk – all destroyed except for one boat and seven sailors, all blinded in one eye, to take the emperor's message home. Only native junks can sail the Suam Chow freely. Foreign ships must land at the city of Lur Nop, in Wanzow. Kralorelan merchants have showed more adventurousness than their rulers, and sail often to the East Isles, Teshnos, and even Teleos. The fleet has never made maneuvers against other lands.

People of Note

An Lin Chao, Star Heart Priest: In the forests and along the coasts, An Lin Chao has been teaching of the Star Heart God, and building symbolic altars where the people dance to the drums of their god.

August Dragon: This benevolent True Dragon slumbers in the city of Ting Shui. It has awakened four times, always prophesizing for anyone, peasant or exarch, who comes to it. Seers expect it to awaken again very soon.

Azka Dag: Azka Dag is one of Can Shu's primary officers. She is called Smoke in the Night. She is a brain damaged, insane Mistress Race troll from Koromondol. Partially crippled, she is nonetheless a formidable demigod. She is the head of the Earth Eater cult.

Bova Mada Kelen Nomada: This dark troll from Chen Durel is head of the Blood Sun cult and an ally of Can Shu. Brutal and sadistic, he is nonetheless powerful and canny. He has close contact with his god, and has taught his missionaries well (they include such individuals as Alanthore of the Lunar Empire, An Lin Chao of Kralorela, Denker of Chen Durel, and Livia Tarinda of the East Isles). He commands a host of tormented ghosts, all drowned in the blessings of the Blood Sun.

Can Shu, the Glory of Ignorance: The current reigning exarch of Chen Durel, Can Shu is wrapped in mystery. He reportedly believes that he will conquer the world by exporting Black Lotus Dust and eventually selling a large dose to the Sun God. Others claim he is the Black Sun and seeks to become the Shadow Dragon. Can Shu is the patron of many strange cults found only in the Kingdom of Ignorance. Five old gods and their cults serve Can Shu: Solar Storm, Earth Eater, Shadow Cancer, Star Permutor, and Secret Waters.

Kui Hui and the Lobster Demon

This masterful woodblock print depicts the battle between Kui Hui and the Lobster Demon of the Shallow Sea. It is a superb example of woodblock prints popular during the latter part of Godunya's reign. The artists of these prints specialize in genres as diverse as heroic prints to philosophical allegories to erotica and dancers.

Kui Hui is some 12 feet tall, with long black hair and beard that whips around his face like a halo and wild ferocious eyes. He wears a hauberk of ornately decorated heavy lamellar armor over exquisite robes. Kui Hui carries an immense mace almost as long as he is tall, but he wields it as easily as a fighting stick.

ShangHsa-may-his-name-be-cursed

The path to liberation is fraught with temptation. The true masters taught us the safe methods, and to wander from their advice – even to do good – is to err. The life of MaoTzen shows us this.

MaoTzen was a great student of Darudism. From his seat of meditation he discerned that the mass of humanity were a miserable lot, always in danger of illness, violence, and theft. This knowledge kept him from advancing towards his Liberation. He decided that the task of liberating the universe would be easier if he taught those ignorant peoples the secrets he had learned. Thus, he reasoned, they would no longer provide him with distractions.

MaoTzen sent his consciousness to Yothbedta's Stream, where the souls of humans are sent upon the Clear Stream to the wombs of those who will bear them. MaoTzen told Yothbedta to send him where he had discerned the worst suffering, and she did.

MaoTzen was born from the womb of a peasant in Dragon Pass, where demons ruled. They called him Jerem at first, but after he began performing his miracles and wonders, he was called Great Rebel Gem. He taught people the way to move and sacrifice to make dragons friendly, and he taught them to understand draconic speech. Before MaoTzen left the land, many dragons had awakened in it, attracted by the serenity and power he had opened,

MaoTzen then had Yothbedta have him born westward in Seshnela, where even more demons lived. He was called Gillamdestau, and was the son of an exarch among them. But in Seshnela the people were so evil that, even as a child, they feared him because they were slaves to Chelen the Doubter, and did not believe even what they saw. MaoTzen hid among robbers, whom he enlightened, and who helped him regain his father's rights. As a leader, he helped some holy folk conquer their foes, and he wrote several books and left his ideas to grow among them. But he was killed by a rival before his plan was finished.

Then MaoTzen slipped from being tempted to being a demon. MaoTzen bypassed Yothbedta's Stream and entered right into the womb of a woman, who was his own concubine, and so was reborn as his own son. He destroyed the actual child who had been there, and this assured MaoTzen of rebirth as an antigod, and so ever since that event we call him only by his evil name, ShangHsa-may-his-name-be-cursed.

In Seshnela, ShangHsa quickly proved himself to be a scholar, and he was called Wise Knowing Demigod. He promised his people great powers if they obeyed him, and they did, so he taught those antigods his draconic secrets, and, after a century of preparation, he led an army to Kralorela. ShangHsa showed the invaders where to plunder, who to slay, and what to gather together in one place for him. They assembled the secret parts of the Hidden Dragon, and then rushed to where Emperor Yanoor was hiding. Dragon to Dragon, the very earth and sky shook, and Yanoor was caused to see falseness in himself. Yanoor, blessed and divine, undertook utuma, and took the frightened dead of Kralorela with him to the Summer Land Heaven.

ShangHsa used the assembled regalia to make himself the Dragon Emperor, and then commanded his followers to worship him. He taught them how to become dragons quickly by transforming their bodies instead of liberating their souls. They were the antigod dragons, and ShangHsa was the antigod Dragon God. They ruled over Kralorela for 352 years before they destroyed themselves.

Population of Kralorela

Humans

Boshan	1,500,000
Chen Durel	2,200,000
Hanjan	900,000
Jaubon	1,400,000
Kaisen	1,500,000
Modaings	1,100,000
Puchai	800,000
Shiyang	700,000
Wanzow	1,000,000
Hsunchen	710,000
Total:	**11,810,000**

Nonhumans

Dragonewts (Fanzai)	100,000
Dragonewts (Hum Chang)	100,000
Ignorance Trollkin	500,000
Other Trolls	1,000,000
Wind Children	150,000
Total:	**1,850,000**

Denker, the Bringer of the New Age: Koromondol has a new leader; highly charismatic and sacredly powerful, she also brings worship of the Blood Sun from Chen Durel. Many follow this way now, to their delight. They sacrifice humans.

Godunya, The Dragon Emperor: The eleventh, and current, Emperor of Kralorela. When ShangHsa killed Emperor Yanoor, Godunya fled from Kralorela. He was enslaved by cruel lords from Ignorance. After many years he escaped, and took refuge in the enemy land of Dragon Pass. There his virtue instigated revolution, and brought clarity to the barbarians.

Godunya went into seclusion until the exarchs of Kralorela found him on a high plateau, sitting amid the ruins of ancient broken gods and dead giants. He returned to Kralorela, and when ShangHsa erupted into full draconic power, so did Godunya. Each caused their courts and accompaniments to also assume draconic form, and the War in Heaven marked the end of ShangHsa. Godunya purified himself, and then accepted the honor of Emperor of Kralorela in 1124. He has ruled wisely ever since.

In his rare public appearances, the Dragon Emperor has revealed himself as a smallish man. For the last hundred and sixty years, his skin has acquired an increasingly golden hue until now he appears to be carved out of gold. According to his subjects this is a sign of approaching enlightenment. He is garbed in hundreds of yards of cloth-of-gold, satin, and glorious silken robes, and is attended by a train of special half-human servants. He wears no metal ornament and his shadow notably takes the form of a dragon, not a man.

Imolo Wen: A great swordsman who cleared Boshan of two-headed monsters almost a century ago. His family now owns all the good establishments in the province, but he leads a simple life and runs a famous martial arts school.

Kui Hui, the Giant Hero: The champion of champions, Kui Hui is descended from both gods and antigods, and is Kralorela's greatest hero. As a young child he slew the maddened white elephant of Teshnos with just one blow of his mace and later defended Laonan Tao from Sheng Seleris. Shortly before the Opening, about 40 years ago, Kui Hui destroyed a fierce Lobster Demon which lived in the Suam Chow and was destroying the Magic Bridges. Kui Hui is so large that the exarchs created a horse the size of an elephant to carry him.

Niang Rea: This descendant of the Great Sage is a hairy and mad misanthrope (often mistaken for a Hsunchen) and is overly fond of strong drink. He is, nonetheless, the most celebrated living poet in the Dragon Empire. He lives in an opium den in Lur Nop, where he seeks new experiences to write about.

Qingtong Quan: As a child, the mother of this famed martial artist broke every bone and limb in his body and bathed him in magical *dit da jow* to turn his bones into bronze and his skin to copper. As a result, he is practically invulnerable.

Rin Ta, the War Lord: The feared general of the Exarch of Chen Durel (Kingdom of Ignorance) leads a fearsome army of trollkin mercenaries, fanatics, and monsters. It is said that the army fears nothing except Rin Ta, who is rumored to be an escaped demon from the Underworld.

Seven Dragon and Wisdom, Archexarch of War: The commander in chief of all military forces and thus the cleverest, most commanding, and eminently combative warrior in the East.

Yangongchun: This beautiful woman is one of the foremost martial artists in Kralorela. As a girl, she sold tofu in Chang Tsai, but when a member of the Red Flower Benevolent Association tried to force her to marry him, she defeated him with the Dragon style. She now heads up a martial arts school in Chang Tsai.

Yao Fune: This prophet claims that if everyone gave up all war then the sunken lands of the Suam Chow would rise again to their former glory. His cult has adherents everywhere, including among some of the exarchs.

Dragons

Dragons may well be the most ancient and powerful race of beings in the Inner World of Glorantha. Many legends describe dragons as the creators of the world.

Dragons are creatures of great rarity and mystery, and only a little is known of their nature. It is certain that dragons are vast in size, so huge that people who see the largest dragons are sometimes driven mad by the sight. Dragons are winged, and fly at incredible speeds. They are fully sentient, though their thoughts and secrets are far beyond human understanding. Finally, it is believed that they sleep much of the time, sometimes for long periods, even eons. Unfortunately for humanity, during their sleep their dreams are so powerful that they spawn ravening entities known as 'Dream Dragons.'

Both Kralorela and Dragon Pass are inhabited by dragons. The most famous are the Red Dragon and the Black Dragon, both found in Dragon Pass. Except for the August Dragon, Kralorela's dragons are not well known to foreigners, except by the reputation they have gained in war.

Beast People of Boshan

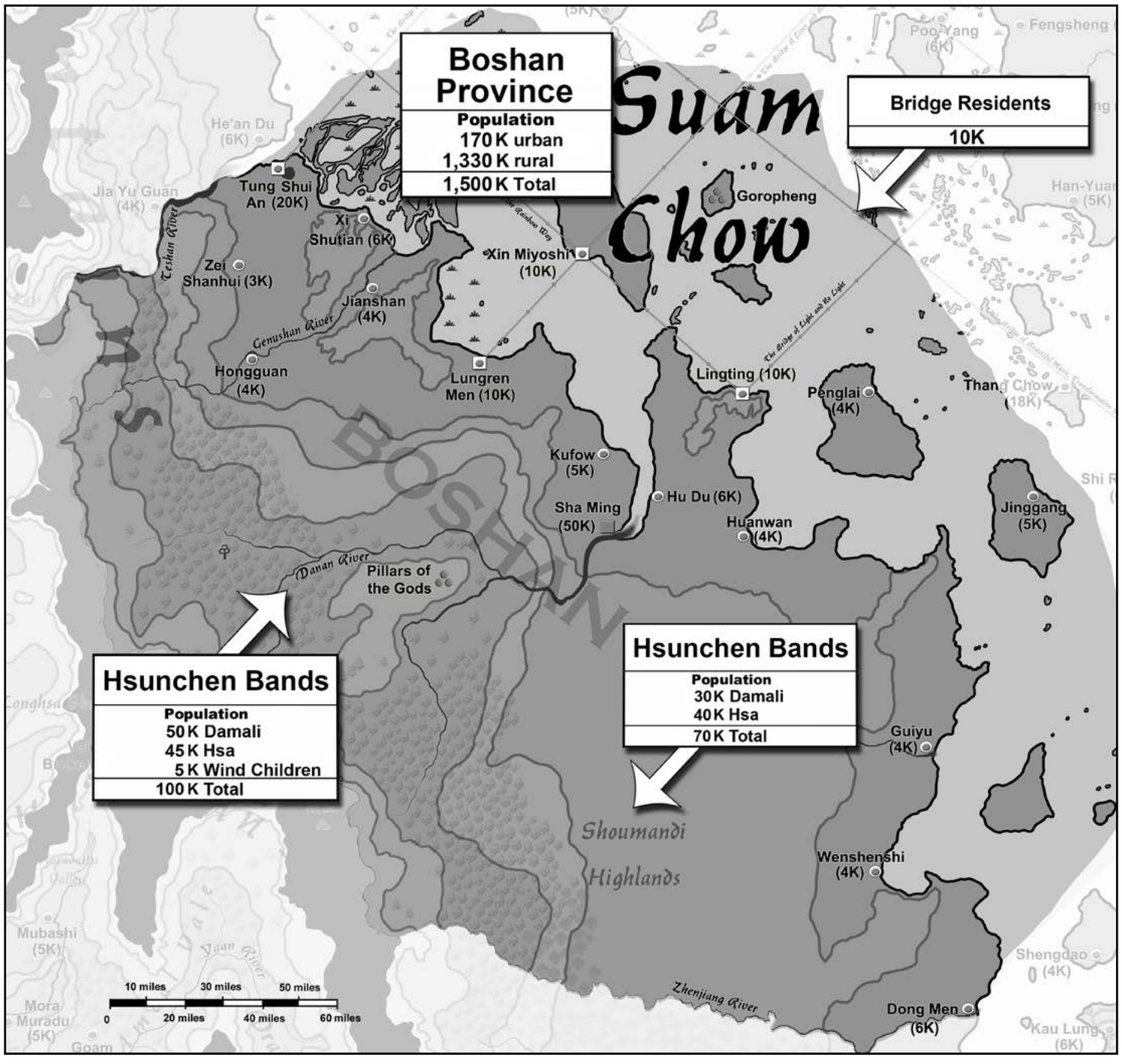
Many Hsunchen peoples of the Shan Shan have been forced to abjure their bestial practices and become Kralori. They practice a debased form of their ancestral dances, much to the disgust of the local mandarins. They are sundered from their wild kindred by their worship of the Emperor.

More serious is the Boshani folk religion descended from the ancient Turtle People. In their Sacred Time dance, a scapegoat betrays the community and becomes a dragon before being killed. They shock Kralori witnesses by explaining that the scapegoat stands in for Daruda who was "one of us" before he became a Dragon. The dance allows the turtle-people to defy the Emperors, and the Boshani countryside is ungovernable.

Boshan Province

Southern province of the land, Boshan was plagued by two-headed creatures for 150 years until cleared by Imolo Wen, a swordsman hero. His family now owns all the good establishments in the province.

The origin of those monsters was the Great Traitorous Drama. When Sheng Seleris emerged from his century of Penitent Discipline he performed miracles throughout Boshan. The rulers of the province were beneficiaries of his blessings and supported Sheng Seleris in his second challenge against the Emperor (1363). When Sheng Seleris was forced to leave, the rulers of Boshan persisted



in rebellion against the Dragon Emperor. They achieved immortality when they were cursed by the Exarchs and now live on in the hells of the Kralorelans.

Places of Interest

Danan River: One of the Twin River Goddesses of Kralorela (the other being the Zengmu River), this river rises high in the Hachuan Shan mountains and flows through the Boshan Highlands until entering the Suam Chow at Sha Ming. It is worshiped by the Hsunchen peoples of Boshan and is untamed for most of its length. The God Learners knew this as the Adelre River and identified her as the daughter of the Blue Dragon goddess Thrunhin Da.

Dong Men (small city): The Gate of the South, this city marks the southern boundary of the Land of Splendor. A great ornate gate faces the Zhenjiang River; beyond is the land of barbarians and demons.

Fethlon: This jungle region south of civilized Kralorela is dominated by yellow elves, and generally shunned by all right-thinking Kralorelans. See the Teshnos chapter.

Genushan River: This gentle river was tamed by Emperor Shavaya and has always been friendly to the Kralori people.

Goropheng: The Ruined City. This used to be the capital city of Kralorela until it was flooded by the ocean in the Gods Age. Its crumbling roofs and towers are still visible above the waterline.

Guiyu (small city): This city was founded by the ancient Turtle People and its semi-civilized inhabitants are considered largely ungovernable, despite the efforts of centuries of mandarins.

Hachuan Shan: Hsunchen clans wander about these mountains, often bearing goods for traders over the high mountain passes. The highest mountain here is called Longhsa Shan the Light Twin and is the home of Ebe the Wild Man.

Hongguan (small city): This city is notorious for its uncivilized customs, especially its tradition of shamans, noted for their distinctive red hats. The locals raise bison and sable antelope as livestock.

Suam
Chow
He'an Du
Tung
Shui An
Jia Yu Guan
Teshan River
Xi
Shutian
Xin Miyoshi
Goropheng
Zei
Shanhui
Jianshan
Ximan Pass
Iron
Forts
Genushan River
Hongguan
Lungren
Men
Lingting
The Bridge of Light and
Kufow
Hu Du
Sha Ming
Huanwan
Danan River
Pillars of
the Gods
Longhsa Shan
Vale of
Broken Glass
Nanguan Pass
Xuebai
Mtn.
HACHUAN SHAN
Shoumandi
Highlands
Lostpath
Sleepers
Haradastu
Valley
Mubashi
Amtal Vale
Yaan River
Zhenjiang River
Mora
Muradu
Goam
Flower Mtn.
Chatal
Kura R.
Bar-
Wul-Yaan
Diamond
Mtn.
Dramlari Dale
Dramlarsolf
Mtn.

Huanwan (small city): This market city is best known for being the setting of the famed *Romance of the Four Heroes and the Five Gallants,* a band of heroes led by Yumao the Jade Cat, who fought crime and corruption in the early Third Age.

Hu Du (small city): This market city along the road from Sha Ming to Lingting is ruled by the priests of the local goddess Zhuzhe. The cult keeps the secret of refining sugarcane into granulated crystals.

Jianshan (small city): This city along the Genushan River is surrounded on both sides by unusual karst formations which make it both easy to defend and a haven for smugglers and other criminals.

Jinggang (small city): This forbidden city is the main base of the Kralorelan navy. Within its mysterious precincts resides the sorcerous order that animates soulless corpses as oarsmen for the great Kralorelan war barges.

Kufow (small city): This city is best known as the birthplace of HeseroonMarn, the Faithful Dragon. The Dragon School Temple here is one of the most prestigious martial arts schools in Kralorela.

Lingting (large city): This city houses the Exarch of the South, who resides in the Red Palace. A school of magic known to study magic squares, magic circles, and occult geometry is supported by the Exarch.

Longhsa Shan Mountain: The Dragon Tiger Mountain is the mother of the Hsa Tiger People of Kralorela and Teshnos. It is called the Light Twin by the Kralorelans and is home of Ebe the Wild Man.

Lungren Men (large city): The city's Dragonman Gate is the entry to the Bridge of Liver and Bile and Honey. The Exarch of the Gate owns a band of Crested Dragonewts that have been surgically mutilated in order to speak Kralori and other human languages. They reside at the Dragonman Gate and serve as translators and official guides for those traveling to Hears the Suffering Cries of the World.

Godunya's Flower

The Dragon Emperor stored the Potential Curse against Sheng Seleris in Godunya's Flower and later used it against the Pentan demigod. All Kralorelans know Godunya's words:

"I have held it all these years here, in this small glass jar watered by the tears of the dew goddess, my daughter. Look into it, and you can see the weakness of the New Star."

Nanguan Pass: This high pass is the only land route between Kralorela and the southern kingdom of Teshnos. It is free of snow only in the summer and is inhabited by fierce Hsunchen tribes. Each year the magical battle of the Elephant and the Serpent takes place here. If the Elephant wins, a year of good luck is prophesied for Teshnos; if the Serpent wins, the result is a year of good luck for Kralorela.

Penglai (small city): This island city is the home of Anchi Sheng, a thousand year old sorcerer who survived the War in Heaven by giving his heart to the Dragon Emperor.

Pillars of the Gods: This area in Boshan is famed for more than 3,000 quartzite sandstone pillars, some of which are more than 2,600 feet in height. Many have temples or altars at their top, and some are inhabited by solitary meditating mystics. They were created by Emperor Vashanti to serve as homes for the gods that would return after his utuma and were blessed by Emperor Yanoor. A few of the better known pillars are the Observatory Pillar, which allows one to see into the Celestial Realm, and the Flaming Pillar, which has a constantly lit brazier that spouts flame into the sky to mark certain stellar events.

Sha Ming (metropolis): This city was originally founded by all the people defeated or confounded by Huang Is the Cauldron Maker during the reign of Mikaday. They never pay their taxes on time and the city has been sacked by the Emperor's armies several times. Sha Ming is a bustling city of crafters and impudent merchants who notoriously try to dictate falsehoods to their mandarin rulers. It is commonly thought that the criminal Black Lotus Tong is the real master of Sha Ming. The Maze is a particularly notorious high slum within the city, infamous for its criminals, evil priests, and lawless ways.

Shoumandi Highlands: The rugged hills of southern Boshan are populated by uncivilized bands of Hsunchen tribesmen. The Sons of the Tiger, a fearsome Hsa secret society, are notorious for robbing and murdering travelers through this area.

Tung Shui An (large city): In this city no one may cook their own food, and, as a result, it is also called the "City of a Million Food Stands." Towering above the city is the Yanoor Pagoda, famed for its glazed bricks depicting thousands of mythological scenes.

Wenshenshi (small city): This city is the administrative center for the wild Boshan hill country. The natives are semi-civilized descendants of Hsunchen hill tribes, and notorious for their tattooed faces.

Xi Shutian (small city): This former fishing village has greatly expanded as a result of the New Water Fields, countless rice paddies (called *fufang*) reclaimed from the Suam Chow between the mouths of the Teshan and Genushan rivers.

Xin Miyoshi (large city): This city at the crossing of the Bridge of the Rainbow Way and the Bridge of Liver and Bile and Honey was founded after the defeat of Sheng Seleris. The city was consecrated by the Dragon Emperor to the Rice Goddess Miyo and her largest temple in Kralorela sits in the middle of the city.

Xuebai Mountain: This peak is covered year-round in snow and ice, and is the highest peak in the Hachuan Shan.

Zei Shanhui (small city): After the defeat of Sheng Seleris, the rulers of Boshan persisted in rebellion against the Dragon Emperor until they were cursed by the Exarchs and banished into the Underworld. The leading families of Boshan submitted to the Dragon Emperor and built a great temple to Godunya here to repent of their evil ways.

Zhenjiang River: The river forms the southern border of the Kingdom of Splendor. "Civilization ends at the banks of the Zhenjiang. Beyond is nothing but barbarians, demons, and monsters."

Kralorelan Regional Activity Table

Determine weekly per city or tribe

COMMON EVENTS

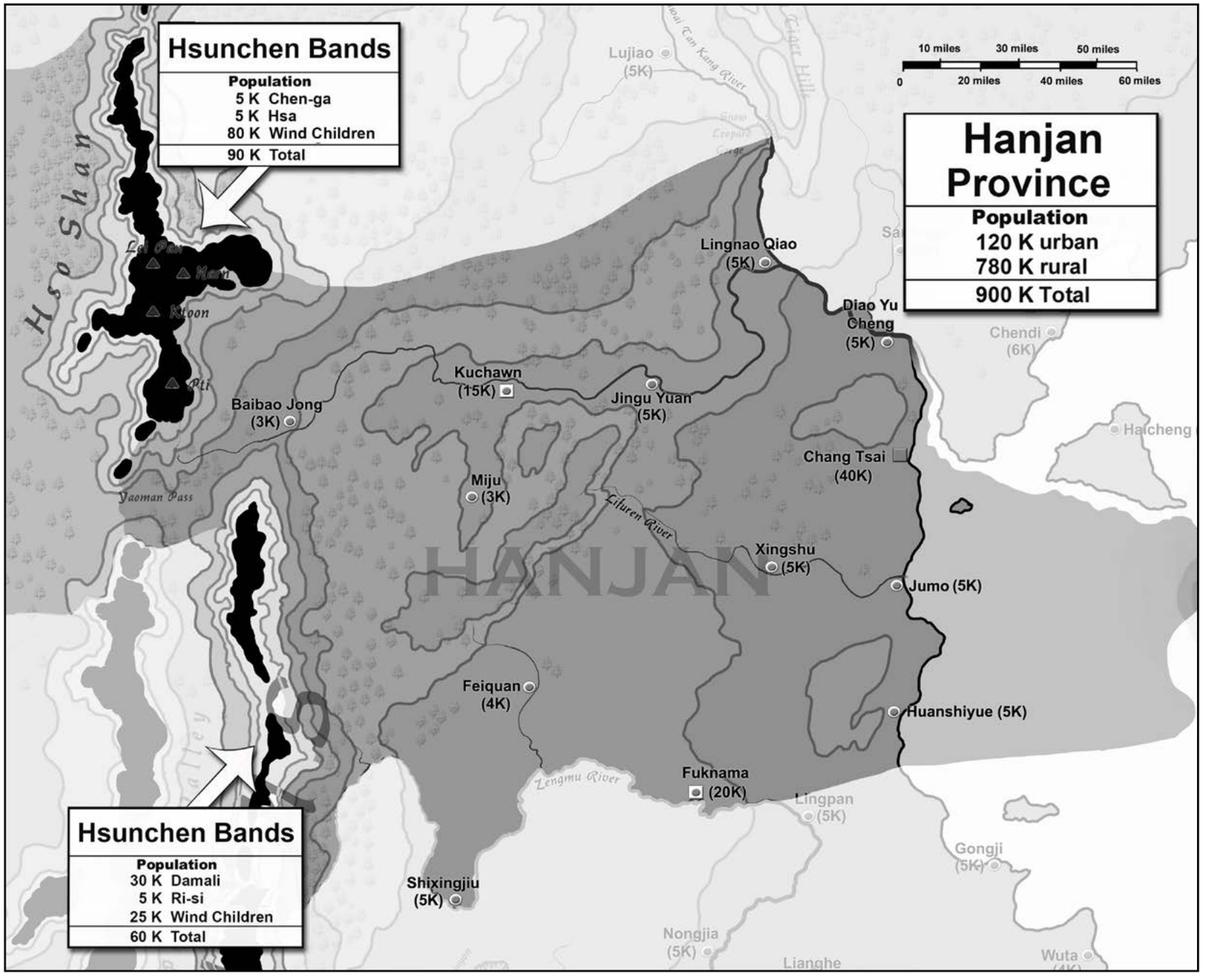
Regional land spirits on benevolent blessing binge: festivals declared.
No unusual event.

UNCOMMON EVENTS

Curse of the Ancestors smites random victims.
Local potentate seeking scapegoats for crimes committed in area.
Naval campaign begins: corpses sought to man war barges.
Wandering mendicant mystic turns all gold to lead.
Storm of illness dervishes assails all foreigners; cures sold only by government herbalists.
Food rioting: starving hordes swarm across the land pillaging; all looters crucified.
Covert battle between local criminal societies; mercenaries sought.
Repairs to local irrigation canal/imperial roads/town walls are ordered by mandarins: all must work.

RARE EVENTS

Huan To invasion; starving refugees swarm in flight.
Raiding by neighbors (along coast, Vormaino pirates or Zabdamar mermen sorcerers; in south, Amazons; in west, Hsunchen); mercenaries sought.
Wandering mendicant monk turns all silver to gold.
Sacred oxen make pilgrimage to area: all prices doubled.



Hanjan Province

Hanjan is famed for being the birthplace of civilization. Aptanace the Sage lived for his "central generations." His son Julang Hombondol invented dams and irrigation here and the land is extensively crisscrossed by irrigation ditches. Pai Raow, the favorite kitchen god, is from this place. It grows the finest sweet peppers in the world.

Places of Interest

Baibao Jong (small city): This city was rebuilt and resettled in 1460 after its complete destruction by Sheng Seleris' foreign demons in 1444. It is also called the Hero City because of its stubborn resistance even after Sheng Seleris defeated Godunya. Baibao is heavily fortified with massive and towering exterior walls (painted white with a red stripe near the top), surrounding a complex of courtyards, temples, and residential areas. It guards the Yaoman Pass and defends Hanjan Province against horse nomads, Hsunchen bands, and Huan To demons. The local villages are led in religious matters by the Dancing Spirit Doctors, an ancient order of shamans who were taught magic by Korgatsu, the Great Horned Dragon.

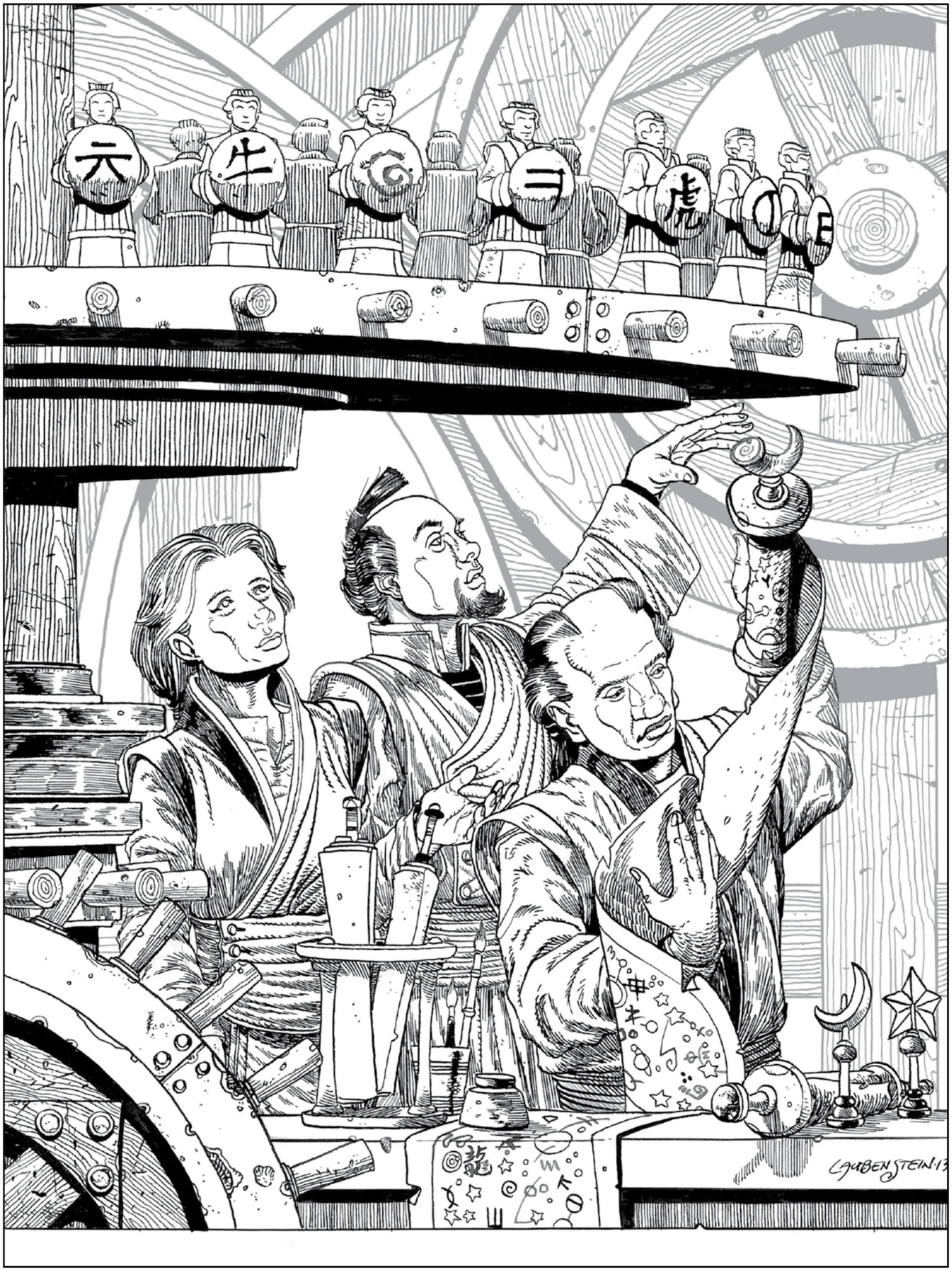
Chang Tsai (metropolis): In the Second Age, thanks to God Learner meddling, the Ogre King and Legion of Red Bones seized control of this city. After the Closing, it was liberated by Thang How of Fuknama. She dedicated the Great Golden Dragon shrine that protected the city and its residents from the worst depredations of the barbarians. Pilgrims from across Kralorela travel to the Jade Monastery seeking the secrets of immortality from the resident mystics.

Chang Tsai is the headquarters of the Red Flower Benevolent Association, a powerful crime syndicate. Some claim that their leader (called the Dragon Head) is the Invisible Exarch. The catacombs beneath the city are rumored to be haunted by evil cults and demons.

Diao Yu Cheng (small city): This fortress-city is an important fishing port, but is better known for being the location of the Battle of Diao Yu Cheng, where the forces of HeseroonMarn resisted the False Dragon Ring from 953 to 989, until their army retreated south. It is noted for its tall towers

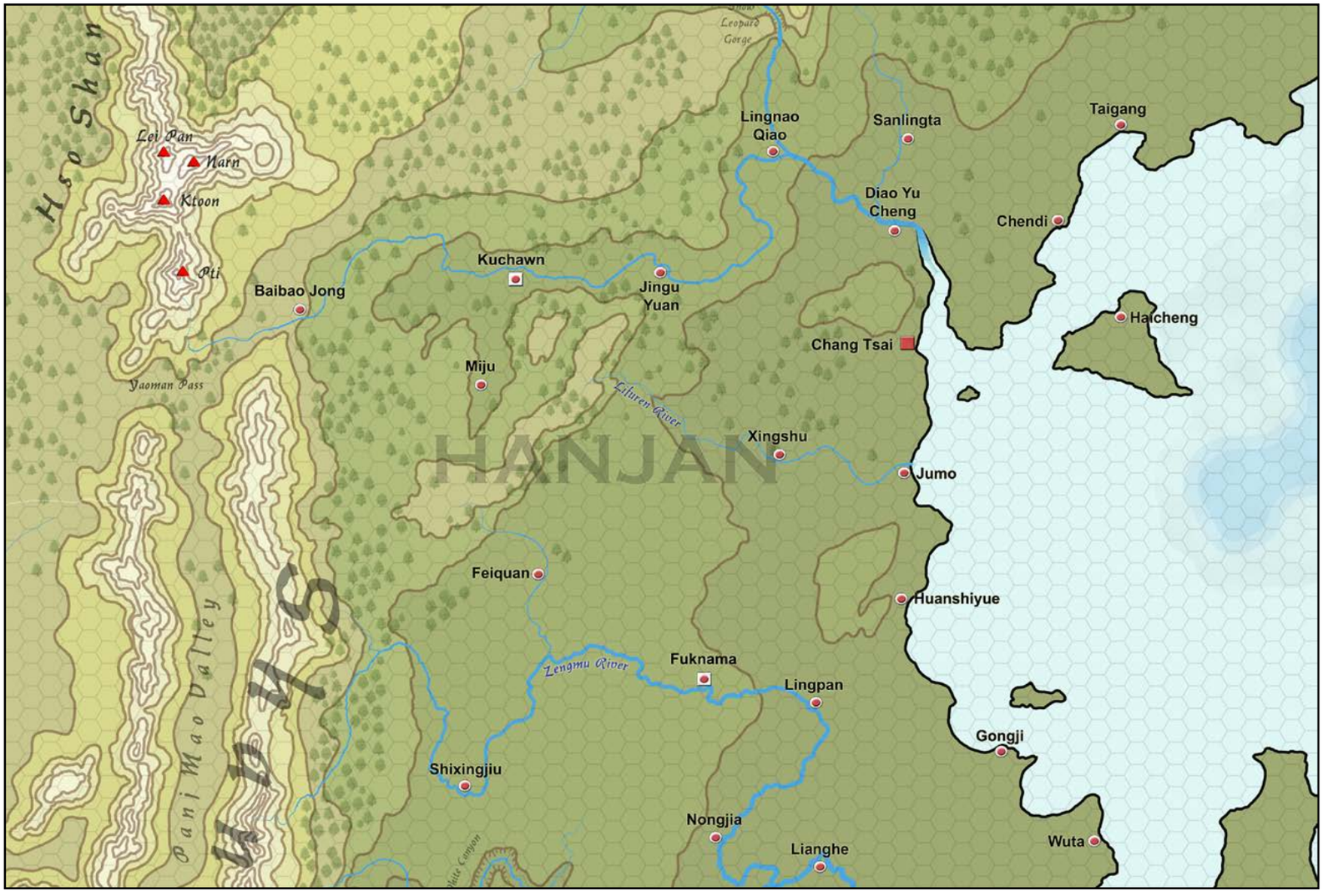
Feiquan (small city): In the God Time, the Rich Twins came to Feiquan, but the Divine Treasurer was sick. The Divine Abundance told her husband to soak in Selelaloon's springs, and so he regained his health. The Divine Treasurer then danced on a stone in the boiling springs to show his vigor. His footprint was left behind, and is now a sacred shrine and healing bath.

Fuknama: *(large city)*: This city was ruled for 88 years by the Eight Sisters of Justice. These women began the Extraordinarily Fair Feminine Legalists, an institution which has become an adjunct to the exarchs' legal system since their lifetime. The last Sister lived to be 237 years old, and died about four centuries ago.



Kuchawn Astronomical Clock Tower

Three mandarins stand within the waterwheel -driven astronomical clock tower of Master Zirong which calculates the position of the sun and planets with great accuracy. The tower is a calculating machine over 40 feet tall and calculates the position of the sun, planets, and stars using countless wheels, cogs, and chains. It is driven by liquid quicksilver to power the various waterwheels. Several small manikins representing celestial bodies rotate around shafts. The mandarins have discovered that the star chart of the Watchers of the Plasma is out of alignment with the predictions of the clock, which is a terrible omen of disaster and chaos. The mandarins disagree about whether the chart or the tower is wrong (and probably even more vehemently about who has to give the bad news to their superior).



Hso Shan: Hsunchen clans wander amongst the steep valleys of these rugged mountains, most notably the Lo-fak and Qa-ying peoples.

Huanshiyue (small city): This city was home to the immortal Seven Sages of Vibrant Music, a group of God Time mystics who stressed the enjoyment of beauty, spontaneity, and celebration of natural harmony. The great scholar Ziyu founded his academy here in rebellion against the stifling strictures of Xingshu, and the school teaches music as well as mathematics. The Ziyu Academy is one of the Three Rival Schools of Hanjan.

Jingu Yuan (small city): The Garden of the Golden Valley, this city is a favorite place of retirement for former government officials, where they may spend their peaceful elder years contemplating nature and harmony. It is named for its numerous gardens with artificial mountains, ponds, and small viewing pavilions. Even ordinary residences have tiny gardens in their courtyards, with terracotta mountains and small ponds.

Jumo (small city): This ancient city was founded in the God Time by Jumo the Archer, a son of Aptanace the Sage and the river goddess Lifuren. Jumo was a devotee of Long Leiji and a friend of Huocheng the Minister of War. He fought against Ignorance but was defeated by Sekever and the Blood Sun in the Gods War. He was reborn as a human and performed many austerities to recover his former powers and regain the Draconic Bolt. He faced the powers of Ignorance in combat and pierced their demon with his Bolt, and the foe fell from the skies.

Kuchawn (large city): City of the Stars is another name for this site, which has the world's longest continuous record of observed heavenly events, meticulously recorded by the Watchers of the Plasma. Lord Gan built the Kuchawn Observatory so that Kendaramin the Celestial Sage could dictate his *Star Manual* to mortals. For countless generations, it has served Kralori celestialogists in their star-gazing reports for the Dragon Emperor. The quicksilver-wheel driven astronomical clock tower of Master Zirong calculates the position of the Sun and planets with great accuracy.

Lingnao Qiao (small city): This city is best known for the Dragon's Head Bridge that crosses the Kuwai Tan Kang River here. This magical bridge marks where the Emperor Vashanti tamed the wild Kuwai Tan Kang River and the hill peoples of the river valley accepted civilized ways.

Miju (small city): This rustic temple-city is home to the White Deer Academy, a place for the pursuit of learning, collection and preservation of books, and religious sacrifices. The White Deer Academy is the most isolated of the Three Rival Schools of Hanjan.

Panj Mao Valley: This long valley is a winter pasture for the Lo-fak Yak People.

Shixingjiu (small city): This city is best known for being the location where Miyo the Rice Goddess ascended to the Celestial Realm. The Monks of the Celestial Masters are revered by the local villages, and tolerated by the exarchs, despite their eccentricities.

Xingshu (small city): This city was founded on the spot where Aptanace instructed his sons of the 700 civilized arts. 700 stone stelae surround the Hall of Perfect Civilization, each extolling the wisdom of the Great Sage.

The Academy of Xingshu is one of the oldest centers of learning in Kralorela and its library is one of the greatest in the world. The true name for every thing is taught by the sages of the Academy. The Xingshu Academy is one of the Three Rival Schools of Hanjan.

Yaoman Pass: This wide pass leads to the arid grasslands of Pent and the desert Wastelands. This gateway to the west is guarded and closely watched.

Hum Chang Province

This island is divided into two provinces: Kaisen, in the north and west; and Modaings, in the south and east.

Hum Chang is dotted with jungle, and many small rivers are filled with rice paddies. Mountains and highlands split the interior into a series of regions suitable for wet-rice cultivation; the rice lands of Hum Chang are among the richest in the world. Three dragonewt cities are here.

In the most ancient days, Hum Chang was connected to the mainland, but the Blue Dragon of the Deep sent the Suam Chow to intervene and cut the island from the mainland.

Places of Interest

Chi Ting (metropolis): Chi Ting is the permanent residence of the Dragon Emperor. The Imperial Palace is guarded by the Five Dragon Warriors and all access is severely restricted. If a commoner, official, or mandarin enters the Imperial Palace without explicit permission via a tally system, the intruder is subject to execution.

The Emperor himself is secluded within the Closed Hill, a great stone structure without doors or windows. There the Dragon Emperor meditates for the benefit of the world. When the Emperor emerges from the Closed Hill to conduct the ceremonies and rites of the Dragon Empire, all residents of Chi Ting speak with low voice and respectful tone, and all disharmonious actions cease.

In Chi Ting live the world's only "Friendly Silkworms." These rare beasts spin three cocoons rather than one, "in case friends have been robbed of their own." Naturally the silk merchants usually take all three anyway, tripling their income.

Fengsheng (small city): The Hill of the Phoenix, this city is best known for its Eternal Light Temple, a shrine to Emperor Metsyla, the Light of Enlightenment. The mystics of Fengsheng teach the Seventeen Lessons, which lead to enlightenment.

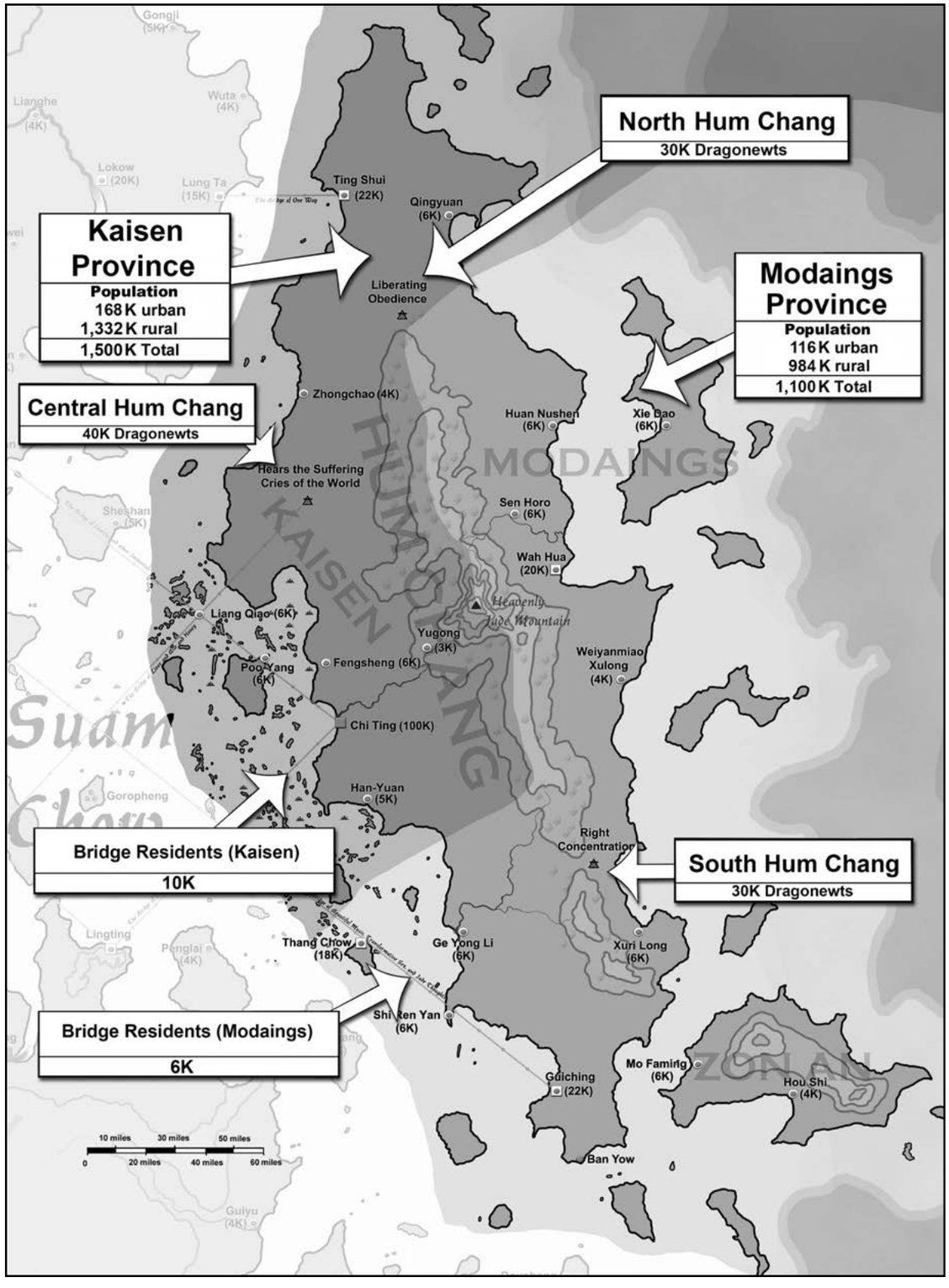
Ge Yong Li (small city): This city is laced by canals and fabled for its many talking carp. The talking carp were once dragonewts who displeased the Emperor and were reborn as fish until they proved their worthiness to return to the Dragon Way.

Gnow Chang Hia: The "One Hundred Rice Islands" of the Suam Chow; there are actually far more than one hundred islands, especially if the many thousands of *fufang* are counted.

Guiching (large city): The City of Ornate Experience. This city is reputed to have the world's most lavishly equipped palaces which cater to any self-indulgence, especially sexual and orgiastic excess. It is claimed that through such indulgence, the practitioner can achieve unity with the universe. In truth, most visitors to Guiching seek little more than sexual cults, erotic and courtesan arts, as well as hedonistic orgies without any redeeming spiritual objectives beyond expensive self-indulgence.

Han-Yuan (small city): This city is famed for its floating brothels or "flower boats".

Hears the Suffering Cries of the World (dragonewt city): The dragonewts of this region vowed before Time to maintain the Dragon Emperor's net of existence and hold the world intact. It is a large dragonewt city, surrounded by smaller nests (not shown on the map) and connected to Chi Ting, Liberating Obedience, and Right Concentration by dragonewt roads. It is open to human visitors who are accompanied by translator dragonewts (usually obtained in Lungren Men).



Gongji
Lianghe
Wuta
Lokow
Ting Shui
Lung Ta
Qingyuan
KAISEN
Xiaowei
Yu Mu
Haichao
Liberating Obedience
Luwan
Zhongchao
Huan Nushen
Xie Dao
Hsiang Wan
Mingzhou
Hears the Suffering Cries of the World
Sheshan
Sen Horo
Bai Fu
Wah Hua
Heavenly Jade Mountain
Liang Qiao
Xi Shi
Yugong
Weiyanmiao Xulong
Poo Yang
Fengsheng
Suam Chow
Chi Ting
MODAINGS
Goropheng
Han-Yuan
Right Concentration
Lingting
Penglai
Thang Chow
Ge Yong Li
Xuri Long
Kufow
Shi Ren Yan
Hu Du
Sha Ming
Jinggang
Huanwan
Mo Faming
Guiching
Hou Shi
Ban Yow

Heavenly Jade Mountain: This is the most sacred mountain in Kralorela. From here, the Dragon Emperors pay homage to the Ancestral Dragons.

Hou Shi (small city): The City of the Monkeys, where monkeys wander through the streets and markets along with humans. The monkeys have a parallel government to the humans, with their own judges and priests. The Monkey Exarch rules over humans and monkeys alike, assisted by Seven Tailed Lieutenants.

Huan Nushen (small city): This city is guarded by La Ru, the Helmeted Goddess, who spreads good cheer and fights evil spirits with equal aplomb.

Kaisen: This is the northwestern of the two provinces on Hum Chang. It includes the capital of Chi Ting and two large dragonewt cities, and is the heart of draconic mysticism. Cho the Rocketeer found the magic crystals for his creations in this province, but they were all used up centuries ago.

Liang Qiao (small city): This city is built at the crossing of the Bridge of Exarchs and Other Immortals and the Bridge of Liver and Bile and Honey. It boasts one of the busiest and most profitable markets in the Dragon Empire, where "anything desired can be had for a price".

Liberating Obedience (dragonewt city): In the Great Darkness, the dragonewts here vowed to serve the Dragon Emperor and obtain spiritual liberation through obedience. This large dragonewt city is connected to Chi Ting, Right Concentration, and Hears the Suffering Cries of the World by dragonewt roads. Unauthorized human visitors are usually devoured by the dragonewts.

Magic Bridges: These are being built by Emperor Godunya as a massive mystical project. Seven completed bridges extend from Hum Chang to Vaska Long, linking island to island along the way. The projects also serve as work projects to keep the teeming masses of poor busy, and are the ultimate vindication of the Emperor's reign. These miles-long bridges are most impressive to foreigners – many bridges have houses, markets, and even their own minor exarchs.

Mo Faming (small city): The crafters and scholars of this city are known for their reckless innovations. It was here that Kuang Brang built his flying bird machine that flew him to Vormain and back (although his machine crashed on its return). Mo Faming is also home to the Pot-Bellied Monk school of martial arts, famed for stick-fighting.

Modaings: This province is on Hum Chang, in the south and east. The Firetower of Ban Yow, a lighthouse, is so tall that its flame is visible from hundreds of miles away. From there Ban Yow used to cast his fishing net made of golden chains and draw ashore monsters which he and his followers fought for sport.

Poo-Yang (small city): This wealthy city spans the distance between Lucky Island and the Bridge of Exarchs and Other Immortals.

Qingyuan (small city): The City of Remote Honesty is home to the Monastery of Perfect Stillness, where mystics contemplate the Void. The monastery has a school, meditation cells, and a palace for the Grand Monk of Stillness.

Right Concentration (dragonewt city): The dragonewts of this city obey the Dragon Emperor as their Inhuman King. They normally ignore human visitors, continuing their esoteric rituals and ceremonies unless their concentration is forcibly disturbed. It is connected to Chi Ting and the other dragonewt cities by magical dragonewt roads.

The Suam Chow

The Suam Chow (or Shallow Sea) is crossed by the Seven Immortal Bridges of Godunya. Rich with fish and fowl, the Suam Chow is also a major source of food, thanks to the thousands of fufang, artificial islands where rice and other staples are grown.

Sen Horo (small city): Here is the Temple of the Master of Transcendence, where the temple priests may send messages to the Celestial Realms by means of incense and birds.

Shi Ren Yan (small city): This city, built atop a rocky headland, is much visited by poets and artists. Here the poet Su Hui, whose words could call things into existence, achieved the Void through her mystical palindrome.

Suam Chow: This wide sea is shallow and rich with life. In ancient prehistory, the ocean crept in and filled the land, upon whose central hill was built the old capital, whose roofs are still visible at the waterline at Goropheng. The coastal lands have since been slowly expanded by staunch dikes, and the sea is crossed by the Seven Immortal Bridges. Countless small square artificial islands, called *fufang*, have been created near the bridges, and are used as rice paddies. The *fufang* are separated by channels wide enough for a small boat.

Thang Chow (large city): This rich market city along the Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts is known for all three activities. Thang Chow is the home of Graceful Yu, the immortal courtesan wooed by mystics, heroes, and gods.

Ting Shui (large city): The August Dragon has held court here four times since the Dawn. When it awakes, he will interview any human being and mete out instant judgment, conferring curses or blessings as deserved.

Wah Hua (large city): Writing was invented here by Alou the Brushman. It still makes the finest brushes. Wah Hua is renowned as a center of scholarly learning and psychic training, and its paintings are considered to be among the most beautiful in Glorantha. The mystical Wah Hua School of Calligraphy produces works that breathe with the vitality of eternal experience through their No-Mind technique.

The magnificent barge-temple of the Blue Dragons of the Deeps floats in the Golden Harbor in the center of the city. A famous martial arts school founded by Hua Lowchu claims primacy as the oldest martial arts school in Kralorela.

Weiyanmiao Xulong (small city): This city is the site of the splendid August Temple of the Dragons of the Dawn, with its rose-gold statue of Thella. Dreamers and mystics come here seeking the secrets of the universe from out of the illusions of the dream world.

Xie Dao (small city): This isolated island city is ruled by the bizarre exarch Boshi Bushi, whose hands of flesh were replaced with hands of bronze. He is aided by an artificial bronze dragon. Boshi Bushi is notorious for his strange, sometimes monstrous, activities, but he was loyal to the Dragon Emperor against Sheng Seleris and was rewarded with the rule of this island.

Xuri Long (small city): This city is best known for its Golden Temple of Vayobi and its draconic guardians that line the city's harbor.

Yugong (small city): Here is the legendary Jade Altar, where the Dragon Emperor performs rites to TarnGatHa. The impure or impious cannot enter the sacred precincts of this city.

Zhongchao (small city): This small city is the site of many temples and monastic schools. Most famously, this is where Hua Lowchu strengthened and purified himself through severe austerities in the Temple of Emptiness.

Zon An: This large island is famed for its Blue-Green Dragon Tea, which has magical and medicinal properties and is an indispensable ingredient in certain Kralori alchemical formulae. The leaves of this tea cannot be harvested by human hands; instead the leaves are picked by a colony of trained monkeys.

The Hero Wars Begin:

KRALORELA: The Dragons Awakening
In Chi Ting, the exarchs seek to form the Circle of Infinite Power to aid Godunya's meditations. To this end, they have begun to awaken the True Dragons throughout Glorantha, and not just in Kralorela. They have even sent draconic envoys to distant Dragon Pass to unknown purpose.

Prophecies of the Hero Wars

KRALORELA:
Prehistoric dragon writing on the Cliffs of Chu

"In the endless passage of days again, one stands out.
As time goes by, faceless and
passing, one day stands out.
That day is the Day the Magic Changes.
In the endless mirage of magic powers, one is stark,
Among the illusions of this world
and that, one confronts us.
That power is the Day the Magic Changes.
Of all the wars of this time, last,
and next, one frightens us.
In eternal combats, among gods, demons,
and mortals, one is terrible.
On the day after the Day the Magic Changes
we see the Wars of the Heroes."

The God Learners claimed that magic had changed several times in Glorantha, generally declining from the earlier mythical eras. The most important change, for them, was the Sunstop, when the Sun halted its passage and was blotted out by the Deathspider Shadow.

The Seven Immortal Bridges of Godunya

Each of the Kralorelan emperors has performed many great deeds which have shaped the world, but each emperor is also noted for a single effort which is especially significant for his reign. For Godunya, it is his bridges.

The bridges are a living symbol of the relationships of the universe. They are an incarnation of a particular energy available to the followers of the Emperor. When people walk on, sail under, live upon, or think about the bridges, they are exposed to infinitely subtle lessons which help to enlighten them in ways important to the universe. Collectively, the bridges mystically transform Kralorela and maintain the magic of the Dragon Empire.

The bridges each vary in structure, materials, and building techniques. In general, they are wide and strong enough to hold houses and, every 10 miles or so, market squares. The tendency has been to use more piers closer together rather than attempting unnaturally long spans.

Exceptions abound. The Bridge of One Way abruptly ends its broad cobbled way at a single bronze cable which spans an eight mile gap. The Bridge of Heaven and Hell has no place to purchase food. The Bridge of the Rainbow Way is made only of bamboo. The Bridge of Light and No Light, the Bridge of Liver and Bile and Honey, the Bridge of Exarchs and other Immortals, and the Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts all have a huge section of arched bridge without piers, presumably to allow the largest of the Kralori battle barges to pass under.

The Seven Immortal Bridges are:

The Bridge of One Way

The Bridge of Heaven and Hell

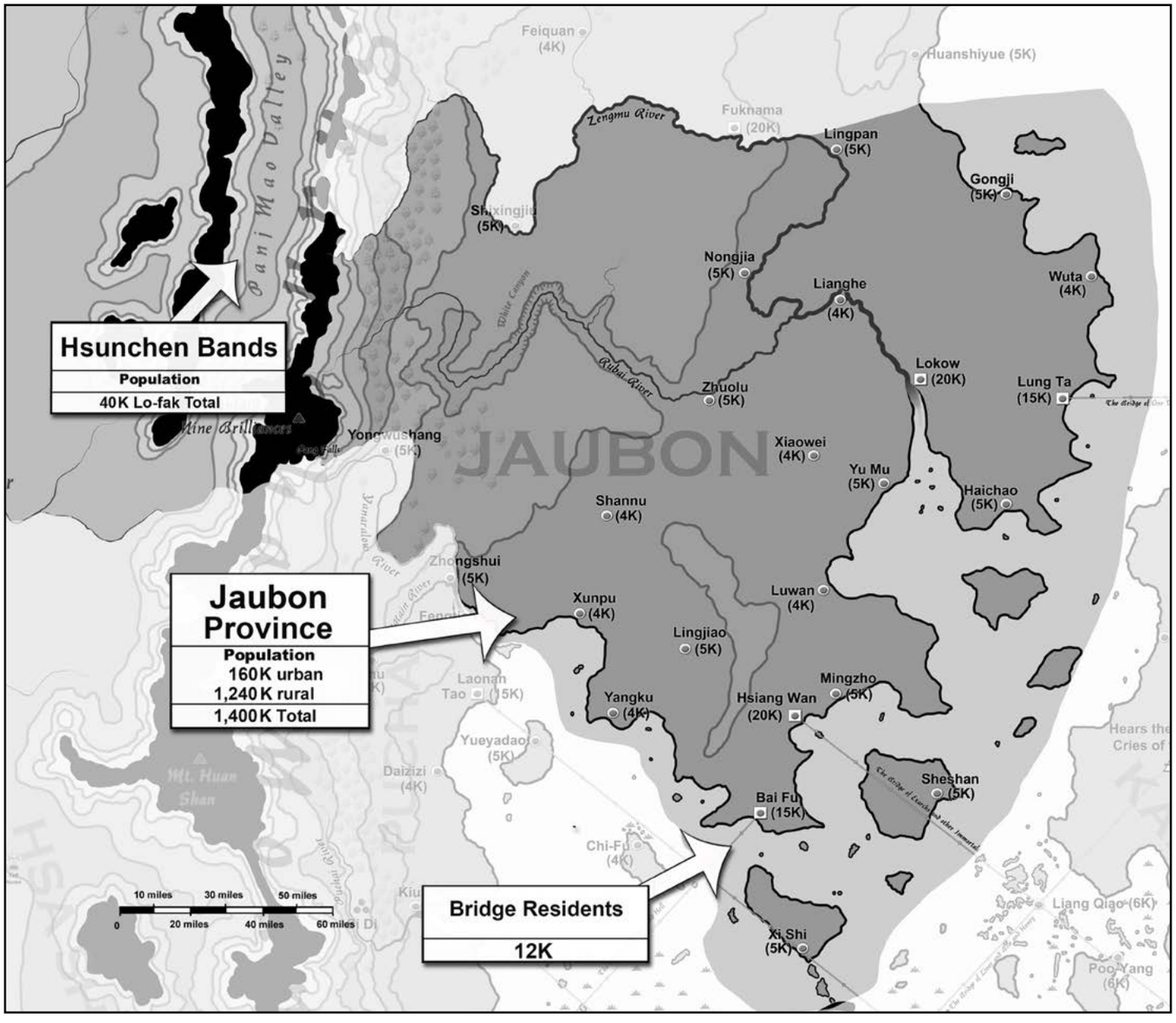
The Bridge of the Rainbow Way

The Bridge of Light and No Light

The Bridge of Liver and Bile and Honey

The Bridge of Exarchs and other Immortals

The Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts



Jaubon Province

This is the central province of Vaska Long and the "rice pot" of Kralorela. The Rice Mother, daughter of Emperor Shavaya, was born here and shrines to her can be found in every village.

Places of Interest

Bai Fu (large city): The city of the White Palace, Bai Fu is famed for its scholarship and for its competitive schools of swordsmanship. The Academy of the Gate of Shavaya is directly supported by the White Exarch.

Gongji (small city): This coastal city is best known for its Pure Bright Festival, three days of visitation of family ancestors, cock-fights, and athletic contests in honor of Huocheng, the Minister of Fire.

Haichao (small city): This harbor city is best known for its ornate temple to the Dragon of the Suam Chow.

Hsiang Wan (large city): Halisayan, the Mistress of Compassion, was born here, and her most beautiful temple still stands, surrounded by lake gardens and pavilions. The city is renowned across Kralorela for its numerous springs, the lakes fed by the spring water, and the weeping willows that grow along the water edges. Next to the Temple of Compassion is the Temple of Bodkartu, which stands as a constant threat to demons, the bad emperor, and to those who would oppress women.

Lianghe (small city): This market town is best known for the Dragon Gate Inn, which serves travelers along that busy route. It is blessed by a shrine to Kuochilinglishen, the Western God of Travelers, which was placed here in the Second Age.

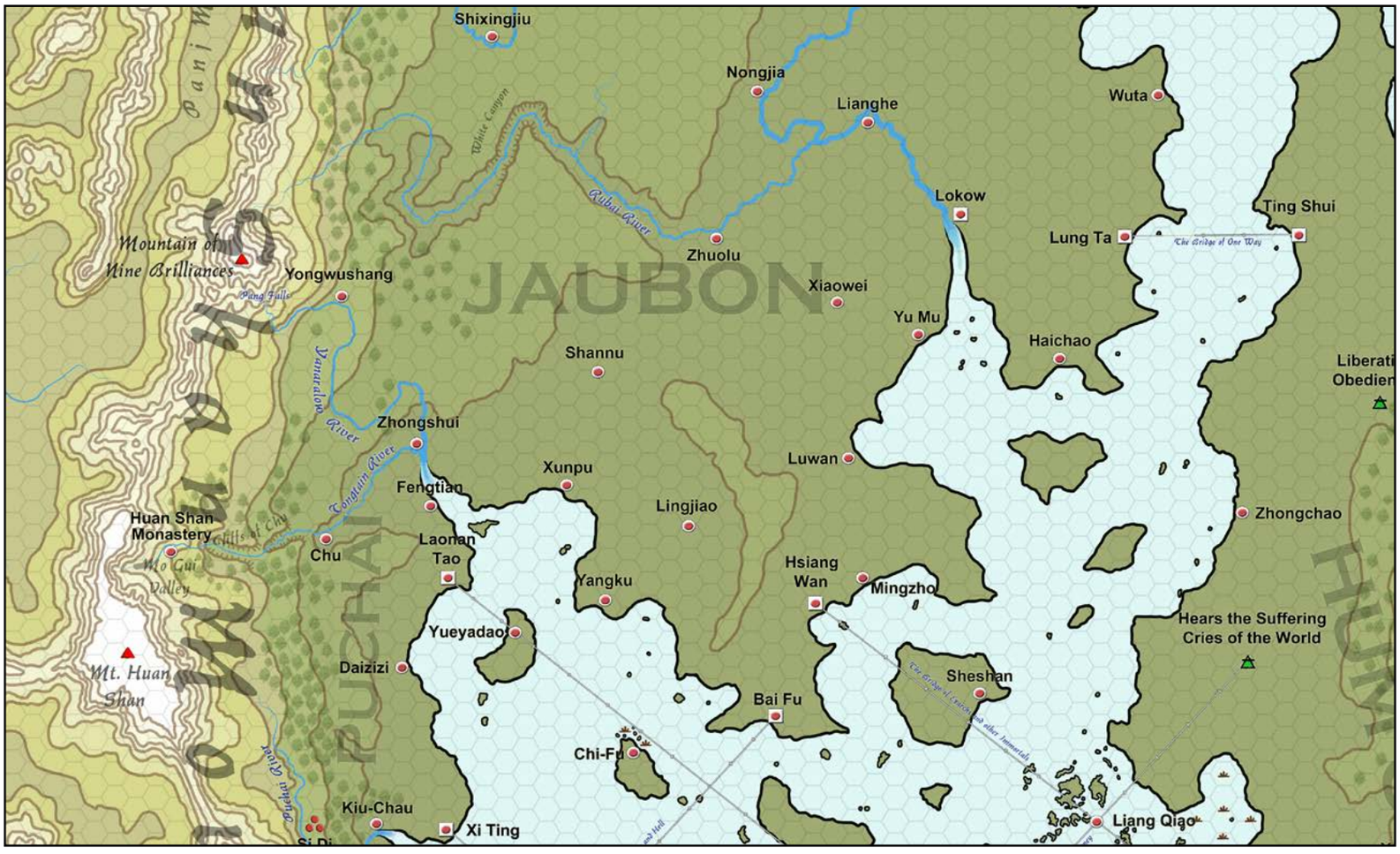
Lingjiao (small city): This market city is surrounded by marsh and rice paddies. In the center square stands a dragon-crowned stele

Huan To

The Huan To are Chaos Horrors from the mountain foothills of Kralorela. Their heads are huge and bony, nearly as large as their torsos. They have sinewy limbs with rather large, almost bird-like talons, and fanged mouths. They are highly intelligent, and can use any type of weapons. Huan To are usually accompanied by companies of undead flesh-eaters.

The Huan To are highly subtle and secretive. They typically lurk at the fringes of civilization and are known only as a soft and melodious voice, requesting most reasonable favors in return for mighty rewards.

Their primary motivation seems to be to overthrow the ancient governmental system of the Kralori. They have been known to ally with and assist Animal Nomads, horse nomads, Hsunchen, trolls, elves, merfolk, and even foreign invaders from overseas to encompass this aim. They are an ancient enemy, and the Huan To are listed in Imperial Kralori Catalogs of Foes dating back to the early God Time.



atop a stone tortoise. Beneath are the 108 antigods imprisoned here by Emperor Vayobi.

Lingpan (small city): This city is on a steep hillside bank next to the Zengmu River. The Hanging Tombs of Lingpan are placed in caves in the cliffside below the city. Married citizens with grandchildren are honored by being placed in the Hanging Tombs, where their souls are blessed eternally.

Lokow (large city): This city was built entirely from stone taken from the Eggshell of Luy Wi, a son of Allgiver who was hatched by magic during the reign of Mikaday. As a result, no dust ever settles within its buildings.

Lung Ta (large city): This city is dominated by the Flying Dragon Castle, an extensive fortified complex that withstood Sheng Seleris until the Battle of All Widows After a Week in 1442. The popular Weak Vessel School of draconic mysticism is headquartered here; it teaches a comparatively easy path towards draconic insight (although its detractors claim its results are defective and drastically inferior).

Luwan (small city): This city is home to the famous Luwan Dragon Boat Races, which commemorate the deeds of Emperor Mikaday.

Mingzho (small city): This city is best known for the twin lakes within its precincts – the Lake of the Viceroy of Day and the Lake of the Viceroy of Night. Between them is the One Sky Pavilion, a garden and temple with one of the finest libraries in Kralorela.

Mo Gui Valley: This hidden valley is haunted by Huan To demons and undying corpse-eaters.

Nine Brilliances Mountain: This snow-capped peak is sacred to both the Kralori and Lo-fak Yak People. It is considered the most beautiful mountain in Kralorela and is home to the goddess Okerio the Allgiver. It is also called the Dark Twin.

Nongjia (small city): This city was the home of Bo Nongfu, a powerful mystic who rejected courts and monasteries and taught that only through constant agricultural labor can men liberate themselves. The city is surrounded by rich rice fields, and the local farmers all quote (or just as often misquote) maxims from the sayings of Bo Nongfu.

Pang Falls: These high waterfalls are celebrated in Kralori art and poetry. The Tragic Lovers of Bai Fu gained immortality by throwing themselves down the falls, and the famed mystic Lu Zhe is said to meditate in a cave behind the falls.

Ruhai River: This milky white river is said to be the milk of the Allgiver, and its lower reaches (particularly once it has joined the Zengmu River) are among the richest agricultural areas in Kralorela.

Shannu: (small city): Near this market city is the Temple of the Virtuous Daughters with its 10 rock-cut shrines dedicated to Shavaya and his goddess-daughters.

Sheshan (small city): This city on Snake Hill Island is famed for the Yellow Crane Tower that rises to the Otherworld and is home to a band of unruly immortals.

White Canyon: This spectacular gorge is famed for its white cliffs. Each year, the best calligrapher in the Empire is appointed to carve a Kralori character into the rock wall. Over the centuries, thousands of characters in many different styles and sizes have been carved into the cliffs.

Wuta (small city): This city is the location of the Pagoda of the Seven Dreams where the poet Shisheng composed her classic *Songs of Fog and Sea* that placated Thrunhin Da. The Zabdamar merfolk can sometimes be seen here and are subject to the terms of the Poet's Exchange.

Xi Shi (small city): This city was named after Xi Shi, one of the Four Beauties of ancient Kralorela. Her beauty was so great that while leaning over a balcony to look at the fish in the pond, the fish would be so dazzled that they forgot to swim. Xi Shi tried to seduce Emperor Thalurzni but failed, and was cursed never to set foot on dry earth. She roamed the Suam Chow with her lovers, until they built this "wet island" in the shallow sea.

Xiaowei (small city): This city is named for the fox-woman who fell in love with the dragon mystic Wen Tao, but despite her wiles he remained unmoved by her efforts to seduce him. Wen Tao achieved the Void, and, unable to join her love, the fox-woman turned herself into the Weeping Stone outside the city gate.

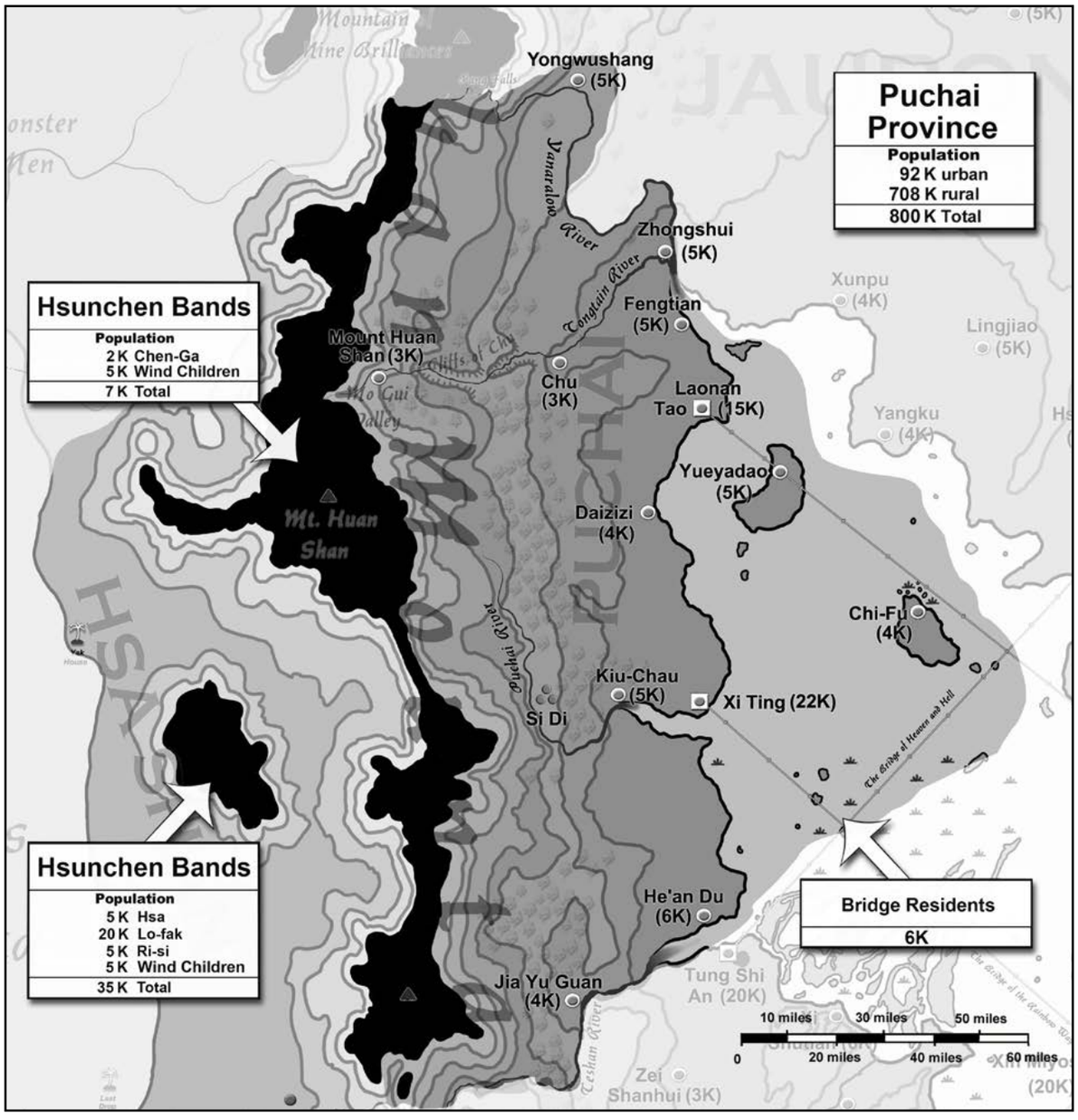
Xunpu (small city): This city is famed for its oysters and the flamboyant costumes of the local women.

Yangku (small city): This market town is plagued by the Blue-Faced Beast, which annually visits Yangku and extracts a terrible ransom.

Yu Mu (small city): This city is named after the nearby Jade Mounds where the legendary Jade Warriors have been entombed since the end of the Second Age.

Zengmu River: The Mother Rice Pot River. One of the Twin River Goddesses of Kralorela (the other being the Danan River), the lowlands of the Zengmu are among the richest agricultural lands in Kralorela. Miyo the Rice Goddess was born on the banks of the Zengmu, although many cities and villages in Jaubon Province claim the honor. The God Learners knew this as the Jemeke River and identified her as the daughter of the Blue Dragon Thrunhin Da.

Zhuolu (small city): This city along the Rubai River is famed for its lacquer workshops and for its rule by the fearsome immortal, the Red Lacquer King.



Puchai Province

This province is also called the Narrow Land. Daruda created the Well of Rising Dragons here, a magical wind which sometimes rises and carries all within it upward into the Sky Realm where either wisdom or foolishness can be learned to perfection. A school of meditation has been established to prepare people for the Well, should it occur again.

Places of Interest

Chi-Fu (small city): The famed "Floating Island", Chi-Fu consists of countless small artificial islands, called *fufang*. Most are used as rice paddies, although others are densely inhabited with fishing villages, markets, inns, and temples. The shrine to Serelaloon is one of the greatest healing temples in Kralorela and covers several small islands with gardens, temples, and wards for patients and pilgrims.

Chu (small city): This ancient temple complex lends its name to the Cliffs of Chu, a cliff wall on the bank of the Tongtain River. The cliff wall is covered with prehistoric dragon writing dating back to the God Time.

Daizizi (small city): This city is best known for its grisly temple to the goddess Bodkartu, who blasted the Pentan invaders with her Four Deadly Curses.

Fengtian (small city): The city of "Obeying Heaven", Fengtian was founded as a model city by settlers repopulating Puchai after the defeat of Sheng Seleris.

He'an Du (small city): This market city prospers from the Three Planks Ferry across the mouth of the Teshan River.

Huan Shan Monastery (small city): NiangMao the Great Sage established his school here in the foothills of Mount Huan Shan and went on a fast that lasted a thousand years, at the end of which his entire being merged with the Void. The wooded hills hide numerous monasteries, schools, and temples. According to the Liu Bei List there are over 3,000 religious sites here. Many of the temples maintain monks who train in various martial arts disciplines.

Huan Shan, Mount: This great snow-covered peak is one of the Great Sacred Mountains of Kralorela. It is the highest peak in Kralorela. The Great Sage NiangMao fasted for a thousand years atop Mount Huan Shan to merge his being with the Void.

Vaska Long: The Western Riverlands

The land between the Shan Shan and the Suam Chow is fertile, with extensive forest and light jungle broken by many rivers. Most river valleys have been cleared by people for rice planting, and the annual floods bring rebirth for farmers and fishermen. About half of the population of Kralorela lives here. Many small rivers cut the land, dammed and filled with rice paddies.

Jia Yu Guan (small city): The name of this fortress-city means "Excellent Valley Pass" and it guards the entrance to the Ximan Pass. It has a fearsome reputation because people who are banished from Kralorela are ordered to leave through Jia Yu Guan for the west, never to return.

Hsa Shan: The central range of the Shan Shan Mountains is inhabited by numerous clans of uncivilized Hsunchen and by the Huan To. Several high mountain passes cross the Shan Shan to the western wastelands. The wide gap between the Hsa Shan and the Hachuan Shan mountains are guarded by the Iron Forts.

Kiu-Chau (small city): This market town is named after the nearby Kiu-Chau Bamboo Forest, which is famed for the height and straightness of its stalks.

Laonan Tao (large city): This famous city is best known for being the birthplace and residence of Kui Hui, the Giant Hero who saved the Huam Chow from the Lobster Demon. The city's citadel is on a terrace behind high walls extravagantly decorated with murals depicting the deeds of Kui Hui and it is protected by two forts.

Puchai River: Also called the Blood or Red River, this river still runs red from the blood spilled by Sheng Seleris. An order of priests performs endless rites to appease the angry ghosts who haunt the waters.

Si Di (ruin): These haunted ruins were once the capital of Puchai and home to the Exarch of Righteous Harmony. It was destroyed by Sheng Seleris in 1362 when the entire population – man, woman, child, and spirit – was massacred by the Pentans.

Shan Shan: This great range of mountains was raised by TarnGatHa, the first Emperor. He commanded dragons to push upon the eastern shore so that the land wrinkled like a tablecloth and raised the mountains as a wall to hold out enemies. The mountains are tall and steep, and several long valleys among them are heavily populated by Hsunchen.

Teshan River: This navigable river rises in the Shan Shan mountains near the Ximan Pass. The Teshan Valley is much fortified with castles, towers, and walls, as it is the primary route by which Praxian raiders enter Kralorela.

Tongtain River: The River of the Celestial Heights, the Tongtain is one of the most sacred rivers in Kralorela. The goddess of the river was illuminated by NiangMao and many pray to her for wisdom.

Xi Ting (large city): This city is home to the Blue Exarch, who oversaw the recovery of Puchai province after the depredations of Sheng Seleris.

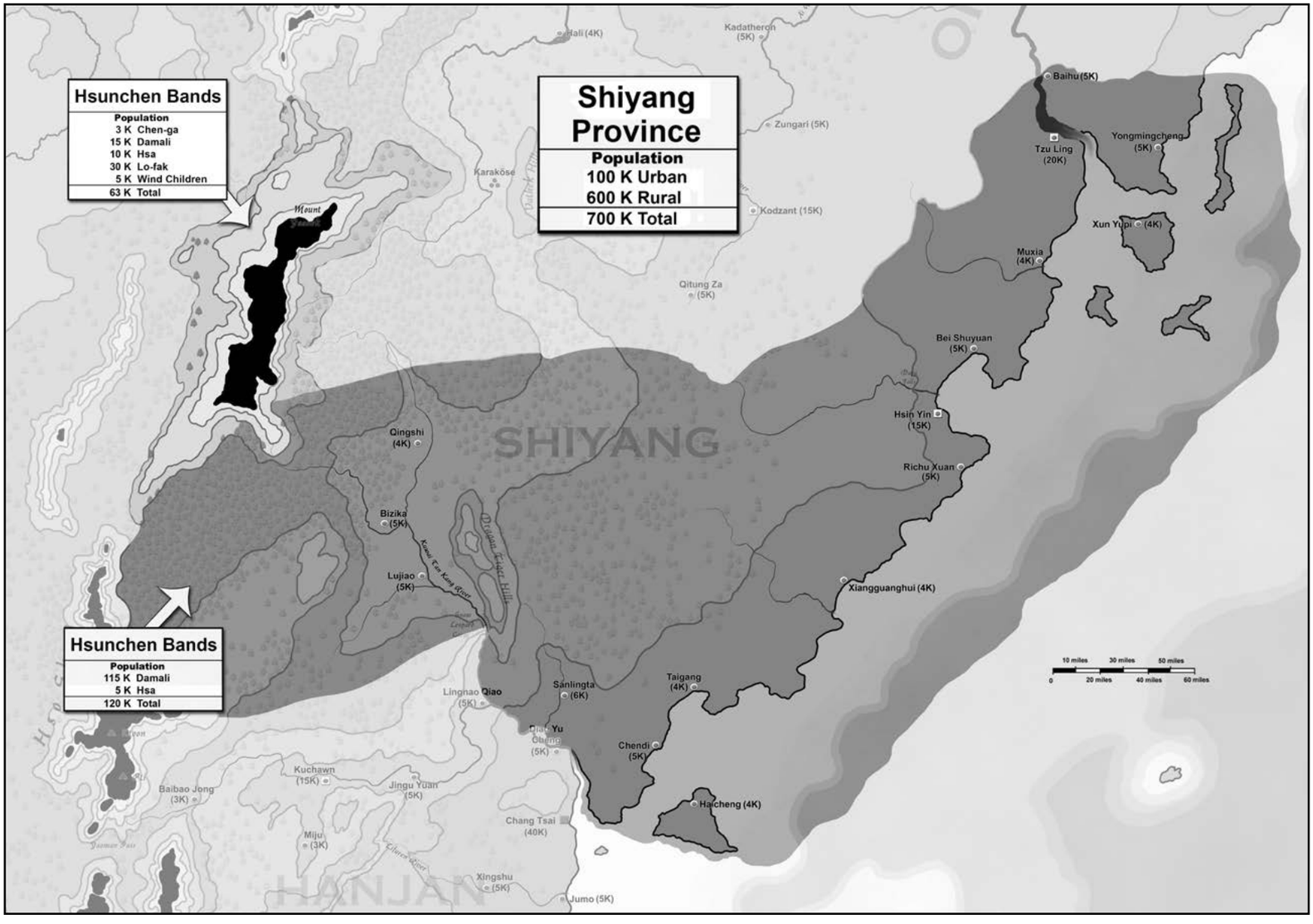
Ximan Pass: This pass across the Shan Shan Mountains is the primary route taken by western barbarians from the Wastes into Kralorela. It is defended by the Iron Forts.

Yanaralow River: This scenic river is the lover of the Tongtain River, joining her at Zhongshui.

Yongwushang (small city): This extensive complex of temples, shrines, and monasteries is an important center of Kralori mysticism and martial arts.

Yueyadao (small city): This city is astride the Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts. It is famed for its elegant temple to Okerio. Each year the natives dress the goddess in crimson silk and give her a new silver crown with seven stars during a week-long ceremony.

Zhongshui (small city): This city is best known for the Five Harmonies Pagoda that was rebuilt after the defeat of Sheng Seleris.



Shiyang Province

Shiyang, the northernmost Kralorelan province, lies beyond the wild and raging Kuwai Tan Kang River. Many of its inhabitants are of Hsunchen descent (particularly Damali, Hsa, and Lo-fak), and maintain many ancient customs and distinctive historic costumes. Every village and city has its *shi yaole* (stone totem poles) that serve as spiritual guardians and frighten away evil spirits with their fierce gazes. Near the mountains the natives are much larger than normal, averaging six and a half feet in height for men and six feet for women.

Places of Interest

Baihu (small city): The totem of this heavily fortified city is the White Spirit Tiger, who fought off the trolls of Ignorance in the Great Darkness. The Golden Temple of Brilliant Light Dispelling Darkness is the center of the city's religious ceremonies. Each year the local Exarch performs the Rite Separating Wisdom from Ignorance and casts a bronze sword into a deep rectangular pond.

Bei Shuyuan (small city): This city is built around the North Academy, the most prestigious center of learning in Shiyang. Emperor Godunya officially presented it with its official seal (*xi*) and the scholars of the North Academy enjoy the protection granted by the imprimatur of the Dragon Emperor. The Academy is famed for its sorcerers, who study esoteric magic forbidden elsewhere in Kralorela.

Bizika (small city): The inhabitants of this city are descended from the Damali and maintain many ancient customs, although they are no longer Hsunchen. Bizika is famed for the distinctive bright costumes of its people and for its Hand-Waving Dance, a group dance that uses 70 ritual gestures to represent war, farming, hunting, courtship, and other aspects of life.

The Hsunchen Peoples of Kralorela

The hill regions, jungles, and mountains of Kralorela are populated by ancient, wild Hsunchen. The mountain people claim that they are really ruled by their own great dragon or serpent, called Korgatsu, who has ruled since before the start of Time. They often invoke its name, and occasionally it appears and disables all the magic and courage of the imperial forces. The God Learners equated it with their Hykim.

The dominant tribes, according to Kralorelan philosophy, are:

Turtle People, who live on the sea in Teshnos
Bat People, in the jungles of Fethlon
Deer People, who live in the hills
Yak People, who live in the mountains
Eagle People, who live among the mountain tops
Tiger People, who move through all the regions

Many other tribes used to thrive in the area. These include Hsunchen who would have lived in the regions now populated by the Kralori: the plains, river valleys, and littoral. These extinct tribes include the Wild Pig People, Jungle Hen People, Combed Sheep People, Four-Tusk Elephant People, Spurred Deer People, Barred Seal People, and the Dragon People.

The Dragon People once ruled all of Kralorela, perhaps before the coming of the Emperors. Maybe the first emperors were really Hsunchen Dragon People – conflicting myths exist. But all tales agree that the Dragon People disappeared long ago. Some moved beneath the sea, others changed themselves by magic into humans, and others simply flew away to serve the gods.

Damali (Fallow Deer People)
Population: 250,000 *Homelands: Shan Shan Mtns; scattered in the West.*
The Damali are widely spread across Genertela. The vast majority live among the foothills of the Shan Shan. However, a smaller number dwell in the eastern wilds of Ralios, among the Pralori and the Rathori, and (formerly) in southern Peloria.

The Damali are generally peaceful, and have good relations with most of their neighbors. Although the eastern and western groups share traditions and are kin to the fallow deer, they are of different human races. The Ralian Hsunchen are a Wareran race, but their eastern counterparts are of Kralori stock.

Lo-fak (Yak People)
Population: 210,000 *Homeland: Shan Shan Mtns, Far Pent.*
The Lo-fak are heavily built compared to normal humans, but they are not actually non-human as some lowland Kralori claim. The Lo-fak subsist primarily off their animals, supplemented by their frequent raids of the lowland. They are a relatively settled, non-nomadic people, but of course are not agrarian. The bulk of the Lo-fak live in the Shan Shan Mountains, but clans often roam through the northernmost reaches of Pent.

Hsa (Tiger People)
Population: 200,000 *Homeland: Shan Shan Mtns, Teshnos.*
The warlike Hsa Tiger People live in small, nuclear family groups and are widely distributed across the Shan Shan Mountains and the jungles of Teshnos. Neighboring humans rightly fear them, but they are friendly to the Aldryami of Fethlon. They are very mysterious and secretive, and almost universally hostile to non-Hsunchen humans. They are the most fearsome warriors among the eastern Hsunchen, and show no fear in battle.

Qa-ying (Eagle People)
Population: 150,000 *Homeland: Shan Shan Mtns.*
The Qa-ying are not true Hsunchen but are Wind Children. Nonetheless, the Kralorelans always classify them as "Hsunchen". Although they nest throughout the Shan Shan Mountains, the Qa-ying are most common in the Hso Shan (northern) reaches. They remain aloof from the Kralori and Teshnites, often raid Pentan herds, and are hostile to the people of Koromondol. They are expert archers, and inhabit some of the most rugged parts of the mountains.

The Qa-ying are noted for their successes against outsiders and their kinship with the storm and wind gods. After the Battle of Six Herds, they collected so much metal armor and weapons from their foes that outsiders believe that the Qa-ying possess the secret of working metal.

Pujaleg (Bat People)
Population: 70,000 *Homelands: Kralorela, Teshnos.*
The Pujaleg live in the foothills and jungles surrounding the Shan Shan Mountains, rather than in the higher regions. They are pygmies, and lead a hunter-gatherer lifestyle. Each "clan" associates with a different species of bat, although few outsiders can tell the difference. The different groups do not live together, but all are friendly to the Aldryami and, like most Hsunchen, the Kralori view them as enemies.

Ri-si (Woodpecker People)
Population: 10,000 *Homeland: Shan Shan Mtns.*
The Ri-si live in the eastern foothills of the Hsa Shan (central Shan Shan Mountains). They are less hostile than many other eastern Hsunchen, and bear no particular animosity to the Kralori, although they avoid them when they can. They subsist by hunting, trapping, and foraging.

Chen-ga (Snow Leopard People)
Population: 8,000 *Homeland: Shan Shan Mtns.*
The Chen-ga inhabit some of the highest parts of the Shan Shan Mountains. They almost never visit the lowlands, so many Kralori do not even believe they exist. They raid the Lo-fak and Damali from time to time, in order to steal their livestock. They are hunters, and disdain all other races.

The Snow Leopard people are also sometimes called the Cloud Leopard people, because they live so high in the mountains that some Kralori believe that they can fly. Their totem animal is sometimes confused with the *hecher ama* (storm tiger), possibly adding to the confusion, since that creature is a magical animal that can fly and stalk prey among the clouds.

Chendi (small city): This fortified city stands on a bluff overlooking the sea. The locals revere the Four Grandfathers, a group of directional deities (or ancestors) called Bee, Turtle, Conch, and Spider Web. Collectively, they carry the Sky Dragon and thus support the universe.

Dragon Tiger Hills: These hills are home to the temples of the Golden Elixir Monks, a mystical order that specializes in internal alchemy. They study esoteric doctrines and alchemical meditative practices to prolong life and create an immortal spiritual body that survives after death.

Gayagrong: This long valley is inhabited by numerous bands of Lo-fak Yak People.

Haicheng (small city): In the God Time, three demigoddesses emerged from holes in the ground on this island, but lacked spouses. Emperor Vashanti sent three handsome princes to become their husbands, teach them civilized ways, and help them populate the island. The natives worship the Three Ancestor Goddesses and the Three Virtuous Husbands, and revere the Dragon Emperors.

Hsin Yin (large city): Here lived Godunya for almost a century, unrecognized as Emperor in his disguise as a belt buckle salesman. Because of the Emperor's connection with the place, every boy born here receives two bushels of rice and three large fish upon birth, and every girl born here receives three bushels of rice, a chicken, and two ducks upon her first birthday.

Kuwai Tan Kang River: This wild and raging river is notorious for its spring floods. The Emerald Fish Lord is the favorite cult along the valley above Snow Leopard Gorge.

Lujiao (small city): The inhabitants of this city are descended from the Hsunchen tribes of the Shan Shan Mountains and maintain many ancient customs. The Emerald Fish Lord ruled from his palace here in the God Time, and his Masked Spirit Dancers are the religious leaders of the area.

Muxia (small city): The women of this area wear exquisite headdresses displaying symbols of snow, flowers, and wind. Men and women wear bright clothing and trousers. Natives live in tall, wooden houses, often several stories high and built next to one another, giving the streets the appearance of wooden gorges.

Qingshi (small city): This remote but extremely picturesque city consists of one very long street above the Kuwai Tan Kang River; the street is paved with huge greenish-black stones. Numerous bridges cross streams that cascade down to the river. The Copper Column of Qingshi stands as a covenant between the Emperor and the chieftains of Qingshi. The column is more than 5 *bu* high (25 feet tall) and records the submission of the Hsunchen chiefs to the Dragon Emperor. The natives of this area are the tallest in Kralorela, and many claim to have Qa-ying ancestry, worshiping an antigod called Wangbiao or King Violent Wind.

Richu Xuan (small city): This city is famed for the legendary Sunrise Pavilion, where the poet Li Gu achieved enlightenment while watching the dawn. His classic poem, *The Movements of Heaven*, is carved on the twenty-eight pillars of the pavilion. The poem states that one can see the Dawn five times when at Sunrise Pavilion. One sees the Dawn once in the sky, once reflected in the temple's pool, once reflected in the sea, once reflected in the drinking glass, and once more in the eyes of a lover.

Sanlingta (small city): This area proved impossible to settle properly because of an angry dragon. Emperor Yanoor was consulted and he ordered the Three Dragon Pagodas be built, each a perfect triangle, to placate the dragon. The Three Dragon Pagodas have survived many man-made and natural catastrophes over the last millennium – even when the rest of Sanlingta city was destroyed by the False Dragon Ring, the Three Dragon Pagodas survived.

Savage Northern Forest: This vast forest in the foothills of the Hso Shan Mountains is notorious for its wildness. It is inhabited by fierce and uncivilized tribes of Hsunchen.

Snow Leopard Gorge: This deep canyon cuts the upper Kuwai Tan Kang River Valley off from the lowlands of Hanjan. It was once home to the Chen-ga Snow Leopard People, but they were driven off by the Seven Righteous and Harmonious Brothers.

Taigang (small city): The residents of this port city are known for their red fur hats, and the many earrings worn by both men and women. They are mostly fishers and farmers, and are intrepid sailors with their small boats.

Tzu Ling (large city): This city is noted for the beauty of its women and the melodiousness of its flutes. It also has a monstrous demon living below it, which must be propitiated according to its eccentric whims; else it destroys selected buildings at night.

Xiangguanghui (small city): This isolated coastal city is dominated by the Secret Traditions of Life Temple, a new cult brought from the East Isles by Yuansou Ebeide, the head of the dominant Yuansou clan. The city is protected by *shi yaole* (stone totem poles) carved with the heads of dragons, octopi, and other sea monsters. The local inhabitants are notoriously suspicious of outsiders.

Xun Yupi (small city): The natives of this island live by fishing and seal hunting, and even use fish as fodder for their domestic animals. Their traditional clothing is made out of fish skins, although the wealthier citizens wear Kralori garb. Their religious leaders, the Pointed Hat Dancers, mediate with the Spirit World. Children in Xun Yupi are named after the last person to have died.

Yaanek Mountain: This snow-capped volcano is said to have been the home to an ancient Moon goddess killed in the Gods War. The forests below it are haunted by ghoulish demons that exhume and eat corpses.

Yongmingcheng (small city): This heavily-fortified port city is lit day and night by countless paper lanterns that are never permitted to be extinguished without a formal funeral ritual. The inhabitants are fierce warriors, believing themselves to be the descendants of tigers and bears.

Wanzow Province

This is the only province where foreigners are allowed freely. A foreigner must live here for at least a year before traveling to anywhere else in the Empire of Kralorela.

Places of Interest

Daxia Jia (small city): This city is home to the Sword Smiths of Daxia Jia, whose swords are so well made they can cut water or make spirits bleed.

Dousheng (small city): This city claims the honor of being the birthplace of Aptanace the Sage, and thus the birthplace of civilization. It is best known for its magnificent silver-plated statue to Okerio Allgiver, some 30 *bu* high (approximately 150 feet). The statue was built to commemorate the 1587 victory of the Dragon Empire over the Kethaelan barbarians, and symbolizes the perfection of Kralorelan civilization.

Fanzai: Also called Dragon Island, the largest dragonewt colony is here. The Kralorelans often come to pay respects. The dragonewts themselves generally ignore the Kralorelans, but not always. The province of Wanzow covers the northern part of the island.

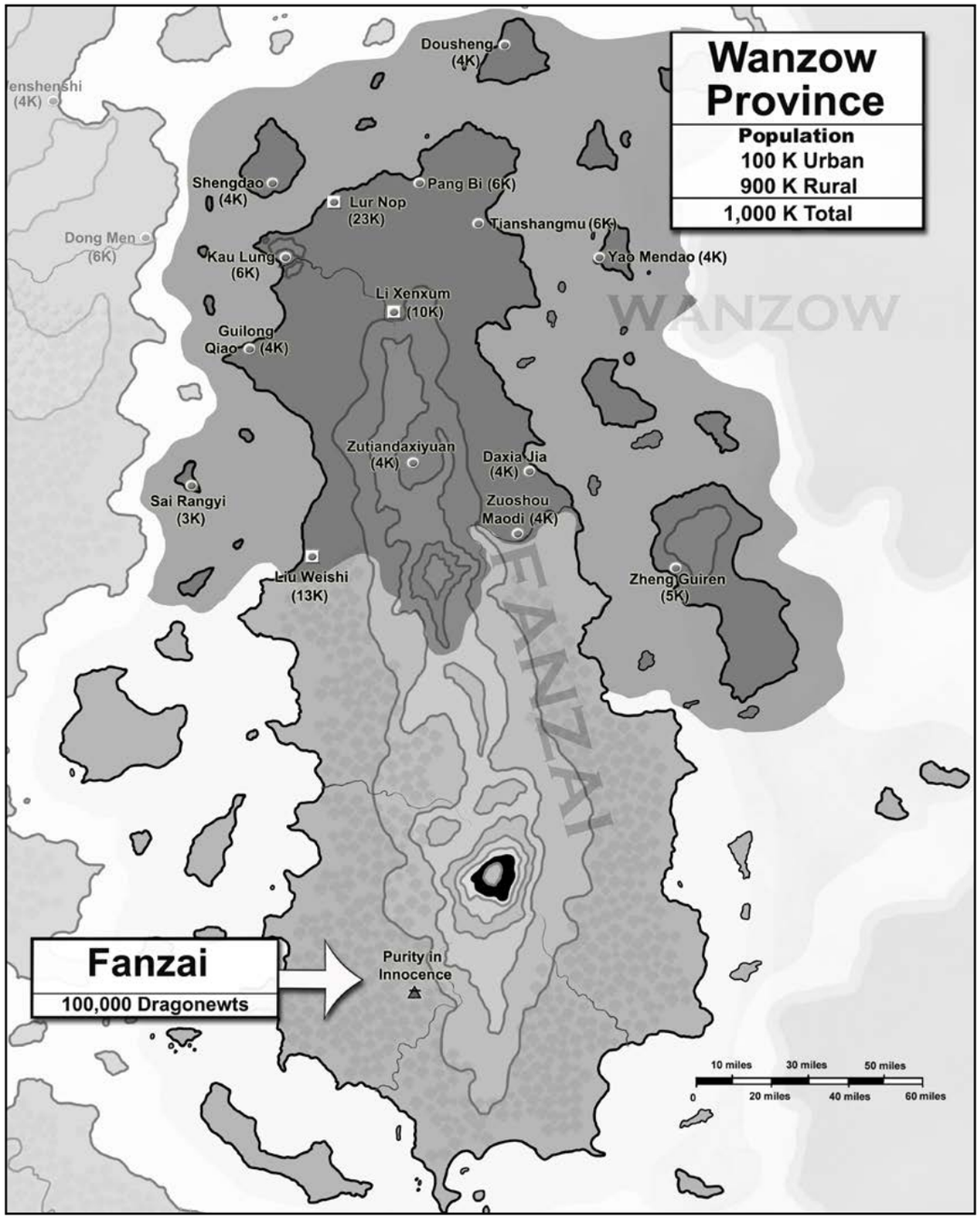
Guilong Qiao (small city): An antigod called the Dragon Turtle rebelled against the Dragon Emperor and challenged him to a magical contest. The Dragon Turtle's horned carapace is now the roof of the grand Imperial Temple here.

Kau Lung (small city): The city of the Nine Dragons, this sheltered bay is surrounded by nine high steep hills. It is notorious as a haven for smuggling.

Li Xenxum (large city): This city is famed for its huge temple complex dedicated to HeenMaroun the Celestial Emperor and Korgatsu the King of Animals. The Qingshou mystical school teaches ancient Sivolic disciplines of movement and exercise that merge the practitioner with the universe.

Liu Weishi (large city): This city is noted for its many temples to UnLo the Cosmic Dragon and the Six Draconic Guardians (Silence, Secrets, Being, Experience, Thought, and Spirit). The temples are maintained by the Purple Monks, who claim kinship with the dragons. The city has long been a stronghold of the Path of Immanent Mastery.

Lur Nop (large city): This city in Wanzow is the only port of Kralorela which is open to foreign shipping. Traders from Vormain, the East Isles, Teshnos, Teleos, and the Holy Country meet here. Each barbarian nation has its own enclave, carefully overseen by the mandarins. Near the city is the Thousand Dragon Cliff, renowned for its numerous draconic images which have been carved out of the rock since before the Dawn.



Pang Bi (small city): This walled market town is the home of the powerful Pang clan, feared throughout Wanzow for their powerful ancestors.

Purity in Innocence (dragonewt city): The largest dragonewt city in Glorantha, this dragonewt settlement has no Inhuman King. Instead, the dragonewts of Fanzai obey the Dragon Emperor of Kralorela and acknowledge him as a True Dragon. It is connected to Chi Ting and Right Concentration by a dragonewt road that runs through the shallow Suam Chow Sea.

Sai Rangyi (small city): This impressive granite island fortress boasts the Grey Harbor, an important Kralorelan base against raids from Trowjang. The soldiers of the all-women Mi Nao regiment are stationed here, led by the war heroine Mu Xin.

Shengdao (small city): The holy island of Shengdao is home to many important temples, most famous being the six-tiered Temple of the Celestial Crane and the Underworld Snake, with altars to the Rich Twins. The temple priests are fantastically rich from offerings to the Rich Twins and are important money-lenders throughout Kralorela. They are rumored to employ a criminal army to collect their debts.

Tianshangmu (small city): This city is best known for the Dancers of the Celestial Mother of Above, whose graceful techniques reveal mystic secrets. The Dancers are organized into four schools: Morning, Midday, Evening, and Midnight, each with their own distinct costumes and dances.

Yao Mendao (small city): This port city guards the entrance to the Suam Chow from pirates and foreigners. Merchant ships are required to take on a Kralorelan pilot and soldiers, and then can proceed on to Lur Nop. Si Yangren Fortress looms above the

port. Construction on this towering castle was begun in 1580 at the orders of Godunya.

Zheng Guiren (small city): This city is inhabited by the Upright Turtle Clan, a civilized fishing people descended from the Sofali Hsunchen. They speak a different language from the Kralori, although they follow largely civilized ways. In the highlands above the city, tea (and the notorious black lotus) is grown.

Zuoshou Maodi (small city): The Left Hand Trade Ground is a place where dragonewts willingly trade goods, services, and even information with humans, although their contractual terms are always best characterized as "draconian".

Zutiandaxiyuan (small city): This city is located within a wide caldera. Here the dragonewts of Fanzai perform the Dance of Submission to each new Dragon Emperor. It is more commonly a place where trade can safely be made with the dragonewts of Fanzai.

The Blood Sun

The Blood Sun is a secret part of the Sun, which is usually invisible to the residents of Chen Durel. When people are sacrificed to it, with their hearts torn out alive, then the Blood Sun appears through the clouds and the storms, even through the roof of the temple, and blood drips down on the worshipers, being both food and magical power at once.

Chen Durel, the Bliss of Ignorance

The Kingdom of Ignorance is the land just north of Kralorela. It is a harsh land of darkness, wind, and extreme seasonal contrasts, with 90 mph snow storms in the winter, and dry dust storms from Pent in the summer. The specific gods worshiped there changed frequently, although the religion which spawned the area's title has been continuous. It is dotted with ruins dating far back to the God Time, most notably massive pyramids covered with strange picture-writing.

Early forms of the religion of Ignorance was based upon the belief that the Sun god would undergo transformations and that differing methods of worship would be best suited to each form that he would take. The early forms which were worshiped are: (1) The Early Light; (2) The Rising Orb; (3) The Victorious Zenith; (4) The Solar Storm. This last form was a god-king living in the land during the reign of Emperor Shavaya. Shavaya had several encounters with the violent Solar Storm god of the north. In the final encounter, Shavaya finally opened the blinded third eye of the ferocious Solar Storm and brought him to peaceful enlightenment.

The tales of the dragon mystics don't finish the story, though. The tale continued even after this defeat. The army which had accompanied the Solar Storm's latest invasion slunk home, thoroughly confused and demoralized. There then came among them a being who called himself Shadow of the Storm and revealed the lessons which Solar Storm had learned while enlightened. He called them the Suns to Come and interpreted the picture-writings anew, then disappeared.

The revelations of the Suns to Come reduced the whole populace to a great malaise infecting the entire land. They chose ignorance rather than splendor and turned from the light to the darkness. This land of spiritual ignorance was called Chen Durel, the Kingdom of Ignorance.

Jorazzi Redhands was another prophet who rose to enliven his countrymen by instituting blood sacrifice to strengthen their Sun god. They called this new aspect the Blood Sun and believed the god would stay strong as long as he received fresh blood.

Sometime later, a great dark horde led by a howling black fire approached the exhausted lands. The wretched survivors recognized the fire as the Black Sun prophesized by the Suns to Come and took it as their god. The black horde was made of swarming trolls, fresh from climbing for generations to reach this world. The Black Sun had been waiting for them at the exit from below. The trolls happily occupied the ancient pyramids of the Kingdom of Ignorance, and made themselves the rulers and priests over the wretched, but grateful, humans. Being wise, the trolls reinstituted a limited and controlled blood sacrifice to pacify the downtrodden peasants and to provide regular, high quality food for the rulers. To entertain outsiders they began the famous gladiatorial

contests of this land. This latest manifestation of a misguided deity, even though led by trolls, was just another phase of the Kingdom of Ignorance as far as the rest of the world was concerned.

About the year 550, the Dragon Emperor of Kralorela launched a Circle of Learning from his City of Heaven, which was located on earth. Ten years later, his armies met a combined army of trolls and dwarves at the Warring Ford and smashed them. As usual, the two Elder Races then attempted to betray each other instead of continuing their alliance. The Dragon Empire expanded its power into the former dwarf hills and troll valleys, and created many songs and poems about another victory over Ignorance. The trolls of Ignorance took the loss in their stride. Some did apparently move northward along the coast, as is recorded by the whaling vessels which traditionally stopped there, but were always attacked after 570.

When the New Dragon's Ring seized power in 768, survivors from the old reign fled northward, into the troll-ruled Kingdom of Ignorance. There was a short war, but the dragon mystics lured the trollkin to their side and the troll overlords fled if they could. Thus, the Kingdom of Ignorance once again changed sides as the trolls plotted to overthrow the usurpers who now claimed themselves to be the Kingdom of Wisdom. The trolls moved further yet along the seashore, finding it a suitable place to live. Some say that they are now near extinction, while others say this has given them ten centuries to build up their strength.

When the Dragon Emperor returned to Kralorela, he set up Can Shu as the exarch of Ignorance, and Kralorelan mandarins still rule there. It is considered a hardship post. In the last century, many strange foreign cults have taken root in Ignorance as a result of the biennial caravan from the Lunar Empire.

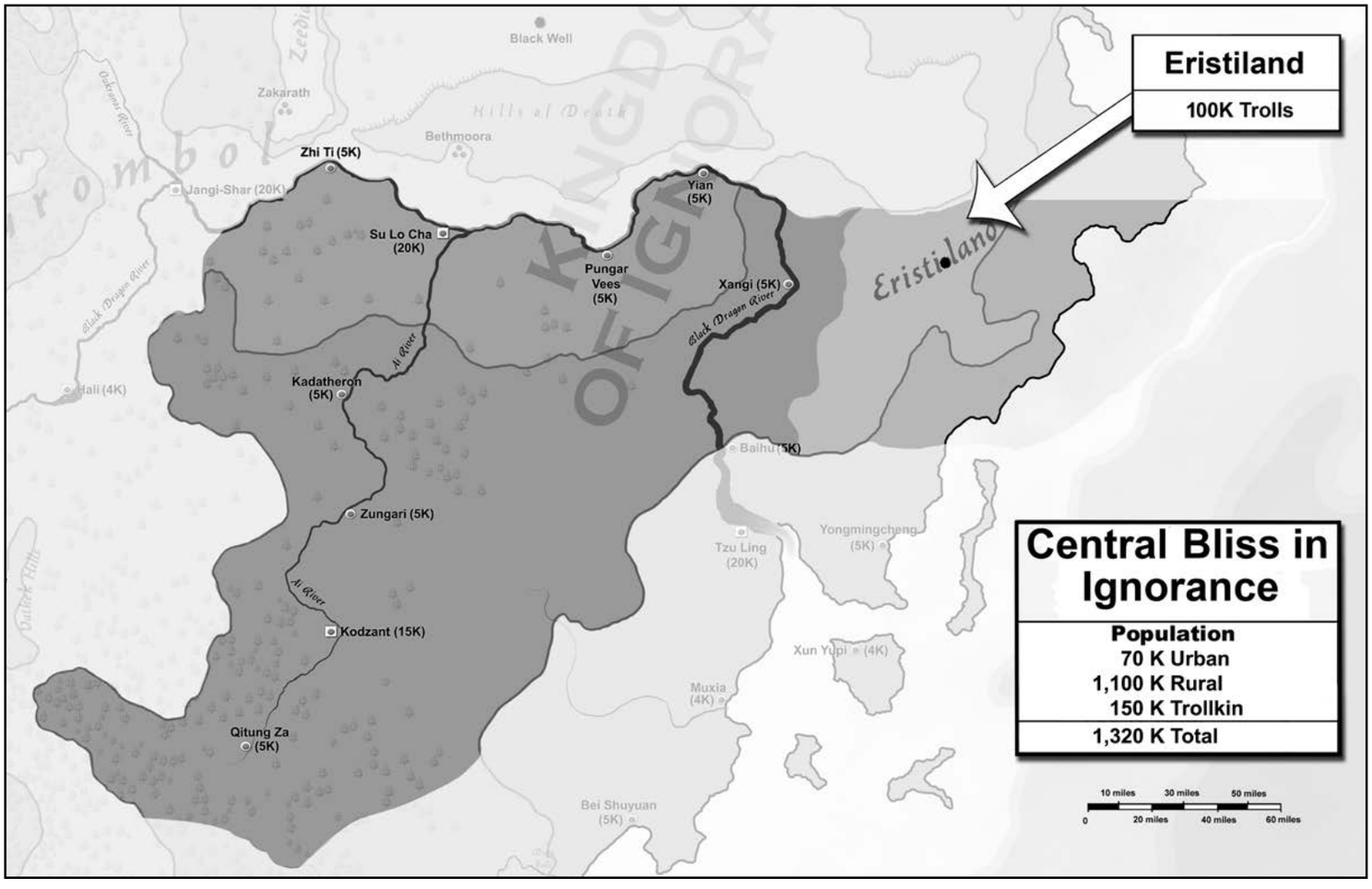
A large percentage of the population of Ignorance remains loyal to the Black Sun. Many of the thousands of trollkin still living in the Kingdom also worship the Black Sun. Before the Dragon Emperor came, deceased worshipers of the Black Sun were eaten by the ruling trolls. Nowadays, the mandarins promulgate the practice of cremation. However, despite the hefty fine, many natives of Ignorance still have their dead eaten, though now the devourers are trollkin, dragons, or pigs.

The Hero Wars Begin:

KRALORELA: Ignorance Against Splendor
Rin Ta, the Warlord of Ignorance, has waves of trollkin driven on by human overseers raid deep into Shiyang and Hanjan provinces. Meanwhile, Rin Ta gathers an army that includes trolls from Koromondol, Pentan nomads, and even Lunar magicians. Nonetheless, Emperor Godunya takes no action other than to retreat into the Closed Hill. The dragon mystics claim that this is the Temptation of Ignorance and cite the Fan-Yen Prophecy: "Be tattered, that you may be renewed."

Despite the inaction of the Dragon Emperor and the exarchs, Kui Hui, the giant hero, recruits foreigners to fight against the Ignorant. The campaign of "Stupidity against Ignorance" is a military success. Afterwards, Kui Hui and several other heroes set off deep into Chen Durel with a select band of foreigners.

KRALORELA: The Dragon Emperor Ascends
After centuries of meditation and esoteric rituals, Godunya performs utuma and achieves unity with the Void. The Dragon Emperor departs to the Summer Land Heaven.



Places of Interest

Bethmoora: Copper-gated Bethmoora with its tall, pale-green pyramids and monstrous colossi has been desolate since before the Great Darkness.

Black Well: This temple to Subere is an entry to the deepest Underworld. Powerful magicians gather here to summon demons or other Underworld entities; occasionally, something crawls out of its own volition and haunts the surrounding plains.

Dozakiland: These hills are the heart of the ancient troll lands north of Chen Durel. It is still called Newhome by many trolls. It is ruled by a conclave of Mistress Race trolls, some of whom followed Dozaki here in the Lesser Darkness. When Kralorelans conquered Chen Durel around 770, many troll overlords fled to Dozakiland, although most remained in Chen Durel.

Eristiland: This rumbling heath, whose stormy hillocks are the ground-swell and after-wash of frequent earthquakes, is the home of a powerful dark troll tribe. They guard, but never open, the Golden Box taken from dead Yelm at Hanroo Field.

Gartog (small city): The City of Drums, the drums of Gartog beat night and day, and there are regular sacrifices of human beings to the Black Sun here. The locals claim that if they ever cease to beat their drums or fail to regularly offer human sacrifices, silence or hunger will awaken the Old Gods (which they call Ma-Yood-SuShai), who will destroy the world. Troll blood sports are still played by the human population in the walled ballcourt of Gartog.

Grombul: The inland region of the Kingdom of Ignorance. The hills are icy cold in winter, but flower beautifully all summer long. The Grombul is the source of many strange legends, such as the story of the Jibboo Sarn and what it fed upon.

Hali (small city): This isolated city along the misty Black Dragon River is ruled by the Black Sect, who claim to be the heirs of mystical secrets from ruined Karaköse.

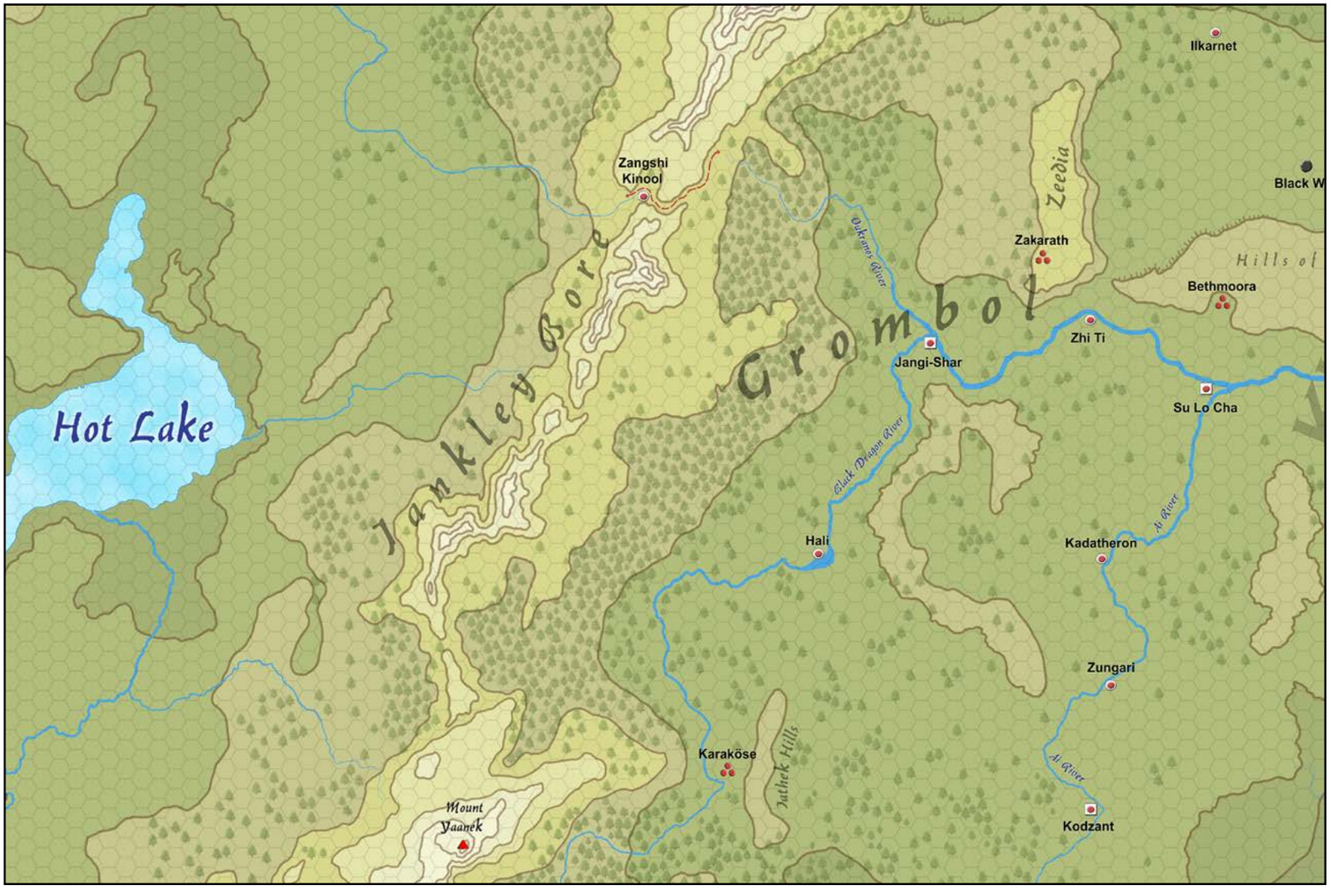
Haunted Shore: These marshy shores are troll hunting lands. In Earth Season, much of the marsh turns a flaming red, thought to be from the blood of all those sacrificed to the Blood Sun.

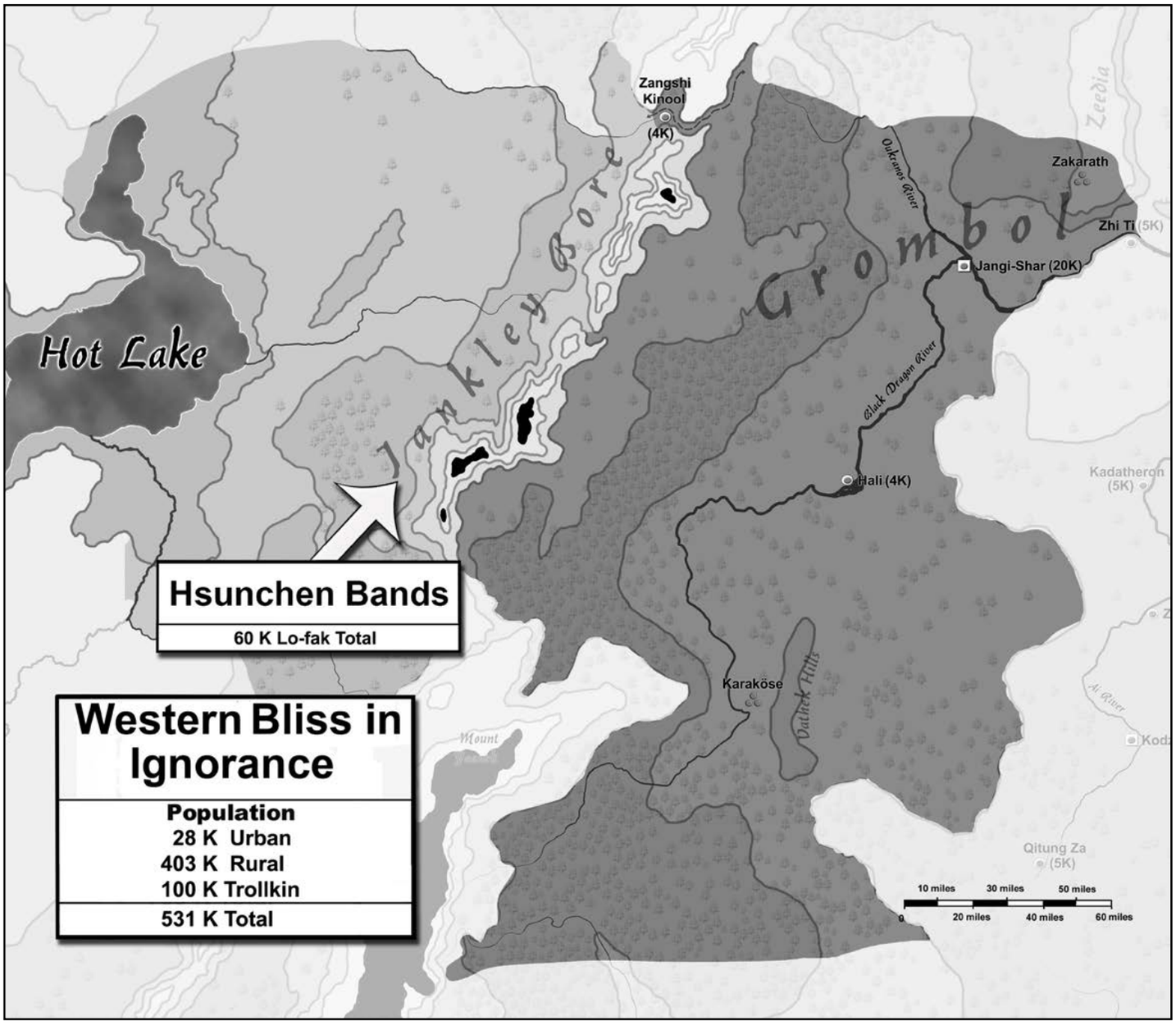
Ilkarnet (small city): This city is wealthy from the mines of nearby Saresangk, where gold and lapis lazuli are mined in great quantities. The area was ruled by the dwarves, but the dwarves were destroyed by the trolls at some time after 550. The humans worship a great horned idol with huge rubies for eyes and play violent blood sports in their walled ballcourts.

Jangi-Shar (large city): This city is the terminus of the famous Etyries Caravan from the Lunar Empire and is an important trade center. Temples to foreign gods, devils, and antigods serve its large foreign population, largely Lunars and Pentans, but even dark trolls can be seen in the city. Maize is grown locally, having been introduced by Lunar missionaries almost a century ago.

Jankley Bore: A range of rocky hills in the Kingdom of Ignorance, this is the legendary home of the defunct god Sun Storm. The ghost of Sun Storm's third eye reportedly still wanders here after dark. Particularly feared are the colossal stone heads that fly across the countryside worshiped by a violent Death cult called the Life Takers.

Kadatheron (small city): This city is ruled by an ever-reincarnating prophet called Chote Dakpa (this is his 12th incarnation), and advised by mandarins chosen by Can Shu. The clay cylinders of Kadatheron contain the Prophecies of the Suns to Come, written in an ancient pictographic script and continually studied and interpreted by Chote Dakpa.





Karaköse: The City of the Dead, Karaköse was a rich and powerful city that died in the Great Darkness. It is now a part of the Underworld, inhabited by ghosts and demons. Those who enter its gates pass into the Underworld and are rarely seen again. Huan To often gather here and some claim that Karaköse is their home city.

Kingdom of Ignorance: Also known as the Bliss of Ignorance or Chen Durel, this is a bitter and wasted land of rolling hills and twisted woods. Many ruins of inhuman civilizations dot the land, ignored until some secret cult of perverse magic meets there and populates it with adulating crowds, mobs of sacrificial victims, and flocks of lost and hungry dead.

Kodzant (large city): The City of the Black Flame, this dark city is notorious for its criminal societies and secretive cults. The mandarins rarely investigate affairs outside the Kralorelan quarter.

Koromondol: A wind-blown coast extending north from the Kingdom of Ignorance into the lands of legend. Trolls exiled in the Second Age fled here, and some remain, though most moved even further northward. The human inhabitants harvest prawns and watercress. The Creature Whose Initials Are Y.B.B. lives on this coast, as does the Nimble Hen, with its single twisted leg. Jack O'Bears often gather on the coast early in the year for an unknown purpose.

Peol Jagganoth: This dead volcanic caldera is frequently inhabited by undying corpse-eaters and other Chaos horrors; or by raiding parties of Zorak Zoran worshiping dark trolls. Either way, it is avoided by humans.

Prophecies of the Hero Wars

KRALORELA: A peculiar event

According to The Watchers of the Plasma, a Seer Society in Dara Happa, in 1621, all of the Exarchs of Kralorela held a funeral ceremony for the Outside World.

After the ceremony, a squat, ugly idol was blessed and then thrown into the waters of the Suam Chow. This may be connected with the writings of Emperor ShangHsa May-His-Name-Be-Cursed, in which there appears an unnamed, frightening deity of the future, who is to be propitiated, but never worshiped.

Pungar Vees (small city): This red-walled city is home to the dreaded Third Eye Banner, a dark troll war gang sworn to Rin Ta and other demons of death and destruction.

Qitung Zant (small city): The native population here is a mixture of the Ignorant and Hsunchen. They worship a green-stone idol of a draconic antigod they call Bokrug the Prime Mover. They are notorious as bandits and slavers, and are allied with a local tribe of dark trolls.

Red River: This river in the Bliss of Ignorance is noticeably reddish in color; whether that is from the red-colored silt it carries or from the blood of centuries of human sacrifice practiced on its banks is a matter of debate.

Saresangk: Long ago this was a dwarf colony, but it is now mined by slaves from Ilkarnet. Large quantities of gold and lapis lazuli are extracted until the demons that still inhabit Saresangk awaken and kill all the miners. The mandarins of Ilkarnet then wait for the demons to rest again and send new slaves to continue mining. They have done this for over a century.

Stone Heap: This ancient heap of stones is haunted by a terrible moaning demon who, stories claim, was cursed by the Creature Whose Initials Are Y.B.B.

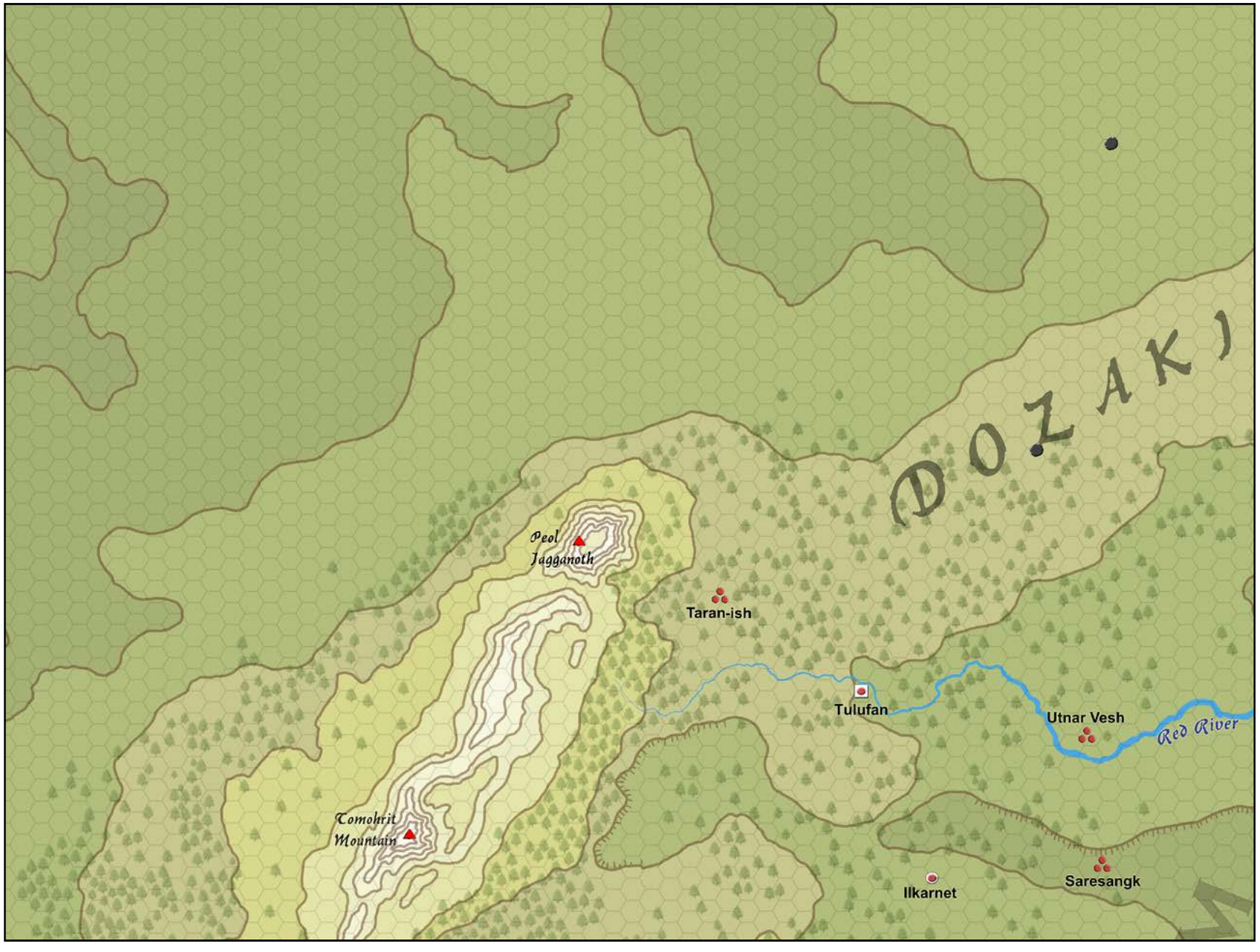
Su Lo Cha (large city): The capital of the Bliss of Ignorance is known by this name only by its ruling mandarins, who reside in pleasant palaces of comfortable Kralorelan design. The Ignorant masses call it by its ancient evil name of Urgzant, the home of the Shadow of the Storm. Squat, massive pyramids and broken colossi of forgotten rulers loom over slums and palaces alike. At the center of the city is the ancient temple-arena of the Black Sun, where gladiatorial contests are still held by order of Can Shu.

Taran-ish: This blasted and twisted badland is littered with half-melted blasphemous statues, foul gelatinous pools, monstrous colossi, and howling ghosts and demons. Chaos horrors can often be found here and it is a place of pilgrimage for several evil cults.

Tomohrit Mountain: This high snow-capped peak is populated by Hsunchen bandits, artists, and madmen.

Tsang (small city): This city atop the Lying Plateau is ruled by the Yellow Mask Priests, who reside in a large cavern outside the city; humans are forbidden to enter their sanctuary under pain of death. The Priests are larger than humans and always are clothed from head to toe in red robes and masks of yellow silk. The priests worship the Black Sun with grotesque ceremonies of human sacrifice and ritual cannibalism.

Tulufan (large city): The seven-storied Tulufan Pyramid is a massive complex of temples and shrines with forty-two gates. The priests of the Blood Sun known as the Wizards of Gore used to regularly



perform human sacrifice and blood feasts here, although such sacrifices have been curtailed by the mandarins who rule the city from the fortified Red Palace. The city has three walled ballcourts, originally constructed for troll blood sports, but they are seldom used now.

Utnar Vesh: This haunted city of ivory-bleached stone was the capital of the demonic emperor Thuba Mleen, who ruled the world with his Army of Darkness, until his troll allies devoured him.

Vathek Hills: These bleak hills are inhabited by roving bands of howling corpse-eaters, the undying slaves of the sorcerous Huan To. The Amethyst Dragon of Greater Chaos – a three headed Chaos monster – is occasionally spotted here. Few mortals ever dare to venture here even though tales of great riches abound.

Xangi (small city): The Black Gates of Ignorance, the center of this city is ringed by ebon statues of nameless Stygian deities.

Yian (small city): Near the shadows of the Hills of Death, Yian is the legendary City of a Thousand Bridges. Its many pleasure gardens are all sweetly scented, and here the air is filled with the ringing sounds of silver bells. Mystics and dreamers can be found here, their mundane needs cared for by throngs of trollkin slaves and their dreams and rantings carefully recorded by the Mandarins of the Silver Key.

Zakarath: The evil king of this city offended the Blood Sun and the Zeedian hillfolk. When the Black Sun came, his fall, and that of his city, was swift and terrible. Little is left of the once-great city but stone ruins and angry ghosts.

Zangshi Kinool (small city): This sprawling basalt fortress in the Jankley Bore guards the pass between the Chen Durel and Pent. Bronze spikes on its ramparts display the grisly remains of Pentans foolish enough to try to raid past Zanghi Kinool or refuse paying its tolls. It is the location of an important slave market for the Pentans, and captives from far-off Peloria can be acquired here.

The Pentans believe that its ruler is a cruel demon who was plucked out of the deepest hell by Sheng Seleris and given the fortress as a reward for faithful service.

Zeedia: This rugged area is inhabited by fierce tribes of Black Sun worshiping mountaineers.

Zhi Ti (small city): This palace-city is dominated by the impressive Yellow Palace of Can Shu, residence of the Exarch of Chen Durel. It has shrines to many demonic beings, and several monasteries to blasphemous esoteric cults.

Zungari (small city): This city is divided into two tribes: the Siah-Posh (Black-Robes) and the Lall-Posh (Red-Robes). They speak different (and barely intelligible) dialects and worship different sets of gods and spirits. They maintain similar customs, which include banditry and slavery.

Lunar Empire

The Lunar Empire is a theocratic empire which rules the many peoples of Peloria. Feared and hated by outsiders, it is probably one of the finest places to live. Tradition is appreciated and studied, but not slavishly adhered to. Opportunity abounds, and social and geographic mobility are widespread. Peace reigns – no wars have been fought here for over a hundred years. Government is stable and society content. The "infernal presence of Chaos" which terrorizes the outside world is carefully avoided by most citizens, and the "taint of evil" is never touched except on a voluntary basis.

Description

Peloria is a large bowl, approximately 600 miles from west to east, and over 650 miles from north to south. The northern and eastern part of the bowl ("Lower Peloria") is largely lowlands cut by the four major rivers of lowland Peloria, although a few small mountain ranges divide the river valleys from each other. To the south and west ("Upper Peloria") rise the foothills of the impassable and permanently snow-capped Rockwood Mountains.

The lower Pelorian bowl is a land of lowland plains and marshes, gentle hills, and a few minor isolated ranges of small mountains. Much of the land is cultivated and civilized, although there are still expanses of untamed grassland, wild marshlands, and a few stretches of woodland. Magical standing stones from before Time are littered throughout the bowl north of the Yolp Mountains. Herds of bison, antelope, and other large mammals still graze the open grasslands.

The upper Pelorian bowl contains the foothills of the Rockwoods and various detached mountain ranges, as well as several broad river valleys that resemble lower Peloria. Virgin woods dot much of the land and many of the hills and mountains are too rugged for agriculture. As a result, far less land is cultivated than in the lowlands and a mixture of farming with animal husbandry is the norm.

Chaos in the Lunar Empire

Chaos openly exists in concentration in these places in the Empire: the Crimson Bat, Broos Regiment Headquarters, Madness College, Vampire Town, the Dislocated Zoo Grounds, Third Hand Illumination Town, and Undragon Land. (The Mad Sultanates, Dorastor, and the Beyond Nightmares are all outside the Empire, officially.) Many small sites, and less important persons, are Chaotic as well.

The Four Rivers

Four major rivers, the Oslir, the Arcos, the Poralistor, and the Oronin, have cut their way through Lower Peloria. These rivers serve as great arterials, providing food and water, and as highways for moving goods and peoples. They are among the calmest waters in Genertela, for a vast system of irrigation ditches and canals have tamed the rivers and the Empire has defeated the rebellious spirits, intelligent beings, and blue folk that once resided within them.

Oslir River: One of the greatest rivers of Glorantha, the Oslir rises in the mountains of Dragon Pass and winds nearly 1,000 miles to its mouth in the Thunder Delta. The river is approximately 1,000 feet wide at Mirin's Cross, 1,500 feet wide at Jillaro, and approximately a mile wide as it meanders through Dara Happa. The river is navigable as far south as Furthest; above that, cataracts and cascades require portage.

The Oslir begins in the snows of Dragon Pass and travels through the highlands of South Peloria on its way to Dara Happa. The Oslir floods each spring, as the snows in the mountains melt into torrents of water. From Henjarl to Birin, countless irrigation ditches and canals control the river and provide water for the vast rice paddies that feed the Heartland. It once held intelligent river life which was exterminated in wars against the Lunar Empire. It is still rich in fish, water fowl, and other aquatic life, including the fierce Oslir Crocodiles.

In the God Time, the Blue Dragon invaded the Solar Empire but was defeated and tamed by a powerful god; according to the Dara Happans, it was by Murharzarm, according to the Orlanthi, it was by Orlanth. Regardless of who defeated her, Oslira settled down within her banks and is the lover of several gods, including fierce Shargash. The Oslir is generally viewed as masculine by the Orlanthi and feminine by the Dara Happans.

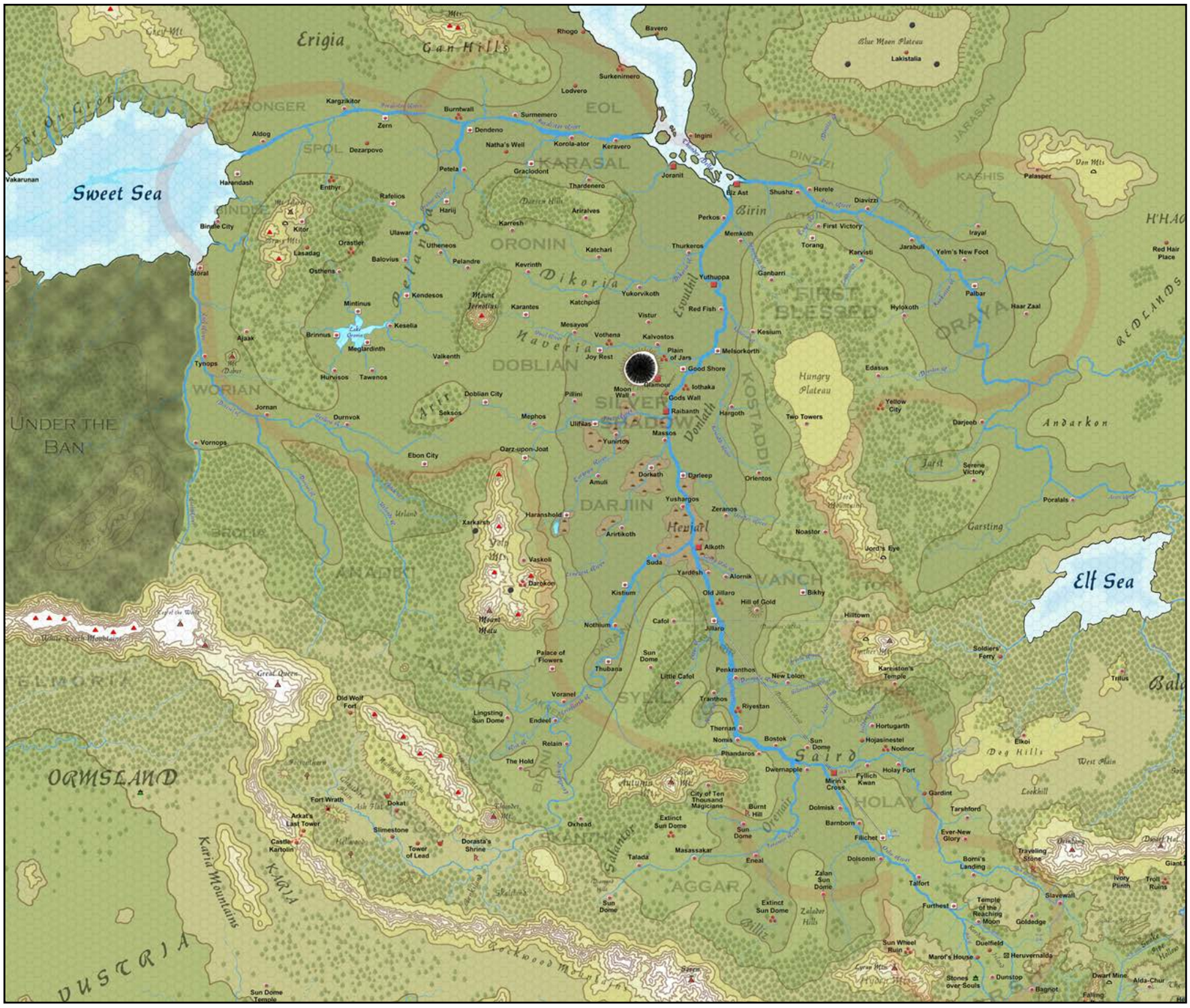
Arcos River: This great river winds some 720 miles from its source in the Elf Sea to its mouth in the Thunder Delta. The Arcos is navigable from its mouth to beyond the edges of the Empire. It is the historic highway for horse nomads from the grasslands of Pent, yet its rich black soil attracts Pelorian settlement. The Arcos is navigable as far as Darjeeb in Jarst, where a series of cascades require portage.

In the God Time, allies of the Blue Dragon invaded and conquered the eastern Solar Empire. While the Blue Dragon was defeated and tamed, the Arcos remained free and wild. In the First Age, elves sailed northward from the Elf Sea upon the Arcos River, and also portaged their boats from the Elf Sea overland to the Oslir River.

Poralistor River: This river rises in the Sweet Sea, a great freshwater body, and flows eastward about 325 miles to its mouth in the Thunder Delta. In the God Time, Lord River Listor and the Blue People invaded western Peloria, streaming from the Sweet Sea to the Keniryan Sea in the east. The course of their advance is the Poralistor River.

Oronin River: This wide, slow tributary of the Poralistor meanders some 190 miles from Lake Oronin in the south to its confluence with the Poralistor in the north. The Oronin Valley is the home of the ancient Pelandan culture and was the core of the old Carmanian Empire.

In the God Time, the Blue People invaded western Peloria, streaming from the north to Mount Fire. The course of their advance is now the Oronin River, which defines the boundary between the Lunar Empire and the West Reaches. The Oronin Valley is now a prosperous region of the Lunar Empire, and a popular destination for pilgrims. The banks of the river are decked with white-columned villas, ancient temples, and picturesque ruins.



Climate

Peloria has a continental climate with hot summers and cold winters. The climate is warmest in Dara Happa, the home of many solar gods, where the average Fire Season temperature often exceeds 90° F. The once-fierce winters have been tamed within the Glowline by the state-supported cult of Kalikos Icebreaker, which annually sends a war party northward to fight Valind, the Winter God. Even so, the temperature often drops to below freezing in late Darkness and Storm Seasons, depending partially on the success of the Kalikos expedition.

It is coldest in the lands north of Dara Happa, where cold winds blow down from Valind's Glacier and the Keniryan Sea, and in the hills and mountains of southern Peloria, the home of many storm gods. Snow typically falls every Darkness and Storm season in the foothills and mountains. Thunderstorms are common in Upper Peloria.

Culture

People are molded by their local cultures, but the Lunar Way offers a freedom which was unknown before the coming of the Red Goddess. This freedom is sometimes frightening, and only a few dare to explore all its possibilities. Yet the Red Goddess guides all along Her path, provides guardians and escapes, and can answer personal questions communicated through prayer.

Within the Empire, four main cultures can be identified: Carmanian, Dara Happan, Lodrilli, and Orlanthi. Prevalence of these cultures corresponds with geographic boundaries, so the cultures are each discussed within the following subsections of the Empire.

Inhabitants

The vast majority of Lunar citizens are humans. The egalitarian Lunar Way attracts non-humans, and accepts them as spiritual equals. The trolls of the Blue Moon Plateau form a large contingent of non-humans. A colony of broos is said to exist someplace in the Heartland, and a legion of vampires serves the Empire.

Lunar Time

The Lunar Empire uses a yearly dating system which is different from the normal Solar Calendar. It is based on wanes, each of which is 54 years. Dating is numbered by wane/year. 1/1 was 1248. Thus 3/12 is the twelfth year of the Third Wane (or 1367). Zero Wane refers to the time the Red Goddess was on earth. Dates before her coming use other systems, usually the normal Solar date.

The Red Goddess was born in Rinliddi (Peloria) in 0/0 (or 1220). Lunar chronomancers always begin their chronologies from that date. She lived on the Surface World for 27 years before her apotheosis in 0/27 (1247).

Population of the Lunar Empire

Humans

Aggar	220,000
Anadiki	50,000
Bindle	250,000
Brolia	100,000
Darjiin	950,000
Doblian	450,000
Eol (Thrice Blessed)	250,000
Erigia	130,000
First Blessed	800,000
Holay	600,000
Imther	50,000
Jhor	350,000
Karasal	400,000
Kostaddi	490,000
Lakrene	75,000
Oraya	400,000
Oronin	500,000
Silver Shadow	675,000
Skanthi	25,000
Spol	100,000
Sylila	730,000
Talastar	125,000
Tarsh	360,000
Vanch	150,000
Worian	200,000
Total:	**8,430,000**

Nonhumans

Broos (Dorastor)	75,000
Chaos, Other (Dorastor)	30,000
Dwarves (Brass Mountain)	20,000
Dwarves (Imther Mountain)	30,000
Dwarves (Jord Mountain)	80,000
Elves (Dorastor)	10,000
Telmori	10,000
Trolls (Blue Moon)	380,000
Trolls (Yolp Mountain)	80,000
Wind Children	5,000
Total:	720,000

Grand Total: 9,150,000

When she took her place in the sky, the Red Goddess was at the height of her power. Her possessions upon earth suffered a decrease in available magic for 27 years after her ascent, and then increased again for 27 years to the levels available while the Red Goddess had been on the earth. This created a 54 year period between crests of power, with a central low. This 54 year cycle is called a "wane."

The wane is the primary number in Lunar calendar notation. If the first number is a 1, then the event was in the first wane; if it is a 7, then the event was in the seventh wane, and so on. Occasionally a wane receives a title or a name: Hon-eel's Wane (the Fifth Wane), or the Hero Wars Wane (the Eighth Wane). Events of the Red Goddess' lifetime took place in the Zero Wane. The second number of a Lunar date denotes the year of the wane in which an event took place. This could be any number from 1-54.

Language

Peloria has been invaded and fought over many times, as demonstrated by the weird patchwork of languages spoken here. The Orlanthi of Upper Peloria speak various Theyalan dialects, and the rulers of Carmania speak a Western tongue. Although many languages are spoken within the Empire, New Pelorian is the official state language. Throughout the Empire, educated people and the upper classes are likely to speak this, whatever parlance is common among rural or common folk.

The Empire

The Lunar Empire is a theocratic empire, the successor to the ancient Dara Happan Empire, which, in turn, is the heir of Yelm's original cosmic empire. It is ruled by the divine Red Emperor, blessed by his mother, the Red Goddess, and defended by the Lunar Army.

The Red Emperor

The Red Emperor is the ruler of the Lunar Empire. He is the supreme head of the political government, the highest priest of the Lunar religion, and commander-in-chief of the Lunar Army.

The Red Emperor has no name, only titles. He is the Moonson, Lord of the Four Quarters, Staff and Pillar to God, Leader of the Egi, Shah of Shahs, and the Bright and Illustrious Emperor of Dara Happa. The Red Emperor alone is capable of leading the many peoples of the Empire. He alone can wield Justice amongst them for he has no territorial origins. Though regions differ in customs and politics, he alone can coordinate them all with equality. The Red Emperor embodies and manifests the Lunar principle, We Are All Us.

Religiously, the Emperor alone is capable of many Lunar magics, for he alone is the Son of the Moon. He is the Highest Priest for the cult of the Red Goddess, and holds supreme office in many others as well. As Emperor, he alone can see the greater needs of all, and order the movement of the Empire's gods.

It is the custom of the Emperor to change his form to suit the needs of the time and place. This custom began after the Nights of Horror, where the Emperor and most of his household and staff were killed. Foolish people believe that there has been more than one Red Emperor, but he has always proved that he is the same whenever he returns from the Moon after his demise.

Government

The Lunar Empire depends upon the Red Emperor and his court for unity and leadership. The Red Emperor is an incarnation of part of the Red Goddess and is responsible for maintaining her mundane empire. Leaders of political states and Lunar religious bodies report directly to him.

The Imperial Court is the extended household of the Red Emperor and includes those who regularly attend on him. Hundreds, perhaps thousands, of individuals comprise the court: his extended (and extensive) family of wives, concubines, offspring and descendants; public officials and palace servants; hereditary priests of the Imperial cult; and those individuals who, for one reason or another, have access to the Emperor.

Actual administration of the Empire is carried out by thousands of scribes called Buseri (after the god Buserian). The Buseri once formed a hereditary priesthood, but their sacral functions have long since been marginalized by their clerical duties. Tax collection is the primary administrative activity of the Imperial administration, with a complex system of tariffs, monopolies, excise duties, and direct taxation, all enforced by fear of the terrible Tax Demons.

The Empire maintains multiple internal security and spy networks, including the Emperor's Spoken Word, the Imperial Bodyguard, the Blue Moon Assassins, and various ad hoc groups that report directly to the Emperor's household. Additionally, satraps, governors, and other powerful officials maintain their own network of spies, assassins, and informers. The Spoken Word also maintains a network of Imperial couriers who can relay a message 150 miles a day, and even faster if sent by Moon Boat.

Organization

The Empire is divided into several parts, each described separately below. These are:

Lunar Heartland Satrapies

The Satrapies are the largest division within the Empire. There are nine Satrapies in the Empire during the Eighth Wane, and their Satraps are responsible for supplying the Emperor's demands. The Heartland Satrapies are:

First Blessed, ruled by the Taran-il family.
Darjiin, ruled by the Wylua-oor family.
Doblian, ruled by the Yanoriao-ilart family.
Karasal, ruled by the Rastari-ining family.
Kostaddi, ruled by the Hungry Sables.
Oraya, ruled by the Molari-sor family.
Oronin, ruled by the Eel-ariash family.
Silver Shadow, ruled by the Imperial family.
Sylila, ruled by the Errio-unit family.

Carmania

Once a powerful kingdom, this area still has a Western-influenced ruling class of wizards and military nobles. It is ruled by its noble families, the Great Houses, who are overseen by a Governor appointed by the Emperor.

Lunar Provinces

Five kingdoms in Upper Peloria have special status as tributary provinces. Native rulers collect taxes, pay special tribute, support temples, and coordinate their operations under the commands of a Provincial Governor. Many lesser tribes also obey the governor under simpler arrangements. Several other barbarian lands are subject nations (Sartar, for example), but are not designated as Lunar provinces.

Lunar Allies

North of the Heartland, several peoples remain outside the direct rule of the Red Emperor, but have embraced the Lunar Way and cooperate with the Empire. The Redlands are a vast empty region to the east, settled by independent farmers over the last couple of centuries.

Military

The Lunar Army is an extension and improvement on the army of the Dara Happan Empire. The institutions of the Dara Happan army were not discarded and replaced. Instead, the accession of the Red Emperor, and his subsequent victory over the rebellious Dara Happan conservatives, offered an opportunity to reorganize the Dara Happan army. Under the guidance of Yanafal Tarnils, the Dara Happan army underwent a change which is called the Revitalization. Army organization and structure was loosened to give a greater flexibility than the old Dara Happan armies.

Every Lunar regiment has a Founder, who is enshrined in its regimental standard; and every Founder has its god. The gods are often considered the patron of a particular troop type or style of fighting. The most important of these gods are Avivorus, Polaris, Urengerum, Shargash, and Yanafal Tarnils. A few of these regiments date back to the God Time; most were formed in Time.

The Lunar Army is organized into four Corps: the Imperial Bodyguard, the Heartland Corps, the Cavalry Corps, and the College of Magic. A fifth corps, called the Provincial Army, serves as a separate army for the Emperor with no political connections to the Heartland. During the wars with Sheng Seleris, the Cavalry Corps gained in prestige and importance at the expense of the Heartland Corps. A sixth force called the Sister's Army is under the autonomous command of Great Sister.

Each Corps wields a portion of the Emperor's magic, and the Corps' headquarters serves as a mobile temple for its war gods.

A notable example of Lunar pragmatism and flexibility are the *Vexillas*, units smaller than a Corps and formed of elements from different regiments. These *Vexillas* are bound by Yanafal Tarnils' magics which allow them to use their powers together.

A river navy of sleek, oar-driven penteconters and biremes patrol the Four Rivers and their tributaries. Within the Empire, magical flying Moon Boats carry messengers and occasionally troops with speed and reliability.

Strength of the Lunar Army

The Lunar Army is the most powerful military in Glorantha. It numbers 64,000 soldiers, consisting of 36,500 infantry, 18,000 cavalry, 5,750 magicians (including the 1,200 magicians of the Field School of Magic), and 3,750 siege and supply soldiers. The army is divided into over a hundred units, each with their own recruitment center, tactics, gods, equipment, and traditions.

The Lunar Provincial Army numbers another 14,000 soldiers, consisting of 9,500 infantry, 2,400 cavalry, 1300 magicians, and 800 siege and supply soldiers. The Provincial Army is currently supplemented with over 10,000 soldiers from the Lunar Army.

While the Lunar Army is the most powerful military force in Glorantha, a century of peace in the Heartland has reduced both the number of recruits and civic enthusiasm, and a generation of war in Dragon Pass to defeat the Rebel Gods once and for all has been more difficult than expected. Yet despite many set-backs, the final victory over Orlanth is expected to occur this year (7/50 or 1621) with the fall of the rebel stronghold in Whitewall.

Religion

The Red Goddess was born in the Gods Age but was broken and scattered during the Gods War – not quite dead but not quite alive either. She was resurrected by the Seven Mothers in 1220 (0/0). Reborn within Time, and therefore mortal, the Red Goddess proved her right to exist despite the opposition of the Old Gods. She defeated the Old Gods at the Battle of Castle Blue in 1245 (0/25).

In 1247 (0/27), the Red Goddess danced her last dream upon the face of the earth, revealing the secrets of her inner soul to her companions. Then she took the ground she had danced upon and, wrapping it about her like a cloak, clutched her secrets close to herself and ascended into the sky. She rose higher and higher into the Middle Air, where she now sits and turns slowly, looking over her domains in history and myth from the heavens as the Red Moon.

Masks of the Red Emperor

The acknowledged Masks of the Emperor are:

Doskalos, 0/25 (1245) Sword in the Eye. Died at Castle Blue, with many others.
Takenegi, Lord of Five Quarters.
First Incarnation. 1/3 (1250) to 3/35 (1390).
First Return. 3/36 (1391) to 4/6 (1415).
Second Return. 4/19 (1428) to 4/40 (1449).
Magnificus. 4/51 (1460) to 5/43 (1506), who destroyed Sheng Seleris.
Artifex. 5/43 (1506) to 6/5 (1522), who hunted the Seven Worlds for the souls of his loyal subjects.
Voracius. 6/5 (1522) to 6/12 (1529), who loved to eat and drink.
Venerabilis, 6/12 (1529) to 6/29 (1546), who countered the Dragonewts Dream.
Robustus. 6/30 (1547) to 6/41 (1558), whom the common folk loved and the rich feared.
Celestinus. 6/41 (1558) to 7/3 (1574), who sought order and competition.
Militaris. 7/3 (1574) to 7/15 (1586), who fought wars and fathered daughters.
Reclusus. 7/15 (1586) to 7/28 (1599), who created the Proxies so he could have time to delve mystical secrets.
Ignifer. 7/28 (1599) to 7/36 (1607), who brought the bureaucracy to heel.
Argenteus. 7/36 (1607) to Present (currently 7/50), who works night and day to bring joy and pleasure.

The Egi

The Egi are those chosen by the Goddess to contribute to the Red Emperor. The names, precise number, and types of the Egi are not known. Nor is it known how they contribute to the Red Emperor. It is known that the Egi reside on the Moon as Lunar Immortals and some have palaces in the Lunar realm.

Magical Units of the Lunar Army

A prominent superiority of the Lunar Army is their unique use of sorcerers, shamans, and priests organized into permanent military units. Most magical units are assigned to the College of Magic, including, among others, the Field School of Magic, the Crater Makers, and the Crimson Bat. The Full Moon Corps is a magical unit assigned to the Imperial Bodyguard.

Throughout Glorantha, every army is accompanied by its priests, or shamans, or by its sorcerers, but no other army has yet duplicated the Lunar tactic of combining all three.

Field School of Magic

The Field School of Magic consists of six priestly/magical units, each with some 200 Lunar priests, sorcerers, and shamans from the University of the Seven Phases in Glamour. The purpose of the Field School is to serve the Red Goddess by serving the Lunar army. They also oversee coordination of other cults (except the war gods) with the Lunar army. These units are currently assigned to the Army of Dragon Pass, with the Field Headquarters leading and training to make them work as a single unit. These units supply power to Tatius the Bright and his companions to perform magic of awesome power.

The Field School is divided into four Minor Class units and two Major Class units. Minor Class units provide as many squads of flexible Lunar magicians as possible. Each squad is organized so that its members collectively master the Seven Phases of the Moon. The members of a Minor Class Unit all dress alike.

Major Class units are composed of illuminated Lunar magicians, each trained to master at least six of the seven phases.

The Field School of Magic is protected by two regiments of University Guards. They worship Yanafal Tarnils and are sworn to defend their magicians to the death. Sometimes the magicians have to be quite close to the fighting, and since they are likely to be involved in otherworldly activity and utterly helpless in the mundane world, they are very dependent upon their guards for defense. As a result, the University Guards are beloved by the Field School magicians and a part of the Field School's magic is always given to their Guards.

The Full Moon Corps

This magical regiment assigned to the Imperial Bodyguard is feared throughout Glorantha. Its soldiers are demigod immortals, heroes in training who descend to Glorantha from the Red Moon to fight for the Red Emperor. When they are slain, they return to their Mother, who heals them and sends them back to the Lunar armies.

The Full Moon Corps employ a variety of magical weapons and armor. The only "uniform" item is a magical silver facemask presented to them on joining the Corps. The mask begins as expressionless, but over time changes to reflect the personality of the wearer.

The Crater Makers

The Crater Makers are an independent school of the College of Magic. Their training allows them to call upon the Red Moon to hurl down huge chunks of roaring rock from the sky to fall upon their foes.

The Crimson Bat

The Crimson Bat is a Chaos demon alive in the Middle World and bound in service to the Red Goddess. It is the most awesome exotic magical unit of the Lunar Empire, capable of devouring entire regiments and routing armies. The Bat exerts a pulsating red light which acts in all ways as the Lunar Glowline for Lunar magicians. It is served by a cruel Chaos cult that keeps it fed with human victims. The Crimson Bat terrifies friends and foes alike, and its presence quickly suppresses the rebellious. For more information on the Crimson Bat, please see the *Sartar Companion*.

In 7/49 (1620), the Crimson Bat was defeated by King Broyan at Whitewall. The Cult of the Crimson Bat is currently performing long and arduous rituals to resummon the Bat.

Magical Geography

The Glowline and Orlanth's Great Sacred Mountains are vivid examples of the magical geography of Glorantha.

Within the Glowline generated by the Temples of the Reaching Moon, the power of the Red Moon is constant and not cyclic. The borders of the Glowline are irregular and sometimes expand or contract. Additionally, they are affected by the presence of other magical phenomena, such as Orlanth's Great Sacred Mountains.

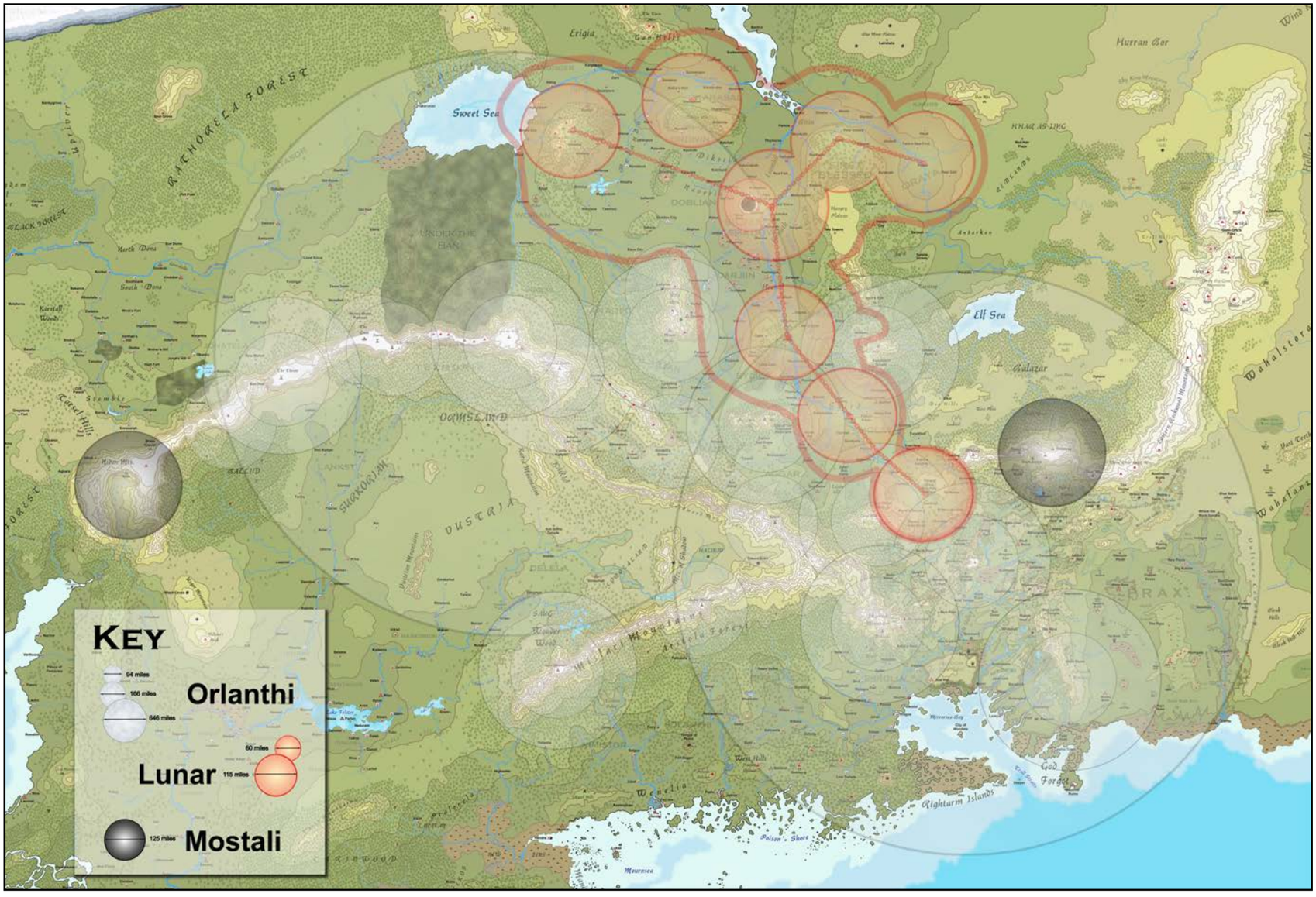
The Storm God Orlanth is manifest atop his Great Sacred Mountains, and he is most easily and directly spoken with there. Worshipers within a radius of nearly 650 miles from either Kero Fin or Top of the World, for example, may magically commune with the god atop those mountains each High Holy Day worship ceremony. Those within a radius of approximately 165 miles of a Great Sacred Mountain can converse with the god on every seasonal holy day. Those within a radius of nearly 100 miles of a Sacred Mountain can contact the god each Windsday. Otherwise, temples must be built and consecrated beyond these regions.

Some scholars speculate that the proximity to these different mountains accounts for many of the regional differences found in the Orlanth cults across Genertela.

The Red Goddess founded the Lunar religion, a strange mixture of mysticism and practical magic, of barbaric cruelty and dignified beauty, of freedom and of tyranny. Her magic is cyclical, waxing and waning with the phase of the Red Moon itself. Its philosophies are unique and complex. Its message "We Are All Us" is one of understanding and acceptance (though not necessarily support), even of enemies and of Chaos. It views life, death, and Chaos as part of one vast universal being the Red Goddess is working to heal. Everything has its place and part, once healed to fit properly. Several deities representative of healed parts of the universal being are worshiped, often alongside a similar native deity.

The Red Goddess worked, danced, and fought her way into the fabric of the world. She has taken for her domain the Middle Air, and so earned the eternal enmity of Orlanth and other Air gods. Her cult spreads far beyond the bounds of her Empire and is very powerful, including many lesser deities within it.

The cult of the Seven Mothers is especially powerful at the edges of the Lunar



Empire where the cult provides instructive temples to serve as bases of Lunar operation. Local religions and cults are tolerated, even supported if beneficial.

The Glowline

The power of the Red Goddess is cyclical in nature, waxing and waning with the phase of the Red Moon. In the early stages of the Empire, several Lunar places and individuals (including the Red Emperor, Great Sister, and the cities of Glamour and Torang) were pillars of Lunar magic and around each of them the effects of the Lunar cycle were magnified. Elsewhere, Lunar magic was inconstant like the Red Moon itself. Sheng Seleris exploited this weakness, forcing battle when the Moon waned and retreating when it waxed.

The Glowline was created by Yara Aranis to mark and hold the borders. Its effect is to maintain Lunar magical constancy within its limits, as if it were always the Half Moon Phase. The Glowline is held and maintained by the seven Temples of the Reaching Moon and numerous shrines to Yara Aranis. Together, they anchor the entire web that holds the Glowline. The Glowline is not perfectly regular, and must struggle to contain the pulsating power of the Red Moon. Sometimes the Glowline expands, sometimes it contracts, and, occasionally, it even blinks out for short periods of time. From outside the Empire, the Glowline is visible as an insubstantial veil of faint, red light.

Temples of the Reaching Moon

The Temples of the Reaching Moon are imposing imperial magical edifices and a cornerstone of the peace and prosperity the Empire has enjoyed for the last 150 years. A temple to Yara Aranis is at the heart of each complex, twinned with one to the Red Goddess. Around the main temples are others, including temples to the Red Emperor, the Seven Mothers, and other Lunar New Gods. In frontier lands, the temple complex is a military citadel and serves as a center of imperial administration.

Each Temple of the Reaching Moon is schematically similar: a large central hall from which radiate six wings. The central Celestial Hall is circular and holds a living, magical representation of the Air and the Heavens over Genertela. Every planet, every star, everything in the Sky, is shown in its proper place, all centered on the Red Moon.

Some of the six wings form naves; others are cloisters for the temple's priests and magicians. Within each nave is an altar to Yara Aranis, Goddess of the Reaching Moon, where criminals and rebels are sacrificed to feed the Glowline; their tortured souls are bound forever to the temple as slaves and guardians.

A Short History of the Lunar Empire

The Lunar Empire began four centuries ago with the rebirth of the Red Goddess in the body of a human being. Over several years, she found herself and attained immortality. She left the world and became an enormous ruby orb which sits in the sky, slowly turning red to black and back again over a week-long lunar period.

The Zero Wane saw the life of the Red Goddess and Her liberation of most of the Heartland from the Carmanian Empire. It ended with Her apotheosis and her ascent into the Middle Air as the Red Moon. Upon the Surface World, the Red Emperor was left in the void of his mother's departure. He summoned the first of his Inspirations. The Red Emperor led his fellow High Initiates in the Dance of the Returns, and made a secret door for reaching the Goddess and the Lunar realm. This is protected by the capital of

Gladiatorial Contests

Gladiatorial combat is a violent but popular form of entertainment throughout the Lunar Empire. They serve a religious purpose as blood sacrifice ceremonies to Natha and Gerra rediscovered by Hon-eel in the Fifth Wane. These gladiatorial contests are a form of human sacrifice to these entities, as well as other Lunar cyclical powers. The contests have proven very popular amongst the urban masses and in areas resettled after nomadic depopulation (Oraya, Kostaddi, and First Blessed) and are also popular in the Lunar colonies in the Provinces (being a more spectacular version of the duels and challenges the Orlanthi love so much). They are considered déclassé by the Dara Happan aristocracy (who attend anyway).

the Lunar Empire, Glamour, called the First Inspiration of Moonson.

The First Wane began with the coronation of the Red Emperor and saw the Stellar War when the Dara Happan Tripolis revolted, aided by the barbarian warlord Jannisor and his Sable People allies. In 1/28 (1275), Glamour itself was assaulted but when all looked lost, the Sable People received secrets of Lunar inspiration from the Twinstars and betrayed Jannisor. After ten more years of sieges, the city of Alkoth surrendered, and their deity was humbled before the Red Goddess.

The Second Wane saw expansion in the West Reaches and the activities of Hwarin Dalthippa, the Conquering Daughter, in the Lunar Provinces.

The Third and Fourth Wanes saw the Red Emperor's confrontation with his Other. In 3/20 (1375), a great nomad army led by Sheng Seleris conquered much of the Heartland. Sheng Seleris was the most successful foe of the Empire and held the land in thrall for 85 years. Many customs of the nomads were adopted, such as using the title Sultan for ranking lords. The Red Emperor finally defeated his foe in single combat and condemned him to eternal torment in 4/51 (1460). The Empire began a great recovery from the nomadic occupation.

In the Fifth Wane, Hon-eel the Artess, who lived from 4/36 to 5/43 (1445 to 1506), began her career. Hon-eel was the daughter of the Red Emperor and a common woman of Doblian who sheltered the Emperor from Sheng Seleris. This wonder-working heroine assisted the Empire to recover quickly from Sheng's rule and helped conquer the remaining horse barbarians, who disappear from history along with her after the Nights of Horror in 5/43 (1506). In 5/37 (1500), the Syndics Ban of Fronela had ended all threats of invasion from the West. The empire settled into a deep and lasting peace, and the Emperor and his subjects pursued the Lunar "inward path". From this period forward, Lunar philosophies changed from avid reconstruction to self-indulgent gratification. New art styles, magical fads, and bizarre cults flourished, and an increasing gap appeared between the leaders and the mass of Lunar peasantry.

The Sixth Wane saw the institution of seven new families among the satraps, indicative of the inward-turning of the empire. Only the Provinces remained at war, providing a place for warriors to hone their skills and for vain aristocrats to search for meaning in life. Dart Competitions grew in number and ferocity, but with increasingly less effect, and several competing clans were wiped out trying to take control of satrapies.

The Seventh Wane began 49 years ago (in 7/1 or 1572) and will close in four years. The greatest event of the period has been the overthrow of virtually all Orlanthi resistance in the south, culminating in the occupation of Heortland, in the Holy Country, last year (7/49 or 1620). Currently, only one last bastion of the Storm God still defies the Empire: the fortified city of Whitewall, where King Broyan of the Hendrikings continues to hold out. The Red Emperor has vowed to take Whitewall this year and has declared that, in recognition of Orlanth's final defeat, a year of Empire-wide celebration is to commence at the fall of Whitewall.

Predictions of Impending Doom

Despite the imminent fall of Whitewall and the final defeat of the Rebel Gods, some people in the Empire claim impending doom. They point out that the war in the south continues, despite claims to have conquered all resistance. The Redland pioneers report that nomads have come among them trading and raiding, and that the horsemen have never heard of the Nights of Horror, or the treaties based on it. Count Kaufan Destrino in the West Reaches predicts impending doom when the Syndics Ban again opens the western borders.

Reformers claim widespread moral laxity, scholars decry a fall in education and experimentation, and priests worry because their attendance is growing but funds are falling. Other prophets claim impending transformation, pointing to the growing numbers of initiates to the Red Goddess, enlightened individuals, and increased dreams about the White Moon, whose coming will inaugurate a new peace for the cosmos.

The Legacy of Sheng Seleris

Sheng Seleris thought nothing of destroying anything which got in his way. The many years of his reign gave him a chance to plunder almost every city and town in Dara Happa, and most were pillaged many times. Destruction was widespread, and many sacred places were destroyed.

Sheng Seleris imported forces from the farthest reaches of his empire to pacify Dara Happa. Among those were foreign priesthoods which he tried to transplant into Peloria. This brought about another War of the Suns in Dara Happa, and for a while the skies were crowded and the peoples were divided. But for the most part, these failed to have any lasting impact after Sheng Seleris was defeated, for his priests were killed and their sacred places destroyed as false temples. Some remain as demons that still plague the Empire.

Sheng Seleris also sent many priests from Dara Happa to the far ends of his land, even across the Wastes to do his evil work. They usually destroyed the Kralorelans and Teshnites happily, but some studied their ways.

Prophecies of the Hero Wars

A PELORIAN MOON STORY:
anonymous, early Second Wane (circa 1300 ST).

"As night passes into day,
as summer follows winter,
so shall the White Moon
follow the Scarlet.
The worst war of the world
can only be followed by
the best peace of the world.
The White Moon is the Moon of Peace,
For none can be warlike when
all weapons are broken.
The White Moon is the Moon of Calm,
For none are quieter than the dead.
The White Moon is the Moon of Beauty,
But who shall remain to admire her?"

This old prophecy is widely believed in Peloria, though interpretations differ. The worshipers of the Red Goddess believe that the Red Moon shall transform into the White Moon when acceptance of the Goddess has spread over the entire world. They usually add these two lines to the start of the prophecy: *"As blood precedes a birth, / As a child becomes a woman."*

The Pelorian hill barbarians believe that the White Moon cannot rise till the Red Moon has been pulled down.

The White Moon Movement

The White Moon is a teaching which has grown up from nowhere in recent years. It holds that it was never the intention of the Red Goddess to create an enduring Empire. The Empire was a means to an end, to confront those states which violently opposed the Lunar Way to allow the liberation of their peoples. Since the days of the First Wane, the Empire has become a self-serving structure, its territorial expansion never matching the speed at which the Lunar Way first spread. The White Moon Cult holds that, to perfect the Red Moon, the Empire must wither away. Only then will the Lunar Way be able to spread throughout Glorantha and the Moon shine White in the Air. From a fringe, harmless teaching, the cult has spread across the Heartland. The Keepers of the White Moon are the guardians of the teaching and the leaders of the movement.

The Lunar Heartland

"I am a citizen of the Lunar Empire, a native of the city of (X)." or "I am a Dara Happan, from the city of (Y)."

The Lunar Heartland is a vast expanse of grasslands, now turned mostly to farming grains. It includes nine Lunar administrative regions, called satrapies, whose residents are imperial citizens and gain benefits thereby.

The population is heavily concentrated in the rich and broad valley of the Oslir River. Cities are noted for their luxurious noble palaces, immensely tall towers for defense or worship, and the squalor of their sprawling worker class slums. Although the Dara Happan peoples now belong to several different satrapies, they still think of themselves as Dara Happans first.

The Heartland is a wide bowl, about 600 by 300 miles in size, mostly plains and gently rolling ground. The Oslir River and its tributaries drain most of it, aided by the Poralistor and Oronin in the north and west, and the Arcos in the east.

Inhabitants

Humans, of the Wareran type, inhabit most of the Lunar Heartland. Trolls inhabit the Yolp Mountains and dwarves inhabit the Jord Mountains.

Culture

Two cultures coexist within the Heartland. One, confined to the dense cities of the Oslir River and its tributaries, is the Dara Happan, inheritors of a proud and ancient heritage. The other, called Lodrilli, is less exalted and less pretentious. The majority of the farmers of Peloria belong to a society considered by many to be a watered-down, decentralized version of the Dara Happan culture.

The Dara Happans often consider themselves the rulers and the Lodrilli the followers, pointing out that the city dwellers worship Yelm, the ruling god, while the Lodrilli worship Lodril, Dendara, Entekos, and other inferior deities. Slavery is common in the Lunar Heartland; most slaves serve as agricultural workers. Slaves are obtained as a result of wars, rebellions, or failure of a community to pay taxes.

Dart Competitions

Imperial law strictly forbids war between noble houses. As a result, conflicts between noble houses (especially over control of a satrapy) are waged through Dart Competitions. Named after the incident in which Gargron of Karresh used a poisoned dart and a "drunken mis-throw" to eliminate a rival, Dart Competitions are struggles waged by assassination, sabotage, disinformation, and economic warfare. The Imperial court officially turns a blind eye to these activities, but sometimes encourages them or even takes part, as long as commoners and imperial properties are not harmed in the least.

Dart Competitions provide a controlled means of venting the volatile pressures of internal intrigue. Rather than resorting to open war – which would ravage regions, interrupt trade, divert tax revenue, and demand an imperial response – they allow grudges to be settled and pecking orders established by more discriminating means. Moreover, Dart Competitions hone the survival skills of the Lunar elite and develop cadres of specialist assassins and combatants whose abilities may be of value to the Empire. Finally, Dart Competitions provide a useful test of the relative power and effectiveness of the great houses.

Chain Dancer

Chain Dancer was the most famed of all Dart Competitors. He served the Orayan House of Molari-sor and was active in the Sixth Wane. He never acted out of order, and so lived to a ripe old age. Every movement he made was part of a magical ritual taught by Hon-eel in his dreams. The result of the dance was the birth of the woman Farangold, who was Jar-eel's mundane mother.

Language

New Pelorian is the official language of government, and most educated people use it. Dara Happan is the cult language of the Solar religions, learned primarily by priests, pedants, and traditionalists. Most religious literature is written in Dara Happan, even though much is now translated into New Pelorian or some other more accessible tongue. Each region of Lower Peloria has its own characteristic Lodrilli farmer tongue, such as Darjiini, Rinliddi, and so on.

Government

The nine full satrapies of the Lunar Empire are each governed by a ruling family responsible for exacting the Emperor's taxes, protecting the native people, assuring respect for the Red Goddess, keeping the peace, and enforcing the Emperor's personal commands. They control all government functions, including courts of redress, licensing of travel and trade, police and fire brigades, tax collection, and so on, and collect fees for everything. The ruling families commonly hold wide estates, many large businesses, and religious positions as well.

Satrapal government was simply overlaid upon the existing network of cities and towns. Tax collectors are headquartered in cities and send agents to each village, which is responsible for paying in food amounts set by the state.

Military

The Heartland supplies the Empire with the famous Heartland Corps of drilled regiments of spearmen. They can be sent anywhere in the Empire to serve. Each Satrap also keeps a small private army, as do the nobles under his command, but these are purely for local security and protection.

Dara Happan Tripolis Regional Activity Table

Determine monthly per large city or metropolis in Dara Happa.

Common Events

Devotee of the White Moon peace declares impending birth of the new age.
Grand pavane of high Lunar nobility is announced: all gates closed for a week, selected streets closed for duration.
Government dignitaries visiting; city guard performs a ceremonial review and inspection; all criminals go undercover.
New magical monument to be unveiled; two weeks of mandatory public celebration announced.
Infestation by unusual spiritual agency reported; Yelm priests purge site.
Church of Immortality is reported finally destroyed.
Dissenters stage sit down in market.

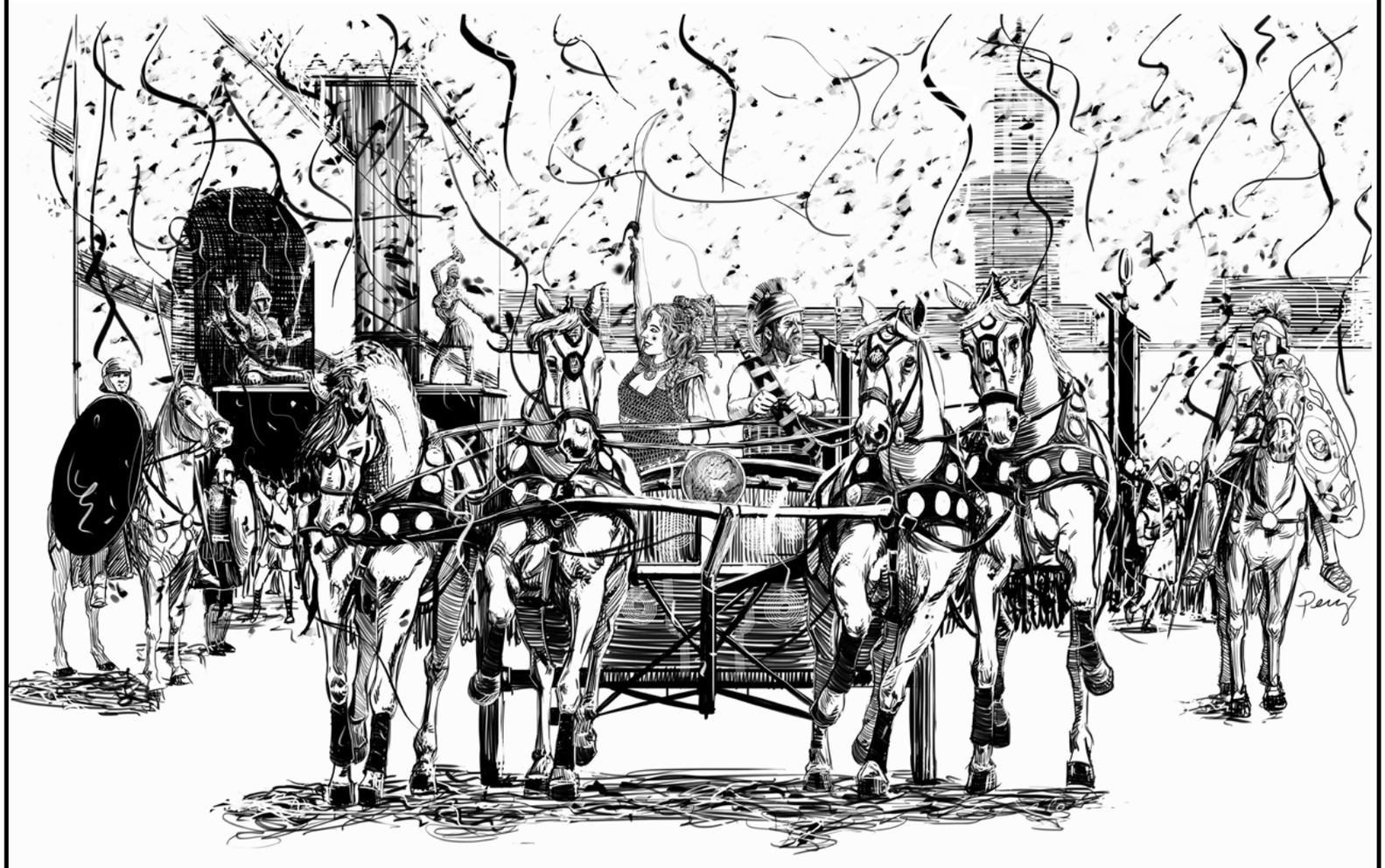
Uncommon Events

Bodyparts merchant visiting; no questions asked.
Rioting mobs on anti-nonhuman rampage.
Rioting mobs accidentally slaughtered by over-zealous and under-trained temple soldiers.

Rare Events

Rioting non-humans on anti-human rampage.
Devotee of Fiscal Anarchists giving away money.
Devotee of Heretics of Vitality releases undead into city streets: city watch units need help.
Church of Immortality is back and selling new memberships: informers, mercenaries and spies needed.
Major military campaign in preparation: army press gang rounding up all foreign warriors for Forlorn Hope unit.
Tentacled gladiator in town seeking volunteers for his training group.

ORONIN
Dikoria
Haveria
DOBLIAN
SILVER SHADOW
Donlath
KOSTADDI
Hungry Plateau
FIRST BLESSED
DARJIIN
Henjarl
VANCH
SYLILA
Memkoth
Torang
Karvisti
Thurkeros
Katchari
Kevrinth
Ganbarri
Yuthuppa
Esuthil
Yukorvikoth
Katchpidi
Karantes
Red Fish
Vistur
Mesavos
Kesium
Vothena
Kalvostos
Joy Rest
Plain of Jars
Melsorkorth
Good Shore
Edasus
Glamour
Iothaka
Moon Wall
Gods Wall
Pillini
Raibanth
Hargoth
Two Towers
Mephos
Ulifilas
Massos
Yunirtos
Oarz-upon-Joat
Dorkath
Darleep
Orlentos
Amuli
Yushargos
Zeranos
Haranshold
Arirtikoth
Noastor
Alkoth
Jord's Eye
Vaskoli
Suda
Yardesh
Alornik
Darokon
Kistium
Old Jillaro
Bikhy
Hill of Gold
Hilltown
Cafol
Jillaro
Nothium
Palace of Flowers
Sun Dome
Thubana
Penkranthos
New Lolon
Little Cafol
Voranel
Tranthos
Riyestan
Endeel
Thernan
Hortuga
Dikoria R.
Senoveren R.
Lenden R.
Kasterun R.
Dosel River
Joat River
Kostaddi River
Targogia River
Ernezest River
Green Vale R.
Vendes River
Daughter's Road
Estus R.
Aryela River
Dorayela River
Silverstone River
Oslir River
Jeven R.
Jader River
Erinflarth R.
Jord Mountains
Imther Mts
Yolp Mts.
Mount Matu
Ganbarri
Lenden R.



The Heroes: Jar-eel the Razoress and Beat-Pot Aelwrin

Jar-eel

The Fourth Inspiration of Moonson, Jar-eel is fated to become the current incarnation of the Red Goddess in human flesh. Blessed by grace, intelligence, and beauty, she has already become a Lunar New God. She is currently proving herself in all matters of the magical and material worlds. Jar-eel is a noted poet of wry humor and pensive wit, and, accompanied by her silver harp with strings of moonlight, her voice can enchant even her bitterest foes. The daughter of the Red Emperor, she was born in 7/17 (1588), after several generations of planned breeding which had been calculated by the wisest among the Eel-ariash clan and cult. In 7/18 (1589), she was among the Legion of Infants accompanying the Moon Boat expedition to Eastpoint in Fronela that overcame the Syndic's Ban. She was Illuminated and went to the Moon for the first time in 7/25 (1596).

In 7/31 (1602), she led the Imperial Bodyguard up the cliff face to storm the Sartarite capital of Boldhome. In 7/39 (1610), she performed a mystical dance that brought spiritual enlightenment to the King of Tarsh, and left her bearing his child. She defeated a slave revolt in Oraya in 7/42 (1614) and obtained the undying loyalty of its erstwhile leader, Beat-Pot Aelwin. In 7/45 (1616), Jar-eel arranged the capture and spiritual dismemberment of the God-King of the Holy Country and his household. With this, Jar-eel's Godquest was complete and she was acclaimed one of the New Gods of the Lunar Empire. Her temple was opened in Glamour in 7/46 (1617) and her cult of the Moonsword was embraced by the elite Bloodspillers Regiment of the Imperial Bodyguard.

Jar-eel leads the mystical warrior discipline known as the Moonsword cult, from which the Bloodspillers regiment of the Imperial Bodyguard is drawn. She is currently busy in the Heartland, debating against the Keepers of the White Moon to show them the error of their ways. Jar-eel will travel to combat the rising threat of nomad armies from Pent, and later come to Dragon Pass to fight against Argrath.

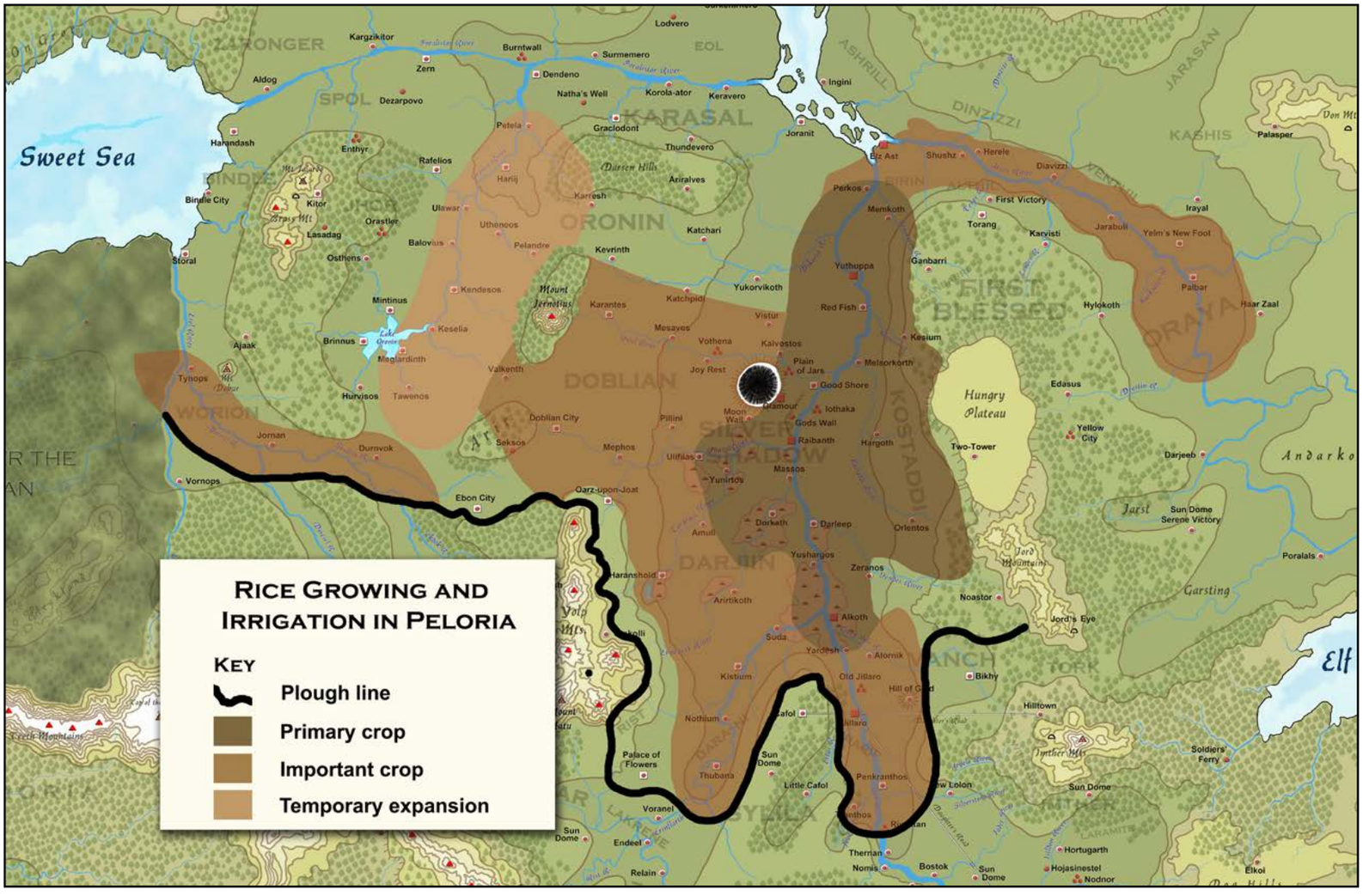
Beat-Pot

Beat-Pot Aelwrin was born amongst the nomads in the Redlands. Aelwrin was captured as a boy when his tribe revolted against the Lunar Empire. He was made a kitchen slave in the Imperial Train when he showed talent for little else. Undaunted, he organized and led a successful slave revolt, earning his name by using only the tools of his enforced trade as weapons. But Aelwrin's plunder of the holy Frantic Ground and his rape of the dowager Priest-Mother brought Jar-eel into combat, and the revolt was soon repressed.

Once more enslaved, Aelwrin tried to kill himself rather than slice another beet for the Empire. Jar-eel again saved him, and took it upon herself to teach right action to the boy. He recanted after long, private hours of persuasive instruction. Now a man and high priest of the Moonsword cult, he is inseparable from the cult Immortal, Jar-eel.

Bloodspillers

This elite unit of heavy cavalry is part of the Imperial Bodyguard and serves as the personal regiment of Jar-eel. It was the first of the Silver Regiments founded by Yanafal Tarnils to protect the Red Goddess. They worship Jar-eel as a living goddess of the Moonsword cult. They have fought at her side in countless battles in many lands.



Religion

The Dara Happan Solar religion revolves around Yelm, Emperor of the World. Their society models the perfect heavenly court of the Sun God. At the top of the religion is the cult of Yelm, headed by the Emperor, a living god. Yelm is served by his celestial government and servants, who are worshiped by the imperial government and servants.

Beneath Yelm are the common Lodrilli farmer cults, collectively the Lodrilli gods. These include the Permitted Cults, who are blessed with the presence of Enverinus' sacrificial fire, and the Faceless cults, which are not blessed by the sacred fire but are not prohibited either.

Enemy Gods are forbidden, but known to be worshiped by rebels, the lawless, fools, and a few official enemies. Foreign gods exist in profusion, but are of no consequence and are inferior to even the enemy gods in every way.

People of Note

Red Emperor: The current Mask of the Red Emperor is called Argenteus. He is a peaceful and benevolent emperor who makes few practical efforts to overrun a reluctant world. He prefers to make secret and public displays of affection and pleasure instead of watching endless columns of great stamping boots and creaking wagons. He leaves the easy practical problems to his advisors, and personally makes sure that there is enough love and ecstasy in the land.

Great Sister: Deneskerva the Daughter of the Red Moon, this demigod is one of the very few beings not responsible to the Red Emperor, instead owing allegiance to the Red Goddess herself. She commands a small mobile army, and lives in the city of Graclodont. Her current incarnation is at least 125 years old.

Jar-eel the Razoress: This Hero of the Lunar Empire is one of the Inspirations of Moonson. She has grown famous within the Lunar Empire for her great deeds, but is little known outside of it.

Alanthore: This Seer and Prophet has been roaming around the Redlands and the lower Arcos River, spreading his new cult of the Red Sun. The Red Sun encourages human sacrifice, and protects those cities which set up temples from Pentan raiders.

Asvedava the Black: This Spolite sorcereress and Lunar Illuminate is the chief subordinate of Tatius the Bright, and remains in Glamour while her master is in Dragon Pass. She is notorious for her efforts to pry out the magical secrets of other cults, religions, and philosophies, so that they can be bent to serve the interests of the Empire.

Beat-Pot Aelwrin: This former kitchen slave led a successful slave rebellion, using only the tools of his trade. The rebellion was crushed by Jar-eel, but Beat-Pot became her constant companion and high priest.

Bellex Maximus: The Imperial Warlord was appointed in 7/36 (1607) by the current Mask of the Red Emperor. He serves as high priest of all the Lunar war gods and wields the sacred Five Star Standard. The five corps of the Lunar Army report to Bellex Maximus, who in turn reports directly to the Red Emperor.

Ivex Devouring Dog: The personally unassuming Imperial Tax Collector who is claimed by some to be an omnipotent demon. He terrorizes satraps, kings, and rulers with his all-seeing auditors and the terrible, destructive Tax Demons that drag their victims to a Lunar Hell where they are tortured with cobra flails and scorpion whips.

Send Valu: Send Valu is the demigod daughter of Seseine and Ralzakark, two truly awful entities. Yet she claims to do no evil or even bad deeds. Send Valu is a voluptuous woman, redolent of pleasurable powers, and surrounded by a household of similar, but weaker, demigods. She lives in the Lunar Heartland, where her numerous palaces are nests of decadence. She is a friend of the Red Emperor, who often attends her debauched parties.

Gan Hills
Rhogo
Bavero
Surkenirnero
Lodvero
Poralistor River
Burntwall
Surmemero
Zern
Dendeno
Poralistor River
EOL
ASHRILL
Ingini
Thunder Delta
Natha's Well
Korola-ator
Keravero
KARASAL
Petela
Graclodont
Joranit
Thardenero
Elz Ast
Shushz
Rafelios
Oronin River
Darsen Hills
Hariij
Ariralves
Birin
Perkos
Karresh
Ulawar
Memkoth
ORONIN
Utheneos
Katchari
Thurkeros
Pelandre
Kevrinth
Dikoria R.
Yuthuppa
Ganbarri
Dikoria
Kendesos
Mount Jernotius
Yukorvikoth
Katchpidi
Esuthil
Red Fish
Karantes
Vistur
Keselia
Mesayos
Kesium
Vothena
Kalvostos
Vosel River
Haveria
Kasteran R.
Valkenth
Joy Rest
Plain of Jars
Melsorkorth
DOBLIAN
Good Shore
Glamour
Iothaka
Moon Wall
Gods Wall
Doblian City
Pillini
Arir
Seksos
Raibanth
Hargoth
Mephos
Joat River
Ulifilas
SILVER SHADOW
Massos
Vonlath
KOSTADDI
Yunirtos
Kostaddi River
Oarz-upon-Joat
Ebon City
Dorkath
Darleep
Orlentos
Targogia River
Amuli
Ekrok R.
Urland
DARJIIN
Yushargos
Haranshold
Zeranos

History of the Lunar Heartland

For 100,000 years Yelm ruled the universe from atop his golden throne. He appointed his son Murharzarm to be the first Emperor of Dara Happa. This Golden Age ended 12,621 years ago when a conspiracy of Rebel Gods, led by Orlanth, murdered Murharzarm and Yelm disintegrated into six lesser parts. Dara Happa was later drowned, assaulted by barbarians, overrun by trolls, then Pentan nomads, until Khordavu was crowned Emperor (221) and the land liberated by the Theyalan Second Council at the Battle of Argentium Thri'ile (230).

The Dara Happan Empire later fought with the Second Council; peace was finally made in 352, and Dara Happa joined the Theyalan God Project (which in turn resulted in the Orlanthi, trolls, and dragonewts leaving the Broken Council). Emperor Khorzanelm incorporated the Second Council into the Bright Empire in 372 and welcomed the birth of Nysalor. With Nysalor, the bright light of Dara Happa illuminated the world, until the Evil One returned. Nysalor was extinguished (450) and barbarians even briefly conquered Dara Happa.

The Dara Happan Empire thrived during the early Second Age, centered upon the Tripolis cities which each worshiped one aspect of the Fire/Sky gods. Such was their strength that the general Kastok led a mounted army into nomad territory and defeated the native horsemen. That power did not last, and a few centuries later the Dara Happan Empire was defeated and divided between Carmania in the west and the Empire of the Wyrms Friends in the south. The Dara Happans eventually rebelled against their oppressors, and aided neighbors as well. They were instrumental in outfitting the True Golden Horde which invaded Dragon Pass in 1120. However, although the Tripolis were liberated from outside rule it never regained its imperial status. In 1173, the Carmanian Empire conquered Dara Happa and it became a tributary kingdom of Carmania.

Lunar Heartland Regional Activity Table

Determine weekly per province

Common Events
No event of note.
All armed strangers issued clay identity cards.

Uncommon Events
Beggars' Parade demands food from everyone.
Temple prostitutes' parade; prices doubled all week.
Just in time for local Fat Boy's Eating Contest: first prize is a small farm.
Local bullyboys forming work gang to fix bridges: strong workers pressed into service.
Young Farmers of Peloria fair nearby, temporary stock show judges needed.
Gladiatorial contest being held in nearby town or city, volunteer gladiators welcome.

Rare Events
Teetotalers' crusade storms random city: all drunks disciplined.

The Fortunate Succession

The *Fortunate Succession* is the Complete and Official List of the Dara Happan Emperors, as decreed by the Red Emperor, the seventy-seventh living god to sit upon the immortal throne, in the seventh year of his reign. The Dara Happan dating system, which begins with the Enthronement of Yelm.

Since the beginning of existence, 77 emperors have ruled the land of Dara Happa:

1. Yelm – 0 to 100,000
2. Murharzarm – 60,000 to 100,000
3. Khorventos – 100,001 to 100,110
4. Ovosto – 100,111 to 100,141
5. Orogoro – 100,141 to 100,148
6. Oravinos – 100,149 to 100,172
7. Anaxial the Sailor – 100,201 to 103,215
8. Lukarius the Lawmaker – 103,216 to 105,682
9. Urvairinus the Conqueror – 105,683 to 107,592
10. Kestinoros the Bird-lover – 107,593 to 108,676
11. Manarlavus the Roofer – 108,677 to 109,399
12. Vanyoramet – 109,400 to 109,760
13. Manimat the Last – 109,761 to 110,112
14. Jenarong – 110,800 to 110,900
15. Gerruskoger, (Horse on the Table) – 110,993 to 111,018
16. Vuranostum, (Leaps Over Walls) – 111,035 to 111,072
17. Huradabba (Son of Evil) – 111,096 to 111,111
18. Dardaggus the Cannibal (Eater of Flesh) – 111,112 to 111,121
19. Kerunebbe, (Breaker of Walls) – 111,125 to 111,136
20. Dagguneri (Eats Women) – 111,136 to 111,145
21. Kestinendos, (Lies With Truth) – 111,155 to 111,172
22. Illadarga (Child of Wrath) – 111,175 to 111,185
23. Viramakradda, (Dispenser of Horses) – 111,186 to 111,193
24. Eusibus, (Upon Hilltops) – 111,194 to 111,215
25. Hazkartem (Kills for Life) – 111,216 to 111,221
26. Khordavu – 111,221 to 111,247
27. Anirmesha – 111,248 to 111,268
28. Anirdavu the Humble – 111,279 to 111,306
29. Erraibdavu the Conqueror – 111,307 to 111,333
30. Mahzanelm the Usurper – 111,332 to 111,345
31. Erzanelm – 111,346 to 111,367
32. Khorzanelm the Magnificent – 111,368 to 111,405
33. Radaidavu – 111,406 to 111,422
34. Anirestyu, the Lord of the War – 111,423 to 111,450
35. Erzanestyu – 111,484 to 111,492
36. Anirinelm – 111,493 to 111,514
37. Raibmesha – 111,515 to 111,522
38. Elmharsnik – 111,523 to 111,538
39. Sothenik – 111,539 to 111,561
40. Helemshal – 111,561 to 111,577
41. Vorandevu – 111,578 to 111,613
42. Fenaldevu – 111,614 to 111,621
43. Asvekhordevu – 111,622 to 111,643
44. Desikselm – 111,643 to 111,658
45. Desikanir – 111,659 to 111,677
46. Denesiod – 111,690 to 111,718
47. Elmesiod – 111,719 to 111,740
48. Dismesiod – 111,741 to 111,760
49. Elmexdros the Conqueror – 111,760 to 111,783
50. Dismexdros – 111,784 to 111,800
51. Karmexdros – 111,801 to 111,819
52. Elmatryan – 111,820 to 111,835
53. Dismatryan – 111,836 to 111,850
54. Ulikarelm the Just – 111,851 to 111,866
55. Dismanthuyar – 111,867 to 111,878
56. Karvanyar Dragonslayer – 111,910 to 111,945
57. Sarenesh – 111,946 to 111,960
58. Heredesh – 111,961 to 111,975
59. Karsdevan, Father of Peace – 111,975 to 111,995
60. Karsdevesus, Son of Peace – 111,995 to 112,038
61. Kewetdesh, Grandson of Peace – 112,038 to 112,065
62. Kewetdevsus, Father of War – 112,065 to 112,077
63. Kumardesh, Son of War – 112,077 to 112,080
64. Khorviramaka, Grandson of War – 112,089 to 112,096
65. Kumarstyu – 112,096 to 112,110

Blue Moon Plateau
Lakistalia
JARASAN
Dinzizi R.
DINZIZI
KASHIS
Don Mts
Palasper
Shushz
Herele
Arcos River
Diavizzi
VELTHIL
ALTHIL
Tener R.
First Victory
Irayal
Torang
Jarabuli
Karvisti
Yelm's New Foot
Red Hair Place
Ganbarri
Lenden R.
Kurkatten R.
Palbar
FIRST BLESSED
ORAYA
Hylokoth
Haar Zaal
REDLANDS
Kesium
Edasus
Drostin R.
Hungry Plateau
Yellow City
Two Towers
Darjeeb
Andarkon
Jarst
Serene Victory
Jord Mountains
Poralals
Arcos River

The Lunar Heartland

The Great Temple of the Red Moon in Glamour. On the walls are frescoes and painted bas-reliefs of Lunar gods, goddesses, and demons. The floor is marble, decorated with elaborate mosaics.

A larger-than-life statue of the Red Moon Goddess, the divine patroness of the Lunar Empire, dominates the temple. She is seated in a meditative cross-legged pose, atop the Sky Bear, hands formed in a gesture of welcome and peace. The Red Goddess wears a tiara of stars with her hair gathered into a braid coiling into seven loops upon the top of her head. A cloak gilded in silver inscribed with the stars of the sky is draped over her shoulders and her naked red skin is fashioned from red gold leaf.

In the foreground, a Dara Happan nobleman plots with a magician from the Lunar College of Magic, while in the background a Lunar priestesses offers prayers and dances before the idol of the Red Goddess. A female officer of the Yanafal Tarnils cult vigilantly stands guard.

Dara Happan Nobleman: He is a member of the proudly arrogant Solar aristocracy that has ruled the Heartlands since Time began. His skin is golden brown, his eyes are sky blue, his hair and long square beard, both dressed in curls or plaits, is blond. His well-defined nose looks as if it were chiseled from stone.

The nobleman wears an ornately patterned long fringed robe made of silk hemmed with gold embroidery. He wears ornate leather "slippers" on his feet. A slightly curved short sword with a gilded hilt and scabbard is suspended from a baldric decorated with gold rosettes. In his right hand he carries a decorative mace signifying his authority and position.

Sorcerer from the Lunar College of Magic: This Lunar sorcerer from Spol in the West Reaches has pale skin and a black beard. His costume consists of a long decorated crimson robe reaching to his ankles richly embroidered with Lunar Runes. He wears a tall red hat, decorated with gold. On his belt he carries mirrors, shears, and medallions. In one hand he carries a horse tail whip as a symbol of his rank.

Lunar Priestess: This priestess from First Blessed has blue eyes and reddish-blond hair, worn as a long braid wound up in a crown around her head.

She wears a silver tiara decorated with images of the Red Goddess, and golden bracelets, armlets, and necklaces. Her tight-fitting tunic is scarlet, and her long, heavily pleated divided skirt reveals her legs. The priestess is performing a ritual dance beneath the watchful gaze of the statue of the Red Goddess

Lunar Officer: This officer belongs to the Full Moon Corps of the Imperial Guard and wears a gilded bronze muscle cuirass depicting an anthropomorphized Red Moon. Underneath her armor and pteruges she wears a highly decorated tunic and a wrap-around kilt. As a member of the Full Moon Corps, her helmet is gilded and ornate, crested and decorated with feathers, with a silver faceplate modeled on her own face, but tusked and grimacing ferociously. She bears a curved sword similar to a kopis or falcata.

66. Kumardros – 112,110 to 112,120
67. Alenvus – 112,125 to 112,153
68. Khorkestinus – 112,153 to 112,156
69. Kumardroni – 112,156 to 112,161
70. Kewetdron – 112,161 to 112,168
71. Vinyartyu the Valiant – 112,168 to 112,173
72. Bisoshan the Great – 112,185 to 112,207
73. Endarkus Bullslayer – 112,207 to 112,215
74. Bisodakar – 112,215 to 112,220
75. Spengatha – 112,221 to 112,235
76. Yelmgatha – 112,236 to 112,250
77. Red Emperor – 112,247 to now (currently 112,621)

In 1235 (0/15), Dara Happa joined the Lunar Goddess and was incorporated into the Lunar Empire. In the last year of the Zero Wane (1247), the Dara Happan Emperor Yelmgatha invited the Red Emperor to rule jointly with him. Soon after (1/3 or 1250), the Red Emperor became sole Emperor. However, the patriarchal Dara Happans resisted integration with the feminist Lunars, resulting in political and religious conflict. The Tripolis revolted. From 1/23 to 1/38 (1270 to 1285), war raged in the Oslir valley, but eventually the cities fell to the Red Moon. The government which had united the cities in rebellion was exterminated and the Dara Happan lands were divided among several Lunar satrapies.

Then came the Emperor's Other: Sheng Seleris, Son of the Morning, a demigod who grew powerful enough to oppose the Red Goddess herself, using a combination of his own secret magics. In 3/20 (1375), the Great Army of Sheng Seleris entered the Lunar Heartland, and for the next 85 years this barbarian demigod and his nomad hordes held most of the Heartland in thrall. Most major cities paid tribute to the barbarians instead of taxes to the Emperor, and the lowlands of Pelorian became a wide grazing ground for the Horse Peoples, as they had been in the Dawn Age.

Three times the Emperor was defeated by Sheng Seleris, and three times the Red Emperor returned from the dead. But the Emperor did not give up, and in 4/51 (1460) his long-term magical schemes against the barbarians finally came to maturity. The Emperor defeated Sheng Seleris at Kitor in the Brass Mountains and the soul of the barbarian demigod was tossed into an endless pit where it lay, broken and suffering, forever in the clutches of the most horrific demons of the Lunar Hell.

Civic harmony has reigned in the land ever since, and internal violence has been limited to the usual sorts: urban mobs rioting for food, rural peasants protesting shortages, or shopkeepers protesting taxes.

The Empire works like a good waterwheel, which goes on day and night whether the miller is there or not. Rebellions have been crushed, and even intrusions from Dorastor have been defeated. In four years (7/54 or 1625), the dignitaries will gather again to finish the task of suppressing the Rebel Orlanth. They will sanctify the new Temple of the Reaching Moon in Sartar and mend the Broken Ring.

The Satrapies:

First Blessed

First Blessed Satrapy is the spiritual heartland of the Empire. Here, in the city of Blessed Torang, the Red Goddess was born on the Surface World. The room where her Seven Mothers performed the ritual is a revered site of pilgrimage, second only to the Crater. The Red Goddess renamed it First Blessed and appointed Silbentus of Herele as her first Satrap. The Lunar Way deeply pervades First Blessed, more than any satrapy except Silver Shadow.

Roughly coterminous with the ancient lands of Rinliddi, the satrapy extends from the foothills of the Blue Moon Plateau in the north to the edge of the Hungry Plateau in the south. The western border is the Oslir River, while the satrapy of Oraya is the eastern border. Most of the satrapy is the Pelorian land of Rinliddi, extended by the Goddess to include the Dara Happan cities of Elz Ast and Yuthuppa, the largest urban centers.

For over a century, First Blessed was occupied by the nomad hordes of Sheng Seleris. Even after Sheng Seleris was defeated, it continued to be ruled by the Jenet-aror, one of the noble "Dara Happa on Horse" clans who had allied with the nomads when it appeared that the light of the Red Moon was to be extinguished. Much of the satrapy had been forcibly reverted to grasslands to feed the nomad armies, and was rebuilt and resettled by settlers from across the Heartland. In 6/10 (1527), the satrapy was taken over by the Taran-il clan, descendants of several men and a reappearing spirit called Flower Poem.

Places of Interest

Althil: In the past, the rulers of this area have rebelled against the Empire when the armies of Dara Happa would not defend them from the nomads.

Birin: This lowland region between the mouths of the Oslir and the Arcos Rivers is the granary of Elz Ast. Rice is an important crop, although barley and wheat are also grown.

Diavizzi (small city): The historic capital of Velthil, this city was founded by the ancient star captain Kuranits. Diavizzi is famed for its gilded temple to Vrimakus the Eagle God.

Dinzizi: This is a rice and grain growing region north of the Arcos River. The peasants here hunt birds and many claim descent from the Feathered Ones.

Elz Ast (metropolis): This Dara Happan city was founded shortly after the Dawn at the confluence of the Oslir and Arcos Rivers. The city is the headquarters for the Pelorian river boat fleet and was proclaimed the "New Fourth City" of Dara Happa by the Red Emperor when it stayed loyal during the Tripolis Revolt from 1/23 to 1/38 (1270-1285). Before it was conquered by the Lunars, Elz Ast ruled Karasal as an independent state. Elz Ast is renowned for its great temple to the goddess Lesilla.

First Victory (small city): This city was founded to commemorate the Red Goddess's first victory over those who would oppose her. The city was destroyed by Sheng Seleris but rebuilt in the Fifth Wane. The Temple of Victory is a granite ziggurat supported by columns; inside is a shrine where the Eternal Flame of Victory burns. It is decorated with the spoils of war from Lunar victories.

Ganbarri (small city): This city is famed for the Ganbarrin Mystery School, a once-banned form of Nysalorean illumination revived by the Order of Day in the Fifth Wane. Prior to the birth of the Red Goddess, Ganbarri was the capital of Rinliddi. The tall temple-tower to Tholm, the High Flyer and god of falconry, dominates the city's skyline.

Heartland Satraps: Taran-il

Flower Poem is a Lunar Immortal, and one of the Egi residing on the Moon. She was a minor goddess of art, games, beauty, dance, flowers, and song, who was awakened by the Red Goddess herself during the halcyon early years of the Zero Wane. Flower Poem now resides on the Red Moon, and reappears from time to time to take a lover from her descendants and continue her semi-divine lineage of the Taran-il. The Taran-il are known as fey magicians, often mad, but always powerful and usually illuminated.

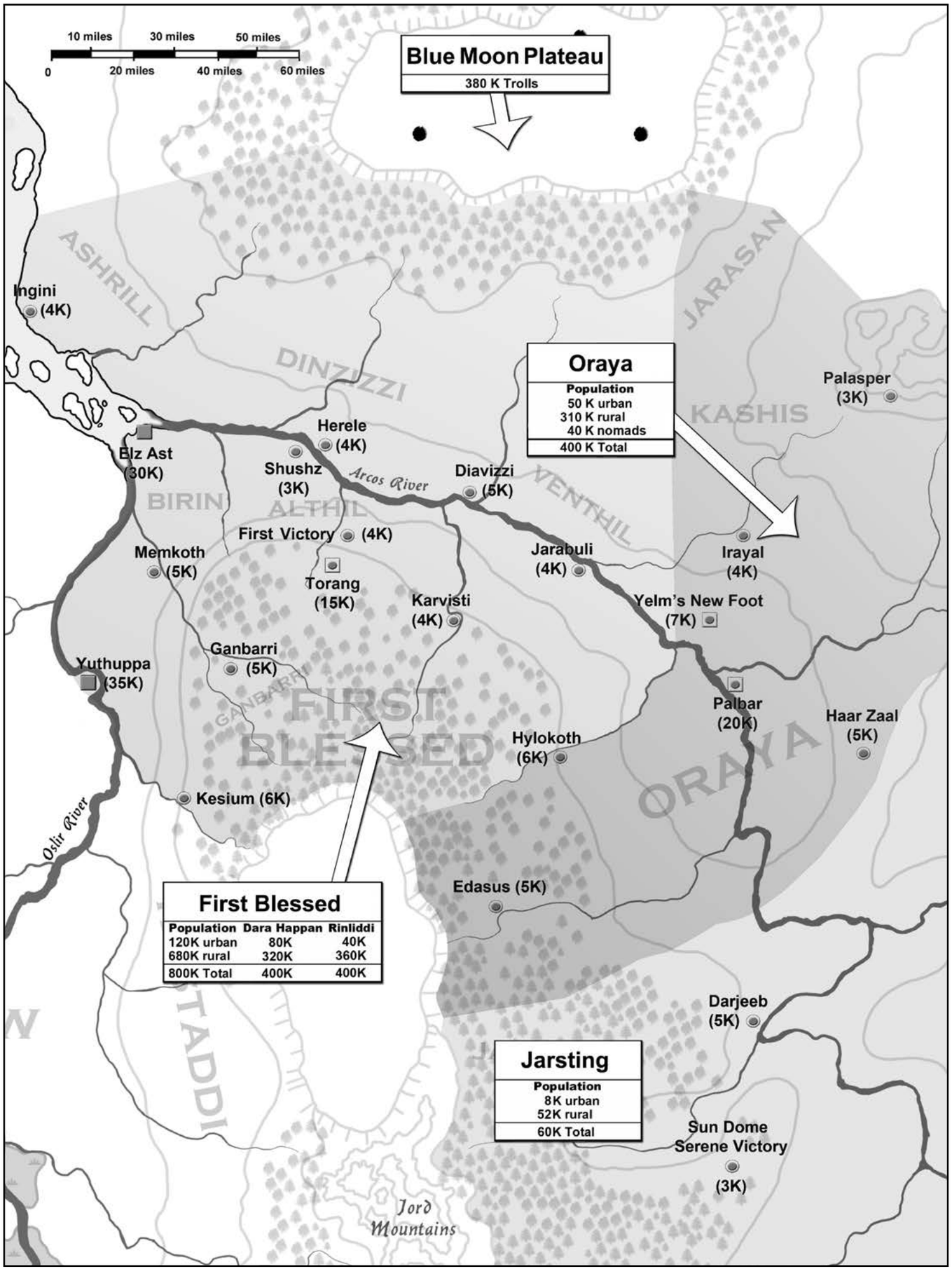
In 6/10 (1527), the Taran-il seized control of First Blessed after a long Dart Competition against the Jenet-aror. The Red Emperor decided that the Taran-il clan proved their lawful title to the satrapy after the Tax Demons did not touch them despite their usurpation. The Jenet-aror assassinated the Red Emperor but the clan was executed for treason when the Emperor returned.

Flower Poem's infrequent visitations over the centuries are cause for rapturous celebration and wonder across the satrapy. She has not appeared for nearly two generations, and her direct line consists of a few decadent and aging cousins who expend vast wealth and magical resources maintaining their youth and potency while awaiting Flower Poem's return.

Yuthuppan Star Towers

In Yuthuppa (and to a lesser extent the rest of Dara Happa) are the famous Star Towers. On certain days of the year, pilgrims go to towers which are charged with momentous events and powers. Each tower has no floors within it, though large ones often have stairs spiraling around their interior. Many windows are placed erratically around the walls.

The towers are all officially named as a specific date. Commoners usually know the story of the tower, and call it by that title. On the given date the windows of the tower reveal specific celestial entities from the story and reveal secrets known only to the pilgrims.



Herele (small city): Also called Dinzizi City, this city is one of the Birthday Witness Towns that declared its support for the Red Goddess when she was an infant.

Jarabuli (small city): This ancient city commands an important ford across the Arcos River. Its patron goddess is Avarnia the Quail. Outside the city walls is an ancient stone cemetery that dates back to the Bird Kings.

Karvisti (small city): This city is surrounded by terraced rice fields and is famed for its temple to Basekora and her husbands, Shidan and Lodril.

Kesium (small city): The legendary palace-city of the Bright Eagle Lords, Kesium is best known for its golden-domed temple to Antirius.

Memkoth (small city): The patron goddess of this Dara Happan city is Denegeria the Daughter. It is the center of a regionally important agrarian cult of Yelm the Liberator.

Rinliddi: This ancient region is centered on the foothills north of the Hungry Plateau. The Dara Happans of Rinliddi worship Yelm as the Celestial Aviator, and typically favor Vrimak above the other portions of Yelm. The Lodrilli farmers of Rinliddi revere their ancestral bird totems, and tell legends of ancient heroes, called Bright Eagle Lords, mounted upon birds with plumage of gold.

Shushz (small city): A thousand years ago, this city was the capital of the independent Althil kingdom. It is one of the Birthday Witness Towns that declared its support for the Red Goddess when she was an infant.

Torang (large city): Holiest of all Lunar cities, Blessed Torang is the birthplace of the Red Goddess and capital of the First Blessed Satrapy. Every year, thousands of pilgrims visit the simple back room where the ritual by the Seven Mothers is enacted to participate in the Renativity rites on the High Holy Day of the Red Goddess.

Velthil: Most of the ruling families in this area have Pentan blood. In the past, the rulers of this land have rebelled against the Empire by allying with the Pentan nomads as their client-states. Each time, Velthil's independence has resulted in the common people being reduced to slavery.

Yuthuppa (metropolis): This Dara Happan Tripolis city is noted for its worship of Dayzatar and Buserian. Yuthuppa is called the City of the Sky and is considered to be the center of all Gloranthan celestial lore. The city was founded by Anaxial the Sailor, the famous ancient Hero who saved Dara Happa from the Flood, and afterwards re-established the empire. The ancient Yuthmesha family, hereditary priests of Buserian, traditionally oversees the material government of the city.

The street plans of Yuthuppa emulate the sky, and great Star Towers reach to the sky from the equivalent spots where important stars and planets stand. The upper reaches of these towers reach the Sky World, not by virtue of their great height, but through magical means inherent in their design. The city has maintained its symmetrical pattern even after the Oslir River changed course and flooded part of the old city.

Darjiin

This fertile land is the most densely-populated satrapy in the Empire. The Darjiini are Lodrilli rice farmers who maintain various details of their ancestral culture in defiance of the overwhelming preponderance of Dara Happan material culture. Sprawling rice paddies and fertile fields stretch from the Oslir River to the steep foothills of the Yolp Mountains, although much is still covered with wild marshlands and small lakes. Small isolated volcanic plugs rise above the marshlands; many were places of refuge during the Gods War and are sacred to the locals.

The Lodrilli farmers of Darjiin have their own deities. For example, many Darjiini insist that a local Sun god, Manimat, was resurrected with the revival of the Dara Happan Empire and not Yelm. SurEnslib, the Heron Goddess, is the primary goddess throughout Darjiin and is accompanied by her companion and servant, Yestendos, the God of Reed Boats.

Darjiin has always been a troublesome place since SurEnslib incited the first rebellion there. Darjiin was conquered as a result of a war that began in 1/42 (1289), when the Butterfly Princess was killed. Despite intervention by the barbarians of south Peloria, the land fell to the Emperor within two years. This satrapy is now ruled by the Wylua-oor clan, which has ruled it since 6/31 (1548).

Places of Interest

Amuli (small city): This small city on the Targosia River is best known for being the place where the third incarnation of the Red Emperor reappeared after his disappearance at the Nights of Horror in 5/43 (1506).

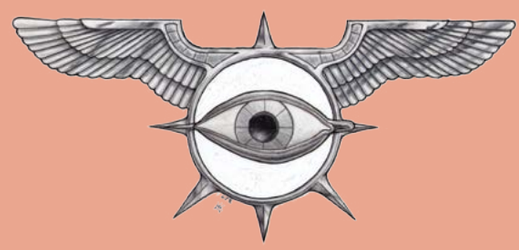
Arirtikoth (small city): This small Darjiini city is near a volcanic plug that is sacred to the local Lodrilli. The ghosts of that place can be forced to make floods to defend the rest of Darjiin from invasion.

Darokon (ruin): These red ruins were the capital of the ancient Manimati kings of Darjiin in the Darkness. It was abandoned when the west side of the mountain collapsed and now is a place of pilgrimage and used in certain rites.

Dorkath (large city): One of the Cities of Iniquity, a famous fertility epic is re-enacted here every year, the Great Sex Hunt of Dorkath, during which SurEnslib the Heron Goddess summons all of her husbands to the marsh by the river. No expense is spared to make it a memorable occasion – a special plumbing system has been installed to supply free wine to worshipers for the duration of the ceremony. For three days they compete in sexual antics, tests of endurance, and strange feats until one of each clan has been selected to mate with the goddess. Then she erects a black tent in the sacred marsh, and none of the remaining worshipers inside can see anything except strange stars overhead, and the stories they tell.

Of the husbands, they are all lucky and rich afterwards, except for the one in five who dies during their secret and private rites under the tent. Even the Emperor is not immune to risks in the Dorkath Rites: in 6/29 (1546), the Mask of Venerablis was devoured by the Heron Goddess while dressed in snakeskins.

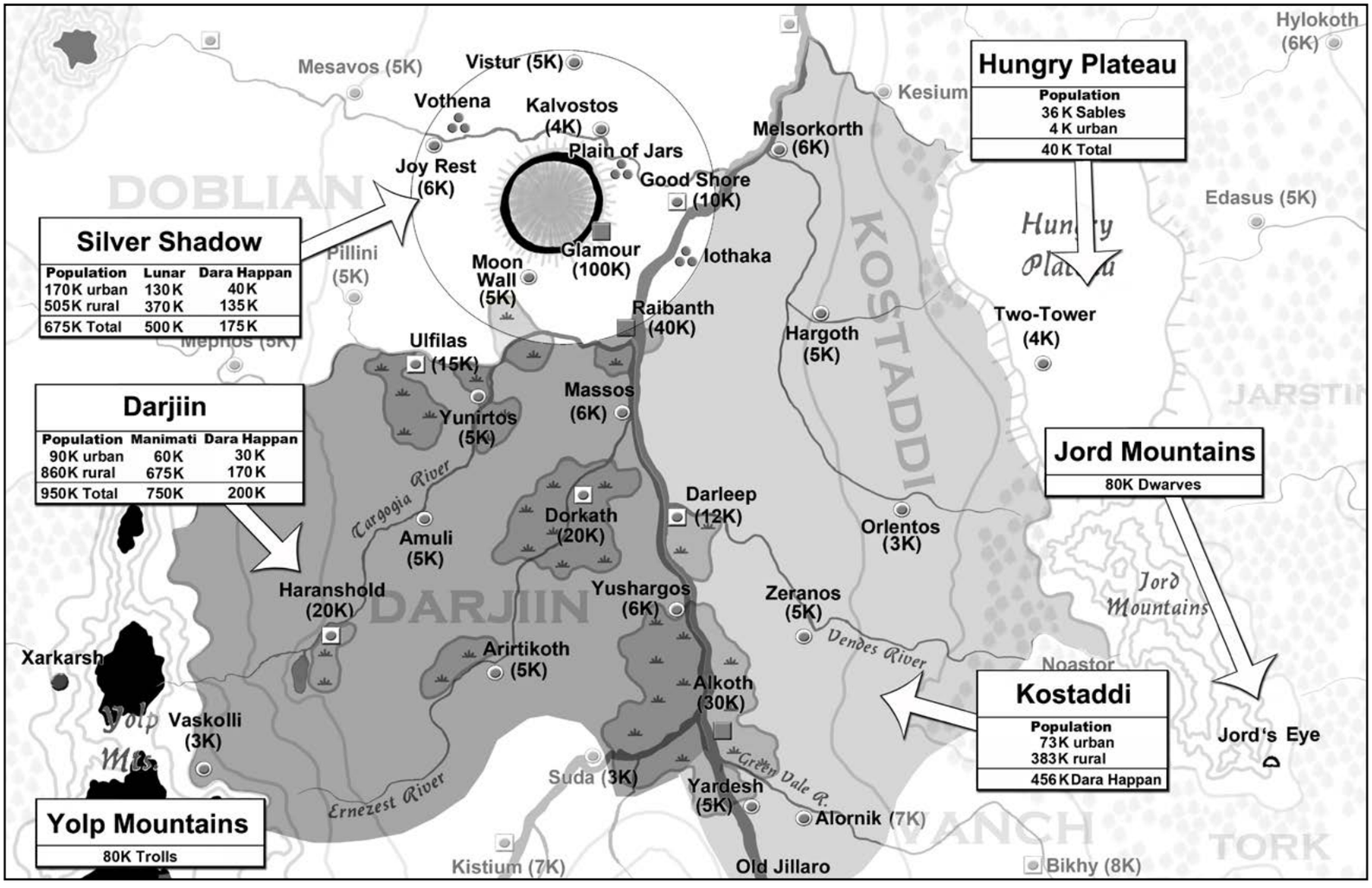
Haranshold (large city): Capital of the satrapy of Darjiin, this city was refounded by the Carmanians in the Second Age on the ruins of an older city destroyed by the Alkothi. It is a cosmopolitan city, ruled by a Lunar aristocracy assisted by Dara Happan administrators. The golden domed temple-fortress to Manimat and Antirius was



Heartland Satraps: Wylua-oor

The Wylua-oor are an ancient Darjiini noble family connected to the SurEnslib temple in Dorkath; they seized control of the satrapy when one of the Red Emperor's Masks was devoured by the Heron Goddess during the Dorkath Rites (over which they preside). They are urbane, civilized, and devoted to both the Red Goddess and the Heron Goddess. They are also feared for the cutthroat Dart Competitions they wage against the other satrapal houses.

The current satrap is Feathered Eye Woman, a woman of considerable charm, intelligence, and ability. She also harbors a secret – it was she who unleashed the famous gladiator Harrek the Berserk upon Wylua-oor's rivals in the Yanoriao-ilart clan in 7/36 (1607), which resulted in the death of the previous Mask of the Red Emperor. Although convenient scapegoats were quickly found, Feathered Eye Woman has been obsequious in her deference to the current Mask ever since.



Moon Boats

The Moon Boats are used by the Empire to carry messengers, important passengers, and occasionally elite troops over great distances. They travel on (and are propelled by) special beams of moonlight, focused from the Red Moon itself.

They resemble the sleek, oar-driven galleys often seen on the Oslir and Poralistor rivers, but without oars or a mast. The bow and stern are drawn up very high and covered with silver mined from the Moon. The boats are made from special wood, harvested exclusively in the Yolp Mountains and then heavily enchanted.

Inside the Glowline, where the moon's power is always constant, Moon Boats are reliable and very fast: boats regularly travel from Elz Ast on the mouth of the Oslir River to Furthest at the river's southern reaches in less than a week. Outside the Glowline, Moon Boats are less effective, as their motive power depends on the strength of the moon and they are unable to move during the Dying or Black Phases of the Moon.

Three families were given the secret of making Moon Boats by Takenegi, but two of the three were exterminated by the Eel-ariash clan in Dart Competitions. The only remaining keeper of the secret resides at Haranshold in the Darjiin Satrapy.

Moon Boats require a crew of a dozen, all members of the Red Goddess's cult. It takes many years of diligent application to learn the magical formulas and techniques required to become a pilot of a Moon Boat.

originally built in the First Age and rebuilt in all its glory by the Red Emperor in the Sixth Wane. Haranshold is also the site where the famous flying Moon Boats are made.

Massos (small city): This Dara Happan city on the Oslir River is well-known for the rice brokers who trade in the Lokarnos temple yard. The greed of the city's priests is infamous.

Raibanth (south) (small city): This area was once part of Raibanth (north) and is still connected to the city by the massive but severely damaged Golden Emperor's Bridge over the river Joat. Since the conquest of Dara Happa by the Lunar Empire, the city has been administratively divided by the boundaries of the Lunar satrapies. See also Raibanth (east) in Kostaddi and Raibanth (north) in Silver Shadow.

Ulifilas (large city): This Dara Happan city grew up around an early Dayzatar temple-monastery. The austere nature of its leaders has imposed a humorless, strict, chaste legal system which, for instance, limits sexual intercourse between married husband and wife to one day each season.

Vaskoli (small city): This city is the main trade center with the trolls of the Yolp Mountains. Darkness gods rule this place, with the permission of the Red Emperor.

Yunirtos (small city): This hilltop city was the location of the sacred Jeweled Vault. The once-hidden tomb is now an important center of the Imperial Cult.

Yushargos (small city): This city is best known for being the home of the goddess of rice, Everina. She came down here from the sky and taught people to worship her again. In the nearby swamps is a temple where the evil crocodile god Varnaga is propitiated.

Doblian

Before the coming of the Red Goddess, this whole area was called Arir. It is a land of hills and valleys, and the least cultivated of the Heartland Satrapies. The Lodrilli peasants of Doblian include worship of several "wild" gods, including Orogeria the Divine Moon Huntress and her husband Kenstrata, and SurEnslib the Heron Goddess, alongside the typical Lodrilli gods.

For many centuries, this region was a battleground between Carmania and Dara Happa, and first knew lasting peace with the rise of the Red Goddess. Doblian suffered badly from the nomads during the time of Sheng Seleris, but was delivered back to the Red Emperor by Hon-eel. Her clan, the Eel-ariash, ruled Doblian until the Yanoriao-ilart clan seized it after a successful Dart Competition in 7/4 (1575). Ancient custom requires that successive rulers be alternate genders.

Places of Interest

Arir: This is a very rugged and broken country. The local Lodrilli raise oats and hunt, and are considered backwards by other Heartlanders. They often go naked, do not use dogs, and have kept many ancient uncivilized customs, such as the deer antlers each woman treasures and their fondness for bear-wrestling (by both men and women). The Cave of Ancients in the Arir highlands is an important place of pilgrimage.

Doblian City (large city): Capital city of the Doblian Satrapy. It is known for its two types of immense stone towers: round warriors' towers (from which women are barred) and square grain towers (out of bounds to men). The Celestial Subordinates of Sheng Seleris ruled Doblian from this city until they were defeated by Hon-eel the Artess.

Durnvok (small city): This frontier city is best known for its temple to sleek Jesederet, the Egret Goddess. Each year, during the city's Rice Festival, her worshipers reenact her search for her dead lover.

Ebon City (large city): The Black City is a shadowy and frightful place, sacred to the powers of Darkness. It is built around a sacred cave leading into the Fourth Hell, which is guarded by Monster Man. The city was the center of the Old Good Shadow cult in the Second Age.

Hurvisos (small city): The nobility of this Pelandan city are descended from the bull-god Bisos.

Keselia (small city): This Pelandan city is situated where the Oronin River flows out from Lake Oronin.

Oarz-upon-Joat (large city): This large city in the foothills of Yolp Mountains is high above the Joat River gorge. It has many shrines to the Suvarian gods, but is best-known for the beautiful temple to the "Keeper of the Secret Bridge" on the other side of the gorge from the city.

Meglardinth (large city): This city on the shores of Lake Oronin is famed for its temple to Charmain, the goddess of Castle Blue.

Mephos (small city): In 7/36 (1607), the Red Emperor was killed here by an assassin, a creature which was neither man not beast, good nor bad, light nor dark. The assassin, who took the form of a white bear, then destroyed half the city before leaving.

Pillini (small city): The City on the Rock. The monsters that resided here during the Darkness were defeated by the Handsome Horseman in the Dawn, and turned into stone statues that still guard the city.

Seksos (temple): This frightful temple is dedicated to Sakkar, the God of Fear and Hunter of Men. Great saber-toothed cats prowl the temple grounds, attacking all but those chosen by Sakkar. The temple musters the Doblian Dogeaters for the Lunar Army.

Tawenos (small city): This city is the ancient center of the cult of Bisos and Esus, the Bull God and Cow Goddess, who brought meat, grain, and beer to an oppressed land of starving cities and desperate survivors. They are still worshiped by highland freeholders, soldiers, and nobles.

Valkenth (small city): This city in the highlands of Arir is on the trade road from Doblian to the West Reaches and it has an ancient alliance with the Pelandan cities. The Copper-Bear Axe that Kenstrata used to strike Monster Man is kept in the temple of the Divine Moon Huntress.

Xarkarsh (troll city): Main troll settlement in the Yolp Mountains. Its walls are decorated with the skulls of trolls, humans, and other sentients. The city is allied to the Lunar Empire, but not under Lunar rule.

Yolp Mountains: This volcanic mountain range contains six prominent peaks, the largest of which, Arketos Mountain, is still active. Trolls inhabit the broken terrain, and the Tower of Bones guards at least one part of Gbaji the Evil One, buried within its fastness.

Karasal

The Satrapy of Karasal takes its name from an ancient kingdom conquered by the Red Goddess. About half of the population is Dara Happan. The other half is Lodrilli from the ancient culture of the Darsen Hills. The people here are Pelorians. Their land was known in ancient times as the Land of the Goddess and they take pride in their loyalty to the Moon.

This area is governed by the Dara Happan Rastari-ining clan, who took over when the previous rulers were decimated by the Nights of Horror in 5/43 (1506). The capital city, Graclodont, is on the Poralistor River, north of the Darsen Hills. The largest city, Joranit, lies between the Poralistor and Oslir rivers and thrives on trade. It is an entrepot for the Thrice Blessed to trade their fish and furs.

Places of Interest

Ariralves (small city): This city is the site of the most ancient and revered Dendara Temple in the Empire, where the Good Wife took BernEel Arashagern.

Darsen Hills: These sacred hills are home to many magical places, including some of the oldest temples in Glorantha. For example, throngs of pilgrims travel each year to the Miringite Cave where Natha, Naveria, Oria, Bisos, Poralistor, and the other gods and goddesses came to the Surface World after being freed from the Fourth and Fifth Hells. Another important place of pilgrimage is the sacred pool of KarDuria, where initiates of the secret mysteries have performed the Great Dance unchanged since the beginning of Time.

Esvuthil: This rich plain is the granary of Yuthuppa, in the First Blessed satrapy, and is tightly administered by that city's ruling Yuthmesha family, even though it pays taxes to the Satrap of Karasal.

Graclodont (large city): This city is the capital of the Karasal satrapy. It is famed for its colorful temples to the weather deities of Peloria. The Great Sister has made her home here for the last 125 years.

Joranit (metropolis): This metropolis surrounds a fortified city temple to the River Mother. It is a thriving port, importing furs and fish from the Keniryan Sea, gathered by bold Thrice Blessed Peoples despite the ice trolls. The White Sea Fleet is based here.

Katchari (small city): This city is famed for the orchards of apples, apricots, cherries, and other fruits that surround it. The people revere a Star Captain and his Dog Star ally who rescued them from the Darkness.

Heartland Satraps: Yanoriao-ilart

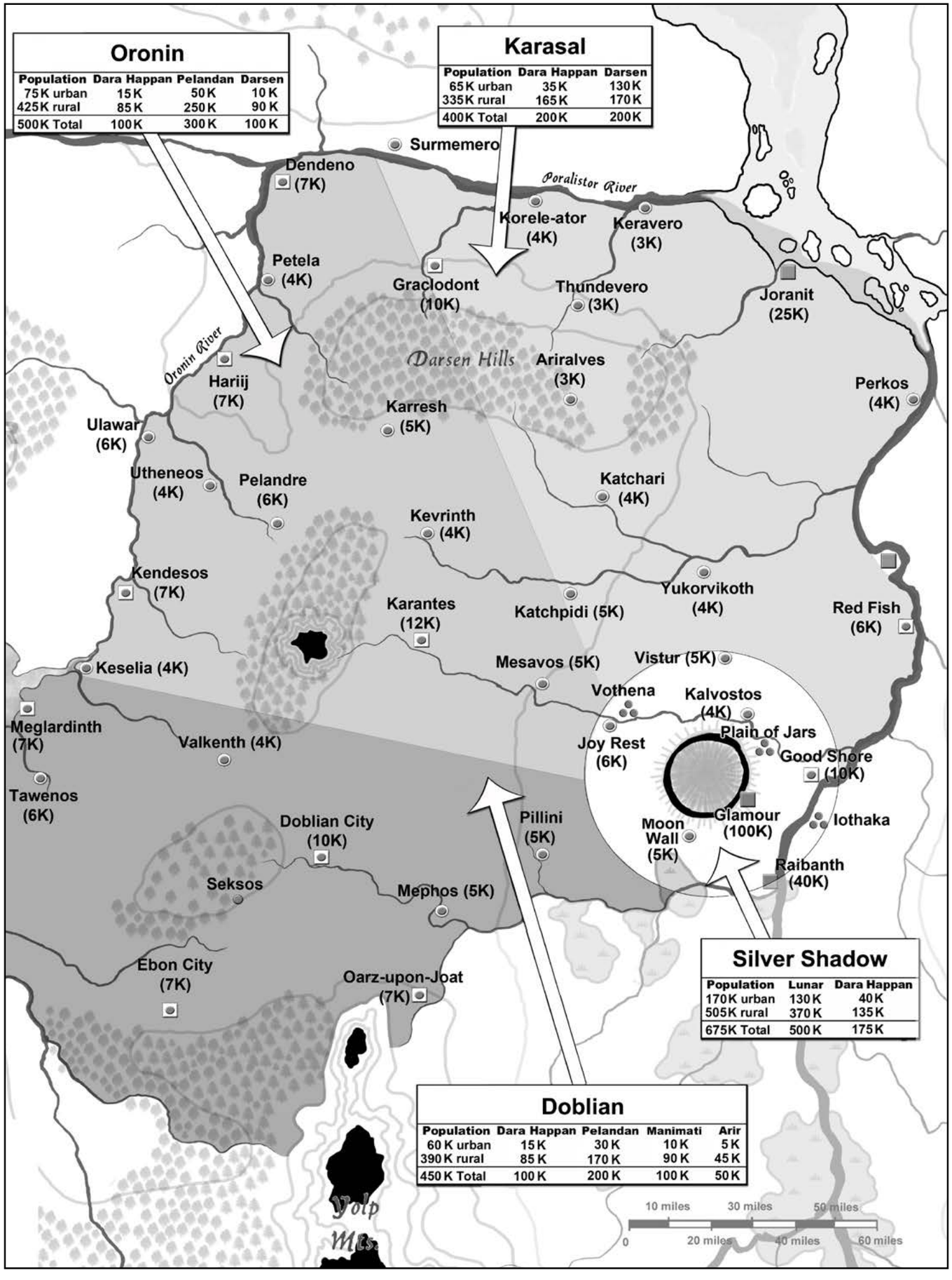
One of the Three Fifth Families, the Yanoriao-ilart are the descendants of the Red Emperor and a Spolite witch. Yanoriao Half-Fair fought a Dart Competition against the Eel-ariash, who had the support of the Red Emperor. Upon seizing control of the satrapy, she did not face punishment, but was certified by the Emperor as the legitimate ruler of Doblian in 7/4 (1575).

Yanoriao's descendants are a squabbling bunch, thoroughly overshadowed in the popular imagination by the Queen Father. The current satrap is a pair of conjoined twins: Hytaspes, the male, strong in Sky magic, and Akamanah, his sister, strong in Darkness magic. They studied under Tatius the Bright when they were younger and are influential patrons of the Lunar College of Magic.

The Great Sister

Deneskerva the Great Sister is the demigod daughter of the Red Goddess. Some say she was born when the island of Mernita rose during the Great Flood. Her birth is a Lunar mystery, but she was at her mother's side during the Battle of Castle Blue. Like the Red Emperor, she is thought to have worn several Masks, although she discards them less readily than her twin. The current Mask is thought to be 125 years old. The Red Goddess empowered Great Sister to teach everyone something of the truth of Nysalor. She founded the Sisterhood of New Consciousness, one of the most important Nysalor cults in the Empire and famed for their delicate, lattice-like temples. By her very existence, Great Sister demonstrates Balance to the people of the Empire.

Great Sister is the feminine counter-balance and mirror to the masculine Red Emperor, her twin. He has mundane armies, while she does not, but her magical power is far greater than his, and is said to be "as limitless as the light of the moon." He works with rulers, she with people; he makes war, she builds peace; he overtly displays what he has, while she appears humble. He commands from the top, she is a lowly participant in the Deneron Council, rarely speaking and yet always supporting the consensus. Although she has never done it, everyone knows that Great Sister wields enough invisible power to overtake and destroy the Emperor if necessary.



Keravero (small city): The annual Kalikos expeditions begin at the temple where the god's spear and red rock are kept. These magical expeditions are responsible for tempering the once fierce winters of northern Peloria.

Korola-ator (small city): The locals cultivate arrow bushes from a magical orchard within the city walls. The city is home to a regiment of copper-clad amazons called the Copper Girls. The city is an important market with the Eolian tribes of Thrice Blessed.

Perkos (small city): This Dara Happan city is home to the temple of Yelm Brightface.

Red Fish (small city): Called so because of its tutelary deity, which appears on enameled wall ornaments and its battle banner. This city was founded by a daughter of the Red Emperor in an attempt to challenge the Dara Happan ideas of urban government. Though once quite different, it is now thoroughly Dara Happan.

Thardenero (small city): Every 47 years, the living images of 100 goddesses are assembled here for the Deneron Council.

Thurkeros (small city): This Dara Happan city is home to the temple-palace of Dendenus, where the New Light of Denesiod was born. This city is also the source of the "fruit fish" beloved by the Imperial Court.

Yukorvikoth (small city): This Dara Happan city is the site of the once-grand Tower of Heaven and Earth. It is the administrative center for the southern part of the satrapy.

Kostaddi

Two-thirds of the satrapy's territory is rich farmland, while the rest is the Hungry Plateau. This tall, foreboding plateau was once the home of the Granite Man, who built a big palatial hill made of granite. In the Gods War, Granite Man quarreled with the Earth God Gerendetho. During the fight, Gerendetho sheared off the whole top of the hill, and the ruins of the palace are now called the Hungry Plateau. Gerendetho shoved all the rest of the rock to the side, and that big pile is now called the Jord Mountains.

Rice is the most important crop for the lowland wet farmers. The dry farmers of the foothills raise barley and herd goats. The peasants have been ruled by Dara Happan nobles since the Golden Age and a number of imperial dynasties have their origins here. Since the First Age, several dynasties have descended from the Praxians who defeated the horse people and have sporadically ruled the region.

The Hungry Plateau itself is bleak and unsuitable for agriculture. A tribe of Sable People settled atop the Hungry Plateau early in the First Age and have remained ever since. In 4/27 (1436), the Sable People seized control of the entire satrapy, and various branches have held it since, despite a brief interregnum when it was ruled by an old Dara Happan family.

Places of Interest

Alkoth (metropolis): The Green City of Alkoth is the Hell Gate, a terrifying and awesome place. The walls of Alkoth are a single green stone without doors or openings, said to be a bead from Shargash's Necklace. Eleven gates into the city have been dug beneath the green wall and lead into the Underworld. Home to the fiercest warriors in Dara Happa, Alkoth was the last city of the Tripolis to fall to the Lunars and its soldiers are feared throughout Peloria.

The god of Alkoth is Shargash, the God of Destruction, who gathers everything he slays into his enclosure. His temples are high-walled enclosures decorated with hundreds of heads and skulls of the slain enemies of the city and covered in the ash of the burnt dead. Alkoth is a city of the dead, inhabited by demons, legions of faceless and unfeeling ghosts, and by the human population. When the war drums of Alkoth beat, all of Henjarl trembles.

Alornik (large city): This city on the frontier with Vanch is built on a heavily fortified small hill, with a temple to Oria and Lodril in its center.

Darleep (large city): This Dara Happa city is famed for a precinct sacred to Oria of the Hundred Lovers, whose inner light is called Lodril. It is also home of the Beryl Phalanx, one of the Stonewall Regiments and ancient defenders against the Ram People.

Hargoth (small city): This Dara Happan city is home to the Temple of the Lord of Four Quarters, an ancient ziggurat that preserves Yelm's deeds. The city serves as the tribute collection center for the satrapy, and functions as its administrative capital.

Henjarl: The cities and villages of Henjarl pay tribute to Alkoth. Historically, Henjarl has included much of Darjiin, Kostaddi, Sylila, and Vanch. Currently, it is confined to the marshlands that surround Alkoth, home to rice-farming peasants and poor "weeders", who live in villages made of reeds. Biselenslib is the goddess of these marshes.

Hungry Plateau: This immense plateau is surrounded by high cliff walls on all sides. Only one road goes to the top, a long natural ramp guarded by a fortified city. On the top is an endless maze of stone formations, too stark to support more than grass and hardy succulents. Sable People settled this harsh plateau in the First Age. To their pleasure, their herds could exist there where nothing else could. Sable People have lived there ever since.

Jord Mountains: A region of mountains that is home to the largest group of dwarves in the Empire. They suffered terribly during the Elder Race Wars of the Second Age and were even expelled from their home by Krarsht. In the end, the dwarves were victorious and the once-mighty Krarsht labyrinth is now occupied by a dwarf city. Their main settlement is called Jord's Eye, and it has still not fully recovered from being sacked by Sheng Seleris in 4/47 (1456).

Melsorkorth (large city): This Dara Happan city is home to the Granite Phalanx, one of the Stonewall Regiments, ancient defenders against the trolls. The city was destroyed by Sheng Seleris, but resettled in the Fifth Wane.

Orlentos (small city): This Dara Happan city is best known for two things: the Tower of Sankendavu that emulates the Footstool of Yelm; and being the birthplace of two Dara Happan Emperors.

Raibanth (east) (small city): This suburb of Raibanth in Silver Shadow is connected to the main city by the Bridge of Seven Luxites. It consists of the South East Quarter, Ferry Town, and the Urengerum Temple and Barracks.

Two Towers City (large city): Capital of the old dynasty. The two towers span the only natural entry point to the plateau above, and a great wall lies between them. The city sprawls on the farther side, nearly clogging the pathway. It is unwalled on its upper side.

The Sister's Army

The Great Sister commands a small mobile regiment called the Sister's Army that is completely outside of the command of the Red Emperor and the Lunar Army. It consists of approximately 500 beautiful young men and women in fantastically glamorous uniforms. When viewed from afar, her "army" is often mistaken for flocks of gigantic birds or moving miniature forests.

In truth, the Sister's Army is a magical unit, not a military regiment. They do not fight on the battlefield in the mud and the blood, but perform elaborate and elegant ritual dances and choreography with great magical results. It is widely rumored that the dancers are forbidden from spilling blood and their decorated weapons must never strike their foes.

Heartland Satraps: Hungry Sable Tribe

In 230, the Second Council of Dragon Pass trapped the horse lord rulers of Peloria at the Battle of Argentium Thri'ile. The horse lords were slaughtered with terrible vigor. Instrumental in the battle were the Praxian animal riders, whose leaders received grants of land in Peloria for their valor, and thus began several dynasties of Pelorian animal riders, such as the Bison dynasties of Sylila and Vanch, and the Sable dynasty of Kostaddi.

A branch of the Sable people followed their Twinstar ancestors into Peloria. They are first recorded as the rulers of the Hungry Plateau after the Gbaji Wars, although they likely had already been there for centuries. From time to time, the Sables erupted from their bleak home to plunder, and occasionally briefly rule, Kostaddi.

The Hungry Sable Tribe and the Satrapy of Kostaddi are both ruled by their Queen, whose consorts command the Sable cavalry. The current Queen-Satrap, known by outsiders as the Mother of Strength, is a powerful shaman. Her feet never touch the ground and her shadow wanders about, apparently with a mind of its own.

The Twinstar Sisters

The Twinstar Sisters were said to be the daughters of the Red Moon and the otherwise unknown "man inside the invisible shirt." These goddesses were named Erelia and Verelia, and were counted among the handmaidens of the Moon Goddess before their encounter with Jannisor. After that, they were known as the Patrons of Eloquence with Barbarians, as Erelia proved herself to be when speaking with the Sables, and of Deadly Distraction in Crisis, as Verelia had been with Jannisor. They are always worshiped together by the Sable peoples of both the Hungry Plateau and Prax.

Yardesh (small city): This Dara Happan city is sometimes called the Gates of Henjarl. It has grand temples to Biselenslib and Oslira, favored by the local rice-farmers and marsh fishers. Most people live in small arched reed houses.

Zeranos (small city): This city is best known for the Second Age battle fought here between the Dara Happan Empire and the Empire of the Wyrms Friends. The Dragons defeated the Emperor, and afterwards the Dragon Sun ruled Dara Happa. The battlefield is still haunted by evil hissing ghosts.

Oraya

Oraya was scoured of civilization by Sheng Seleris and his nomad army. After the defeat of Sheng Seleris, Hon-eel led a large colonizing movement into the unplowed lands of Oraya, expanding the Empire upriver along the Arcos River and creating a buffer state between First Blessed and the eastern nomads. Hon-eel made her loyal followers the ruling clan, but most of them died in the Nights of Horror in 5/43 (1506). In 5/47 (1510), the Ari-ji clan seized control of the satrapy more or less honorably from Hon–eel's clan. The Molari-sor clan won the Satrapy from them in 6/5 (1522), and Hon-eel's kinfolk kept control of her temples.

Heartland Satraps: Molari-sor

The Molari-sor waged their Dart Competition against the Ari-ji over control of the Oraya Satrapy with support from the Eel-ariash (who controlled the Doblian satrapy at the time). The Emperor's Mask of Artifex died during the course of this Dart Competition (by whose order is unknown) and when he returned wearing the Mask of Voracius, his first act (in 6/5 or 1522) was to certify the Molari-sor as the legitimate heirs of the satrapy and to proclaim their innocence by the fact that the Tax Demons did not touch them. The last known heirs of the Ari-ji were exterminated by assassins in 6/10 (1527), and since then, the Molari-sor clan has ruled the satrapy, although the Eel-ariash maintained their control of the Hon-eel cult.

The Molari-sor are suspected of being clients of the Eel-ariash clan, and are enthusiastic supporters of the Hon-eel rites, including blood sacrifices and blood sports. They are one of the wealthiest of the satrapal clans, thanks to their control of the Etyries Caravan and trade with the dwarves of the Von Mountains. The current satrap, Ochlo-molari, is an obese hedonist who has dabbled with several foreign mystery cults.

Oraya is mostly grasslands, made lush by the fertile Arcos River. In the west are the arid foothills of the Hungry Plateau, and in the east are the pine-forested Von Mountains. Maize is the most important crop, although rice and wheat are also grown.

Because of the nature of its resettlement, Oraya has a diverse array of Earth, Solar, and Lunar cults from across the Heartland. Hon-eel is the most important Lunar cult in the province. Human sacrifice is more widely practiced than in the other satrapies, especially by those Earth and Lunar cults associated with Hon-eel, including Naveria and various unusual Oria cults. Blood sports are very popular throughout Oraya and every city has its amphitheatre.

Daroria, the Orayan Over-Goddess, is the biggest unified cult in the satrapy. Her worshipers claim she is the source of the entire divine cosmos. They worship her through "one-masked sacrifices", by asking lesser aspects, such as the Ram or Goat Mother, to take the offering to the Great Goddess.

The Resettlement of Oraya

After the Battle of Iron Fences, in 5/2 (1465), the nomads had agreed to withdraw past the Arcos River into the region called the Redlands. This left the region called Oraya open to colonization for the first time in Lunar history. Hon-eel led the first pilgrim and settler bands up the Arcos River to settle the future Satrapy of Oraya in 5/17 (1480). Though the nomads still nursed wounds and grudges, Hon-eel kept the peace for many years by making them concentrate upon magical contests.

Hon-eel visited the Horse People several times, intruding into their temple complex at Palbar. The magical challenge between Hon-eel and the Most Reverend Mother of Horses of the northern Redlands tribes was to see who could wed the Sun, or his highest representative, within the next three years. This was a great and difficult act requiring years of preparation and execution.

First, Hon-eel had to prove herself worthy to the step-mother of the Sun, a goddess jealous of her hold on the god and reluctant to let his powers and blood descend to mortal races. Hon-eel performed three miraculous acts to impress the goddess.

One such act was to deliver the Mask of Cottel, the secret weapon of Dag the Muncher, Ogre King of the city of Iraval. Hon-eel succeeded in beguiling the king long enough to steal the sacred mask. Her friends then killed the king, though most of them died in the process.

Another act was for Hon-eel to prove her fertility to the goddess. She danced for her, and casually blessed every woman in the city of Torang to bear twins, which happened in the year 5/22 (1485).

The final act was to prove herself worthy of wedding the Sun, and she did this by defeating Ernalda, an earth goddess whom the Sun once wooed, in a beauty contest. She did this in the year 5/22 (1485).

In the third year of the contest, Hon-eel set off during Sacred Time. In Hell, she joined a crowd of faceless strangers chanting to the departed Sun. In the majestic steps of creation, she touched beams of light streaming from the right hand of Yelm – the Secret Light of the Sun. And in that touch bloomed magic that quickened Hon-eel's spirit, and she returned safe and content again to the realm of the world in 5/23 (1486).

In the meantime, the Most Reverend Mother of the horse nomads called upon the Golden Bow cult to repay her for all the gifts she had bestowed over the forty years of her reign. The Golden Bow cult worshiped Kargzant, a son of the Sun, recognized as a golden wheel or disk by these tribes. The nomads began great rituals to arrange for their own High Priest to manifest the form of their god, the Son of the Sun, and to impregnate the Most Reverend Mother to prove her power.

When Hon-eel returned to Palbar, she met with the Most Reverend Mother. The nomad queen was stout with child, and she was accompanied by the Golden Bow cult, who were chanting songs of power and making her birth easy and light. She bore a son, afterwards called Noonlight, who the Blessing Ladies declared would have a bright future as a hero of the Sun.

Hon-eel's labor was more difficult, and she was accompanied only by her usual six companions who did not bother with a show of power to make a bright omen before birth. Instead, the area was as dark as the place where Hon-eel had awaited the Sun. The nomads were all frightened, as they should have been.

Hon-eel revealed a pair of shining children. One was a boy, blond and pale-eyed, radiant as the yellow sunlight of the day sky. The girl was white-skinned and fragile, with white hair and radiant like starlight in the night sky. The pair, called Twilight and Nightlight, has remained important in Orayan worship and are worshiped with Noonlight in one temple.

Defeated, the horse people left Oraya. Bitterness remained, and sporadic raiding began shortly afterwards.

Despite the activity in Oraya, Hon-eel found time to travel triumphantly throughout the Empire. Her tour included duties as well, such as an entry into the enemy kingdom of Tarsh.

Hon-eel the Artess

This fresco in the Temple of Hon-eel at Palbar depicts the demigoddess daughter of the Red Emperor. In the Third and Fourth Wanes, the Lunar Empire was devastated by the ravages of the horse barbarians. After the barbarians were finally defeated by the Red Emperor, Hon-eel appeared and renewed the empire. She restored provincial lands which had drifted away from Lunar rule as a result of the barbarian attacks, settled new lands, drove the last of the horsemen away, and discovered a new food grain, maize, for Peloria. Hon-eel brought the Lunar Way to the barbarian Orlanthi and founded a mighty royal dynasty in the south. She danced her way to the end of the universe and brought back rich blessings of fertility for all who were wise enough to call on her.

Hon-eel the Artess: Hon-eel is a graceful, beautiful woman joyously bringing forth fertility and life into the world. Her hair is red and her eyes are green. She wears golden bracelets, armlets, anklets, and necklaces and a saffron skirt with a beaded belt.

In her right arm she holds a bundle of maize and in her left hand carries a bronze sickle dripping blood.

Red Goddess: Above Hon-eel is her grandmother, the Red Moon Goddess, surrounded by a glowing red halo. She is seated in a lotus position and making a gesture of beneficent tranquility.

Red Emperor: In different incarnations the Sun God, the son of the Red Moon, the father of Hon-eel, and her lover, the Red Emperor watches Hon-eel and bestows his blessings upon her.

King Pyjeemsab: Hon-eel dances by the bier of the dead Orlanthi king. King Pyjeemsab was entranced by Hon-eel's beauty but died after their marital conjugation (perhaps during it), and nine months later Hon-eel gave birth to his son and heir who became the king of a new dynasty. This dynasty of Lunar Tarsh kings worships her as a goddess.

In the fresco the dead king is shown as bearded and wearing a crown, a golden torc and spiral arm ring, his skin tattooed with the runes of Air, Movement and Mastery. A bronze sword is laid on top of him, symbolizing his violent nature.

Defeated Horse Queen: The queen of the Redland Horse Tribes holds her hands in an attitude of prayer and devotion towards Hon-eel. The artist portrays her as much smaller because she is a barbarian.

Worshipful Storm Barbarian: This bearded sword-wielding Orlanthi warrior from Tarsh is portrayed adoring the divine Hon-eel.

The Etyries Caravan

Each year, Lunar agents take the redheaded children of Pent back to the Oraya Satrapy. The children are reared by the Emperor's household, taught the Lunar religion, and trained to become the caravaneers of the famous Etyries Caravan, called the Red Hair Tribe by the nomads. This train of several thousand pack animals departs every other year from Palbar, travels across Pent to the northern reaches of Kralorela, and returns the next year, laden with decadent luxuries, such as silk and spices. The Etyries Caravan is the primary source of Kralorelan silk for central Genertela. More than just goods are traded by the Etyries Caravan: ideas, culture, and religion are also transmitted between Kralorela and the Oraya Satrapy.

The Red Hair Tribe is the Lunar Emperor's eyes and ears in Pent. They are well-versed in the Lunar Way (in particular the Etyries cult) and are trusted agents of the Empire. The Etyries Caravan has made them fabulously wealthy and given them great economic power in the Heartland. And yet, the Red Hair Tribe remains kinsmen to the nomads and has not reported the great changes going on among the nomads. Nor have they warned the Empire of the coming Pentan invasion of the Redlands and the Oraya Satrapy. The true loyalties of the Red Hair Tribe are unknown.

Places of Interest

Edasus (small city): This temple-city is protected by Denegoria, the Goddess of Savage Freedom, who saved the city from destruction by the nomads. She revealed herself fully to Hon-eel and now oversees the goddesses Hon-eel brought to Oraya.

Haar Zaal (small city): This small city is built around the Temple of the White Heart. The temple complex withstood every nomad assault and siege in the Fourth Wane and was expanded by Hon-eel in the resettlement of the Fifth Wane. It is often called the City of the White Heart.

Hylokoth (small city): This city at the edge of the Hungry Plateau foothills is home to the Painted Temple of ViTuros and Daroria, agricultural deities brought to Oraya by Hon-eel. The local farmers grow oats and barley, and raise pigs.

Irayal (small city): This market town is where the Kashis pay their annual tribute to the satrap.

Kashis: This tribe of fierce horse nomads has ruled the area since the Dawn. They herd reindeer, as well as cattle and horses. They have ancient ties to Velthil and the Blue Moon Trolls, despite being staunch worshipers of Kargzant. The Kashis were part of Sheng Seleris' nomad army, but returned to their ancient homelands after his defeat. They pay an annual tribute to the satrap and fear only his authority. They are known to enslave those who enter their lands without the satrap's license.

Palasper (dwarf city): This dwarf stronghold in the Von Mountains appeared in the Third Age. It is called the City With Faces by those who have made the dangerous trek across the Kashis land. The dwarves occasionally trade iron for goods or service, but their price is known to be exorbitant. A small human trade city exists outside the iron doors of dwarven Palasper.

Palbar (large city): The capital city of the Oraya Satrapy was built atop the ruins of an older city of unknown origins. From the old stones the Temple Of Unknown Predecessors was constructed, next to the Visitors Gate which opened onto the main market. Though prayers and simple sacrifices were offered regularly, no contact was ever made. When Sheng Seleris's nomads broke the gates, a rain of ghosts fell upon them from the temple and saved the day.

The city is most famous for being where Hon-eel undertook the challenge of the Most Reverend Mother of Horses to woo the Sun and where Hon-eel gave birth to the twin children of Yelm, Twilight and Nightlight. Her children are worshiped in the Twin Lights Temple, along with their mother and the Pentan hero-spirit Noonlight. A Temple of the Reaching Moon extends the protection of Yara Aranis and the Glowline throughout Oraya.

Palbar has grown rich from the biennial Etyries Caravan that travels across Pent to Kralorela. Many foreign cults and exotic philosophies can be found within the city.

Von Mountains: These dark mountains are covered in pine woods and inhabited by dwarves that welcome outsiders only at their stronghold of Palasper. The mountains are one of the Lunar Empire's main sources of iron.

Yelm's New Foot (small city): This city is built around the ziggurat to Yelm the Father founded by Hon-eel.

The Nights of Horror

In 5/40 (1503), Pentan nomad armies overran Oraya and the Redlands. The Lunar Provincial Army was destroyed in 5/42 (1505) by the nomads as it marched through Jarst. In 5/43 (1506), the Imperial Army of the West, convinced at last that Fronela was no longer a threat under its curse of the Syndics Ban, arrived in First Victory and joined the Heartland Corps in the march up the Arcos River Valley to relieve the surviving Orayan cities. The nomads slowly gave way before the march, gathering strength.

"Nights of Horror" is the name of the two-day battle which followed. More than 150,000 warriors and magicians took part. The nomads had hired the services of a magician family from distant Orathorn to aid them. When the shocked Lunar army began to crumble, Hon-eel alone halted the collapse of the right flank by destroying seven nomad gods. When the Lunar regular cavalry was enveloped on the left flank, the Emperor grew desperate and summoned his powers of Chaos to aid him. The Orathorn magi summoned their own Secret Powers and this combat with the Lunar Chaos suddenly loosed alien worlds upon the battlefield. Hon-eel herself died there, fighting desperately to save the Emperor's favorite children from furry, many-legged things, which scuttled about and waved shrunken heads that bobbed about on scrawny antennae. Although the children were saved, Hon-eel was never seen in the mortal world again.

The impact of this military conflagration was immense. Survivors were numbered by the handful, making it a disaster as great as that of the Dragonkill War of 1120. The nomads slaughtered their herds where they stood and took only their best stock and the surviving wives and children into the lands of Pent. It is said that each warrior in Pent had a hundred wives that year. They abandoned the Redlands and the fields grew thick again for the first time since the Dawn.

One side effect of this activity was the annual tribute of red-headed infants sent by Oraya. These were reared by the Emperor's household, and became the caravaneers of the famous Etyries Caravan, called the Red Hair Tribe by the nomads. This pack train departed every other year from Palbar, traveled across Pent to Kralorela, and returned the next year. No nomads dared threaten the route, which brought rich and decadent luxuries into the heart of the empire.

Oronin

This satrapy is a great rich region covered with fields of wheat and barley, fruit orchards, and liberally dotted with the ruins of bygone empires. The western half of this satrapy was once the heartland of Old Pelanda and Carmania, and is the source of many Lunar secrets.

The Vakthan-ilart clan (founded by a son of the Red Emperor) first ruled the Oronin Satrapy, and waged a private war against their foes. The Eel-ariash clan now rules the Satrapy of Oronin, having seized it in 6/26 (1543) in the face of imperial disapproval. Despite several Dart Competitions to expel them, the satrapy is still ruled by the Eel-ariash clan, whose illustrious members include Hon-eel the Artess and now Jar-eel the Razoress.

Places of Interest

Dendeno (large city): A city located where the Oronin River flows into the Poralistor, with a view of Burntwall on the north bank. It has grown rich in recent years with the opening of trade across the Sweet Sea into Fronela.

Hariij (large city): This city on the lower Oronin enjoys an ancient friendship with the elves and is famed for its Black Figure Technique in pottery, which became so popular in the Fifth Wane that it is still the standard throughout the Empire. The Hungry Ones of Hariij were liberated by Lendarsh in the Grey Age: a public vegetarian feast is held each midwinter to celebrate this event.

Jernotius, Mount: The seven peaks of this Sacred Mountain show the faces of the Seven High Gods, the ancient pantheon of Pelanda. Its slopes are inhabited by the mountain sages, ascetic devotees of the god Jernotius, an avatar of Rashoran who taught Illumination in the God Time. An elect number become wandering monks, embodiments of mystical peace and perfection. They are professional priests of the High Gods, respected throughout Pelanda.

Karantes (large city): Called the Red City, this city of tall golden towers built out of sun-dried brick is the capital of the Oronin Satrapy, home of the Eel-ariash clan, and center of the Hon-eel cult. In the Gods Age, the Red King sat here upon his throne of gold, wore his golden crown, and bore his golden scepter until he was sacrificed by Naveria for the good of their people. Throughout much of the Second and Third Age, the Red City was an independent city-state held sacred by the surrounding empires. Since the time of Hon-eel, the Red City has been a center for human sacrifice. Each year, the people of Karantes celebrate the victory of the ancient war Hero ArLenish over a huge army of Bull People.

The people used to worship a many–headed goddess, who manifested as a hydra, and called upon her to defend the city from the Lunars. The army ran away, but the monster ate all the inhabitants. Karantes has since been repopulated by immigrants from the surrounding countryside.

Karresh (small city): This place in the Darsen highlands is famed for its exquisite Aldryami garden. The Aldryami gardeners have been under the protection of the local humans since the God Time. It is celebrated in poetry as the Paradise of Karresh. The city's taxes are paid with the results of an annual auction of its herbal produce. The shadowy pyramid-temple of Derdromus, an Underworld god, looms over the city-garden.

Katchpidi (small city): This city was the home of the legendary Quartz Phalanx that conquered Rinliddi for Emperor Urvairinus in the Gods War. The phalanx was entirely consumed by the Crimson Bat at the First Battle of Chaos. The burial vault of the Vakthan-ilart is the most famous monument in the city. Made of marble taken from Carmania, it is topped with a high hexahedral dome decorated with stars.

Kendesos (large city): This city on the upper Oronin River was once ruled by the cruel YarGan the Blue King and his Blue People. His sorcery prevented the High Gods from helping their people, until he was finally killed and the Blue People driven beneath the waters by Jernotius, Daxdarius, and Bisos. The city is home to the greatest legal school of Carmania, where viziers learn to interpret the Black and White laws.

Kevrinth (small city): This Naverian city is part of the ancient alliance of Pelandan city-states. The Mint of Kevrinth has produced copper coins called "Navars" (or clacks) since the Gods Age.

Mesavos (small city): Home of the Marble Phalanx, one of the Stonewall Regiments and ancient defenders against Darkness.

Natha's Well: A great crater lies between the Otherworldly places of Hagu and Gerra's Pyramid, with a steaming bog at its heart. In dire years, Natha's Well sends forth disease and death, unless its spirit is appeased by human sacrifice.

Naveria: The Land of Women. The Naverian Goddesses are widespread through all of Peloria. Naveria was the culture bringer, who set the Dara Happans apart from the barbarians with her urban knowledge. Her husband was Vantestos, the Red King, and together they prepared the way for the coming of Murharzarm. In the Fifth Wane, Hon-eel rediscovered ancient Naverian secrets of human sacrifice from Natha the Sacrificer, an important Naverian goddess.

Pelanda: When the barbaric Andam Horde attacked ancient Wendaria from the south, they were beaten off by Daxdarius of Pelandre, who invented warfare and forged an empire of city-states called Pelanda. The Pelandan Empire's culture flowered under the legendary King Garthemius the Wise, but collapsed during the Great Darkness and was only reconstituted at the Dawn by the great Hero Lendarsh.

Heartland Satraps: Eel-ariash

The Eel-ariash are among the most important noble clans in the Empire. Founded by Hon-eel the Dancer, the Third Inspiration of Moonson and a goddess of great power, the Eel-ariash clan is one of the imperial Three Fifth Families. The royal dynasty of Tarsh is a branch of this clan. For over a century, they have pursued a magical breeding program, seeking to create a new incarnation of the Red Goddess.

The Eel-ariash clan came from Doblian, and ruled Oraya from its resettlement until their leaders were killed in the Nights of Horror and lost the satrapy in 5/43 (1506). They seized control of Oronin in 6/26 (1543) despite the opposition of the Emperor. The Eel-ariash successfully defied the Emperor himself and forced Moonson to acknowledge their authority over the satrapy. For over a generation the clan ruled two satrapies simultaneously. However, the Eel-ariash lost control of Doblian when the Yanoriao-ilart clan seized it after a successful Dart Competition in 7/4 (1575).

However, the past glories of the Eel-ariash are destined to be eclipsed by their most illustrious member: Jar-eel the Razoress.

Pelandre (small city): This city beneath Mount Jernotius is famous for its temple which holds the panoply of Daxdarius, who founded the Pelandan Empire in the God Time, and serves as the God of War.

Petela (small city): A Pelandan city on the lower Oronin River famed for its fresco artists.

Ulawar (small city): This city on the central Oronin River boasts the world's oldest temple to Uleria, goddess of Love. It is a favorite resort for the Lunar nobility. Few who can afford it can resist a visit to the House of Anomaly, where they can drink wines whose flavors can only be described in poetry, eat food which induces fantastic bodily reactions, have sex with a third gender, or perform *ejem* with creatures from other worlds.

Utheneos (small city): This city has historic ties to Ulawar. The younger citizens are famed for their beauty and passionate love affairs. Their elders devote their time to *ouranekki* problems. Outside the city is the Sky-down temple, where the star hero Lendarsh came to earth.

Silver Shadow

The name of this region is taken from the mystical light of the Red Goddess, called the "Silver Shadow" and invisible to all but the Select. Nonetheless, the area enclosed by this circle is reportedly bathed heavily in it, and requires special attention.

Silver Shadow is a strange and dangerous land. Most of it is controlled by the Red Emperor's family and favorites, or else given to experiments of questionable nature. The food grown in their expansive fields never reaches common lips, and cannot be bought by coin or chattel. Camps of imported refugees and circuses of exotic creatures are common.

Silver Shadow is ruled by those members of the imperial family, including hordes of bastards, cousins, and grandchildren of various Lunar progeny, who believe they deserve to rule and who can hold onto their power. Rule rotates among them according to some arcane series of cycles and epicycles. They are to keep the peace (most importantly to not wake the Tax Demons) and not disrupt reality without having forewarned the Red Emperor. In this way, the Emperor maintains contact with the most dangerously competitive individuals of his domain, who are steeped in deep lore of the terrible secrets of the universe.

Places of Interest

Crater: The Crater did not exist before 0/27 (1247). That year the Red Goddess danced her Dance of Memory and Promise, revealing her inner secrets to her companions and followers. Then she took the ground she had danced upon, clutched it closely about her like

The High Gods of Pelanda

These seven deities are worshiped together around Mount Jernotius, while temples to individual gods are found in most Pelandan cities. The Prophet Idomon taught the rituals of the High Gods, and though some of them were slain or displaced in the God Time. Lendarsh reinstituted their rites when the world was reborn at the Dawning.

The High Gods are: Jernotius the Liberator; Dendara, Goddess of Virtue; Idovanus, God of Order; Uleria, Goddess of Love; Bentus, God of Pleasure; Oria, Goddess of Success; and Turos, God of Power.

In the God Time, they formed the Jernotian Ring, which preserved ancient Pelanda until the gods were betrayed and destroyed. Now the whole pantheon is worshiped only by the common folk who live around the mountain, though all of its members are worshiped individually elsewhere.

Daxdarius, God of War, and Natha, Goddess of Balance and Nemesis, forced their way onto the Ring during God Time and are still considered High Gods by their devotees, though they fell from the pantheon when Lendarsh restored the ancient rites of Idomon.

a cloak, and ascended into the sky. As she rose the earth reached vainly for her child, raising a ring of steep and impenetrable mountains which rise for miles into the air and form the walls of the Crater.

The Crater is approximately 25 miles in diameter and its peaks are 2 to 3 miles high, creating a tall ring resembling a crown. Climbing the mountains is impossible for humans. Nor would anyone want to, for inside the ring of mountains lies nothing but a slick-sided drop-off pit into the Underworld.

The Hero Wars Begin

The Hero Wars in the Empire will begin with unexpected attacks from two supposedly docile groups and escalate into a magical civil war for the Red Moon itself.

THE LUNAR EMPIRE: The White Moon Rebellion
White Moon believers are put under increasing pressure and are even being kidnapped and used as human sacrifices. The City of the White Heart, where they had gathered together, disappears entirely circa 1623. Even imperial investigators can't figure out where it went. A major portion of the citizens of Peloria's Heartland will then rebel in armed protest against the suppression of the pacifist White Moon Cult. The paradox of pacifists killing in rebellion will paralyze the movement, but will also decisively divide the Lunar Empire at the moment of its greatest military crisis.

LUNAR EMPIRE: Nomad Wars
The nomads from Pent will someday soon dare to invade and conquer the Redlands. In 1625, reinforced by more nomads from the interior and inspired by new planets in the Sky, they will set upon the eastern Lunar Empire for pillage and ruin. Jar-eel the Razoress will prove her heroic status by her successes against them.

DARA HAPPA: Dart Wars for the New Moon
In Earth Season 7/54 (1625), much of the provincial, military, and religious leadership of the Empire is devoured by the Dragonrise in Dragon Pass. Despite furious efforts, they can't be brought back to life; indeed, their souls cannot be found anywhere! Discontent with the Red Emperor grows in the highest circles. After a disastrous defeat of a Lunar Army led by Jar-eel the Razoress in 8/3 (1628) at the hands of Dragon Pass rebels, the Great Sister sacrifices her brother in the Hon-eel rites. The Red Moon pulses with light, and weeps glowing tears. The Glowline fails for a whole lunar cycle. The Mad Sultanate of Tork is freed and Charg emerges from the Syndics Ban. In 8/4 (1629), a Chaos horde marches forth from Dorastor; at the same time, Talastar raids deep into the Lunar Empire.

Worse yet, the Red Emperor doesn't return; the Egi are distressed. Civil war breaks out between satraps and claimants to the imperial throne. Enemies send raiders, and take advantage of the civil chaos. Dart Competitors get active, rivalries are pushed, and there are Dart Wars on the Red Moon.

In 8/5 (1630), a new Lunar Emperor (who is not the returned Red Emperor and is not proclaimed Emperor of Dara Happa) is crowned in First Blessed. He seeks to reclaim Oraya from the nomads. Around the same time, Carmania proclaims its independence and comes to the defense of the Arrolian Properties against Loskalm.

Glamour (metropolis): The First Inspiration of Moonson, the imperial capital sits on the east side of the Crater. It is surrounded by sprawling suburbs whose only order is imposed by the wide roads which radiate from Glamour. A huge circular wall, topped by engines and monster guardians, surrounds the Outer City. A series of radiating roads converge on the Gate of Four Beasts, where all newcomers must enter after being marked by guards. Once past the Four Beasts, you can find anything in the world.

At the center of the Outer City is the Citadel of Halfway, a palace of joy which is heaven to most mortals. Here the rulers of the Empire meet in council and the Red Emperor receives the worship of his subjects from atop the Pearl Throne. From the Silver Gate of Halfway, a great gleaming silver arch called the Silver Bridge reaches over the parks and pleasure-gardens of Inner Glamour to the edge of the Crater, where the terraces of the Imperial Palace rise along the cliff-face of the Crater's southeastern rim.

This inner garden-city, called the City of Dreams, is surrounded by its own circular wall and can be entered only by the privileged and the sacred. Within its precincts dwell the Emperor, his court, and a veritable host of Lunar demigods, spirits, New Gods, and demons. Here, everything reflects the current state of the Emperor's psyche: the flora and fauna, otherworldly inhabitants, and even the architecture are mutable and inconstant, changing extensively with each new Mask of the Emperor.

A second stretch of the Silver Bridge starts from the Imperial Palace and curves upwards between the Crater's peaks, eventually reaching the Red Moon itself.

Gods Wall: About 10 miles north of Raibanth is the most sacred monument in Dara Happa. Carved by Lodril into a cliff face made of indestructible *steadfast*, the Gods Wall depicts the prostration of the One Hundred Deities to the Emperor Yelm. The images of the deities range in size from about 6 feet tall to 30 feet tall, depending on their importance. The broad Triumphal Way leads from Raibanth to the Gods Wall; scores of stone guardians and megalithic stones line the road. Walking the road to the Gods Wall is part of the Enthronement Rites of the Red Emperor.

Good Shore (large city): Also called Vernkor. This city is the birthplace of Yara Aranis, the Second Inspiration of Moonson, the Goddess of the Reaching Moon, and the site of her most famous temple, where the tortured souls of captured enemies are displayed each Sacred Time. The precise boundaries of the city merge with the crowded buildings which line the Emperor's Highway to Glamour. The city serves as the main port for the Glamour grain barges and guards the entrance to the Great Canal between Glamour and the Oslir River.

Iothaka (ruin): The City of Traitors, Iothaka was the headquarters of the legendary Basalt Phalanx. The city and the phalanx rebelled against Emperor Erzanestyu and both were destroyed in the early Second Age, leaving only haunted ruins.

Joy Rest (large city): This Naverian city was destroyed by Sheng Seleris in the Fourth Wane, but rebuilt and resettled by Hon-eel in the Fifth Wane.

Kalvostos (small city): Home of the Jasper Phalanx, one of the ancient Stonewall Regiments, who defeated the Bird People of Rinliddi for the Dara Happan Empire.

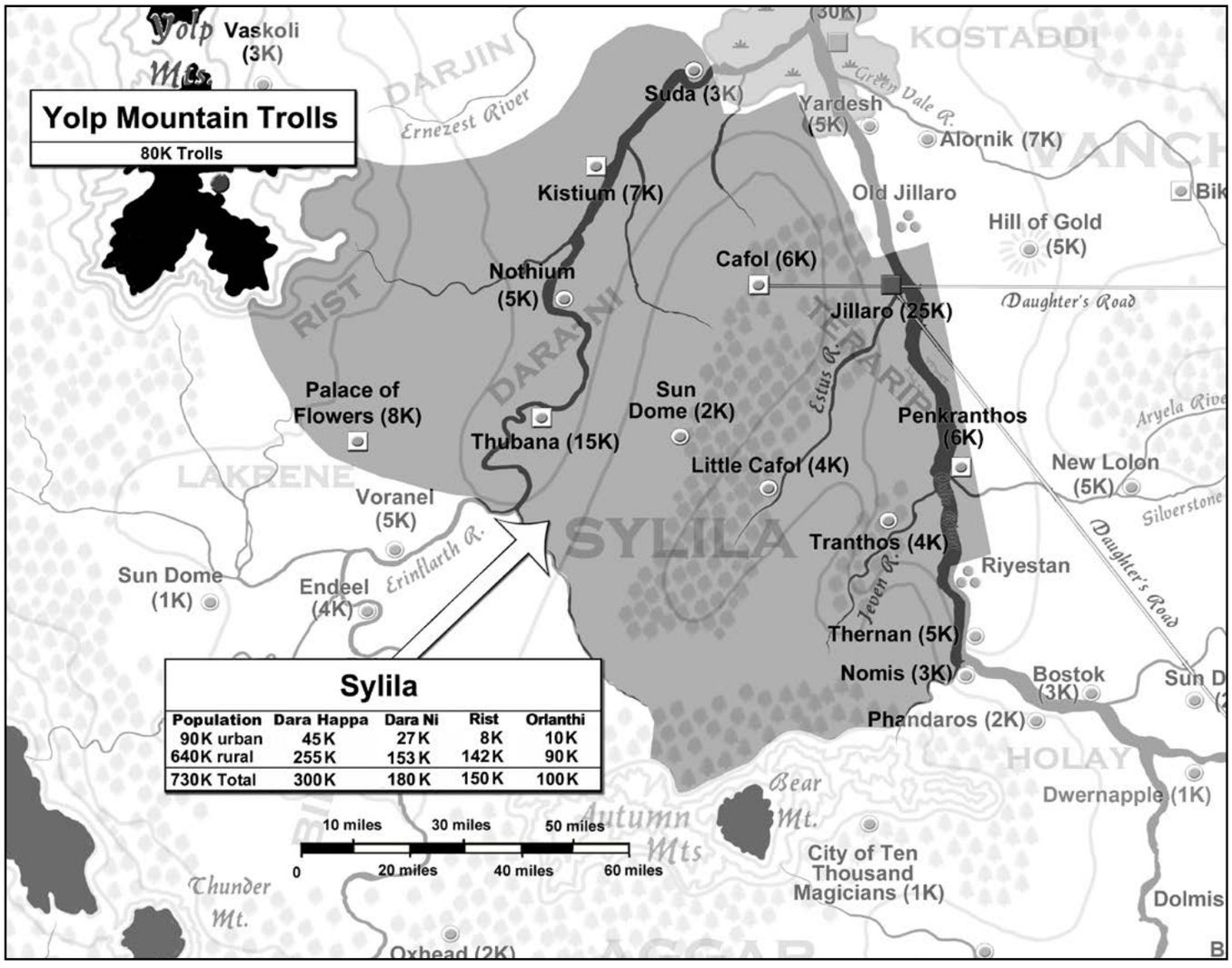
Moon Wall (small city): This city is known for its Temple of the Steel Sword, headquarters of the dreaded Steel Swords Legion.

Plain of Jars: Scattered around this area are hundreds of large stone jars dating from the God Time. They vary in height and diameter, each being between three and ten feet, and are all, without exception, hewn out of rock. Here Grain Contests were held before the Darkness.

Raibanth (north) (metropolis): Raibanth was once the largest city of the ancient Dara Happan Tripolis and capital of the Dara Happan Empire. Located where the Joat River joins the Oslir River, the city is formed of three parts, divided by the rivers but joined by great bridges which once spanned the rivers. Two of these bridges have been broken, leaving only the Bridge of Seven Luxites, which crosses the Oslir between north and east Raibanth. The Emperor cleared the broken blocks so river traffic can pass, and will rebuild the bridges soon. But since the Dara Happan Rebellion (1/23 to 1/38 or 1270 to 1285), the city has been divided into three parts, each in a different satrapy: north Raibanth (the main city) is in Silver Shadow, south Raibanth is in Darjiin, and east Raibanth in Kostaddi.

Raibanth was built in the same place as the magical city of Yuthubars, which is invisible to the ordinary eye, but can be seen by the spiritually powerful and pure. The city is centered upon the Footstool of Yelm, the Great Ziggurat, and has been the ceremonial residence of Emperors from Murharzarm to the Red Emperor, who carries on the glorious traditions of the Dara Happans. Murharzarm's son Raibamus is the guardian of the city. The Great Statue of Raibamus is the largest sculpture in all Peloria, and has moved twice, most recently to kneel in submission to the Red Goddess.

Vistur (small city): This city is most famous for the Seven of Vistur, a collective of powerful Lunar magicians who specialize in siege magic for the Field School of Magic.



Towers of Dara-ni

The cities of Dara-ni have built "groves" of tall stone pillars to appease the Aldryami of Rist since the Darkness. During the Second Age, rich families constructed their own tall towers, partially for religious purposes, partially for offensive and defensive purposes during the many internal feuds that wracked Dara-ni. Scores of tall, narrow towers were built, some rising more than 200 feet. Atop most towers is a grove sacred to the Red Earth goddess of the valley and of Rist.

After the burning of the Forest of Rist, the construction of these towers became feverish as a way of extirpating the cities' guilt for betraying the Aldryami. In the late Third Age, Thubana has approximately 200 towers. These towers are often hastily constructed and periodically collapse, making a precise count of the number of towers at any given time difficult.

Vonlath: This rich agricultural area includes parts of Kostaddi and Darjiin, and is an ancient tributary of Raibanth. Countless rice paddies are provided water by a sophisticated irrigation system used to tame Oslira in the Gods Age.

Vothena (ruin): This Naverian city was destroyed by Sheng Seleris in the Fourth Wane and cursed with terrible spirits. It was refounded as Joy Rest by Hon-eel in the Fifth Wane.

Sylila

The Satrapy of Sylila consists of forested hills between the fertile Oslir and the Erinflarth river valleys, and the rich farmland of Rist. It is the only Heartland Satrapy whose natives include hill people of Orlanthi origin, called the Odaylings, who often ruled this area in the past.

In the Second Age, a bison king dynasty founded by Vorwaha Bisonlord ruled from the city of Cafol. Sylila also includes the Dara Happan settlement of Terarir, and the Erinflarth area was once a Dara Happan colony called Dara-ni.

Hwarin Dalthippa was a beloved daughter of the Red Emperor, and was a High Priestess in her own power. She led the resettlement of devastated Rist after the Moonburn and acquired great estates there. In 2/8 (1309), Hwarin Dalthippa married Ingakotum, Lord of the River, the most powerful chieftain among the Sylilan clans, and together they quickly subdued all of that land. In 2/25 (1326), Sylila (expanded to include the old lands of Rist and Dara-ni) was adopted into the Empire as a Satrapy, with Hwarin and Ingakotum as founders of the first ruling clan.

During the later Third and Fourth Wanes, Sylila was one of the few Lunar strongholds that successfully resisted the nomad invasions of Sheng Seleris. After his defeat, the satrapy was revered as a storehouse of knowledge about the Old Empire, and artists, architects, and other wise folk from Sylila went to the Heartland in the Fifth Wane to rebuild the Empire.

The satrapy was originally ruled by the Hwarin-ony clan, the descendants of Hwarin Dalthippa and Ingakotum. When that family was destroyed in a Dart Competition, the Virishi ruled the satrapy as cruel robber

Heartland Satraps: Errio-unit

This clan is famed for their displays of Lunar piety and their learning. The Errio-unit are generous patrons of art, temples, and scholars in both the Heartland and the Provinces, bolstering their prestige with lavish cultural displays; unlike many other satrapal houses, members of this ruling clan personally lead military and missionary activities. They are related by marriage to many of the ruling barbarian houses in the Lunar Provinces.

The current satrap, Odenades, assumed power in 7/29 (1600) and has greatly expanded the influence of the satrapy in the Lunar Provinces. His eldest son Perides is a skilled captain and magician, and has been groomed to succeed Odenades as satrap.

The Conquering Daughter

Hwarin Dalthippa, the Conquering Daughter, mounted on her horned war horse, surrounded by Lunar Soldiers, surveys the raging Black Eel River. On the far bank is the city of Mirin's Cross, stronghold of Gwythar Longwise and his allies. The Conquering Daughter is calling forth the New Fire of the Lunar Way, which will burst across the river to create a Crystal Bridge so that her soldiers can storm and sack the city.

Black Eel River: The river rises in the mountains some 270 miles away joining the larger Oslir River nearby. In this region, the Black Eel flows placidly through rich grassland and farm land, but the magic of the defenders of Mirin's Cross has caused the river to rage against the Conquering Daughter and her army. The guardian deity of the river, a monstrous black eel, swims in the violent waters.

The Conquering Daughter: This demigoddess is the granddaughter of the Red Moon and a woman of terrible power. In peace, she is a beautiful red-haired demigoddess of culture and sensuality, but in battle she displays her full power as the terrifying war goddess of the mighty Lunar Empire. She is armed, armored, and masked, and performing a terrible magical ceremony to unleash the New Fire of the Lunar Way.

Her gilded bronze muscle cuirass depicts a naked goddess taming a bear and a sable antelope beneath the anthropomorphized Red Moon. Her red bronze face plate depicts a serene goddess with a third eye on the forehead. The Conquering Daughter carries the Axe-and-a-half, a long-handled bronze axe with a crescent head. Despite its size, she carries it in her right hand and a long spear with a blazing gold spearhead in her left.

New Fire of the Lunar Way: With her weapons raised in personal challenge she invokes the terrible New Fire of the Lunar Way. The New Fire will burn away the guardians of the Black Eel River, break the gods protecting Mirin's Cross, and leave a hard and indestructible bridge across the river, as clear as the purest crystal.

Mirin's Cross: This ancient and strategic city dominates the crossroads between Dragon Pass and Peloria, and has long been contested by the rulers of those lands.

In the Second Age, it was ruled by the theocratic Yelmalio cult until conquered by the Kingdom of Dragon Pass (later called the EWF). When the EWF declined, Mirin's Cross was then ruled by a Pelorian dynasty related to the ruling houses of Dara Happa and Carmania. With the Dragonkill, they were superseded by a succession of tribal confederacies until the arrival of the Conquering Daughter in 1347.

The Daughter's Road

After establishing the Heartlands to absolute loyalty, the Goddess of the Red Moon gathered portions of her followers and parts of the earth to herself, ascending then to the Middle Air where she dwells still, visible to each and all of her worshipers.

At that time, the kingdoms now called the Provinces were still free, although in an unstable and uncertain position. The local aristocracy was made up of refugee nobles who had escaped the Heartlands, harried chieftains of the indigenous tribes, and roving adventurers seeking fame and fortune. The few Lunar probes were turned back with heavy losses on both sides, setting both sides into an uneasy peace awaiting the arrival of the Red Emperor and his great army. Yet the Son of the Moon was not necessary for the conquest, leaving it instead for his Conquering Daughter, Hwarin Dalthippa.

The Conquering Daughter had heard of the marvelous blue furstones which grew in Imther, and determined to have some. Deeming that no ordinary path was of enough quality for the caravan of the Moon's granddaughter, this young princess assembled engineers and builders to make a proper path for her to travel upon. This road still exists today, called simply the Daughter's Road. Paved over with crushed stone, it is twelve wagons wide and has each day's march marked with a glass temple. The main trunk extends from Jillaro-of-the-Prince's Green to Filichet, the capital of Holay.

Shortly afterwards, a subsidiary road was made at right angles to the greater highway, and the lesser one is called the Singing Road. It is eight wagons wide and runs from Cafol, in Sylila, to Hilltown, in Imther. It is said by the Lunar poets that the music from the glass temples, the commerce from the caravans, and the beauty of the Emperor's daughter, all combined to convert the unruly populace to the benefits of the Empire and its goddess.

Others, however, claim that the 15,000 bastard sons and daughters who later founded the first of the Mad Sultanates had a part in convincing the natives to convert, and point out the four great Haunted Fields as their proof. This invasion set another great migration into motion, which reached as far as Dragon Pass.

lords, and were in turn wiped out by the Emperor's Tax Demons. Since 6/44 (1561), the Errio-unit clan has ruled the satrapy. The ambitious Errio-unit dynasty has been eager to establish relationships with the tribes of the Lunar Provinces, and spread their influence through diplomacy, bribery, subversion, and warfare.

Places of Interest

Cafol, Little (small city): This religious center of the Odaylings has an underground sacred spring surrounded by cyclopean walls from the Gods Age.

Cafol, Old or Larger (large city): This ancient temple-city has been the spiritual and political heart of the Odayling people since before the Dawn. The cyclopean walls, menhirs, and Giant's Tomb of Cafol were built in the God Time by the god Odayla and his wife Seraba for their children. From here they visit their parents in the Air and under the Earth. One of the Daughter's Roads begins here, going on to Jillaro and across Vanch to Hilltown.

Dara-ni: The original settlers of Dara-ni were Pelorian farmers who came to this rich valley in the God Time. The valley has long been contested by Dara Happa, Sylila, and Talastar. It is most frequently under Dara Happan rule, but has been conquered by Sylila (and even Talastar) on many occasions. The people of Dara-ni worship a mixture of Dara Happan, Lodrilli, and Orlanthi gods, and each city has its own patron deity.

Daughter's Roads: The Conquering Daughter inaugurated two great marches, preparing for each with great magics which summoned her foes to her. Her lines of advance have since been marked by huge two-level roads, mighty viaducts of stone arches holding the routes off the ground. The narrower, upper path is reserved for performing magical ceremonies of importance to the Empire, while the lower, wider path is used for normal commerce.

Erinflarth River: This mighty tributary of the Oslir River is the main drainage for the western Rockwood Mountains and the cursed land of Dorastor. It meanders some 720 miles from its source in the mountains until it joins with the Oslir at Alkoth.

Jillaro (large city): The capital of the Sylila Satrapy is the greatest Lunar settlement in southern Peloria and a marvel of beautiful architecture. Hwarin Dalthippa prepared the city's grounds herself, and her calm beauty is apparent. Atop a broad acropolis spreads the Temple of the Conquering Daughter, built by the sculptor Iphigios in the Third Wane with a distinctive colonnade of red, white, and black marble, which established the architectural style for South Peloria for centuries to come. A Temple of the Reaching Moon spreads the Glowline to the Provinces. The beautiful statue of the Conquering Daughter, in gold and ivory, stands at the front of the Satrap's Citadel.

The lands between Old City and the Oslir River were made to grow a luxuriant clover to forage Ingakotum's favorite steeds, and so the city is sometimes called Jillaro–of-the-Prince's Green. These blessed grasslands (as well as a magical pasture north of the city called the New Green) provide the unique sustenance and surroundings necessary to breed the remarkable Jillaran racers, the fastest horse in Glorantha. The awesome Daughter's Roads cross the river nearby, stretching into the Provinces from this fortress. A broad stretch of ground south of the walls of the Old City is covered by dwellings called the New City. The Old Horse Road divides the Old City from the New, and leads to the Prince's Green.

Kistium (small city): This city is famed for its temple made of water, built to appease the Erinflarth River in the Second Age.

Nothium (small city): A significant wine producer. The city's annual festivals to its patron, Jeru the Staff, a god of wine and pleasure, attract visitors from across the Empire with its drunken orgies and horse races.

Old Jillaro (ruin): The gods and spirits of these grassy ruins were captured by Shargash in the Gods War. They were freed by a hero and taken to the Prince's Green of Jillaro where they now reside. In the Second Age, there was a fortress of the Empire of the Wyrms Friends here, but it was later cursed and abandoned.

Old Sylila: This is a region of rolling hills, ridges, and thick forests. It is inhabited by Orlanthi hunters called Odaylings, who revere the bear god Odayla as their ancestor. The people of Old Sylila are traditionalists who have stubbornly maintained their cultural identity over the ages. Their chieftains are nonetheless loyal to the satrap and provide a disproportionate number of fierce warriors for the Satrap's private army.

Palace of Flowers (large city): Also called Elmsam, this wonderful garden temple was constructed by the Lunars at the site of the former Great Tree of Rist, to appease Aldrya the Goddess of Vegetation. The Great Tree, sprouted directly from the seed of Flamal, was destroyed by the Moonburn.

Penkranthos (small city): This city is best known for the Mausoleum of Verenmars, the Second Age king of Saird. The tomb consists of a stone house built atop a limestone pyramid. Verenmars' Golden Coffin was stolen by Tarshite or Pentan raiders in the Third Age and lost.

Rist: Now a peaceful agricultural region noted for its immense garden and propitiatory shrine called the Palace of Flowers, Rist was once one of the great Aldryami forests that extended from Brolia to the Erinflarth. It was destroyed by the Lunar Empire in 1/49 (1296) by a great spell called the Moonburn, after which the surviving elves moved far upriver into Dorastor, where they joined or became the Hellwood elves. Agricultural colonies were planted throughout Rist by the Lunars and the area is now a rich breadbasket for the Empire.

Suda (small city): This city is best known for its rich temple of Biselenslib and Everina, and for the sacred Ribs of Ostodaka which keep away the river crocodiles.

Sun Dome (small city): This Yelmalio Sun Dome temple in the hills between Little Cafol and Thubana defends Saird from the Orlanthi barbarians. The cult supplies the satrap with disciplined pikemen.

Terarir: This broad valley stands athwart the middle Oslir River. Densely populated and civilized, Terarir is rich with wheat and grapes, and small mines famed for gems and a black rock desired by the dwarves of Jord. In the Fourth and Fifth Wanes, Terarir was heavily settled by Dara Happan refugees fleeing from Sheng Seleris. Dara Happan culture is stronger here than anywhere else in Sylila.

Thubana (large city): Largest city in Darani, the ancient capital on the Erinflarth River. Thubana is noted for its tall towers, some 200 in all, which all have faces visible miles away. Pir the Lawmaker is the patron god of Thubana and the source of its superiority. Since 1605, the overseer of Thubana has held the ceremonial title of King of Lakrene.

Tranthos (small city): This rich lowland market city dominates the river trade between Jillaro and Mirin's Cross. Nearby is Sword Hill, the remains of a once-rich First Age city. All was ruined in war, leaving only a great dead mound called Sword Hill, sacred to Humakt.

Carmania Regional Activity Table

Determine weekly per satrapy

Common Events

Wealthy tourists arrive from the Lunar Heartland.
Missionaries from the Heartland are issuing magical challenges to all heretics and unbelievers of the Red Goddess.
Pious pilgrims pass through town, on their way to visit a nearby shrine or holy place.
Herald/storytellers of Satrap Kaufan Destrino are seeking volunteer laborers and garrisons for new fortifications to be built near Charg.

Uncommon Events

Dark viziers in the employ of Countess Yolanela are resting nearby, their mission unknown; locals advise traveling elsewhere.
Vampire outbreak: all witnesses and infected are imprisoned by imperial authorities.
Great Tournament declared; all hazars and initiates of Yanafal Tarnils invited to participate.

Rare Events

Religious hostility erupts: priests of Invisible Orlanth go into temporary hiding.
Crimson Bat visits; land scoured for criminals and foreigners to feed it.
Castle Blue is glimpsed through the mists of Lake Oronin; lakeside cities offer prayers and sacrifices.
The Governor of the West Reaches holds court at Kitor: Carmanian nobles must journey to attend.

Carmania (the West Reaches)

"*I am from Carmania in the West Reaches of the Lunar Empire. I am the man of the noble Satrap (name) of (place).*"

Description

Carmania is a rolling land of moderately populated farmlands, dotted by many old fortresses which dominate the adjoining cities.

Inhabitants

The hereditary rulers are mostly Carmanian, with an administrative class of Lunar and Dara Happan officials. The peasantry and city folk are Lodrilli called Pelandans. Significant minor groups include Orlanthi hill tribesmen, blue-skinned boat people, and wandering Harangvat fisherfolk. There are no sizeable non-human populations, other than the dwarf slaves in the mines of Kitor.

Culture

Carmanian/Lodrilli. The Carmanians of Peloria originated in Fronela. The upper class are thoroughly Lunarized, though they maintain Carmanian social traditions, including a noble class of *karmanoi*, wizard class of viziers and *magi*, and warriors called either *hazars* (landowners) or *romanak* (landless warriors). Their culture combines many elements of Western culture, such as caste structure and worship of the Invisible God (who they call Idovanus), with Pelandan elements, such as accepting the worship of Bisos and Humakt. The lower classes include a middle class of townsmen and a class of Lodrilli farmer peoples who are indentured serfs.

Carmanian bronze-working is considered amongst the best in Genertela, thanks to the Third Eye Blue smiths and the dwarf slaves of the City of Brass.

Language

The native tongue of the Oronin Valley is Pelandan, a Lodrilli farmer language. New Pelorian, the official language of the Lunar Empire, is a closely related tongue. Around the Sweet Sea and along the banks of the Poralistor River, the inhabitants speak Bindle, an ancient Lodrilli dialect. Both Dara Happan and Carmanian, an unusual Western dialect, are used by the educated and noble classes. All of these languages have well-developed written forms.

Government

Five Great Houses and several lesser ones rule the West Reaches. All are directly accountable to the Governor of the West Reaches, although in practice, the Great Houses can exercise their power with little restraint. Land grants (often hereditary) determine social standing: the greatest karmanoi are Satraps (and rule an entire province of the West Reaches), while lesser nobles are Sirdars (ruling a city or small region).

Military

Prior to the rise of the Lunar Empire, the Carmanian army was a professional, permanent standing force. The senior officers, using a manual they called *The Twelve Commands*, were flexible and efficient. Discipline and drill were held highly, unit (regimental) traditions encouraged, and adherence to magical strictures was absolute. Magic, provided by the viziers and magi, was welcomed. Hazars were the professional elite of the army, a hereditary class of heavy cavalry, many of whom prayed to Humakt and other war gods before battle. They were supported by city hoplites, local levies, mercenaries, and foreigners.

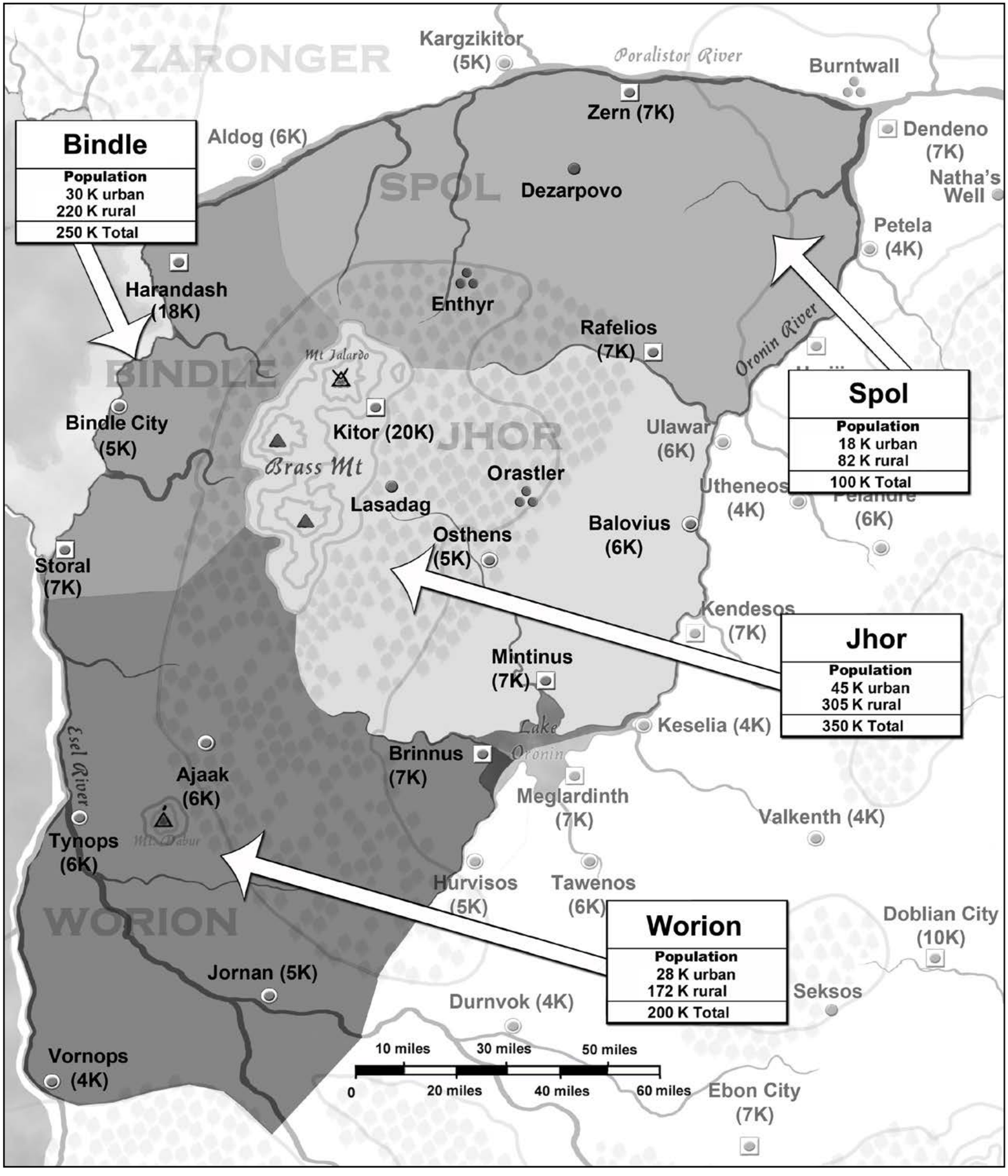
During the Zero and First Wanes, the Carmanian army was defeated by (and subsequently incorporated into) the Lunar Empire. Regiments of hazar cavalry and well-drilled Pelandan infantry now serve in the Lunar Army.

The Great Houses each maintain a household force of hazar cavalry and hoplites.

A freshwater fleet on the Sweet Sea includes several dozen penteconters. The fleet's commander reports to the Provincial governor. The Harangvats use clinker-built ships similar to those found throughout Fronela.

Religion

Carmanians have a complex dualistic religion that centers on the conflict between Idovanus


ZARONGER
Kargzikitor (5K)
Poralistor River
Burntwall
Zern (7K)
Dendeno (7K)
Natha's Well
Aldog (6K)
SPOL
Dezarpovo
Petela (4K)
Bindle
Population
30 K urban
220 K rural
250 K Total
Harandash (18K)
Enthyr
Rafelios (7K)
Oronin River
Mt Jalardo
BINDLE
Spol
Population
18 K urban
82 K rural
100 K Total
Bindle City (5K)
Kitor (20K)
JHOR
Ulawar (6K)
Brass Mt
Orastler
Utheneos (4K)
Lasadag
Balovius (6K)
Osthens (5K)
Storal (7K)
Kendesos (7K)
Jhor
Population
45 K urban
305 K rural
350 K Total
Mintinus (7K)
Keselia (4K)
Lake Oronin
Esel River
Brinnus (7K)
Ajaak (6K)
Meglardinth (7K)
Valkenth (4K)
Tynops (6K)
Mt Dabur
Hurvisos (5K)
Tawenos (6K)
WORION
Worion
Population
28 K urban
172 K rural
200 K Total
Doblian City (10K)
Jornan (5K)
Seksos
Durnvok (4K)
Vornops (4K)
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Ebon City (7K)

the Wise Lord and Ganesatarus the Evil One. Its founding principle is the obligation on all worshipers to reach an appropriate, informed balance between "light" and "dark" actions. The main principles are to "maintain life" (by doing one's social duties, marrying, raising children, and upholding the truth) and "combat evil" (by worshiping Idovanus and his servants, and opposing the forces of deception and evil).

The Viziers of Carmania are wizards, teachers, and jurists. Only the Magi can worship Idovanus directly, and they strictly regulate the cults of the West Reaches according to the will of the Wise Lords.

The most popular cults are those of Turos and Oria, Charmain, Bisos and Esus, Oronin, and the City Gods of Pelanda. Other deities include Yelm, Humakt, Orlanth, Urox, and the Red Goddess. A new upstart cult called Invisible Orlanth has grown from a simple local phenomenon into a mass movement.

Lunar Provinces
Regional Activity Table

Determine monthly per region

Common Events

Blood feud re-erupts between local hill clans; travel hindered.
Public execution of captured rebels in city square.
Lunar army recruiters seeking volunteers for life-long employment.
Merchant seeking employees for exploratory ventures in the Holy Country and beyond.

Uncommon Events

Crimson Bat visits; prisons emptied, land scoured for foreigners to feed it.
Amnesty declared by Provincial Lunar Government: all Orlanthi rebels invited to turn in their arms and receive official pardon.
Unlicensed heavy armor again declared taxable: all uncertified armor is to be seized.
Provincial government officials visiting; city guard clamp down on all criminals.

Rare Events

Imperial officials visit; feasting announced, certain streets are closed, and imperial agents swarm.
Tribal rebellion in the hills; mercenaries sought.
Dinosaur herd ravaging farmlands as it moves through area.
Lunar officials declare temporary pogrom against one of the Elder Races; bounties paid for heads of chosen species.
Rabbit curse strikes again; half of all domestic animals (dogs, horses) are turned into ordinary rabbits.
One of the temples of the Reaching Moon that connects to the nearest Temple fails briefly and, as a result, the Glowline fails. Lunar magic subject to cyclic effects for up to a week.

People of Note

Alehandro of the Brass Arm, Satrap of Spol: The satrap is a great upholder of war and the military tradition, and is often absent, either at the front with his privately funded Queen's Regiment or hobnobbing at the imperial court. He leaves the care of his holdings to his mother Yolanela, called the Taloned Countess.

Brostangian Archmoor, Hierophant of Carmania: This office among the magi was instituted when Syranthir first settled in the area. The Hierophant denies any obligations to any other religious leaders save for the Spiritual Fathers summoned during High Ceremonies at the High Temple each Rising Day. He has resisted pressure from many of his sorcerers to declare the cult of Invisible Orlanth a heresy.

Haraxalur the Bald, Satrap of Jhor: A descendant of Aronius Jaranthir (during his second life), this slothful nobleman does nothing to uphold that heroic bloodline. He is probably the fattest man in the West Reaches, almost certainly the richest, and perhaps the most stupid as well. Fortunately, good humor buoys his nature and he is blessed with wise counselors who keep his holdings in a kind of benevolent balance of generosity and need.

Kaufan Destrino, Satrap of Bindle: Although new to his satrapy, Satrap Kaufan is already called the Castle Builder. He is convinced that Charg will be released from the Syndics Ban at any time and release some terrible horde upon his land. He has embraced the new cult of the Invisible Orlanth to encourage courage and battle skills among his hazars.

Moralatap of the Anger, Satrap of Worian: He was once turned into a woman. His struggle to gain his rightful inheritance, which took over a century and was finally enforced upon the grandson of the usurper, has gained him an awesome reputation for perseverance, loyalty to friends, kindness for women, and cruelty to his foes.

Palamtales, Governor of the West Reaches: Originally the son of a cobbler from Kostaddi, this administrator is an example of what effort, skill, and luck can get an ambitious man in the Lunar Empire. He is capable, canny, and untrusting, though outwardly polite to everyone he meets. He claims guidance from a guardian spirit undetectable by anyone.

Saranko, the High Priest of Invisible Orlanth: This impetuous young man elevated an obscure cult into the most popular phenomenon in recent years, even attracting one of the ranking Satraps of the land to its flock. Although initially surprised by his own success, Saranko has continued to popularize his cult and himself. He despises his half-brother, Brostangian Archmoor, and is reportedly motivated to do anything to harm or trouble him.

Yolanela, called the Taloned Countess: This clever woman is mother to Satrap Alehandro, the Hierophant of Carmania, Saranko the High Priest of Invisible Orlanth, and at least seven knights of great renown. She openly murdered one rival satrap, and is suspected of secretly murdering her husband as well, and forbids any of her daughters to marry or engage in sex. She supports the largest Teelo Norri orphanage in the Empire, and spends one week out of seven there, changing diapers and washing clothes like an ordinary drudge. She is forbidden to come within three days' travel of the capital, Glamour, and is required to have knees, wrists, and nose on the ground whenever within range of the Emperor's Voice.

History of Carmania

This region was cultivated and civilized before Time began, but the land suffered severely in the Great Darkness. Local heroes included Bisos, who brought agriculture to feed the starving cities; Deveria, who rekindled dead Turos in the black city of Hagu; and Lendarsh, who revived the ancient glories of Pelanda. Their successes enabled Entekos, the Planet of Virtue, to return to the Sky, heralding the world's rebirth at the Dawn.

Dara Happa made Pelanda into a reluctant province, but the Pelandans turned to the ways of Darkness to better fight the Solar Empire. When Nysalor fell, Pelanda obtained its independence with the shadowy Spolite Empire, whose dark empire of oppression and gloom engulfed the cities of the Oronin Valley.

The downfall of the Spolite Empire began in 729 with the arrival of an army from the far west, led by a heroic mercenary captain named Syranthir Forefront. His son by the goddess of Castle Blue was Carmanos the First Shah, who brought blessings to his father's army and its allies around Lake Oronin, making them the first 'Carmanians.' The army of Carmania set forth to destroy the Spolite Empire, at first liberating the cities of Pelanda, but later seizing the reins of power for itself. The Carmanians became an aloof ruling class, lording it over the common folk of the Oronin Valley.

The heroic Lion Shahs of the Carmanian Empire confronted the Empire of the Wyrms Friends, liberating Dara Happa from the Golden Dragon, but when the Third Council fell, Alkoth incited a series of conflicts with Carmania. After the Dragonkill had destroyed the assembled armies of Peloria, a usurping dynasty of barbaric Bull Shahs originally

from Charg seized power in Carmania and then cruelly occupied Dara Happa, before being overthrown in their turn by the upstart Lunar rebels.

The Carmanians stubbornly but unsuccessfully resisted the Red Goddess. In 0/12 (1232), the Carmanian army was crushed at the First Battle of Chaos, where the Red Goddess brought the Crimson Bat into Glorantha. In 0/21 (1241), they were again decisively defeated at the Battle of Four Arrows of Light. The royal house was extinguished, removing the center of resistance.

Between 1/3 and 2/12 (1250-1313), the Lunar Empire pacified its West Reaches during a campaign known as the Blood Kings' War. Carmania was gradually converted to the Lunar Way, and finally granted Citizen Foreigner status in 3/30 (1385). Since then, the region has been loyal to imperial rule, with hereditary families of noblemen who report to the Lunar Governor in place of a king.

Southern Expansion and Moonburn

The southern lands of Peloria had maintained an uneasy peace with the Empire since aiding Jannisor. They were fearful of the Empire, which erupted into a war in 1/42 (1289), when the Butterfly Princess was killed. Despite foreign intervention, the land fell to the Emperor within two years.

Dara-ni, a former subject state of Alkoth, provided refuge for the River People and Dara Happan refugees, held a firm alliance with the elves of Rist, and maintained powerful allies among the barbarians of Sylila.

In 1/44 (1291), the Emperor ordered a Moonburn begun, modeled on the earlier Skyburn event. The different forms of Lunar magic required five years to complete the spell, and allowed the defenders to prepare some countermagics as well, which dampened the final effect in comparison to the original Skyburn. Many portions of the land were untouched, but most of the ancient forest of Rist was burnt to ash.

The elves of Rist, caught without allies and in open ground by the Lunar Army, were killed or forced to leave their native land. They kept their old Centers which survived, but most of the race abandoned the charred corpses of their immobile vegetable kinfolk and moved into haunted Dorastor.

Lunar colonies were planted at Rist, and warfare against Dara-ni continued into the Second Wane.

When Sheng Seleris and the horse nomads of Pent invaded Peloria and ravaged the Lunar Heartland for almost a century, many thousands of Lunar refugees fled to the West Reaches. Carmanians fought side by side with Lunars against Sheng Seleris. When the Red Emperor returned, wearing the Mask of Magnificus, to fight and win the Battle of Kitor at the close of the Fourth Wane (in 4/51 or 1460), the Carmanians pledged their loyalty to their Emperor and were at the forefront of the Fifth Wane restoration of the cities, culture, and life of the Lunar Empire.

About 121 years ago (in 5/37 or 1500), the Syndics Ban ended any threat of invasion from the west; the Empire sent the army of the West Reaches to fight in Pent, but it was annihilated at the Nights of Horror (in 5/43 or 1506). Since then, the warrior classes have reportedly degenerated from dedicated fighting men into a lazy mob of landless nobles. Though some have attempted to maintain their prestige and splendor with vast tournaments and martial games, others have sold their arms and armor as poor investments. Both are castigated for laxity and sloth by old hard-liners like Satrap Alehandro. The hardiest and most ambitious of the hazars and romanak join mercenary bands, usually the Queen's Regiment.

Places of Interest

Ajaak (small city): This settlement is noted for its cult of the Invisible Orlanth, whose priests tell a tale of how their god was enlightened and conquered the Invisible God. Its massive walls, fifty yards tall and five yards thick, are of unknown origin.

Aldog (small city): This small, heavily-fortified city on the far side of the Poralistor River is an important trade center and harbor for the navy of the West Reaches. The city is considered part of Bindle, but pays an annual tribute to the Char-un.

Balovius (*small city*): A small city on the middle Oronin River. A single great pillar, the mighty trunk of an ancient stone tree, adorns its grand council chamber.

Bindle: This region between the Sweet Sea and the Brass Mountains is densely populated by small fishing villages. It is mostly ruled by Satrap Kaufan Destrino. During the Syndics Ban, the Sweet Sea was treacherous and sailed by only the boldest. With the recent opening of the Sweet Sea, several cities have become important boat building and trade centers. Many natives have blue eyes and purplish mouths and lips.

Bindle City (small city): Also called Prin, this city was the capital of the Sweet Sea Alliance, but was depopulated as a result of Syndics Ban. It has been repopulated since the lifting of the Ban and is now busy with trade and ship-building.

Brass Mountains: Known as the Tarakolos to their rugged inhabitants, these high obsidian and granite peaks make up the spine of the West Reaches. Here Carmanos tracked down and slew the Lion of Brass: noble hunting parties seek to emulate his feat in high summer, though lions are now few and wary. A tribe of sorcerous metal-workers, called the Third Eye Blue people, inhabit these mountains. They claim to have stolen the metallurgical secrets of the dwarves and to have ruled a great empire in Fronela.

Brinnus (large city): The capital of Carmanos, first Shah of Carmania, is now primarily a religious center for the order of Magi. The Savior's Fire burns within the Great Temple of Idovanus, requiring no fuel. The temple is closed to all except Magi: here their Hierophant communes with the Wise Lord and proclaims his will.

Burntwall (ruin): The last proud capital of the Carmanian Empire, destroyed by the Red Goddess after the Battle of Four Arrows of Light. Called Shardash in its heyday, its palaces are now ruins, empty courtyards of columns supporting nothing, each bone-white on one face and burnt black on the other. The soot-black shadows of incinerated courtiers and guards can still be seen, blasted into the walls. At night, they whisper of unholy things to those few poets, madmen, and dreamers who dare listen.

Castle Blue: The Hidden Castle behind the mists of Lake Oronin is home to a race of magical beings who include Charmain, the divine ancestress who bestowed royal power on the Shahs of Carmania. As with other

The Magi

The Magi are the elite wizards of Carmania, responsible for direct communication with Idovanus. They are sorcerers who have proved their qualifications of blood lineage, obedience, purity, knowledge, training, and personal power. They are few in number and form the ruling core of magicians for all Carmanians. They oversee the religious services, license viziers of various independent schools, and generally protect the Carmanians from the evils of Ganesatarus. Their elite status and toilsome profession exempt them from some common social and religious requirements, and impose the burden on others. For example, normal Carmanians are forbidden the excesses of austerity and celibacy, but both are required of magi.

The Hero Wars Begin

CHARG EMERGES

In 8/3 (1628), the barbarian land of Charg emerges from the Syndics Ban. Overnight, the peace of the Western Reaches is shattered. Ferocious barbarian tribes ruled by Bull Lords, worshiping terrible gods, such as Humakt, Storm Bull, and worse, bring war and destruction. Meanwhile the Lunar Heartlands fall into civil war, leaving Carmania to its own fate.

THE REFORESTATION

During the First Age, Aldryami forests extended from the Sweet Sea to the Garden of Karantes. These forests were destroyed by men, but the Aldryami plan to reforest this land. After the elves reclaim the New Seed, they secretly plant thousands of magical seeds throughout Carmania and beyond. When their spell is concluded, countless new groves grow overnight, defended fiercely by the elves and their allies.

Grey Mt
Erigia
Ga
On Gror
ZARONGER
Kargzikitor
Poralistor River
Zern
Aldog
SPOL
Dezarpovo
Harandash
Sweet Sea
Enthyr
Rafelios
Mt Jalardo
BINDLE
Bindle City
Kitor
JHOR
Ulawar
Brass Mts
Orastler
Lasadag
Balovius
Storal
Osthens
Kendesos
Mintinus
Esel River
Keselia
Lake Oronin
Brinnus
Ajaak
Meglardinth
Tynops
Mt Dabur
Hurvisos
Tawenos
WORIAN
Doresel R.
Jornan
Durnvok
Sesliva R.
DER THE
BAN
Vornops
Ebon City
Ekdek R.

Hidden Castles, most mortals cannot attain Castle Blue, which is not wholly of this world. Syranthir Forefront is said to have entered, but never returned. His son Carmanos returned to found the royal line of Carmania. Castle Blue was the site of the climactic battle by the Red Goddess to prove her rights to exist against opposition from the Old Gods.

After the battle, the magical city of Castle Blue was reoccupied by the surviving members of the old race, who accepted a single migration of strangers to enter, then shut their gates to all but the most determined of seekers and disappeared from view. Inside, it is said, they nurse the maimed and weakened casualties from among the immortals who also survived the War of Castle Blue, although no one knows if this is for mercy or vengeance. Nobody can catch any living fish from the parts of the lake where Castle Blue once stood.

Charg: The hilly land of Charg, almost 50,000 square miles in area, is Glorantha's most hidden land. It is cut off from all outside contact by the Syndics Ban, which has thawed away from most of Fronela, but left this huge region between Fronela and the Lunar Empire. What lies within, waiting to be revealed when the Ban thaws? No one knows, but before the Ban, Charg was a war-like Orlanthi kingdom famed for its berserker Urox cult.

Dezarpovo (temple): This Spolite temple, called the Place of Tears, was restored by the Red Goddess in the Zero Wane and is the center for the Cult of Suffering. Worshipers of Gerra congregate at the Descending Pyramid to practice their hideous rites of self-mutilation.

Enthyr (ruin): Former capital of the Spolite Empire, where the Darkness gods were propitiated in the Second Age: its ruined mausoleums and sacrificial altars stand as grim reminders of that evil period.

Esel River: This river flows some 220 miles from its source in the glaciers around Top of the World Mountain to the Sweet Sea. The left bank of the Esel River is inaccessible, cut off from outside contact by the Syndics Ban. The right bank is part of Worian.

Harandash (large city): Also called Talst, the capital of Bindle is located near the confluence of the Sweet Sea and the Poralistor River. The city is surrounded by massive stone fortifications built at great expense by the Satrap of Bindle. This city is now experiencing an explosion of growth since the Syndics Ban opened movement across the Sweet Sea. As a result, the city is densely packed in, with many foreigners, traders, and criminals.

Jhor: These grassy plains and rugged highlands west of the Oronin Valley were given by the grateful Pelandan cities to their Carmanian liberators in the early Second Age. The fortresses of Jhor, tucked amid forests and crags, are the oldest seats of the Carmanian nobility, and the austere values of old Carmanian tradition were shaped by this harsh satrapry. Most of this province is overseen by Satrap Haraxalur the Bald, a descendant of Aronius Jaranthir, a Carmanian Hero who aided the Red Emperor from 2/29 to 2/34 (1330 to 1335), and again from 4/51 to 5/1 (1460 to 1464). One third of the income from Kitor goes to him as well.

Jornan (small city): This city near the Brolian frontier is an important market for trade with the Brolian and Anadiki tribesmen. Here occurred the Homecoming of Bisos in the Grey Age.

Kitor (large city): The legendary City of Brass is perched upon the cliff-like slopes of Mount Jalardo. Its lofty towers and brazen domes shine forth above defensive walls of granite, marble, and obsidian, built by the Carmanian Empire. Amid the baroque architecture of the outer city are scattered grotesque relics from the climactic battle of the Fourth Wane, when the Red Emperor lured forth Sheng Seleris and defeated him with Carmanian aid. Kitor is the center of Lunar power in the West Reaches: Governor Palamtales holds court here, and a Temple of the Reaching Moon maintains the Glowline over all Carmania.

Beneath Kitor is an underground labyrinth of mines, dug by the dwarf slaves of a god known as Three-Eyed Piku. Bound by ancient oaths, their unceasing toil has equipped generations of warriors with arms and armor of shining brass.

Lake Oronin: A caldera lake in the shattered remains of Mount Fire's crater. King Oronin attacked Turos in his stronghold, and when the clouds of steam cleared, the mountain was no more: instead, deep Lake Oronin stood in its place. The waters constantly swirl with mists and steaming currents, fuelled by the fires that still burn beneath the earth in the former home of Turos, God of Power. In Syranthir's time, the lake was home to magical fish of five colors, but none have been caught there since the Battle of Castle Blue.

Lasadag (temple): The temple of the Lion God is famed for its elite lion-soldiers, who served first as the bodyguards of the Carmanian Shahs and now as the soldiers of the Heartland Corps.

Mintinus (large city): A prosperous city on the shores of Lake Oronin, site of the largest temple to Bentus, God of Pleasure, whose festivals are riotously popular.

Orastler: The "forest of pillars" consists of scores of granite pillars, towers, and spires, all sacred to the local Lodril cult. The cliffs of these rock formations are covered with sacred Lodrilli paintings dating back to the Green Age.

Osthens (small city): A city north of Lake Oronin, notable for a fissure split open by Turos the Shaker. From this, the god speaks to pilgrims, and his priests interpret the oracles.

Rafelios (large city): This city in Jhor is home of the legendary "Hinds of Pelanda" of Dara Happan myth. These man-eating creatures threatened the Solar Empire, but Emperor Murharzarm lured them over a cliff into the Farkuros Pits and fed them cattle.

Spol: This bleak and gloomy region along the banks of the Poralistor River is notorious for witchcraft, black sorcery, necromancy, and cold, calculating cruelty. Spol is the holding of Satrap Alehandro of the Brass Arm, a renowned soldier who leaves rule to his mother, Countess Yolanela. Although her personal life may be questioned, the region thrives under her care. The Satrap's stronghold is the unconquered Castle of God's Rock.

Ssar On Gror: The northern coast of the Sweet Sea is covered by dark woods. Many Darkness creatures inhabit these woods and the local inhabitants follow the old Spolite ways.

Storal (large city): Also called Banlot. Trade flows down the Esel River to Storal, where it is traded at this city, which is also an important boat building center. Here, Lunar forces overcame the last Carmanian resistance with the death of the Joker Prince of Worian in 2/12 (1313). The city is surrounded by a double line of massive stone walls and towers, a source of much pride for the Satrap of Bindle. A third line of defense is under construction, at great expense.

Sweet Sea: Also called the Mabakarrisaro, this large freshwater sea is nearly 180 miles long and 90 miles wide. Its shores are populated by several tribes of people who sail their little boats around the great Sweet Sea and its rivers. They are commonly called Blue Peoples, and their eyes and lips are of that hue. The southwestern shore of the Sweet Sea is still subject to the Ban.

Tynops (small city): This ancient fortress-city of the Bull Lords of Vanstal was the site of the Bull's Victory over the Chaos Horde from Dorastor in 1137 and, not long after, the birthplace of the Bull Dynasty. A small temple to the violent bull god variously called Bisos, Urox, or Storm Bull is here.

Vornops (small city): Also called "Old Red", this frontier city is best known for its red-brick temple to Esus and her son Bisos, called Ernalda and Urox by the Brolians.

Worian: The highlands of Worian are a stronghold of the bull folk, worshipers of Bisos and Esus. Most of this area is ruled by

Satrap Moralatap of the Anger. The nearby tribesmen from Brolia send annual tribute to the satrap who ravaged their lands in gaining his position.

Zern (large city): The skyline of this gloomy city along the Poralistor River is dominated by the Castle of God's Rock, an unconquerable hilltop fortress-palace that serves as the capital of the Satrapy of Spol.

Lunar Provinces

"*The kingdom of (X) is my land.*"

Description

The Lunar Provinces are located in Upper Peloria, a broad belt of rough hilly ground near the Rockwood Mountains and Dragon Pass. The land is cut by several rivers, especially the Oslir River from Dragon Pass, and is rich with forests and wild animals. The provinces are hilly, going from gradual foothills to the edges of the Rockwood Mountains. Virgin woods dot much of the land.

The five tributary kingdoms of the Oslir River and Dragon Pass (Aggar, Holay, Imther, Tarsh, and Vanch) are much larger and more important than the tribal areas to the west (Talastar and Dorastor).

Inhabitants

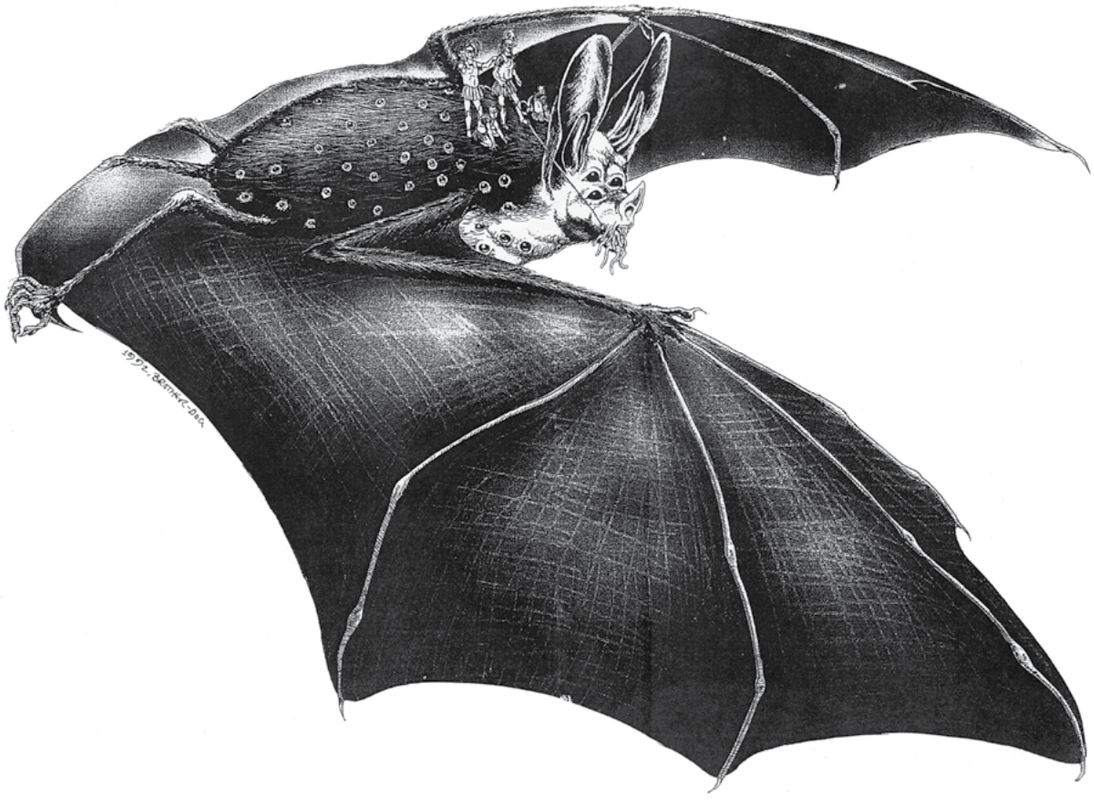
The natives of Upper Peloria are Orlanthi in origin, and generally follow Orlanthi cultural patterns. Most, however, have come under one or another form of Lunar influence. In general, the further eastward one travels, the more civilized the tribes and clans become. Those of Brolia are the most primitive and wild; those of Holay are the most civilized and settled.

Culture

Outside the cities, many people still practice the old Orlanthi ways. In the more Lunarized cities of the river valleys, the old ways have been superseded by the new. In general, the eastern provinces are more Lunarized than the western.

Most farmers practice traditional Orlanthi methods of agriculture. Wheat, barley, and oats are the main grains, although maize is common in areas of Lunar settlement (such as Mirin's Cross and Furthest). Vineyards and fruit orchards are common. Cattle, sheep, and horses are herded in the hills, and pigs are common.

Saird (the lowland valley between Jillaro and Mirin's Cross) is significantly more urbanized and Lunarized than the rest of the provinces.



Language

Various Theyalan dialects, varying with each region. Tradetalk is widely used as a trade language.

Government

The kingdoms of the Lunar Provinces follow the normal civilized Orlanthi organizational structure, overlaid with elements of Lunar rule.

The five kingdoms of the Lunar Provinces interact with the Empire through the Provincial Government, whose capital is at Mirin's Cross in Saird. The kings of each country make sure they supply their taxes to the Provincial Government.

The Lunar Provincial Government has one executive, Provincial Overseer Appius Luxius, who has held his post for 35 years. He reports directly to the Red Emperor and will be the first to suffer from a loosed Tax Demon. He is impeccable and irreproachably honest. He has three assistants: the General of Procurement and Disbursement, who collects taxes; the General of the Provincial Army, who commands the formidable military force fighting in the south; and the General Guide for the Lunar Way, responsible for all matters spiritual. Each has a staff of Buseri scribes to assist them.

Military

Each of the kingdoms must send and support regiments trained and commanded by loyal Lunar officers of the Provincial Army. They are usually geographically identified, such as the Goldedge or Slavewall Regiments from Tarsh. Infantry are generally equipped with a large shield, spear, short sword, and leather armor. Cavalry are similarly armed. Several regiments of Yelmalio pikemen are maintained by the network of Sun Dome temples in the provinces. No large magical units are present in the Provincial Army.

Religion

Open Orlanth worship is only permitted in the more western provinces and the wildest parts of the eastern provinces. Despite the Lunar attempt to substitute more acceptable gods for Orlanth among the tribesfolk, most barbarians under the Lunar thumb have simply dropped storm worship, retreating into their worship of the Earth Goddess Ernalda and Barntar, the God of Farmers. Other Lightbringer cults are common, especially Issaries, Lhankor Mhy, and Chalana Arroy. Humakt is the most important native war god; Storm Bull is only found in the western provinces.

In the region called Saird, many Pelorian gods can be found alongside the Orlanthi pantheon, including Oria and Lodril. Yelmalio is the most important Sun god here. The eleven

Sun Dome Temples scattered throughout the provinces provide well-disciplined regiments of pikemen.

People of Note

Akgarbash of Laurmal: This ancient sorcerer has been in the hills of Aggar for as long as anyone can recall. He delights in turning bandits (and occasional visitors) into giant frogs for his giant stork. He is relentlessly pursued by equally ancient demons, but claims to be safe from them as long as he stays in this uncivilized land.

Appius Luxius, Provincial Overseer. He is from the city of Raibanth and has held his post for 35 years. He coordinates and commands the actions of three departments, whose officers are also subject to scrutiny from within the Empire. Appius is personally responsible to the Red Emperor, and rumored to be one of the emperor's sons.

Crimson Bat: This awesome Chaos demon is bound to the service of the Red Goddess. The Crimson Bat has a 300 foot wingspan, and its body length is about 65 feet. It is always accompanied by throngs of priests and worshipers. The Crimson Bat roams the borders of the Lunar Empire, stopping every week or so in a new area. It has not been seen in the Heartland Satrapies for many years.

Fazzur Wideread, General of the Provincial Army, Governor-General of Dragon Pass: One of the great captains of Glorantha, Fazzur has held the post of Governor-General of Dragon Pass since 7/42 (1613), when he was promoted to crush Starbrow's Rebellion. In 7/48 (1619), he invaded and seized Volsaxiland, and laid siege to Karse. This last year he seized the rest of Heortland, crushing the usurper King Rikard the Tiger-Hearted. He personally rules the newly-conquered lands outside the Provinces, including Sartar, Heortland, and Prax. Fazzur has never personally met Bellex Maximus, the Imperial Warlord.

Feathered Horse Queen: The ruler of the Grazeland Pony Breeders in Dragon Pass is revered in the Lunar Provinces as an Earth priestess.

Gormoral, King of Vanch: Vanch's king is known for his great learning and scholarship, and for his prodigious appetite for drink and carnality. His rule alternates between indolence and cruelty, and he governs through a procession of short-lived favorites.

Hahlgrim Ironsword: A descendant of the great Orlanthi king Tarandor Ironsword, Hahlgrim is a noble chieftain of the Bilini who has long feuded with the royal household.

Hakon the Swimmer, King of the Bilini: A great warrior, Hakon was chosen king of the Bilini after his predecessor was killed by the Orlanthi holy man Ketil White Eye. Hakon has given away land to Lakrene to keep the peace with the Lunar Empire, which led to his current feud with Hahlgrim Ironsword.

Icilius Overholy, General Priestess of the Provincial Church: This priestess of Etyries is also an Examiner of the Red Moon. She has held the position for three years. By decrees of the Red Emperor and the Red Goddess, one can hold this position for no more than seven years, which is the normal term of office. She also reports to the Red Dancer of Power, a demi-deity who changes shape each year to bear a child by a different assistant.

Inrana, Queen of Holay: The ambitious young queen of Holay ascended the Horse Throne and took the Necklace of Radiance accompanied by omens of forthcoming glory. She is as yet unmarried and without offspring, but has vowed that her unborn daughter shall marry the king of the world.

Mad Sultan: The Mad Sultan was driven insane at the First Battle of Chaos by the sight of the Crimson Bat. Imprisoned by Jannisor Moonchaser, he was accidentally released centuries later when the borders of the Mad Sultanate were broken. After a reign of destruction, during which he killed the King of Tarsh and the Red Emperor, he was tricked into moving to Dorastor, where he has remained ever since.

Margor, King of Imther: Imther prospers largely because of a debt the dwarves owe to Margor's ancestors, and he is the last of his ancient bloodline. Margor is short, lame, bald, and widely considered a vain fool.

Pharandros, King of Tarsh: This king was educated in Sylila and Glamour and is steeped in the subtleties of Lunar Magic and imperial intrigue. The peace inside his kingdom is not wasted, and the king spends regally on both frivolities and the army.

Quinscion the Patient, General of Procurement and Disbursement: Of unquestionable honesty and ill humor, this old man is also an *ouranekki*-playing companion of the Red Emperor. He is responsible for collecting and handing out all the taxes of the provinces. He has four assistants who rotate on five-year shifts between the five kingdoms to check records and collect the taxes of silver, bronze, and barley. He is from Red Fish City, kin to the rulers there. He alone has held this post, starting 66 years ago when Phargentes first liberated Tarsh in 1555. He is responsible to Ivex Devouring Dog, the Imperial Tax Collector who is claimed by some to be an omnipotent demon.

Ralzakark: The broo king of Dorastor is a demigod from the Second Age. He knew Gbaji personally, and was cut down in battle by Arkat Kingtroll. He was brought back to life by God Learners who did not believe the tales of Ralzakark's evil, and who are now his abused slaves. He is cruel and ambitious, but patient enough not to squander his festering resources in futile conquest before the time is right.

Rascius, King of Aggar: Aggar's one-eyed king is careful of his payments to the governor, but more careful of his personal rights. He is grasping and covetous, and responds well only to generous gifts. He seeks to restore order in his fractious kingdom without bringing in the Provincial Governor.

Tatius the Bright: Dean of the Lunar Field School of Magic, chief sorcerer of the Lunar Army, and the most feared man in Dragon Pass. Tatius is the head of the mighty Dara Happan Assiday family of Raibanth. A lineal descendant of the god Yelm, Tatius is one of the most powerful men in the Empire, reporting directly to the Emperor, bypassing both Fazzur and Appius Luxius, the Provincial Overseer. Revered by the Dara Happan aristocracy as the Guardian of the Flame of Virtue, Tatius is intensely pious, innately magically powerful, and extremely ambitious. It is his burning drive to be acknowledged as a Lunar Immortal and to govern the Empire as the Great Advisor to Moonson.

The Hero Wars Begin

THE LUNAR EMPIRE: Full Moon Year

With the fall of Whitewall and the defeat of the Rebel Gods, the Red Emperor declares the Lunar year of 7/50 (1621) to be the Extra Full Moon Year throughout the Heartland. All full citizens of the empire are granted a year without taxes, and commoners are invited to join in the official revels which were held in all temples of the Seven Mothers and of the Red Goddess. Citizens behold marvelous festivals which light the sky, earth, and waters with glory. The New Lunar Temple in Dragon Pass receives much of the magical energies generated from these ceremonies.

No such benefits are granted to the provinces, nor are their celebrations so grandiose. In Dragon Pass it is far worse. Whole clans disappear, and all waters freeze solid. Dark clouds descend upon the land and cover it with ice and snow. Heroic figures undertake dangerous and potentially world-changing magical Heroquests to revive the Rebel Gods.

LUNAR PROVINCES: Dragonrise

Amid ongoing rebellion in Dragon Pass, the Hidden Ring of Sartar raise, release, or awaken a True Dragon to devour the New Lunar Temple as it is being consecrated in 7/54 (1625). The Dragonrise destroys most of the key leaders in the Lunar Provinces, and many from the inner Lunar Empire. In an instant, Lunar rule of the Provinces collapses, with rebellion and civil war filling the vacuum.

Prince Argrath of Sartar steps into this void, and invades Tarsh with his allies Harrek the Berserk and Gunda the Guilty. In 8/3 (1628), the Sartarite Free Army decisively defeats the Lunar Army led by Jar-eel near Bagnot.

The Conquering Daughter

Hwarin Dalthippa was a daughter of the Red Emperor, and a High Priestess in her own power. She had been present in the resettlement of burnt Rist in 1/49 (1296 ST), and was the leading peacemaker with the earth spirits there.

In 2/8 (1309), she married Ingkot Axe-and-a-half, the most powerful chieftain among the Sylilan clans, and together they quickly subdued all of that land. The inhabitants of Dara-ni could see the fate of having lands of the Emperor's daughter on both sides of their country. They made one daring and desperate attempt to use their river magics to muster the old Tripolis (Alkoth, Raibanth, and Yuthuppa) to their aid. Lunar power was greater and the expeditionary party fell into the clutches of the Lunar guardians. The land-dwellers of Dara-ni then sued for peace, but the river peoples withdrew in disgust and moved upriver in 2/15 (1316), where they lived in isolation but in great strength.

Lunar expansion into Sylila provoked widespread hostility among the tribes of the south, who laid aside petty differences to fight the looming foe. In 2/16 (1317), the Blue Deer Princes of Vanch invaded and burned Jillaro. The retaliation was swift, and the hides of the Princes decorated the army headquarters in that town afterwards.

In 2/25 (1326), Sylila (now expanded to include the old lands of Rist and Dara-ni) was adopted into the Empire as a Satrapy, with Hwarin and Ingkot as founders of the first ruling clan. The acropolis of Jillaro was rebuilt and the surrounding city seemed to leap into being under the watchful eyes of its new satrap.

Barbarian troubles continued as a rabble called the Kynnelfing Alliance was intercepted while boldly transporting some especially hostile river people, worshipers of Bold Vareleus, across the wide land of Aggar, but the Lunar forces received a severe military and magical defeat. Gwythar Longwise is named in Lunar sources as the leader of these enemy forces, and under his command a great force of gods was assembled at Mirin's Cross, a fortress on the junction of the Oslir and Black Eel rivers.

In 2/32 (1333), Phirmax, a son of Hwarin and Ingkot, was killed while building the bridge which later bore his name. The bridge was finished later, by his children, while his father sought vengeance. He hunted the river spirit called Bold Vareleus and slew him with "dwarf magic blades, noiseless and handless, which returned to their caster upon command." Ingkot was drowned in the battle as well, and washed downstream until his body was caught upon a footing of his dead son's bridge. In revenge for these acts, Hwarin Dalthippa began her celebrated Daughter's Road Campaign.

After several years of active preparation, the Conquering Daughter initiated her physical and magical invasion of the barbarians of the southland. She chose the greatest line of Power across the land and determined to move directly along it to the object of her desires. All her preparations had been made to complete this task.

In 2/46 (1347), the Conquering Daughter set out, heading south from her beloved city of Jillaro upon a hearse drawn by demons, her face painted black, with many magicians and priestesses chanting a funeral dirge. At the Bridge of Phirmax, she spoke with her husband and son. At the far side she mounted a war unicorn, put on a red mask, and began marking the straight road with her tracks. At Mirin's Cross she and her allies confronted the gathered power of Gwythar Longwise in a four day battle of magic, which raged wild upon the world. Spirits were broken, dead gods rose, and the New Fire of the Lunar Way burst brilliant through the barbarian midst. When it was done, a path across the Black Eel River was made, hard and indestructible, but as clear as the purest crystal. It was held stable on the changing waters by powerful runes. Atop it now stands the blinded guardian called Gwythar Grimwise of the Two-handed Axe. The army which followed and supported the Conquering Daughter crossed upon this Crystal Bridge and stormed the barbarian fortress there. Many fought desperately and savagely. Many others surrendered to the Daughter.

The path continued and finally halted at Filichet, upon the shore of Lake Invaress, where the Daughter took for herself the Helmet of Perides and accepted the submission of many barbarian chieftains. By the end of the year she had returned to her home in Jillaro and, after a year's rest, she began the ritual again with a new goal in mind. At this time the Jillaro Stelae was also begun.

The second road began in Cafol, a small town in Sylila, and ran eastward, crossing the Oslir River at the second branch of the Bridge of Phirmax. In Vanch, her army defeated the barbarian mob, and bound them to their road-building duties. She halted at Hilltown, a trade center near the Imther Mountains, where she exchanged the blades of Ingkot for a belt with three stars on it along with diamonds, three iron eggs laid by a cardinal, and three blue furstones.

In 3/3 (1358), the craft god, Iphigios, came to the city and constructed a beautiful statue of the Conquering Daughter in ivory and gold. It was placed in the entrance to the family palace. While celebrating that night the Conquering Daughter was caught unawares by the otherwise unknown assassin called No Print (so called because he left no physical or magical trace to follow him by). Her body was cast into a crevice afterwards called Hwarin's Well. Her worshipers can go there to receive oracles if they can brave the terrors of the pit. At other times, she can be summoned by the city as their war goddess, and she is also worshiped by many warrior women, wives, or people who honor the arts.

Temertain, Prince of Sartar: Although of the royal bloodline, Temertain's ancestors left Sartar generations before. Temertain is an old man who has spent his life as a scholar of obscure Brithini statuary. Dazzled by adventurers, he was entranced by visions of becoming the Philosopher King, which seduced him to travel to Sartar. At first a bolster to Sartar resistance, he has since become a Lunar puppet ruler.

History of the Provinces

The hill regions have been settled since the Dawn Age began. Ever since that event 1,621 years ago, rivalry has existed between the upland hill people (Orlanthi) and the lowland river people (Dara Happans).

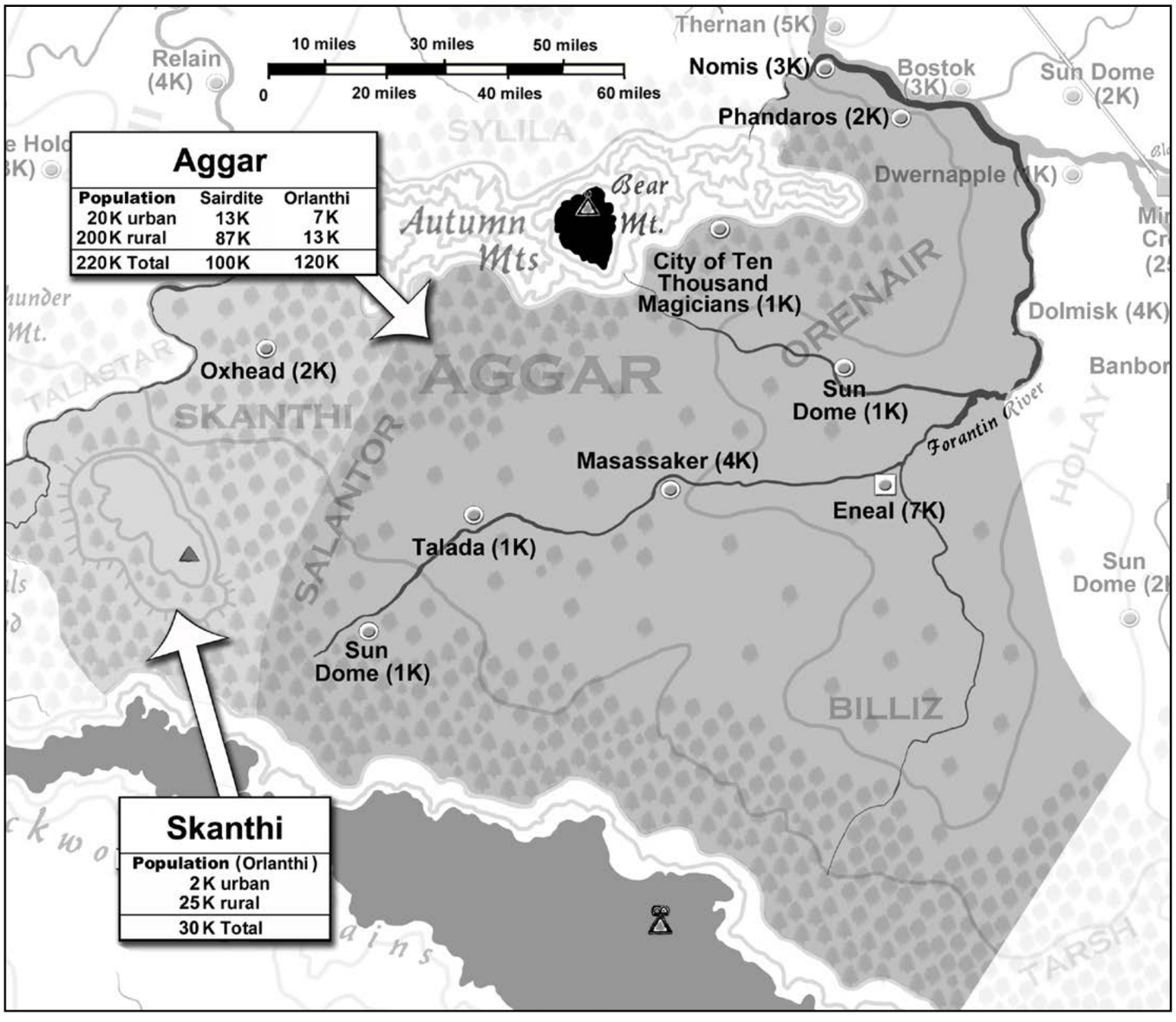
In the Third Age, the Orlanthi of South Peloria were separated from their kin in Dragon Pass and beyond by the Dragonkill and the Deathline. Lunar encroachment upon the southern kingdoms began about 1300, when Hwarin Dalthippa, the Conquering Daughter, imposed herself upon the tribes, united them and set off to conquer the rest of the land down to Dragon Pass. In 2/8 (1309), she married the King of Sylila, and in 2/25 (1326), Sylila became a Lunar Satrapy. By 2/47 (1348), all the lands but Tarsh had surrendered, which resisted until 5/33 (1496), when a Temple of the Reaching Moon sealed its fate.

Meanwhile, the trolls of Halikiv raided over the Rockwoods into the Erinflarth, and the trolls of the Yolp Mountains also grew strong. In 2/45 (1346), the Yolp trolls established tribute payments from the humans of Talastar and Aggar, which continued for a century.

From 3/20 to 5/2 (1375 to 1465) a great horde of horsemen flooded in from the wastes of Pent and overran the whole of lowland Peloria and Dara Happa. The horsemen were very cruel and led by a demigod, Sheng Seleris, and many lowland people thought it better to be an Orlanthi slave than be dead. Thousands of refugees found their way to the Orlanthi hill clans. Some problems resulted, including a great slave revolt, but through it the Orlanthi tribes remained unchanged, and Lakrene's tyrants grew stronger.

Throughout much of this time the Satrap of Sylila was a stronghold against the horsemen, and the Red Emperor spent considerable time there. Only constant, clever negotiation kept Sylila free amid its many enemies and whenever the Red Emperor left, many took the opportunity to strike back for past grievances. Many tribes allied with the Orlanthi kings of Tarsh for protection and abandoned the Lunar Way.

The power of Tarsh was broken in 4/39 (1448), when the Chaos-crazed army of the Mad Sultanate killed the King of Tarsh and destroyed most of his army. In 4/44 (1453), Sheng Seleris routed the Mad Sultanate, and sent the whole crazed mob into Dorastor. In 4/51 (1460), Sheng Seleris was defeated by the Red



Emperor. One by one, the lands conquered by Hwarin Dalthippa returned to the Lunar Way.

About 6/28 (1545), the Provincial Government was formed to help Prince Phargentes liberate Tarsh, his brother's kingdom, from dissident rebels. In 6/38 (1555), the heir was killed, the rebel Tarsh king ousted, and the rightful dynasty was reinstated. For a while, Phargentes was both King of Tarsh and Provincial Overseer. The offices separated in 7/8 (1579) with his death. His grandson now sits on the throne of Tarsh and the Provincial Overseer is an Imperial appointee.

In 7/31 (1602), Sartar fell and was occupied. In 7/39 (1610), Pavis, a desert outpost near the edge of the world, was taken. A year later, Lunar troops opened trade with the oceans at Corflu, a port in Prax. In 7/48 (1619), imperial armies seized Karse, a major port in the Holy Country. In 7/49 (1620), the last barbarians were defeated with the conquest of the Hendrikings. Only Whitewall, the last stronghold of Orlanth, remains, and the Lunars are confident of its conquest within the year.

Aggar

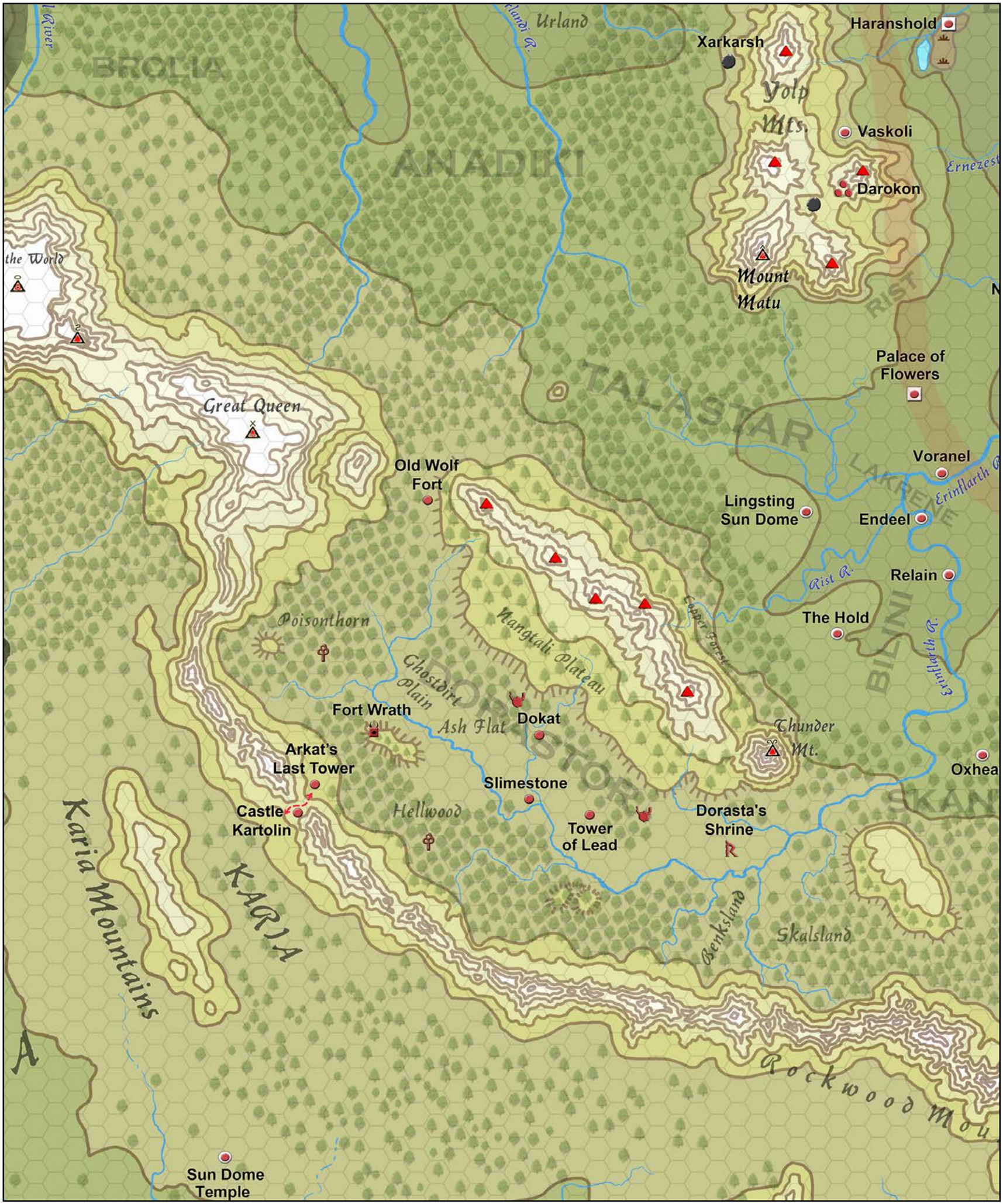
Most wild and least controlled of the tributary kingdoms, its rugged hill country is populated by defiantly traditionalist Orlanthi who regularly exert their surly independence. Travel is restricted because of the rugged terrain and the absence of east to west roads. Lunar civilization is confined to the lowland valleys and cities. Beyond that is a wild land of hills and ridges, cut by rivers and deep gorges, small farms, and meadows. To the south and west rise the white peaks of the Rockwood Mountains; to the north are the Autumn Mountains with its distinctive Bear Mountain.

Aggar became a Lunar province in 6/47 (1564), after King Lornstal of Aggar refused to obey the King of Tarsh's demands for respect and obedience. King Phargentes slew Lornstal and installed a new dynasty of kings. Aggar remains the least civilized of the provinces, and bandits from Aggar are notorious for raiding more civilized lands. Since 7/44 (1615), an escalating series of feuds and raids between leading hill clans has reduced the king's authority to little more than the lowlands. Last year (7/49 or 1620), King Rascius attempted to restore order by force, but merely succeeded in causing civil war between the traditionalist Orlanthi and the more cosmopolitan lowlanders.

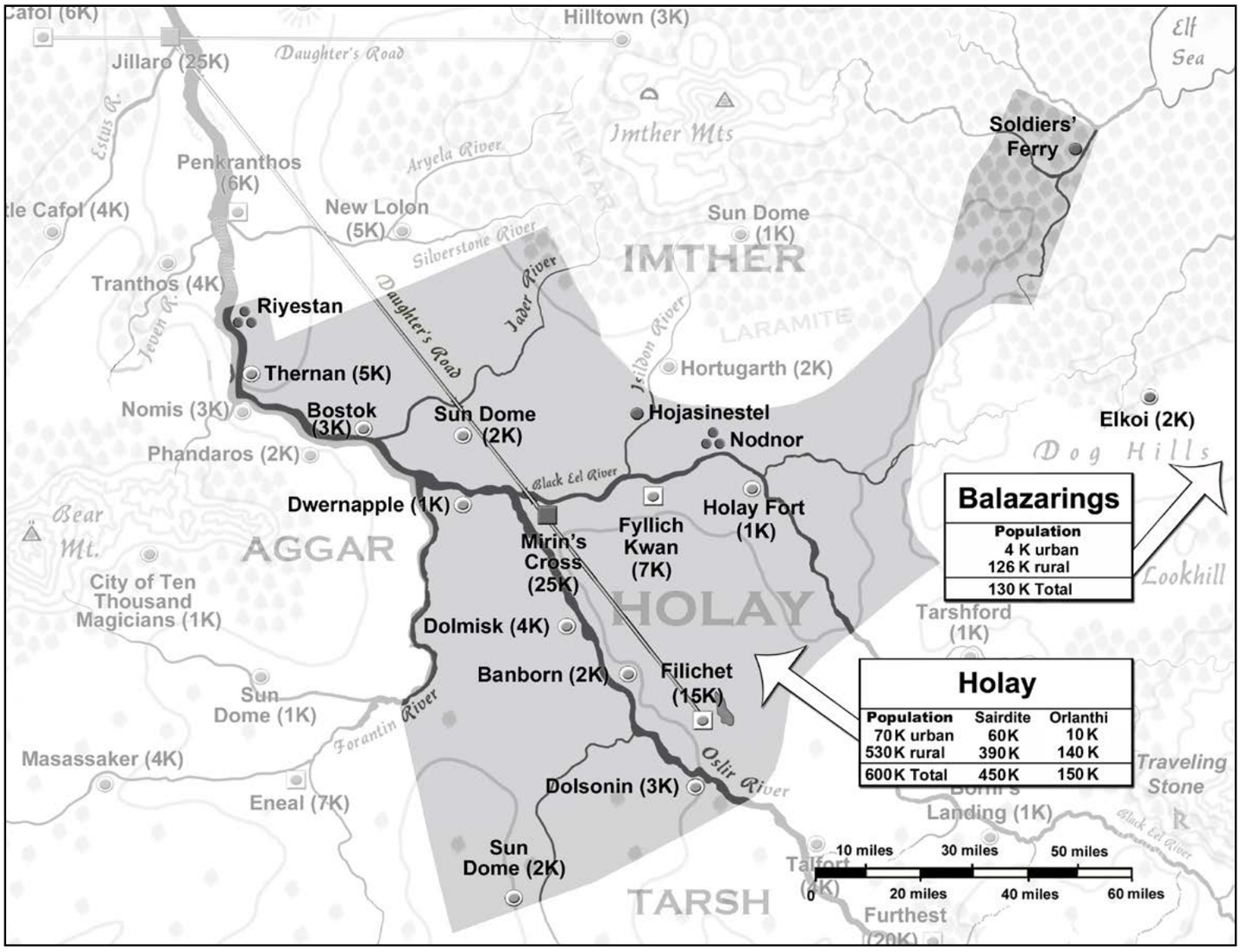
Among Aggar's more notorious inhabitants include a clan of intelligent Jolanti; Akgarbash of Laurmal, a Western sorcerer who delights in turning bandits (and occasional visitors) into giant frogs for his giant stork; several herds of wooly mammoths; and the City of 10,000 Magicians. Troll warbands from Halikiv are not unknown; around 1300, a troll warlord led a great army over the impassable Rockwood Mountains and nearly depopulated Aggar.

Places of Interest

Autumn Mountains: This rugged mountain range divides Aggar from Sylila. Its highest peak, Bear Mountain, is over 8500 feet tall. Sometimes called Kree Mountain, it is home to the god Odalya and is one of the Great Sacred Peaks of the Orlanthi.


Urland
Haranshold
Xarkarsh
BROLIA
Yolp Mts.
Vaskoli
ANADIKI
Darokon
Ernezest
the World
Mount Matu
Palace of Flowers
Great Queen
TALISTAR
Voranel
Old Wolf Fort
Lingsting Sun Dome
Endeel
Erinflarth R.
Rist R.
Relain
The Hold
Poisonthorn
Mangtali Plateau
Copper Forest
Ghostdirt Plain
Fort Wrath
Dokat
Ash Flat
Thunder Mt.
Arkat's Last Tower
Oxhea
Slimestone
Castle Kartolin
Hellwood
Tower of Lead
Dorasta's Shrine
Karia Mountains
KARIA
Benksland
Skalsland
Rockwood Mou
Sun Dome Temple

Zeranos
Dendes River
Henjarl
Arirtikoth
Noastor
Garsting
Alkoth
Jord's Eye
Suda
Green Vale R.
River
Yardesh
Alornik
VANCH
TORK
Kistium
Old Jillaro
Bikhy
Hill of Gold
Hilltown
Cafol
Jillaro
Daughter's Road
othium
Imther Mts
Soldiers' Ferry
Sun Dome
Estus R.
Aryela River
Thubana
Penkranthos
Kareiston's Temple
Little Cafol
Dorayela River
New Lolon
Silverstone River
Oslir River
Tranthos
Jader River
Riyestan
Jeven R.
Daughter's Road
Plain of Stones
Thernan
Hortugarth
Nomis
Bostok
Sun Dome
Hojasinestel
Nodnor
Phandaros
Red Worm River
Dwernapple
Black Eel River
Holay Fort
Fyllich Kwan
Mirin's Cross
Bear Mt.
Autumn Mts.
City of Ten Thousand Magicians
Gardint
Burnt Hill
Dolmisk
HOLAY
Tarshford
Extinct Sun Dome
Barnborn
Orenair
Sun Dome
Lake Imvaress
Ever-New Glory
Filichet
Forantin River
Masassakar
Talada
Eneal
Dolsonin
Oslir River
Borni's Landing
Salantor
Zalan Sun Dome
Talfort
Diamond Hills
AGGAR
Sun Dome
Extinct Sun Dome
Furthest
Temple of the Reaching Moon
Zalador Hills
Billiz
Quintus' Dale
Kordos
Sun Wheel Ruin
Duelfield
Marof's House
Soren
Lyran Mtn.
Hyora Mts.
Stones over Souls



Billiz: The inhabitants of these foothills below Soren Mountain are traditionalist Orlanthi who defend their sheep herds against a local tribe of Telmori and from trolls who raid from their dark queendom beyond the Rockwoods. There is an extinguished Sun Dome Temple in these hills, a casualty of an alliance between the Halikiv trolls and Orlanthi rebels.

Burnt Hill: This hill was the place of the Immolation of Rastalulf Vanak Spear. It is a holy place to the Orlanthi and sacrifices are made here before rebellion against tyrants, emperors, and gods.

City of 10,000 Magicians (small city): Named because it would last until ten thousand magicians had entered its gates, for decades this center of study has been closed to outsiders. Wise scholars fear the demise of the city very soon. Most of the sorcery throughout the Empire of the Wyrms Friends was studied and assembled here.

Diamond Hills: In 920, the great Orlanthi Hero Alakoring Dragonbreaker fought Drang the Diamond Storm Dragon hand to claw and wind to wind, until the Hero struck the dragon through its one true place and killed it. The broken stones of the dragon still litter the "sparkling lands" of Aggar.

Eneal (small city): This fortified city is the seat of the Aggar kings. Eneal is long famed for its ancient Temple of the Truth of Lhankor Mhy. It is built within an ancient Vingkotling hill fort that was home to the Vestantes tribe. Nearby are the haunted fields of Sheafgore, where the Second Theyalan War ended with Orlanthi submission to the High Council of Dorastor.

Forantin River: This wild tributary of the Oslir flows over 250 miles from its source in the Salantor Hills to its confluence with the Oslir. The Orenair valley of the lower river is the most settled part of Aggar. The upper reaches of the river is home to clans of wild Orlanthi.

Masassakar (small city): This fortified city is best known as the setting of the Orlanthi epic of the *Iron Crown*. The hero of the *Iron Crown* fought Sun worshipers, trolls, and dragons, only to be killed in an ambush by horse nomads who took his crown, and were in turn ambushed and killed by savages.

Nomis (small city): This lowland city on the border with Sylila was the site of a great battle between the Kingdom of Saird and the EWF in the Second Age. In the hills above the city, small mines dot where men dig for treasures like the black rock so desired by the dwarves of Jord; the fabulous whispering stones that tell the future; as well as garnets and other gemstones.

Old Elf Trail: This hidden east-west road crosses Aggar from Dorastor to the Elder Wilds. Only elf-friends and those whose ancestors were shown the route in the First Age can follow its path.

Orenair: This valley of the lower Forantin River is the most settled part of Aggar. The lowland farmers here are loyal to the king of Eneal and are culturally the same as the Sairdites of Holay. A Sun Dome Temple defends the lowlanders against the highland tribes.

Phandaros (small city): This small city along the Oslir River has rich temples dedicated to Ernalda and Oria, as well as an ancient Garzeen market.

Salantor: These wild hills are the least secured part of Aggar. Its inhabitants are largely feuding clans of traditionalist Orlanthi. A remote Sun Dome Temple provides a lone ally to the king in what is otherwise a lawless land.

Soren Mountain: This snow-capped and jagged peak in the western Rockwoods is one of the Great Sacred Peaks of the Orlanthi.

Talada (small city): This walled city is built within an ancient Vingkotling hill fort called Penentel's Camp. The local Orlanthi favor a local goddess they call the Lady of the Wild.

Holay

Holay is a land of gentle hills, plains, and lowland valleys, cut into three parts by the Oslir and Black Eel rivers. It is the most civilized of the Lunar Provinces, although the hills and plains are inhabited by many stubbornly traditionalist Orlanthi. The lowland area called Saird is cosmopolitan and diverse, and is famed for its Sun Dome Temples.

Among Holay's other inhabitants are the Jajalaring Dog People, who wander throughout the hills and plains north of the Black Eel River, and an ancient tribe of river people who ply the Black Eel River on reed boats.

The Kynnelfing Alliance, a union of kings and high kings, defended Saird against the rising Lunar Empire, but was destroyed by the Conquering Daughter at Mirin's Cross (2/46 or 1347). The queen of Filichet was acclaimed as Queen of Holay, as a Lunar tributary. Soon after, Holay became a battleground between Tarsh and Sylila, and was finally reduced to Lunar dependency in 4/49 (1458).

Places of Interest

Barnborn (small city): This city is famous for being the place where a magical elf arrow slew the great Hero Alakoring Dragonbreaker around 945. The Aldryami had performed a great magical ritual and then the elf named Tobosta Greenbow fired the arrow to correct a slight that had been put upon the elves, and that Alakoring did not know he had given. For centuries after his death, successive dynasties in Saird endowed increasingly impressive temples to hold the bronze bones and grave goods of the great hero. The hero cult of Alakoring remains popular even under Lunar rule, and is supported by the rulers of Holay.

Black Eel River: This river rises in the Stinking Forest of Dragon Pass and then travels over 270 miles to join the Oslir River at Mirin's Cross. The lower reaches of the river are inhabited by an ancient tribe of river people called the Nogatendites, whose temples are large feathered boats. A monstrous black eel once inhabited this area as well, but it was defeated by the Conquering Daughter and is rarely seen.

Bostok (small city): This city is where the Oslir River is joined by a fast-moving tributary. The locals breed otters and train them to chase fish into their nets.

Dolmisk (small city): This center is famed for its ancient temple to a small pantheon of agricultural goddesses, including Ernalda, Uralda, and Ornore. It is defended by a ferocious star that returned from the Gods War to protect the people of Ornore.

Dolsonin (small city): This city on the Oslir River was the capital of the Barteri tribe prior to their conquest by King Yarandros of Tarsh. The city is best known for its great temple to Ernalda (worshiped in the form of a cow, or a woman with cow horns) and Barntar. The local clans are traditionalist pastoral cattle farmers.

Dwernapple (small city): This city in Saird is located at a crossing of the Oslir River. It is surrounded by rich fields and orchards. Nearby is a famous and well-endowed temple of Dendara and Ernalda, which has been supported by the rulers of Saird since the Second Age.

Filichet (large city): This city on the shores of Lake Invaress is famed for its Bell Temple, where the Earth goddesses and their consorts are entertained by music created by racks of chime bells. The Daughter's Road that sets off from Jillaro to Mirin's Cross ends here and marks where the queen of Filichet and her barbarian allies submitted to the Conquering Daughter.

The Queen of Filichet is the high priestess of Redaylda, and also rules the entire kingdom of Holay. The queen wears the magical Necklace of Radiance, taken from Dragon Pass prior to the Dragonkill.

Fyllich Kwan (small city): This city is surrounded by tall stone walls with one hundred towers. Each tower is carved with elaborate faces of men, animals, and monsters.

Gardint: This is the best ford across the Black Eel River between Borni's Landing and Holay Fort. A temple to the Black Eel placates the river here, making passage possible.

Hojasinestel (sacred place): This is the sacred gathering place of the Jajalarings, the Dog People of Saird. The Jajalarings were largely subsumed into the surrounding Orlanthi population, but resurfaced when Verenmars traveled here to sacrifice to Jajagappa, Death God of the Jajalarings.

Holay Fort (small city): This fortified market is near where the Red Wyrm River joins the Black Eel River.

Lake Invaress: This beautiful ribbon lake is about 12 miles long and over 2 miles at its widest. Its waters are deep and rich. Ernalda came here to bath in its sacred waters, and pilgrims from across South Peloria come to repeat her action.

Mirin's Cross (metropolis): Capital city for the Lunar Provincial Government. At the Dawn, this was the trading fort of Urar Baar. The original city was destroyed in the First Theyalan War, and a new city was founded by the Bright Empire, built around a Sun Dome Temple. Although that city was destroyed in the Gbaji Wars, the Sun Dome Temple was refounded in 562. Called Domanand in the Second Age, the city initially resisted the rulers of Dragon Pass until its conquest in 750. The Sun Dome Temples became a major military arm of the EWF. After the Dragonkill, the city was a strategic fortress of an Orlanthi confederation called the Kynnelfing Alliance.

The Lunar colony was founded by Hwarin Dalthippa circa 2/49 (1350). The seat of government is the Provincial Oveseer's fortified Citadel of the Seven Seals, built in impressive red marble. Imperial propaganda associate's Mirin's Cross with Nivorah, the lost Solar City of the South. The city boasts Dara Happan towers (the greatest being the Golden Temple of the Brilliant Pillar), Sun Dome temples, the great Lunar Temple of the Provincial Church, and a Temple of the Reaching Moon. Although Yelmalio has been the divine defender of Mirin's Cross since the Second Age, its tribal guardians are Redaylda and her faithful husband Hyalor.

The Daughter's Road passes through the town, linking Mirin's Cross to Jillaro and Filichet. The Crystal Bridge crosses the Black Eel River here, and a grim, motionless, black-faced guardian stands forth day and night overseeing it.

Nodnor (ruin): These Second Age ruins are haunted by draconic ghosts.

Plain of Stones: An ancient people once lived here in the God Time but they and their army were turned into the standing stones that litter this plain.

Red Wyrm River: This river winds some 60 miles from the Dog Hills in Balazar to join the Black Eel River near Holay Fort. Maize is grown here and Hon-eel is welcomed as part of the local collection of agricultural goddesses.

Riyestan (ruin): These ruins are still a sacred place to the Earth cults of Terarir and Saird. They are the home of Riyesta Earth Mother and Kemar Seed Father, commonly associated with Ernalda and Flamal.

Saird: This river region, centered on Mirin's Cross, is rich farm land, with fields of

Redaylda

Redaylda is the Sairdite goddess of horses and sovereignty. She is the red-haired daughter of Ernalda and Orlanth, usually depicted seated upon a throne flanked by two or more horses. Some scholars suggest a connection between her and La-ungariant, the goddess of the Pure Horse People. Redaylda's husband is another horse god, called Hyalor, or less commonly Beren.

Jannisor's War

The Tripolis of Dara Happa had been liberated from the Carmanians in the Zero Wane by the Red Goddess, but although bound by treaty and oath, the Tripolis was not a portion of the Empire. Additionally, the god Alkoth had never sworn to a treaty with the Goddess.

When the Emperor forbade Dara Happan river boats passage north of Elz Ast, the Tripolis ejected Lunar government officials from their cities. Lunar agents incited some Kostaddi tribes to revolt, but failed to bribe the Sable High Queen. The Tripolis seized all the property of Lunar citizens and sent them into exile, then began searching for allies.

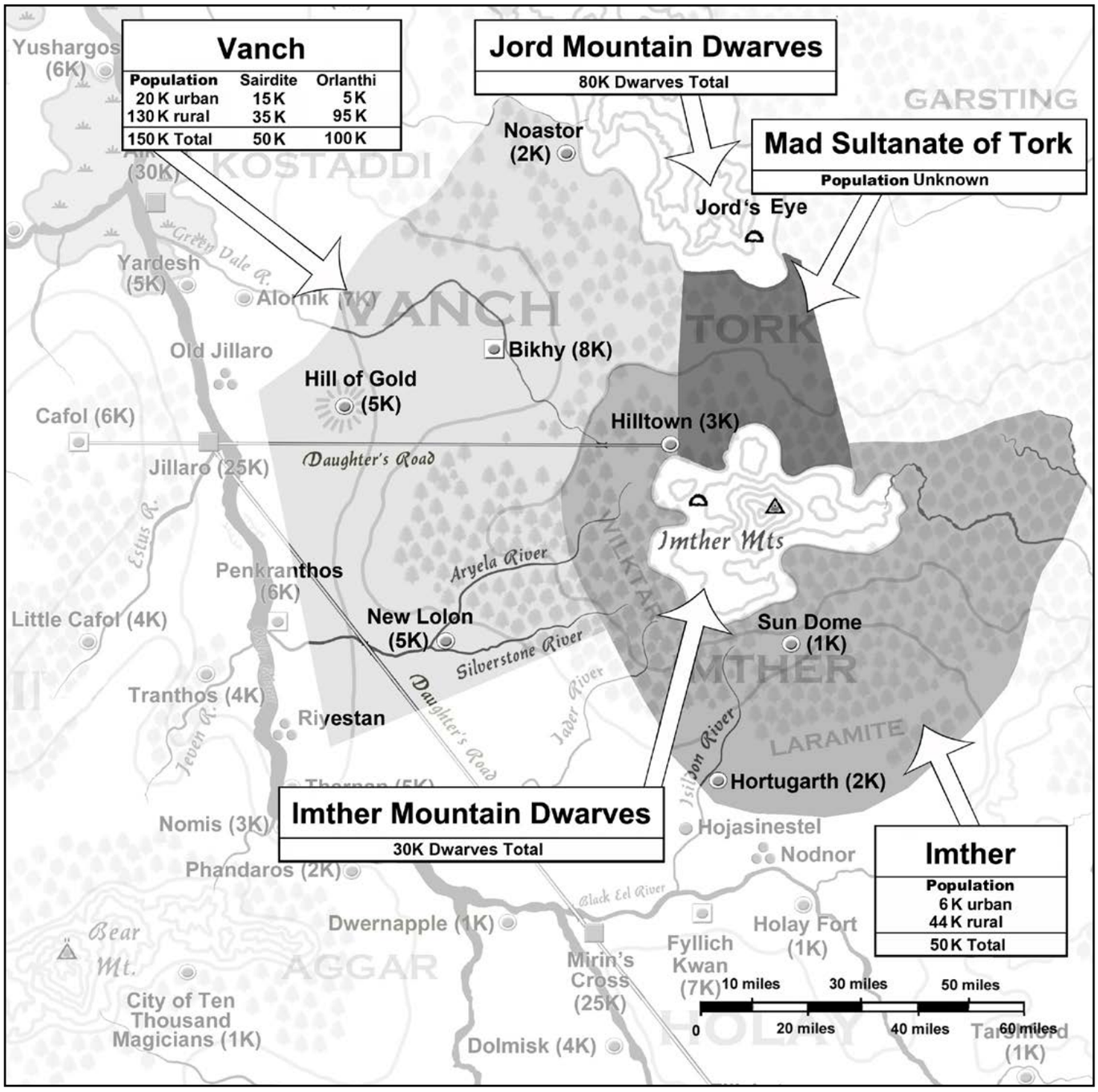
Jannisor the Hero, a native of the Imther region, was one of the allies. He had gained his great fame and herodom for the feat performed in 1/15 (1262) called "Jannisor's Triumph", wherein he imprisoned the Crazed Tribe. This tribe of mad people were the survivors, and descendants, of the (First) Battle of Chaos fought in 0/12 (1232). They had been wandering south through Jarst and Garsting, wreaking havoc upon land and spirits, and defeated several terrible armies which attempted to fight them.

Jannisor made new magics, depending on the local earth goddesses to imprison the mad people with the nets which the Hero had made. The act was successful, and the first of the Mad Sultanates was formed in Tork. From this Jannisor gained the name Chaos-Binder.

In 1/24 (1271), Jannisor answered a Dara Happan plea and raised an army of Laramite and Wilktar tribal warriors and magicians to accompany him. Two successive battles were fought, at Einar's Farm (1/24) and Vashpolis (1/25), where Jannisor led the Dara Happan army and allies to crushing victories. In 1/26 (1273), the Red Emperor was maimed and his spirit bound within his body after a personal duel with the enemy hero.

In 1/28 (1275), Jannisor led a volunteer army against the city of Glamour. The Outer City fell easily to his eager and skilled troops. The Great Bridge was assaulted and carried, and the cheering army entered the sacred city upon the wake of a Sable war band. Jannisor was aware that the Sable Folk were immune to the Lunar influences outside of the Inner walls, but he seemed ignorant of the deeper contacts between the "Lunar Deer" people and the Red Goddess. This proved his undoing, and the Hero was killed by the Elder Star Twin, while the Sable People received the secrets of inspiration from the Younger Star Twin. The army of Glamour drove the rest of the invading army mad, to death, or to slavery.

There followed ten years of sieges to conquer the Dara Happans. The cost was great, but the Dara Happan river allies were bought off and their mighty fire deities were dimmed by the growing Lunar Glow. By 1/38 (1285), the city of Alkoth, always the most powerful, surrendered – their deity humbled before the Goddess – and accepted the Lunar pantheon.



maize and wheat. In the First Age, this was Heortling land, home of the Berenethtelli, and suffered terribly from the Broken Council and the Gbaji Wars. The region was settled in the Second Age by Dara Happan colonists that followed in the wake of Verenmars' heroic wars against the EWF. Verenmars and his heirs ruled the Kingdom of Saird from 960 until 1120. After the Dragonkill, the residents and their culture were absorbed by the reoccupying Orlanthi. When the northern Lunars invaded, the architectural style and street patterns naturally appealed to them. The Provincial government is still headquartered in Mirin's Cross.

Saird is a rich stew of little religious and cultural enclaves, hostile cults, and different cultures. The Storm, Earth, Solar, and Lunar pantheons are all worshiped here, along with local gods, such as Jajagappa, Jadarenasa, and Riyesta. Although the cults are not unified, the harmonious duality of Nature is widely held, especially in the myth of the competition between Orlanth and Yelm for the hand of Ernalda, the chief Earth goddess. The Yelmalio cult is also very important in Saird, and its eleven Sun Dome Temples have enjoyed the patronage of the Broken Council, EWF, Sairdite, and Lunar overlords.

Soldiers' Ferry: This fort and trading post was built by the Kingdom of Imther many years ago, but was taken by Holay in 1612.

Thernan (small city): This prosperous market city is surrounded by vineyards and fertile fields. It is best known for its healing baths that have been patronized by the Red Emperor himself.

Zalador Hills: These hills were inhabited in the First Age by a powerful Orlanthi kingdom until it was destroyed by Gbaji. The Zalan Sun Dome temple is located in the Zalador Hills.

Zalan Sun Dome: The farmlands between the Zalador Hills and the Oslir River are defended against trolls, bandits, and raiders by this Sun Dome Temple.

Imther

Imther is a petty kingdom of rugged Orlanthi woodsmen, skilled cheese makers, and simple goat-herding pastoralists. Two tribes, the Laramite and the Wilktar, dominate rural Imther. The kingdom prospers largely because of its ruler's relationship with the dwarves of the Imther Mountains. He retains his position and prestige because of the debt due to his ancestors, and he is the last of his line. Because of this trade with the dwarves, the Imtherites are surprisingly rich in bronze, gems, and worked goods.

The hillfolk of Imther were largely ignored by the Lunar Empire until Jannisor's War in 1/28 (1275). The Conquering Daughter first brought Imther into the Lunar fold. Hwarin Dalthippa began her second Daughter's Road in Cafol, the old capital of Sylila, and it ran eastward, crossing the Oslir River at the second branch of the Bridge of Phirmax. In Vanch, her army defeated the barbarian mob, and bound them to their road-building duties. She halted at Hilltown, a trade center near the Imther Mountains, where she exchanged the blades of Ingkot for a belt with three stars on it along with three iron eggs laid by a cardinal, three blue furstones, and many diamonds.

During the wars with Sheng Seleris, Imther regained its independence, although it was often an ally of Sylila against the nomads. Imther became a Lunar province in 6/28 (1545). The rulers of Vanch and Holay both plot to divide Imther between them and, in 7/41 (1612), Imther lost much of its southern agricultural land to Holay.

Places of Interest

Hilltown (small city): The capital of Imther lies at the end of the second Daughter's Road. Here the dwarves of Jord trade with the humans through the ruler of Imther. Although the local Issaries cult actually manages the trade at a decent profit, a member of the ruler's bloodline must preside over the market or the dwarves refuse to participate.

Hortugarth (small city): This ancient fortified hilltown dates back to the Dawn. It is best known for its underground temple to Ernalda and her son and husband Verhil.

Imther Mountains: This small rugged mountain range is dominated by Giant Top Mountain, a sacred peak of the Orlanthi. A small dwarf settlement resides beneath these mountains. They are very conservative, having suffered greatly during the old wars, and maintain trade with humans only through the ruling family of the Kingdom of Imther. This family has one remaining member, who is without descendants, and many people worry about the trade stopping when he dies.

Kareiston's Temple (small city): This Sun Dome Temple was founded in the Second Age by its eponymous Hero who defeated the evil queen of the Red Wyrm River. It is the center of the Laramite tribe.

Sartar

This recent conquest of the Lunar Empire is not yet a Province, and may never become one because it is being carved up. Parts have already been taken by Tarsh, and other parts are claimed for a non-existent Lunar puppet king of the conquered Volsaxi tribe of Heortland. Part has been promised to the Feathered Horse Queen for her hand in a temporary marriage to last for the length of time needed to bear two children. Sartar is fully described in the Dragon Pass chapter of this book.

Illustration of a Lunar Vase

Jillaro Temple of Illuminating Truth – Document #11,954

This drawing is taken from a Lunar vase from the period about 1/49 (1296 ST) and was created by the much renowned, and much copied, artist Tattis Clayshaper. Upon the left is a mountain, actually the Crater itself, which far overshadows the city of Glamour in this representation. Other vases of the same period show the barbarian attacks upon the city (which took place in 1/28 or 1275) and show the capital city rather than the Crater. This indicates that Jannisor's attempt was a much more serious threat than the later invasions, reaching to the Crater itself rather than being halted at the city gates.

Upon the mountain are the Lunar Star Twins who converted the Sable People and slew Jannisor. They were popular among the Sable people afterwards. The Ringing Bridge connects the Crater with the Outer City and is crowded with attackers. Jannisor himself leads the assault. Note his magical shield, named Brighteye in the legends. His most important daemon familiar, Karash'arll, follows. (This creature later appears as a Lunar slave of the dead.) Third comes an elf, representing the host from Rist who fought, says a tale, "to avenge themselves against the stars before Fate burnt their chances." Fourth is the Queen of the Sable People, whose betrayal of the Hero has been exalted in Lunar annals as the Grand Sable Conversion, and marks a holy day in their calendar. Fifth is a cavalryman, possibly a Char-un warrior. Sixth is a representative of the Dara Happan Tripolis, notable for the extraordinary spear being wielded. Last is a representative of the barbarians who followed Jannisor, possibly the champion Onstheus of Imther legend.

Beneath the bridge, waiting to take the casualties, are three deities from the Lunar Underworld: The naked woman is the "Holder", whose jar can imprison any soul for up to seven earth years. This deity was a real terror to non-Lunar magicians. Jajagappa is an adopted deity from the Dara Happan pantheon. He is the armed psychopomp of the Underworld. He has the ability to go and fight the souls of the powerful dead, and drag even great magicians to Death. His net is crowded with less powerful souls. Finally, Annara Gor is called "Terror and Eater" in non-Lunar texts, while the Red Goddess called her the "Guardian of Secrets".

Places of Interest

Boldhome (large city): Capital of Sartar and residence of the Prince of Sartar, this scenic city is perched high in a mountain valley facing Prax.

Hendriki: Main tribal lands of Heortland. See the Holy Country chapter.

Holy Country: Also called Kethaela, this confederation of coastal lands and islands lies south of Dragon Pass on the sea. The land has suffered many disasters of late, including the disappearance of its magical ruler, Belintar the God-King, and its unity has been broken, to the gain of the Lunar Empire. Heortland, the Holy Country's rich northeastern region, populated by Orlanthi barbarians, was occupied last year by the Lunar Provincial Army. See the Holy Country chapter for details.

Karse (small city): See the Holy Country chapter.

New Lunar Temple (small city): Under the direction of Tatius the Bright, the Lunar Empire is constructing a radically new type of Temple of the Reaching Moon in the foothills of the Storm Mountains. This grand fortress-temple is to be activated in 1625 with a great magical ceremony that will defeat the Rebel Gods once and for all.

Tarsh

The richest of the provincial kingdoms, Tarsh profits from its fertile valleys, wide hill lands, and position along the main north-south trade route. Tarsh is fully described in the Dragon Pass chapter of this book.

Places of Interest

Furthest (large city): Capital of the Kingdom of Tarsh, Furthest is the highest point at which the Oslir River can be sailed by the regular Oslir barges. Portage and small craft are necessary to travel upstream.

Heruvernalda: This is the greatest Ernalda temple in South Peloria. Its priestesses have a long-standing rivalry with those of the Great Earth Temple in Filichet.

Temple of the Reaching Moon: This is the most southern of the Temples of the Reaching Moon and is considered the anchor of the Lunar Empire in Dragon Pass.

Vanch

The ancient kingdom of Vanch is a mixture of Orlanthi and Pelorian farming cultures dating back to the First Age. Located in the hills and plains between Terarir and the Imther and Jord Mountains, the Vanchites have been ruled by an alternating succession of Dara Happan governors and native kings. Vanchites are said to be a mercenary, pragmatic people, willing to readily worship any god that can aid them. Fairly or unfairly, the Vanchites have a reputation as thieves.

Vanch followed Jannisor Moonchaser against the city of Glamour, but its army was massacred by treacherous Sables in 1/28 (1275). Lunar expansion into Rist and Sylila provoked widespread hostility among the tribes of the south, who laid aside petty differences to fight the looming foe. In 2/16 (1317), the Blue Deer Princes of Vanch invaded Sylila and burned Jillaro. Hwarin Dalthippa's retaliation was swift, and the hides of the Princes decorated the army headquarters in that town afterwards. The Red Emperor married a Queen of Vanch in 2/19 (1320); however, that failed to quell Vanch's rebellious nature.

In 2/48 (1349), the Bison Kings of Vanch were defeated by the Conquering Daughter during her Second Daughter's Road campaign. The defeated Vanchites were bound to Hwarin's road-making magic. Vanch itself became a tributary to the Lunar Empire, but was not organized as a Lunar province until 6/28 (1545).

Places of Interest

Bikhy (large city): The capital city of the Kingdom of Vanch is built in the Dara Happan style. It is best known for the Yellow Palace, with its gardens and libraries.

Dorayela River: This tributary of the Oslir River flows from the Imther Mountains in two branches, the Aryela and the Silverstone. It is the ancient heartland of the Tunoraling Dawn Age ancestors of the Vanchite people.

Hill of Gold (small city): Called Peralam, this is the most important place of pilgrimage for the cult of Yelmalio. It was here that Yelmalio was sorely wounded by another god, lost his weapons, and bled his power upon the earth before he rose again in Cold Light. No physical structure exists on the top of hill, although many temples can be found in the nearby city which prospers from the visiting pilgrims.

Jord Mountains: A region of mountains that is home to the largest group of dwarves in the Empire. They suffered terribly during the Elder Race Wars of the Second Age and by the depredations of Sheng Seleris. The dwarves trade with local merchants at the market settlement of Noastor.

Mad Sultanate: See Tork.

New Lolon (small city): This city was the place of Yelmalio's Seat of Judgment, and where the Light Protector lived with his wife, the Green Woman. The city was destroyed by Emperor Mahzanelm but was rebuilt in the Second Age.

Noastor (small city): At the entrance to the dwarf city of Noastor is a human settlement of the same name. The dwarves regularly trade gold with the humans for food.

Tork: In 1/15 (1262), a skilled barbarian general named Jannisor captured a horde of enraged madmen by using the earth itself as an ally. They have remained ever since, in the region called the Mad Sultanate. No one inside can escape. It is now a festering Chaotic region populated by madmen and demons. The precise borders of the region waver, sometimes expanding and contracting over several miles of distance per day. If anyone ventures in from outside, the spell is temporarily broken and one or more prisoners may escape, possibly *en masse* as occurred in 4/39 (1448).

White Shirt Day

In 1590 occurred the famous "buying" or "marrying in" of Talastar. This is the official date for the conversion of the Talastar tribes to the Lunar Way. In sweeping statements a certain Lunar official made grandiose conversion gestures and then proclaimed that all of Talastar, Bilini, and Anadiki had been Lunarized. And, like the churls that they are, the Talastari fell for it and agreed. So goes the Lunar story. After 1590, Talastar is listed among the foreign lands which follow the Lunar Way.

The truth is more complex, and less flattering to the Lunars than they want to remember. The Lunar missionaries had been present for years, popular especially among the poor and dispossessed. Many people of Lakrene followed their ways and goddesses, and some among the tribes too.

Varnarn of Elz Ast (although really of Ganbarri) was an ambitious courtier of the Errio-unit clan who received the larger part of the Talastar tax profits as part of his family's inheritance. Eager to prove himself and establish credentials, he went to Voranel and began interfering with the administration. Though he forced the city to pay more money, he also antagonized the local tribesmen so they paid less.

Varnarn of Elz Ast attempted to befriend the tribesmen with lavish gifts and flattering speech. Kostorl the Ram, King of the Vosdalings, exploited this fool mercilessly so that all his family wore gold, and his entire household wore colorful livery. Varnarn always encouraged his visitors to join in the Lunar Way, and said that on the appointed day he would have more great gifts for everyone who would join in. The leaders went home, and discussed these things.

When the Great Day came, all the tribes except the Skanthi had representatives present. Great masses of poor people from the cities were gathered and thousands of tribesfolk as well. The efficient staff of Varnarn was busy distributing the clean white shirts among everyone, including many of the leaders. But some of them refused, saying that they must wait until their own king joined the cult, as was the law in their tribes. In fact, they said, their own folk among those below would wait for this, too. And then they swore, including many who said they were clan chieftains and kings or queens, and their kin. A huge festival followed, where thousands of cattle and deer and pigs were devoured. Then Varnarn went home with his trophies and promises, and never came back.

In fact, many of the people who had taken these oaths were not qualified to speak for their clans. Some of them had been placed there in outright defiance of the Lunar lord, but he never noticed the insult. Others did it to be tricky, and got away with it. Some went as far as creating fake gifts and artifacts to give the foolish lowlander. Among the tribes it is called "White Shirt Day" for the gifts which they got for doing nothing. Only the city folk were foolish enough to obey Chaos, and they soon paid for their error.

White Shirt Day

Varnarn of Elz Ast proudly stands before the idols of several Lunar deities whilst their priests distribute white tunics to disbelieving Talastaring tribesmen.

Varnarn of Elz Ast: Performing the elaborate public conversion ceremony, Varnarn has addressed the idols and presented them with their new "worshipers". He is a Dara Happan nobleman, with golden hair and a short, neatly trimmed beard, wearing a long white tunic richly embroidered in red, with three-quarter sleeves. His gold jewelry sports Solar and Lunar motifs. Varnarn is cynically pleased with the ceremony – he cares not whether the Talastarings embrace the Lunar Way, but only that he can claim that they did and thereby impress his patrons.

Idols of Lunar goddesses: Varnarn stands before three larger-than-life idols and a banner depicting the Seven Mothers of the Lunar Empire held by a Silver Shields standard bearer. A brazier burns incense and other offerings.

The Red Goddess: This painted idol is based on the huge bronze sculpture of the Red Goddess in the Great Temple of Glamour.

Hon-eel the Maize Goddess: This is the Dancing Goddess of Death and Fertility. The statue is bare breasted and in a dance position: her right side is light, beautiful and smiling, carrying ears of maize; her left side is dark, terrifying, and demonic, and carries a bloody sacrificial sickle. She dances on the corpse of an enemy.

Hwarin Dalthippa the Conquering Daughter: This helmeted warrior goddess has a third eye on her forehead, and holds a spear and shield. A distaff lies at her feet.

Silver Shield soldier: Soldiers of the Silver Shields regiment are providing security for Varnarn and the Lunar priests (only one can be seen here). The Silver Shields are hypaspists: nimble hoplites capable of fast marching and operating in difficult terrain. They carry long spears, kopis, javelins, and their famous silver-plated bronze shields. They wear hardened leather breastplates and white tunics, brown trews, and red parade cloaks.

Lunar priestesses: They are handing out clean white tunics to the Talastaring tribesfolk. The priestesses wear splendid costumes and decorative headdresses. Their faces are decorated with henna.

Talastarings: Several bemused Talastarings are accepting their clean white shirts from the Lunar missionaries. Two seen here are from the Bilini tribe; the third is a Lakrene townsman.

Bilini man: A stubborn free farmer, he wears a fringed wool skirt and cloak – both are brightly dyed and patterned – but no tunic. His olive skin is heavily tattooed with markings denoting his clan, cultic initiation, and other magical symbols – especially the runes of Air, Movement, and Mastery. He wears heavily soled leather sandals lacing up his legs. His long bronze dagger has curling antennae shaped like Air Runes.

Bilini woman: Perhaps the farmer's wife or sister, she wears a wool dress, and an elaborate headdress. She wears her brown hair long, and has the runes of Air, Earth, and Harmony tattooed on her.

Lakrene townsman: This man has a beard similar to his Talastaring kinsman, but it has been curled with tongs and oiled to create hanging curls. He wears an ornate tunic over his brightly-patterned wool skirt. He is also tattooed, and is more impressed with the ceremony than the hillfolk.

Talastar

Talastar is a hilly and rocky country, producing inferior crops, but hardy sheep and Orlanthi hillmen. The Talastari hills surround Lakrene, the fertile lowlands of the Erinflarth valley. It is hot in the summer and cold in the winter with moderate rain year-round.

The natives are Orlanthi of ancient provenance, but in the last few generations they have come under increasing pressure as the Lunars attempt to integrate Talastar into the Empire. The people and their leaders are divided between stubborn, rebellious Traditionalists and earnest, pragmatic Appeasers. Although the Talastari largely reject the religion of the lowlanders, their pottery, clothing, arms, and armor resembles their Dara Happan enemies more than their cultural and religious kin in Dragon Pass.

In 7/19 (1590), Talastar was listed among the lands that follow the Lunar religion and the Lakrene Council was recognized by the Red Emperor as the rightful King of Talastar. The Bilini, a particularly fierce tribe on the border with Dorastor, rebelled, shattering the short-lived kingdom. After a three-way war between the Bilini, Lakrene, and the Satrapy of Sylila, Lakrene is now under the protection of the Satrapy of Sylila, and the Bilini hold their traditional lands and maintain their Orlanthi ways.

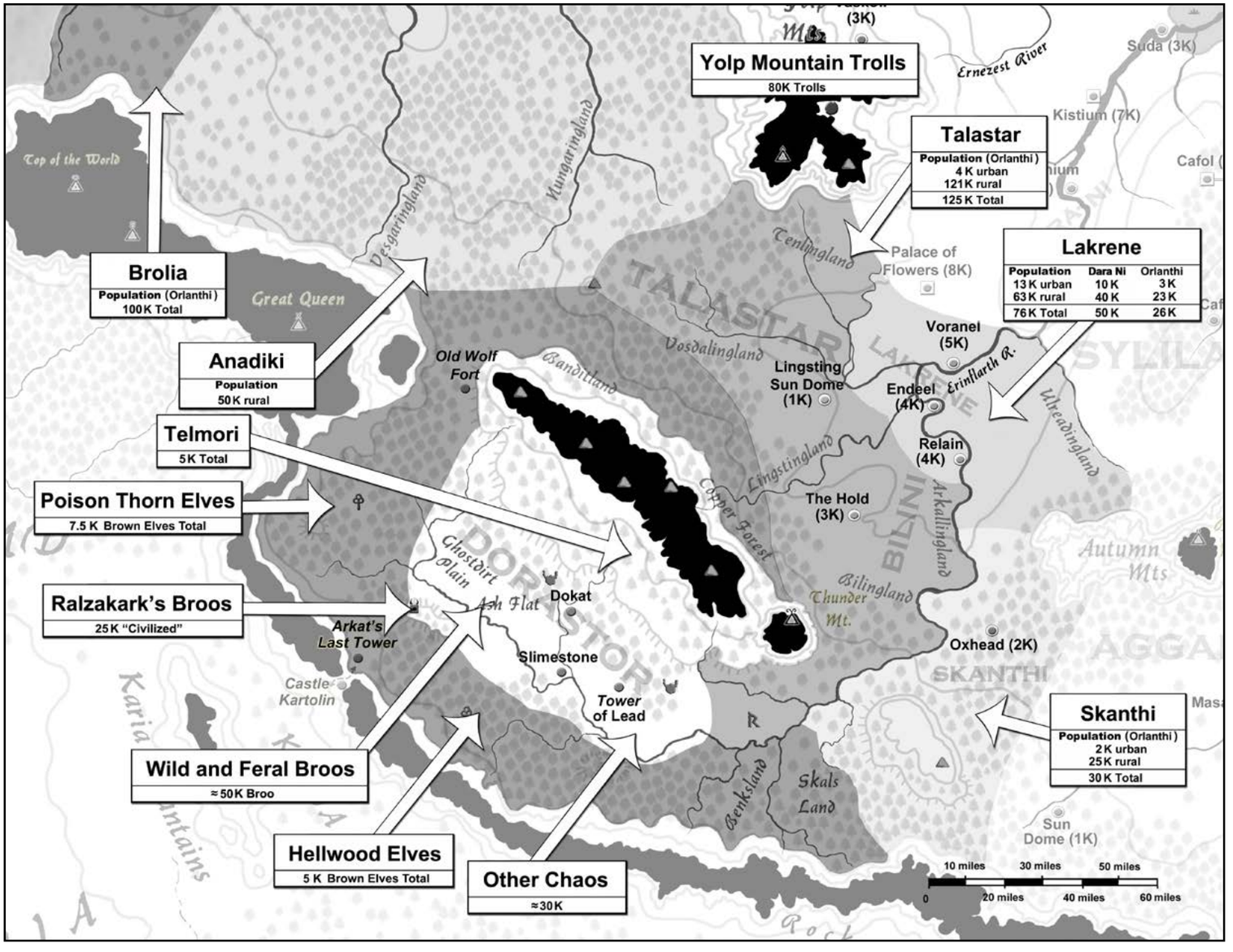
Several families claim the title of king, but are simply glorified clan chiefs. Seven tribes are dispersed along the major river valleys: Tenlings, Vosdalings, Linstings, Arkablings, Bilinings, Ulredings, and Skanthings. These tribes provide markets, mercenaries, wool, and emergency allies for the lowland kingdom of Lakrene. Over the hump of the Talastar Spine, in Anadiki, are the two tribal confederations of the Vesgarings and Nungarings.

Places of Interest

Anadiki: This land of rugged hills, swift rivers, and dark forests is home to two traditionalist Orlanthi tribes, the Nungarings and the Vesgarings. They farm, herd cattle and sheep, and feud incessantly.

Bilini Kingdom: The Bilini are a large and powerful Orlanthi tribe who dominate a loose confederation of Talastaring tribes. They are ruled by a series of kings who alternately attempt to defy and appease the Lunar Empire. Discontented traditionalists have fled to their kinfolk in the Skanthi Wilds. The king of the Bilini wears Ironbreaker, a dwarf-wrought sword made for one of the lieutenants of Arkat the Destroyer.

Brolia: A harsh and broken land, so steep that tall trees cannot grow in most places. Raging streams cut bare rock, acidic soil allows only scrub in the open areas, and only



the wildest clans live here. Most have neither farms nor metal working. It is inhabited by savage clans of Orlanthi traditionalists. Too poor to farm, they live by herding sheep and raiding their neighbors. They are occasionally raided in turn by bands of Telmori werewolves.

Copper Forest: The Bilini nobility claim the exclusive right to hunt in this rich forest, where eubuck (a very large antelope with tall, straight spiral-grooved antlers) and sand-nose deer are abundant.

Endeel (small city): This Lakrene city was part of the Bilini kingdom from 1595 to 1605 until it was forcibly given to Dara-ni by the Red Emperor as part of the Kingdom of Lakrene.

Erinflarth River: This mighty tributary of the Oslir River is the main drainage for the western Rockwoods and the cursed land of Dorastor. It meanders some 720 miles from its source in the mountains until it joins with the Oslir at Alkoth.

The Hold (small city): This impregnable fortress was built by dwarves in the First Age and serves as the tribal center for the Bilini tribe and home of the Bilini kings. When Chaos erupts from Dorastor, the Hold serves as the tribal refuge.

Lakrene: The cities of Voranel, Relain, and Endeel form the kingdom of Lakrene, which has maintained a tenuous independence since the Gbaji Wars. The cities are ruled by dizzying successions of opportunistic tyrants who look to the Satrap of Sylila for recognition and support. Despite (or perhaps because of) this, the Garzeen merchants of Lakrene are wealthy and prosperous through trade. Since 1605, the overseer of Thubana has held the ceremonial title of King of Lakrene.

Lingsting Sun Dome Temple (small city): This Sun Dome Temple dates to the Second Age and is the center of the Lingsting tribe. It is traditionally allied with Lakrene against the Bilini kingdom.

Mount Matur: Also called Mount Thunder, this snow-covered peak in the Yolp Mountains is one of the Great Sacred Peaks of the Orlanthi and was the home of his father Umath. The local Orlanthi have an ancient religious rivalry with the Shargash cult of Alkoth.

Old Wolf Fort: This has been the northern gate into Dorastor since the First Age. It has long been occupied by the Talastari, who maintain a garrison and an Issaries trading post there. At present, the frontier outpost depends on the twice-annual passage of the Lunar Trade Expedition for its continued existence.

Oxhead (small city): This town marks the border between the Bilini and the Skanthi Wilds. Originally established as a shrine to Urox, the temple to Orlanth has dominated since the Second Age, and is the largest Storm temple for a week's travel. The shrine and temple are sacred to all Talastaring tribes, and provide a neutral meeting place for members of otherwise hostile tribes.

Relain (small city): This fortified market city was founded after the ancient city of Urnandle was devoured by the Mad Sultanate in 4/44 (1453). Several Bilini clans had trade rights here, but their rights were given to the Satrap of Sylila by King Hakon in 7/42 (1613).

Rockwood Mountains: The Rockwoods are a sheer range thrust upward in the God Time to separate the warring peoples of Peloria and Ralios. It has served its purpose well, and only one high pass crosses it, called Kartolin Pass. The Bolini Range is the crest of mountains along Dorastor's southwestern border. The Ebkron Range is the ridges to the north, where the gods still live. The mountains are permanently snowcapped, and giants live there to cause rock and ice slides to destroy passersby. In ancient times a dwarf stronghold existed under the mountains, but this was destroyed in the Second Age and is now abandoned.

Skanthi: These lands between barbarian Aggar and Chaotic Dorastor are still rough and wild. They are inhabited by the Skanthi tribesmen, hill folk so fierce they are called the "bandit clans." They cling fiercely to their old Orlanthi ways and trace their customs and worship back to the First Age. The Skanthi count themselves fortunate in being too poor (and too savage) to warrant the ambitious assimilationist politics of the Empire. Of note in this land is the wide swath of ruin which cuts through it, marking the path of Arkat's army over ten centuries before. In this area, only weeds grow, and ghosts and wraiths are seen every night.

Thunder Mountain: The highest peak of the Tobros Mountains, Thunder Mountain (also called Ram Mountain) is one of the Great Sacred Peaks of the Orlanthi. The local tribes hold that one standing on the peak may speak to Orlanth directly. A giant storm ram, with five curled iron horns and fleece of living lightning, lives on this peak and leaps from mountain to mountain to span the width of Genertela. After each leap he seduced a goddess and fathered sheep, clouds, or divine ancestors.

Top of the World Mountain: Also called Mount Visku, this mountain is over six miles high and has bulk as well as height. It is one of the Great Sacred Peaks of the Orlanthi and the home of the storm god Orlanth. Top of the World is surrounded by seemingly endless glaciers and ice fields. Orlanthi pilgrims from across Talastar and Ralios travel to the holy shrines on this mountain; the most devout ascend its glacial peak to commune with the Storm King.

Urland: This valley was the center of the Wilstorite Kingdom, founded by Survilistor Dragonslayer in 902. The Wilstorite dynasty was destroyed by Chaos in 1132. The local Orlanthi chiefs pay annual tribute to the Governor of the West Reaches.

Voranel (small city): This prosperous city is the economic and political center of Lakrene. It was home to Opand, an ambitious tyrant who was named the first King of Talastar by the Red Emperor in 1590 but was defeated and overthrown by King Hrodar Grizzlebeak of the Bilini in 1595.

Arkat's Curse Upon the City of Dokat

"It shall never be inhabited by men, neither shall it be dwelt in from generation to generation; neither shall the nomad pitch tent there; neither shall the dwellers of far cities come to inhabit its broken houses; neither shall the men of stone come to build the city anew.

"Black monsters shall live there; their houses shall be full of doleful creatures; and harpies shall dwell there, and broos shall dance there.

"And when the wild beasts of the mountains shall cry in their desolate houses, and demons in their palaces, and even the trees in their haunted forests; then her time is near to come, and her days shall not be prolonged."

Dorastor

The Land of Doom, this was once the bright and bustling capital of the Empire of Light until razed by Arkat the Destroyer, a Heroquesting fanatic from the far West who lost his own way along the path to destruction. After Arkat defeated Gbaji, he turned to the destruction of Dorastor. His anger and hatred knew no bounds. Arkat salted the land, poisoned the waters, and then called upon the Curse of Cleansing and invoked the gods to scourge and curse the land forever. The fertile bowl of Dorastor was filled with mud and ash.

Despite the Arkati curse, in the Ninth Century there were the first signs that Dorastor had reawakened. In 824, Balarzak Leatherwing, a dragon-worshiper from Dragon Pass, led his companions to bring back ash and water from that ruined place. They reported many strange things, including a hill that moved around, then disappeared; a city where none had been before; a noise which only some of his followers heard, but which they always heard, though often in different places; and the fact that every animal they caught was disfigured in some way. Balarzak and his companions all died within three years of their return, with blood bubbling from their lips.

Rodard of Neleswal was as brave and noble a wizard knight as ever came up from Seshnela. He respected the natives, but refused help, relying on his own ways and methods. He went over Kartolin in 852, and never returned. A horde of black pests flew out of Dorastor the next year, but disappeared after a few seasons, though not before ruining the crops.

Turvoy the Foreigner was a Jrusteli adventurer who hired Hardral the Flying Urox and his destroyers. They flew past Kartolin one winter morning, and were never seen alive again. The twisted and heartless draugr of Hardral and his followers came down the next year in the shape of gigantic man-eating rams, and fell fiercely upon their kinsmen, in 857.

Around 1120 broo raiders were first reported in neighboring Talastar. In 1124, a great army of broos under a hero called Ragnaglar or Ralzakark spilled out through Talastar into lowland Peloria and caused great destruction until the combined forces of

Ralzakark, King of the Broos

The Regal Broo is the head of the most sophisticated culture in Dorastor. Ralzakark commands a tightly controlled band of beings, mostly broos but augmented by whatever other Chaos creatures can understand and abide by his rules. Through force, terror, and predation Ralzakark dominates Dorastor. The seat of his government is Fort Wrath.

The Unicorn Emperor: Ralzakark is known to appear in many forms, though most often in the semblance which has the body of a well-formed albino man with a white unicorn's head. In this guise, Ralzakark is cleanly groomed, wearing richly embroidered, draped garments upon his exquisitely shaped body. Many find in Ralzakark an intelligence of sensitivity, wit, creativity, and a strong sense of humor and irony. Others report a terrible, horrifying creature, brutal and amoral, whimsical and arbitrary, delighting in visiting excruciating agony on man and beast.

The Hairy Broo with the Scorpion Arm: This monster has been encountered by trade caravaneers, though never near Fort Wrath or the Demon Plateau. He claims that he is actually the real Ralzakark, and that the civilized creature at Fort Wrath is an impostor. When this creature was mentioned to Ralzakark, the Unicorn Emperor responded, "Oh him… he's the other Ralzakark," but refused to elaborate.

Ralzakark's Face: Another of Ralzakark's forms is called "Ralzakark's Face." Ralzakark understands the ways of humans (and other Elder Races), and often presents this aspect of himself when dealing with mortals. Ralzakark's Face is a young man, utterly hairless, and dressed in some sort of antique costume. His eyes are brown. He knows most languages and has an ironic, if sometimes grim, sense of life. Whenever the Face turns towards anyone to address them directly, that person sees the Face as a full being. However, anyone else around the Face sees that his entire back is concave, shaped exactly like his front, but reversed!

Talastar, Dara-ni, Lakrene, and Dara Happa shattered a broo army at the Battle of Oxbow in 1127. However, another broo army destroyed the Wilstorite lords of the Anadiki in 1132.

Since then, periodic raids of broos and Chaos spawn out of Dorastor have become common incidents in Talastar and Skanthiland. Three great raids were particularly troublesome. In 1/50 (1297), the Chaos hero called Undranda led broos and Chaos monstrosities through Talastar and the lowlands. The monster Haronzangal and a Chaos army marched out of Dorastor into Bilini in 4/25 (1434), but King Arkal challenged the beast to single combat and slew it. In 7/37 (1608), Wowander and his Stag Riders emerged from Dorastor at the head of a mob of Chaos things. The raid was so swift that defenders could never bring Wowander to battle, and he slipped back into Dorastor with his forces intact.

In 7/9 (1580), envoys of the Lunar Empire concluded a trade treaty with Ralzakark, King of Dorastor. This treaty provided safe conduct along a limited corridor from Old Wolf Fort to Castle Kartolin twice yearly and established two permanent Etyries trading posts in Dorastor at Arkat's Last Tower and the Dorastor Inn.

No one explores Dorastor willingly, not even formidable Lunar parties well familiar with Chaos. Dorastor is simply too dangerous for anyone not under Ralzakark's personal protection. If the treacherous nature of its monstrous inhabitants is not enough to deter exploration, Dorastor is also unstable in its physical properties. No map is ever accurate in a land where a mountain can appear overnight; or a sludge lake burble out of existence without warning to reveal a deformed desert of living, hostile dust; or where the best known range of hills rises and falls over itself as if something underneath was racked by a cough.

Places of Interest

Arkat's Last Tower: At the eastern end of Kartolin Pass stands the great mound and fortress known as Arkat's Last Tower. Since the Gbaji Wars, Chaos-hating cults have kept vigil here. Now the guards are volunteers from the Imperial Army.

Ash Flat: This area was devastated when Arkat destroyed the City of Miracles. The surface of the region is covered with a deep layer of featureless ash, perfectly flat. Beneath the ash might be hidden sludge pools, deep cavities of soft ash, or other deadly traps. Windborne ash can cause serious discomfort or even death if breathed.

Benksland: This rugged hill country is only occasionally washed by periodical floods from the central lowlands.

Boldground: Also called Riskland, this Bilini colony on the edge of Dorastor has become heavily settled in recent years.

Castle Kartolin: The foundations of this fortress date from Nysalor's First Age "Cry for Castles". Ghostly legions are said to guard the pass against any threatened resurgence of Dorastan Chaos. Other castles from the First Age are said to guard lost passes across the Rockwoods, though none of their locations are known.

Dokat: The First Age capital of Dorastor. The only remnants are a few scattered stones and a monumental raised plaza. A powerful ghost here was the founder of the city.

Dorasta Shrine: This small settlement has resisted the ravages of Chaos since the Gbaji Wars. Its priestess is the embodiment of the goddess Dorasta, who is revered throughout Bilini and Skanthiland. Nearby, the peculiar geographical feature called the Cleft of Dorasta has a sinister reputation but is often described as a hiding place for lost treasures of ancient Dorastor.

Fort Wrath: This maze of tunnels beneath the Demon Plateau is home to Ralzakark, King of Dorastor. It is inhabited by a tribe of broos and Chaos demons who serve Ralzakark. When Arkat sliced off the top of a mountain, a demon trapped within gained limited access to the surface. Many Chaos creatures in Dorastor were sired by this demon. An old Uroxi tradition holds that a cult member who comes as a pilgrim here is guaranteed to die in the skin of a hero.

Ghostdirt Plain: This broken and twisted place was a terrible battleground during the Gbaji Wars, so horrific that even the ashen dirt is cursed by the spirits of the damned.

Hellwood Forest: This forest is home to a tribe of evil brown elves. They torture and murder all humans who enter their domain.

Kartolin Pass: This is the only pass over the western Rockwood Mountains between Dorastor and Ralios. The pass is closed in winter, and year-round is guarded by Arkat's Last Tower on the east and by Castle Kartolin in the west.

Nangtali Plateau: This plateau is divided from the lowlands of Dorastor by sheer cliffs over 650 feet tall. The landscape is bleak and twisted, and almost without rainfall, although streams carry water from the snowfields of the Tobros Mountains. The plateau is the home of Telmori Wolf Folk.

Poisonthorn Forest: This forest is home to a tribe of xenophobic brown elves who claim a continuous existence since before the Dawn. They are famous for the poisonous arrows they grow.

Skalsland: This rugged hill country is only occasionally washed by periodical floods from the central lowlands.

Slimestone: These First Age ruins are enveloped in a giant gorp.

Tower of Lead: The surrounding Spider Woods and its denizens have discouraged the occupation of this First Age tower by all but the most powerful. In times past it has served as a sorcerer's tower, an Arkati fort, a Vivamort refuge, and a palace for the Mad Sultan.

The Hero Wars Begin

DORASTOR: Hahlgrim's War

Hahlgrim Ironsword is a chieftain of the Bilini and the grandson of the famous King Tarandor Ironsword. He has a famous rivalry with King Hakon the Swimmer. Having taken power in 7/40 (1611), Hakon persecuted Hahlgrim's kin and took away their trading rights after Hahlgrim accused Hakon in council of harboring an agent of the Red Emperor. Despite ferocious threats from the king, Hahlgrim held his honor, and Orlanth Rex found against the king for a large sum, which Hakon paid. With part of that debt, Hahlgrim took his immediate family into exile with the neighboring Skanthi.

Hakon returned to persecuting Hahlgrim's clan, so Hahlgrim returns to the Hold late in 7/50 (1621) to slay King Hakon. The tribal moot to choose the next king ends in violence and civil war, and Hahlgrim returns to Oxhead to become a devotee of Orlanth. In 7/52 (1623), Bolthor Brighteyes, the king of the Talastari, asks Hahlgrim to lead an army into Dorastor to confront the Chaos Horrors led by Ralzakark. Hahlgrim is joined by his brother Oddi the Keen, a famous Uroxi berserk, and by Ketil Kingslayer, an Orlanthi holy man and slayer of King Eric. Together they lead an army of Bilini and other Orlanthi volunteers into the very heart of Dorastor to destroy Ralzakark's kingdom of evil.

Lunar Allies

"I am one of the People of (X), brothers to the men of the great Empire. May the Red Moon watch over us all!"

Description

North and east of the imperial heartland are several peoples who are not under the direct control of the Emperor, but who are closely allied with the Lunar cause and generally cooperate with the Empire.

The northern areas extend northward to the Keniryan Sea, a frozen region inhabited by trolls. The Sea of Ice extends southward to meet the north-flowing rivers of Peloria at the Thunder Delta.

The eastern areas include the upper Arcos River Valley and the grassy plains to the east of the Arcos River.

Inhabitants

Varies with the ally. Most are humans, but the Blue Moon Plateau's denizens are trolls.

Culture

The Blue Moon trolls are typical dark trolls, save for their religion.

The Char-un are Pent nomads, followers of Kargzant and his council. See the Pent section of this book for details. Redlanders are usually drawn from Heartland or Dara Happan populaces. See the Lunar Heartland and Dara Happa sections for details.

The Thrice Blessed People are simple reindeer herders who refuse to build in stone or to acknowledge personified deities. They wander about in their cold lands in clan groups, tinkering at odd crafts and gathering at prehistoric monuments to worship Air, Fire, Water, Darkness, and Earth once yearly.

Languages

Varies with the ally. Blue Moon trolls speak Darktongue. The Char-un speak Char-un, a Pentan language. The Redlanders speak New Pelorian. The Thrice Blessed People speak Eolian, a language unrelated to any other.

Government

The Blue Moon trolls are a single nation of trolls, made up of several extended families into a huge religious community following the commands of a few Mistress Race trolls.

The Char-un People follow traditional tribal organization. The Thrice Blessed People acknowledge the wisdom of a Council of Queens whose membership is unclear, but whose authority is sought at each season festival. The Redlanders have no government other than their village priests, who traditionally act as spokespersons.

Military

The Blue Moon Plateau supplies only trollkin for troops. Persistent rumors stigmatize the dark trolls as assassins and secret marauders.

The Char-un regularly supplies one unit of heavy cavalry to the Lunar Cavalry Corps. Hundreds of volunteers from the tribe also join other units. The Thrice Blessed People do not muster armies. Men carry hunting equipment, but dislike polluting them with human blood. However, the Thunder Delta Slingers are a military unit of people from the region who carry stones enchanted for special purposes. The Redlands do not form military units beyond local militia. However, several units of Pentan nomads are recruited from the Redlands to serve as cavalry for the Lunar Cavalry Corps.

Religion

Each of the regions has accepted the Lunar Way as a cloak around their native beliefs. The Char-un worship the Sun god Kargzant in the nomad manner. The Thrice Blessed have their own particular nature religion, and are willing to say almost anything about the Red Goddess which keeps them safe and happy. The Redlands People are immigrants from the Empire, and brought acceptance of the Lunar Way along with their other Heartland beliefs.

Lunar Allies: People of Note

Bina Bang: She is a very powerful dark troll Heroquester from the Blue Moon Plateau. She once spat in Yelmalio's eye. She left the main paths of the Lunar Way after her trip to the Castle of Lead, where she conjured and took for a lover the Dehori spirit Lord Lurker in Shadows. Her lover is a god, her son is a demon.

Mrs. Flint: This old woman is the contact person for hiring the Thunder Delta Slingers, and the best known of the residents of Thrice Blessed. To address her, visitors must always face and speak to a wondrous rock which holds up the roof of her strange house. She gives everyone a handful of salt when they leave.

Orgrol the Fat: King of the Char-un, Satrap of the Spear, he is the current ruler of the tribe. Once a famous warrior, he is now a gross and degenerate old man. Rather than ride, he has had a four horse palanquin made to carry him in the annual nomadic ceremonies.

History of the Lunar Allies

The Blue Moon Trolls have lived amid their hills since they fell from the moon during the Darkness. They have aided the Red Goddess since her lifetime, though no one knows when this began. Most people believe that they are a branch of the Emperor's secret police.

The Char-un tribe, originally from Pent, became Lunar allies in 0/8 (1228) after the Battle of Seven Horses, the first of many Lunar victories against the easterners. After fifty years of loyal service, the Char-un received Erigia as a long-promised land grant. The tribe was displeased, for it was elf forest. But in 1/32 (1279), the Skyburn spell poured liquid fire upon the forests and destroyed all of the elves. The Char-un suffered heavily in the following battle against the elf survivors, but have since adapted to live in the tough region. But opportunity is bleak, and most Char-un people leave their bitter land when still young.

Thrice Blessed became an ally after the Red Emperor apologized for terrible atrocities committed during a ten-year occupation of the land by Lunar Troops in the Second Wane. Before 2/41 (1342), the people of Eol called themselves the Twice Blessed.

The Redlands were resettled by pioneers from all across Peloria beginning in the Sixth Wane. The land, abandoned by nomads, was lush and free of taxation. The residents resisted encroaching tax collectors, accepting the Red Goddess but rejecting the Red Emperor. Lately they have had increasing contact with a tribe of nomads who worship storm gods called the Four Winds of Pent. Some of the nomads trade, some raid.

Blue Moon Trolls

The trolls say that the Blue Moon Plateau is the largest single piece of the Blue Moon which fell to the Surface World in the Gods Age. The Blue Moon Trolls have occupied this plateau and its surrounding hills since the earliest human contact in the First Age. They are isolationist to the point of xenophobia, and terrifying enough to maintain their position and power. The lands around the Blue Moon Plateau were considered to be dangerous to mankind, but good hunting for trolls. Only a few humans, twisted from their humanity by their proximity of the Blue Moon, have been able to survive initiation into the Blue Moon's mysteries, and they are as secretive as the trolls.

In 1220 (0/0), the Red Goddess was born in the city of Torang, about 100 miles south of the Blue Moon Plateau. The trolls claim that a Blue Moon troll assisted in this delicate operation, although it may have been a human who worshiped the troll goddess of the Blue Moon, as occurs on the frontiers of their land. Whatever her origin, the Red Goddess proved her Lunar connections and was accepted by the Blue Moon priestesses.

Though their part is often unrecorded, Blue Moon trolls often aided the march of the Red Goddess in establishing her Empire. The first major change was the secret arrangement of regular troll caravans across Peloria between the Blue Moon Plateau and Yolp. These were disrupted during the nomad dominance, but reestablished when peace was again made.

As the Lunar Empire stretched southward towards Dragon Pass, the Blue Moon trolls became more active in their support. However, in 2/39 (1340) large numbers of trolls began opposing the Lunars on the battlefield, usually raiding at night. Initially, the Blue Moon trolls

Lunar Allies (Human) Regional Activity Table

Determine weekly per family group

Common Events
Camp moving.
Hunters seek game.

Uncommon Events
Raided (Char-un by elves, Eol by trolls).
Sickness strikes family, shaman is sought.
Spirit visits with unknown message.
Spectral elves disrupting herds,
shamans sought (Char-un).

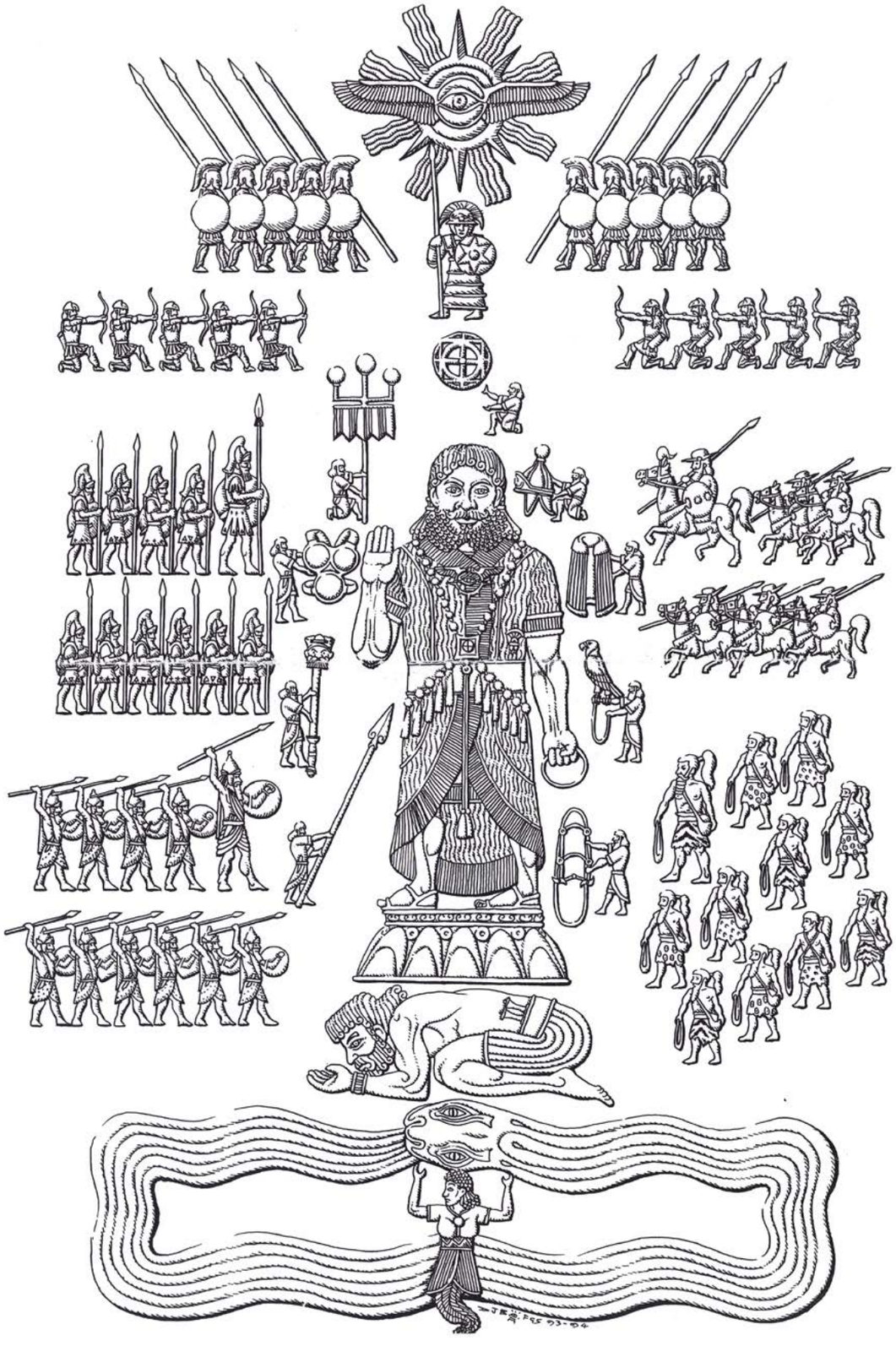
Rare Events
Trader visits with metal spearheads, needles, etc.

countered these attacks, but soon after they abruptly seemed to lose all interest in aiding the Lunar Empire.

The Blue Moon trolls are rumored to serve the Red Emperor as assassins and as the mainstay of the Emperor's secret police.

Char-un

The Char-un are Pentan nomads who surrendered to the Red Goddess at the Battle of Seven Horses in 0/8 (1228). Their purity is maintained by their priestly caste; as a result, they herd only horses, considering all other animals to be abominations. Although this makes subsistence on their herds more difficult, it gives their priests and shamans great magical potency. Lately they have magically bred a winged mare and a carnivorous stallion.



Eol

The Thrice Blessed people are nomadic hunters, fishers, and reindeer herders. They acknowledge the wisdom of a Council of Queens whose membership is unclear, but whose authority is sought at each festival. They live in a land of boreal forest and ice.

The shamans of Thrice Blessed have knowledge of the prehistoric Door Stones and stone circles that dot the Pelorian bowl. As a result, their assistance and blessing is always sought after by Lunar priests and priestesses. As part of the Treaty of Eol, every eleven years the Red Emperor makes a propitiatory sacrifice to the people of Thrice Blessed.

Redlands

The lands beyond the Oraya Satrapy are wide plains abandoned by the Pentan nomads more than a century ago. The Redlands are still mostly empty, except for a few villages of Lunar pioneers who claim independence from all authority. Many Redlanders are Lodrilli peasants who prefer the dangerous freedom of the wild steppe to the oppression of the Dara Happan nobility. Others are utopian religious communities, seeking the freedom to worship without interference from others. Most Redland villages are a mixture of both.

In recent years, bands of Pentan nomads have returned to the Redlands. This had led some villages to seek help from the Motherland.

Places of Interest

Ashrill: These cold shores are home to falcons and flocks of crested quails.

Bavero: This is a hunk of the Blue Moon that fell when Sedenya crashed from the sky. It is believed to be the largest piece of the Blue Moon outside of the Blue Moon Plateau.

Blue Moon Plateau: The native trolls claim that this is a piece of the Blue Moon which fell to earth during the Darkness. The Lunars claim this is where Sedenya crashed from the sky upon the city of Mernita, whereas most Dara Happans fear this as the home of the terrible demon Annilla.

Inhospitable to humans, the region has been inhabited by the Blue Moon Trolls since time immemorial. Madmen and magicians report seeing cities of phantom people upon the plateau top. This happens in waste places, on eerie mountaintops, or on evil days, but it always happens on the Blue Moon Plateau. Before the coming of the Red Moon, no one

ever entered the Blue Moon Plateau expecting to return alive. Lunar explorers seeking contact with distant relatives did go in. Now, sometimes some of the native inhabitants come out too. They always appear to be shrouded and never present a normal aura or presence.

Darjeeb (small city): This small Zarkosing city is a market for Jarst and the Redlands. It is little more than a collection of close built mud-brick houses surrounding a bazaar and a temple to the Zarkosing gods.

Erigia: This region was a wide conifer forest before it was destroyed by the Skyburn, a massive spell engineered by the Char-un tribe which lives there now.

Gan Hills: These mountains are considered the northern edge of the world by most Pelorians and serve as the boundary between Eol and Erigia. There are many magical standing stones in the hills, and the mountains are inhabited by a quarrelsome family of giants.

Garsting: This valley is inhabited by several tribes of Zarkosing goat herders. Until the Nights of Horror, they were the slaves of the fierce Opili tribe of Pentans.

Grey Mountains: These stony mountains form the border between Erigia and Rathorela.

Ingini (small city): This bleak settlement along the Keniryan Sea is home to the feared White and Red Dart Warrior schools. The White and Red schools are bitter rivals, and never work for the same master as the other, yet both schools are located in the same remote village. It is rumored the Blue Moon trolls train students in the arts of disguise, escape, concealment, poisons, unarmed combat, and a multitude of weaponry. It is unknown by what criteria students are accepted by the Ingini schoolmasters, or what happens to those they reject.

Jarst: This valley is inhabited by several tribes of Zarkosing goat herders. Until the Nights of Horror they paid annual tribute of goats and men to the Opili tribe. A Sun Dome Temple is in the hills near Jarst.

Kargzikitor (small city): This trade city is the principal settlement of Erigia. The Char-un khan holds court in a great golden tent on top of the walled citadel in the northwestern corner of the town. Most of the town's residents are Spolites.

Keniryan Sea: This vast freezing sea, sometimes known as the White Sea, is unnavigable by most ships. In harsh winters it used to freeze over almost entirely, though that has not occurred in many years. Trolls live around its margins. The most southern portion of the sea, where it meets the Thunder Delta, is known as Ice Bay.

Lakistalia: This is one of the better-known phantom cities atop the Blue Moon

Skyburn

The Char-un claim that their Khan, Panishi, was cheated in a game by the Red Emperor, and robbed of his inheritance. When Panishi complained, the Emperor calmed him with a promise of "more land than you came from, more riches than your spirits could count." The Khan accepted, then learned that the Emperor had given him the realm of Erigia (the Emperor later used this method to rid himself of Ethilrist).

Erigia was, at that time, a dense conifer forest whose northern reaches were unknown to men, and whose Aldryami population had swollen after the overthrow of the elvish kingdoms of the Second Age. The prospect of nomadic cavalry overthrowing elves in their own woods looked dim, except that Panishi stirred his own magics and created a fearsome weapon of unexpected power.

The ritual was begun in 1/30 (1277), and maintained by refugee priests from the cities of Yuthuppa who had taken refuge with the Char-un Khan. It ended in 1/32 (1279) with the spell and event called Skyburn.

Skyburn began at dawn, "pale fire dripping from bough-tips," and increased in intensity until, at noon, it was "Hellfire pouring from the sky, burning stone and soul." By dusk, the entire land was naught but glowing embers, which still smoked the next day as the Khan led his tribe to explore their new lands.

A large number of Aldryami survived, preserved by the most ancient magics of the inner forest. They assembled and met the Char-un in a battle called Elf Hate Won, fought in 1/32 (1279).

Afterwards the Aldryami turned westward, and moved over the Greystone Mountains into Fronela. Panishi then set upon his final quest. He accomplished this by performing three tasks for Erigia's goddess, Mother of the Forest, who had been badly offended by his actions. The successful completion of these heroic labors earned him his immortalization as Founder of the Tribe. The land suffered a cleansing winter until Panishi completed his task, but afterwards burst into renewed splendor for his people.

The Arming of Khordavu

This relief from a wall in Alkoth commemorates the sacred arming of Emperor Khordavu before his going into battle to combat the Monster Army of Dragon Pass. Emperor Khordavu reenacted the deeds of the first emperor, Murharzarm, the son of Yelm, whose story is repeated here.

The First Muster: Murharzarm was appointed the first Emperor of Dara Happa by his father, the almighty Godfather, Yelm, Emperor of the Universe and Protector of the World, Keeper and Source of all Justice.

One day Murharzarm learned that the rebel gods were mustering their barbarian hordes to march against the sacred lands of Dara Happa. Murharzarm was noted for his patience and reason, but this offense was the final outrage which he could not stand, and so he called forth all of his retainers, and prepared himself for war.

Murharzarm faced to the south, the direction of the enemy, whilst his retainers armed him for war. From the Ten Cities they came, and here is what they brought: **First**, under all else, they put upon him the Shirt of Blessing, a gift from the City of the South. **Second**, over the shirt was placed a thick Coat of Safety, a gift from his own city (Raibanth). **Third** to be put upon him was the Breastplate of Protection, a gift from the Green City. **Fourth** laid upon his imperial shoulders was the Cloak of Power, a gift from the Spotless City. **Fifth** to be put upon him was the Helm of Defense, a gift from the City of the North. **Sixth** was hung at his right side the Mace of Authority, a gift from the Red City. **Seventh** placed upon his left arm was the Hawk of Jarsen, a gift from the City of Gold. **Eighth** taken in his right hand was the Spear of Domination, a gift from the City of Lodril. **Finally** was given a fierce Tall Bird of Power, its reins in his left hand, a gift from the City of Birds. *[For the version told about Khordavu and reenacted by the Red Emperor, the Tall Bird of Power is replaced with the War Horse of Power.]*

When Murharzarm stepped forth from his hallway his own people were frightened and in awe fell back away from him. Then he called forth to those of his people who had not fled so far to bring their weapons, and prepare to fight against the enemy. The people of Murharzarm came in four divisions:

From the Southeast came the Zarkos. They were barefooted and wore goat hides, and carried leather slings and pouches of rocks, each glowing with deadly magic. They could run all day without getting tired, and were sharp-eyed and honest.

From the Southwest came the Suvarians. They wore linen clothing, and bore sharp javelins and long knives and wicker shields.

From the Northwest came the Pelandans. They bore heavy thrusting spears and large shields of ox hide and wood. They wore bronze upon their chests, and their heads, and on their left shin.

From the Northeast came the Jarasans. They rode upon the fierce Tall Birds called augners and carried long spears to reach their foes upon the ground. *[The version of this story told about Khordavu and later reenacted by the Red Emperor replaces the augners with horses.]*

In the center stood Murharzarm and his nine officers. Thus arrayed, they went to battle their foes.

There was a terrible war which followed, for the enemy was everywhere. But the skills of Murharzarm and the guidance of his god brought victory to the Empire.

Murharzarm had all his prisoners brought before him for judgment. He could have had them all killed, but mercy is more valuable than murder. Instead, Murharzarm divided his enemies one from another, and banished them to the far outer realms. Thus, in this way the Horse Barbarians were sent into the east, the Orlanthi into the south, the Warlords into the west, and the Trolls into the north.

Standing Stones

Magical standing stones from before Time are littered throughout the Pelorian bowl north of the Yolp Mountains. The oldest of these are called Door Stones, and are thought to date to before Murharzarm's reign. Later, the Pelandan "plinth people" of the Golden Age raised megalithic structures, such as trilithons, dolmens (still sometimes used as initiation chambers by local cults), and stone circles. The megaliths of the plinth people can be found in Eol, Erigia, and Darsen. Finally, in the later Darkness, the Reindeer People erected stone circles throughout Eol, Erigia, Old Carmania, Karasal, Oronin, and Doblian.

Door Stones

These standing stones can be found throughout Eol, Darsen, Spol, Jhor, and even north of the Gan Hills. They are thought to be lost treasures of the Mostali. Mostal lost them on his errand from his workshop beneath the Spike to the Court of Acos to deliver special locks (the Door Stones) for use by the gods when they became jealous and territorial. Only the ancient Mostali and the shamans of Thrice Blessed know the spells of their use, and so they remain only curiosities to surface dwellers.

MEGALITHS OF PELORIA
KEY
Type 1: Green Age; Pre-Murharzarm
Type 2: Golden Age; Pelandan
Type 3: Darkness Age; Eol/Reindeer Folk
Erigia
Gan Hills
Sweet Sea
Elf Sea
Andarkon
Hungry Plateau
Blue Moon Plateau
Lakutatia
Sun Hills
Cliff Hills
Dan Hills
Yelm's New Foot
Red Hair Place
Haar Zaal
Hyokoth
Pallor
Yelmalio City
Yellow City
Two Towers
Good Shore
Good Shore
Gods Wall
Moon Wall
Iothaka
Raibanth
Hergoth
Masses
Dorkath
Orlantos
Yushanpos
Zeranos
Noastor
Joni's Eye
Alkoth
Suda
Yaiotish
Alorna
Old Jillaro
Bikhy
Hill of Gold
Hillhom
Jillaro
Cafol
Nothum
Kistum
Danakos
Vaskil
Arkskoth
Harkrshold
Ansoli
Dunvok
Ebon City
Garz-upon-Joat
Dobilian City
Seksos
Meghos
Ulifias
Pilini
Jorman
Tyneps
Ajaat
Brionus
Megiandrion
Valkenth
Mindinus
Kendesos
Kesatlia
Balovius
Palandra
Kevlerth
Ulawat
Litheceos
Oramon
Lasadag
Ouhonis
Kito
Binos City
Hakmitosh
Esdryr
Rafadios
Hanij
Karresh
Aniatives
Thardenero
Graciodont
Natha's Well
Korola-ator
Kenavero
Dendeno
Zern
Summemero
Kargzikitor
Aldog
Dezarpovo
Yakarunan
Lodvero
Rhogo
Bavero
Ingiei
Shusha
Horels
Dievizz
First Victory
Memkoth
Torang
Karvisti
Jarabuli
Irayal
Ganbarri
Yathuppa
Yukorvikoth
Red Fish
Victur
Karvostos
Kesium
Melcorkorth
Plain of Jars
Karrnath
Katchpidi
Messyos
Vothena
Toy Fleet
Mount Jyrnaegon
Kerlioth
Dikori
Haveria
Loquiri
Thurkeros
Perkos
Birin
Aq Ast
Inglei
Korola-ator
Kerenero
Summemero
Zern
Dendeno
Natha's Well
Graciodont
Thardenero
Aniatives
Karresh
Hanij
Rafadios
Esdryr
Hakmitosh
Binos City
Kito
Oramon
Ulawat
Litheceos
Balovius
Palandra
Kevlerth
Kendesos
Mindinus
Kesatlia
Brionus
Megiandrion
Valkenth
Tyneps
Ajaat
Jorman
Dunvok
Ebon City
Garz-upon-Joat
Dobilian City
Seksos
Meghos
Ulifias
Pilini
Moon Wall
Iothaka
Gods Wall
Raibanth
Hergoth
Masses
Dorkath
Orlantos
Yushanpos
Zeranos
Noastor
Joni's Eye
Alkoth
Suda
Yaiotish
Alorna
Old Jillaro
Bikhy
Hill of Gold
Hillhom
Jillaro
Cafol
Nothum
Kistum
Danakos
Vaskil
Arkskoth
Harkrshold
Ansoli
Dunvok
Ebon City
Garz-upon-Joat
Dobilian City
Seksos
Meghos
Ulifias
Pilini
Jorman
Tyneps
Ajaat
Brionus
Megiandrion
Valkenth
Mindinus
Kendesos
Kesatlia
Balovius
Palandra
Kevlerth
Ulawat
Litheceos
Oramon
Lasadag
Ouhonis
Kito
Binos City
Hakmitosh
Esdryr
Rafadios
Hanij
Karresh
Aniatives
Thardenero
Graciodont
Natha's Well
Korola-ator
Kenavero
Dendeno
Zern
Summemero
Kargzikitor
Aldog
Dezarpovo
Yakarunan
Lodvero
Rhogo
Bavero
Ingiei
Shusha
Horels
Dievizz
First Victory
Memkoth
Torang
Karvisti
Jarabuli
Irayal
Ganbarri
Yathuppa
Yukorvikoth
Red Fish
Victur
Karvostos
Kesium
Melcorkorth
Plain of Jars
Karrnath
Katchpidi
Messyos
Vothena
Toy Fleet
Mount Jyrnaegon
Kerlioth
Dikori
Haveria
Loquiri
Thurkeros
Perkos
Birin
Aq Ast
Inglei
Lakutatia
Blue Moon Plateau
Sun Hills
Cliff Hills
Dan Hills
Yelm's New Foot
Red Hair Place
Haar Zaal
Hyokoth
Pallor
Yelmalio City
Yellow City
Two Towers
Good Shore
Good Shore
Gods Wall
Moon Wall
Iothaka

Dara Happan Sacred Alphabet

Buserian gave humans the first script to help mankind measure and catalogue the heavens. Since the God Time, his star clerks have used these for their secret writings.

In the reign of Jenarong, the noble Esventheus made a simpler form of writing in order to record the wealth of the Emperor and to record the members of the Seven Families. He selected sounds that would each have meaning and teach the reader with its innate power. These are the Twenty-Seven Carvers, whose mythical joinings were the utterances of the First Speaker, and record the first chapters of the Book of Life.

This mystical esotericism was not necessary for clerks to use the alphabet efficiently. This later form, with a few modifications, became the usual written alphabet in use at the time of Plentonius, scribe of Khordavu. It is sometimes called Khordavu's Script.

The first eighteen characters of the Sacred Alphabet are also a quasi-decimal numeric system. It operates on the additive principle in which the numeric values of the letters are added together to form a total. For example, 112,247 is represented as 𐤃𐤅𐤄𐤊𐤉𐤎𐤏𐤐 which corresponds to 100,000 + 10,000 + (2 * 1000) + (2 *100) + (4 * 10) + 7.

The Sacred Alphabet has been adapted for several Lodrilli languages, including Darjiini, Rinliddi, and Pelandan. Although the Kanvulvretan script of the Orlanthi outwardly resembles the Sacred Alphabet, it is in fact a completely unrelated syllabary.

In the Third Age, a simplified version of the Sacred Alphabet was adapted for New Pelorian, the official language of the Lunar Empire.

Identifiers			
Suffixes		**Prefixes**	
𐤍	-a, Feminine	𐤀	Immortal, deity, celestial
𐤔	-us, -as, Masculine	𐤉	Supernatural, hero
𐤌	-um, Masculine	𐤈	Demon
𐤋	(silent), Masculine	𐤆	Terrestrial deity

Some sounds (and letters) are only rarely found in the Dara Happan language. These are believed to have been introduced to the Dara Happans from outsiders. These include:

- Quatanara the troll goddess of the Blue Moon Plateau, associated with Mahaquata (Gods Wall IV-15), whose name is another of the rare usages of the letter.
- Ch(a) is the most alien letter. It is the only one which does not have a deity associated with it. In fact it is used almost exclusively inside words, such as in Asarth*cha*.
- Kh, the guttural, has no apparent precedents among sacred writings or wall memorials, and seems to have been introduced (perhaps by Plentonius) for the god Khor who is otherwise unknown outside of his relationship as protector of Khordavu's dynasty.

Sign	Sound	Number	Carver
𐤑	Z	1	𐤀𐤑𐤆𐤃𐤕𐤎𐤇𐤎𐤁
𐤕	T	2	𐤀𐤕𐤎𐤒𐤀𐤔𐤇𐤆𐤕𐤁
𐤖	U	3	𐤀𐤖𐤄𐤎𐤒𐤔𐤆
𐤒	R	4	𐤋𐤒𐤆𐤈𐤎𐤇𐤅𐤎𐤕𐤋
𐤄	L	5	𐤋𐤄𐤅𐤄𐤒𐤔𐤄𐤋
𐤘	Th	6	𐤋𐤘𐤅𐤄𐤁
𐤃	F	7	𐤀𐤃𐤆𐤄𐤓𐤅𐤒𐤎𐤕𐤁
𐤋	P	8	𐤋𐤋𐤎𐤄𐤍
𐤔	I	9	𐤀𐤔𐤇𐤄𐤆𐤒𐤘𐤆𐤄𐤈
𐤎	E	10	𐤀𐤎𐤅𐤎𐤒𐤔𐤇𐤁
𐤈	M	100	𐤋𐤈𐤖𐤒𐤆𐤆𐤒𐤑𐤆𐤒𐤁
𐤓	S	1000	𐤋𐤓𐤎𐤄𐤐𐤎𐤇𐤍
𐤅	O	10,000	𐤋𐤅𐤓𐤄𐤔𐤒𐤍
𐤆	A	100,000	𐤉𐤉𐤆𐤇𐤈𐤓𐤔𐤆𐤄𐤈
𐤒	H	1 million	𐤉𐤉𐤒𐤎𐤒𐤖𐤓𐤕𐤆𐤇𐤍
𐤋	G	10 million	𐤉𐤉𐤋𐤎𐤒𐤎𐤇𐤄𐤎𐤘𐤅𐤈
𐤇	N	100 million	𐤉𐤉𐤇𐤆𐤅𐤇𐤆𐤒𐤔𐤍
𐤄	D	1 billion	𐤋𐤄𐤎𐤐𐤄𐤅𐤕𐤒𐤆𐤄𐤁
𐤐	Sh		𐤀𐤐𐤆𐤒𐤋𐤆𐤐𐤈
𐤊	J		𐤍𐤍𐤋𐤆𐤊𐤆𐤋𐤆𐤖𐤆𐤈
𐤁	Qu		𐤍𐤁𐤆𐤕𐤇𐤆𐤒𐤔𐤍
𐤅	W		𐤍𐤍𐤕𐤆𐤄𐤔𐤇𐤄𐤁
𐤉	B		𐤍𐤍𐤉𐤆𐤈𐤅𐤈𐤆𐤍
𐤈	K		𐤀𐤈𐤆𐤒𐤋𐤊𐤎𐤆𐤕𐈈
𐤅	V		𐤉𐤉𐤅𐤆𐤇𐤕𐤎𐤋𐤕𐤁
𐤖	Kh *		𐤀𐤖𐤅𐤒𐤈
𐤃	Y		𐤀𐤃𐤎𐤄𐤀𐤍
𐤙	Ch(a)		

* Guttural Kh, as in German *Ach*.

Maniria

The southern coast of western Genertela is washed by the cool waters of the Solkathi Sea, a gentle current which stems from the Banthe Sea and washes from west to east. Mild weather and frequent rains make this one of the more pleasant places in Genertela to live. Many rejuvenated ports dot the coast since the Opening of the Seas forty years ago. Scattered across Maniria are the broken remnants of Slontos, a once-mighty province of the God Learners that was sunk nearly six centuries ago.

The northern border of Maniria is the snow-capped Mislari Mountains, an impassable range of high mountains. The foothills are covered by the elf-ruled Arstola Forest, a vast woodland garden. Beyond are a series of lightly wooded vales drained by four river systems, the Gorphing, Volior, Tigronior, and Noshain rivers, and divided by ridges and hills. Further south, a loose chain of volcanoes separates the coastal marshes from the wooded interior. Beyond the coast are two archipelagos, the Manirian and Wenelian islands. These were once the hilltops of Slontos before it sank. Southwest is the hilly and wooded land of Ramalia.

"I am a warrior of the (X) clan."

Inhabitants

Most of the residents are humans, the descendants of the original settlers who arrived from Dragon Pass during the Dawn Age, or the descendants of those who survived the Sinking of Slontos and the Devastation of the Vent in the Second Age. In addition to humans, Arstola is an Aldryami forest, and dragonewts are found in Ryzel. A few other species, including ducks, newtlings, and Wind Children, are here as well. Thousands of merfolk dwell offshore.

The Manirian Road

Extending some 700 miles, the Manirian Road is a trade route linking Ralios and the West of Genertela with the Holy Country, Dragon Pass, and the Lunar Empire. Until the Opening of the Seas in 1580, this was the only route between those civilized lands; since then, the land route has been supplemented (and, to some extent, superseded) by sea routes between the Holy Country and Seshnela.

Caravans of mules transport iron, teas, *kafl* leaf, *hazia*, slaves, textiles, fine glassware, and other luxuries produced in Seshnela and Ralios. From the Holy Country they carry back gold, silver, wine, jewels, spices, and other luxuries from the Holy Country itself, Dragon Pass, and the Lunar Empire. The trading activities along the Manirian Road over the centuries have facilitated the transmission not just of goods, but also ideas and culture. Art, dress style, music, dance, and even religious cults have been spread and mixed along the Manirian Road.

As a result of the Opening, the Manirian Road has declined in importance, as sea transport is generally faster and less expensive. However, recent Wolf Pirate depredations have resulted in a modest resurgence in trade along the Manirian Road, with one notable change: prudent Trader Princes now pay tribute to Greymane.

Culture

Orlanthi. The tribes ruled by the Trader Princes are soundly Orlanthi, with a thin veneer of Western culture.

Most people are Orlanthi farmers or herders, residing in small villages defended by wooden palisades. The farmers use the Barntar plow to grow barley and wheat. Fruits, such as grapes, peaches, and apricots, are also popular, with sheep, pigs, and horses being the main livestock. The clans are loosely confederated into large tribes. Esrolian culture has heavily influenced Manirian society; most clans are matrilineal: women own the land, and chieftains must answer to a council of elder women. Unlike the Esrolians, men are warlike, may have several wives, and worship of storm and war gods is nearly as popular as that of earth goddesses.

The rulers are called the Trader Princes. They are judges, priests, and the rulers of the small cities of Maniria, but most of all they are the merchants who facilitate trade between the Holy Country and Ralios. The wealth and status of the Trader Princes comes from their control of the trade along the Manirian Road. They procure the finest luxuries for themselves and distribute them to their key supporters and allies, binding the local chieftains to them. The Trader Princes are widely seen by outsiders as cunning, eloquent, greedy, and treacherous.

The cities of Maniria are small; only Handra counts as a large city. They each have a market-caravanserai, where caravans loaded with goods stop and display their goods; temples to the Invisible God as well as to Orlanthi gods that are a curious mixture of Western and Esrolian architecture; and the palace of the ruling Trader Prince. The cities are defended by stone walls built by foreign masons.

Language

Theyalan languages, with many Manirian dialects, such as Ditali and Solanthi. Tradetalk is the language of trade.

Government

The majority of the population are members of Orlanthi clans with their own chieftains and religious leaders. The Trader Princes serve as a hereditary nobility of merchants, judges, and priests, and rule with the collaboration of the local chieftains. The tribes elect a king, traditionally one of the Trader Princes, to arbitrate disputes between the clans. In times of war, they choose a war chieftain, usually an Orlanthi ruler, to serve as military leader. In recent years, the Solanthi tribes and their Ditali allies have chosen to follow the Solanthi chieftain Greymane as their warlord.

Military

Clan warriors fight largely on foot, armed with javelins, bows, and short swords, or a vicious two-handed axe. They are typically lightly armored.

The Trader Princes maintain small units of heavy cavalry, recruited from the elite of the clans or from the Pralori elk people. They wear bronze armor and use a long, two-handed spear. Many had served as mercenaries for the Holy Country prior to Greymane's invasion of that land.

The city-state of Handra maintains a large fleet of triremes.

Religion

The Orlanthi pantheon (Orlanth, Ernalda, and Esrola) is most important, although the Trader Princes practice a henotheist variant of Malkionism that worships the Invisible God alongside the Orlanthi gods.

Second Age Slontos

Slontos began as a number of warring city-states and tribal kingdoms, but after its conquest by Emperor Svagad, it was divided into three provinces, Ramalia (the western lands), Maniria (the northern lands), and Wenelia (the eastern peninsula and its hinterland). War with the nearby EWF led to the ascendancy of Villeblaine of Wesluk, who unified the provinces into a hereditary archduchy of the Middle Sea Empire.

Ramalia: This was previously the kingdoms of Sith, Soster, and Wesluk. It shoreline was shallow almost everywhere. The only decent deepwater port was the city of *Annor*, once much fought over by Sith and Soster. The island city of *Veakmal* had been largely independent for most of its history, and under the Empire became an important naval base.

Soster was a thriving inland city and surrounded by rich farmlands.

Wesluk was the home of the Villeblaine family and the ruling dynasty resided in their sumptuous palace here.

Ravin was an inland port on the Manathiro River and prospered from trade with the Aldryami of Tarinwood.

Maniria: This was previously the city-states of Gualal, Bemelor, and Herolal.
Many semi-civilized tribes inhabited the southern reaches of the Arstola Forest, clinging to their ancient Orlanthi ways.

Hermat was a rich trade city in the furthest west. It connected Slontos with Ralios and grew to dominance after the Closing.

Gualal had been ruled by a dynasty of Pralori elk people allied with the Zaranstangi.

Bemelor was centered on the Nimistor River and an important seaport known for its shipbuilding.

Kaxtorplose was famous for its resistance to the Bright Empire during the Gbaji Wars, holding onto its independence until the arrival of Arkat.

Herolal was another great shipbuilding city. To the east was the land of Caladraland, held by a different governor.

Wenelia: Had largely been a single political unit for most of its history.

Rothor was the largest of the ports on the Karilokan Sea, with many fishermen who plied their trade on the island waters.

Enlor had a large fortified naval base whose fleet patrolled the coasts of Caladraland and the Rightarm Islands, and often raided the cities of the Choralinthor Bay.

Lavar Isle was largely inhabited by birds and sentient waterfowl. Its rocky coast was filled with a variety of large nesting areas.

Narilor was notable as the only port where the Waertagi used to land.

Thanor was the capital of the province, lying inland on a small river. The city was surrounded by good farmland and rich mineral resources. It was here that the Archduke established a famous school to study the Trickster.

Herilia was a large island off the southern tip of Wenelia. Its people were fishermen who clung to the worship of the sea gods and the Blue Moon.

Business on the Manirian Road

A caravan is an expensive venture. They are financed by guilds, rulers of cities, kingdoms, or by Trader Princes. Only the wealthiest merchants can afford private caravans. Most caravans operate within the same boundaries, repeating a circuit of routes with regular destinations and a seasonal schedule. They pay tariffs to the local Trader Prince or king for permission to conduct business. The long distance caravans are usually larger and, due to exorbitant costs, sponsored. Weather conditions and the ephemeral stability of local rulers dictate the itinerary (and timetable) of long distance journeys.

The cult of Issaries is especially favored by the Trader Princes as the patron of trade. Every city along the Manirian Road has its temple-market to Issaries and the local Malkioni philosophers posit that Equal Exchange is the First Principle.

Heler is worshiped by many clans as an ancestor and fertility god. Veskarthan the Volcano God and his children are also worshiped by many of the tribes.

The state religion of Ramalia is an oppressive Malkioni sect that benefits only the sorcerers of that land. The oppressed populace worship Mralot, the Boar God, and a vicious demon of vengeance.

History

In the Gods Age, Slontos was the blessed land of the Entruli, a peaceful and kind-hearted people of the wilds who were friends to the plants and animals. They were nearly destroyed by the monsters of the Great Darkness, but King Hooafting saved them. He established a series of sacred forts, but their unity was broken when Beked, the protector of the peoples, was killed. Afterwards, they offended the sea gods, and Herilia the Sweet City was overwhelmed by the sea. The survivors were conquered by the Pralori elk people and their cruel Serpent Beast sorcerers.

The people of Slontos were liberated from Pralori oppression in 115 by Lalmor of the Vathmai, a Theyalan tribe. Lalmor brought the Orlanthi pantheon to the people, along with a new ruling dynasty, the Herlanings, who united Wenelia and many of the surrounding lands. Many colonists from Dragon Pass settled here at Lalmor's request. However, the Herlaning kingdom never had a good hold over the people, whose mistrust of the Elder Races was stronger than their desire to be part of the Unity Council.

In 145, Veakmal, the son of Lalmor, returned from foreign travels to discover his brother had been overthrown by rebellious clans. With the aid of his sorceress wife, Veakmal forced Slontos to accept his brother Anthor as its king again. Veakmal founded a new city on an island and then carved out a new kingdom for himself. By 150, Veakmal was crowned king of Ramalia. However, within fifty years both Herlaning kingdoms had collapsed.

By 200, the new Kingdom of Herolal was the most powerful in Slontos. It dominated the surrounding lands until the kingdom was torn apart by a feud between the king and its most powerful champion, Fodalor, who was exiled in 315. The ruling dynasty was wiped out in civil war and political contact with Dragon Pass was lost in 320.

In 401, the Bright Empire conquered Slontos and it was ruled by Gbaji's apprentice, Palangio the Iron Vrok. A few pious souls rebelled in 429 and took refuge in the temple of Kaxtorplose. They resisted for four years against Palangio and his Chaos army, until relieved by Arkat in 432. After its liberation, Slontos quickly degenerated into a number of small, warring city-state kingdoms.

In the Second Age, Slontos was troubled by the fierce Zaranistangi, more commonly known as the Loper People. They were a blue-skinned people who worshiped the Blue Moon (and claimed descent from her), and rode upon large beasts called Lopers. The Zaranistangi were credited with incredible powers of evasion and concealment, appearing as if from nowhere to ambush their foes (who were numerous, since the Lopers had no friends). The Zaranistangi offered human sacrifice to the Blue Moon every 16 days.

In 758, the city-states of Slontos allied with the Middle Sea Alliance to expel the Zaranistangi invaders. A brutal war followed until the utter defeat of the Loper People in 805 by Svagad, the Emperor of Land and Sea.

Emperor Svagad incorporated Slontos into his Middle Sea Empire as the Archduchy of Slontos, one of the richest and most powerful provinces of the Empire, warring often with the Empire of the Wyrms Friends, depopulating the area known as Kotor, and planting several fortified colonies in Kethaela. Many semi-civilized tribes remained in the southern reaches of the Arstola Forest of Maniria, clinging to their ancient Orlanthi ways. Civilized Slontos was renowned as an important center of the God Learners, who established a great school at Thanor to study the various incarnations of the Trickster god. In 849, the God Learners performed their famous magical experiment, vulgarly called the Goddess Switch, in which two earth goddesses were switched as objects of worship with no immediately noticeable effect.

Before long, Slontos suffered terribly from God Learner depredations. In one of the lands involved in the Goddess Switch, all fruit plants ceased bearing. In the other, the divorce rate became phenomenal – no marriage lasted more than two or three years. The Closing of the Seas reached Slontos by 935. It remained an imperial stronghold for another generation, but could only be reached through Ralios, over Pralorela, and through the wilds of Maniria. Natural and unnatural disasters stuck the land. Then, in 1050, the goddess of Slontos rolled over. The land was shaken and sank beneath the waves, leaving behind only mountaintops as the Wenelian and Manirian islands. Another large region was flooded and became the New Fens. Thus, the former outer provinces of the Archduchy were left as independent tribes. The goddesses that had been switched both returned to their original spheres. The tribes were content to consolidate their positions and, with plenty of room to grow, have enjoyed peace, broken only by the inevitable Orlanthi clan squabbles.

At the end of the Second Age, Maniria (as it was now known) was cut off from most of the world. The Closing blocked off the seas to the south. To the east, Dragon Pass was sealed from human passage by the threats, fears, and curses of the Dragonkill War. Although the seas had closed, the merchants of Ralios still desired goods from Dragon Pass. Bold adventurers set out from Ralios, through Pralorela, and eastward along the Manirian Road, toward the fabled land of Kethaela. In 1170, the greatest of these adventuring heroes, Castelain the Traveler, arrived in Esrolia bearing the offer of Trade Allegiance from the Western Tribes. Over the years they have come to terms with their neighbors, either by conquest, absorption, or assimilation.

For over 400 years, a series of old aristocratic families, called the Trader Princes, have thrived off trade along the Manirian Road, and have constructed a network of markets and caravanserai from Bastis to Esrolia. The Trader Princes adopted the languages and many customs of the surrounding tribes, although the rulers have kept their veneration of the Invisible God. Their farmers retain their worship of Orlanth without rancor towards the overlords.

Maniria: Activity Table

Determine weekly per region

COMMON EVENTS

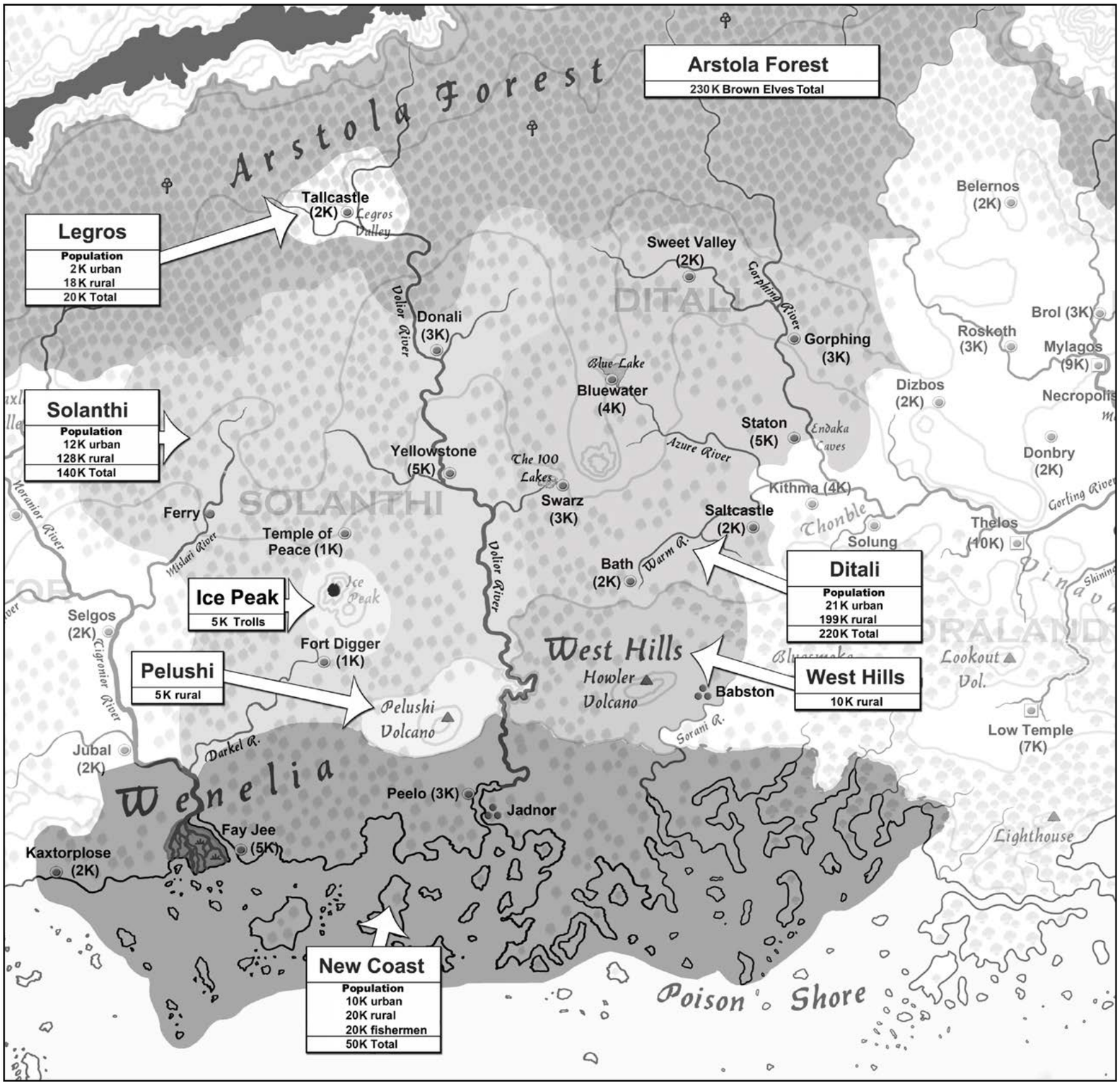
Raid against neighboring clans is planned.
Blood feud erupts into open warfare between neighboring clans; travel endangered, mercenaries sought.
Priests of Orlanth seized with prophetic visions of a Holy War to begin in Dragon Pass.
Coastal areas raided by Wolf Pirates.
Caravan from Ralios or the Holy Country passes through; trade opportunities abound.

UNCOMMON EVENTS

Raiders from Esrolia plunder countryside.
Dragonewts nearby hunting humans; Orlanthi priests prepare propitiatory sacrifices.
Raiding party gathering, led by a son of Greymane, to attack Esrolia.

RARE EVENTS

Dragonewts inquiring about trade for unusual items.
Legendary pigs of Mralot (the Boar God) reappear; epic hunting possibilities.
Elves raid from Arstola Forest.



In 1580, Dormal the Sailor sailed from the port of Nochet and Opened the Seas. This made possible an alternate route to Ralios, breaking the Trader Princes monopoly. This greatly enriched the cities of Nochet, Handra, and Noloswal, but has reduced the amount of trade along the Manirian Road, to the detriment of the Trader Princes. Some have tried to adapt to the changes; others, particularly amongst the semi-civilized tribes, have turned to banditry and warfare, taking by force what had once been gained through trade.

In recent years, Maniria has been dominated by the Solanthi warlord Greymane, who has raided or extracted tribute from all surrounding lands. In 1614, an army of Solanthi tribesmen and their Ditali allies, led by Greymane, plundered the border cities of the Holy Country. In 1616, a large retaliatory army from the Holy Country was ambushed and slaughtered by Greymane's army in the battle called the Lion King's Feast. Soon after, the God-King of the Holy Country disappeared, leaving that land leaderless. In 1618, Greymane led a massive army of tribesmen on a Great Raid deep into the Holy Country, devastating Esrolia with raiding, plundering, and sieges, all the while avoiding a decisive battle. So much plunder was taken that Greymane has boasted that even the shepherds of the Solanthi drink their beer from golden cups.

On the shore of a swampy lagoon, three adventurers meet with High Priestess Obrana of Handra. Her flat-bottomed boat is banked nearby, where her rowers wait impatiently. The woman is the high priestess of the goddess of the city, and the three adventurers – an elk-riding Pralori mercenary, a storm-worshiping Solanthi mercenary, and an Auloring Riverman – are on some sort of clandestine mission for her.

High Priestess Obrana: The central figure in this picture is Obrana, the high priestess of Handra Liv, who is the financial sponsor of whatever adventure is about to happen. She is an ambitious woman, and the true ruler of her city. Handra makes its wealth trading between Esrolia and Ralios, and its rulers seek to emulate Esrolian style and culture. The High Priestess wears plenty of jewelry, displaying her wealth and status. She is olive skinned, with black hair and blue eyes. Her hair is carefully braided, and she wears kohl around the eyes.

Auloring Riverman: The Aulorings are backwater (literally) tribal folk who live near the elf forest of Tarinwood. This Auloring Riverman wears a wrap-around skirt, and leather moccasins similar to the Pralori. She wears a short cloak made of bark. She is not tattooed. Her skin is darker than the Handra priestess. Her hair is yellow. She carries a short spear with a bronze point, and a fine recurve bow. At her side she has a fine copper dagger with runes carved upon it.

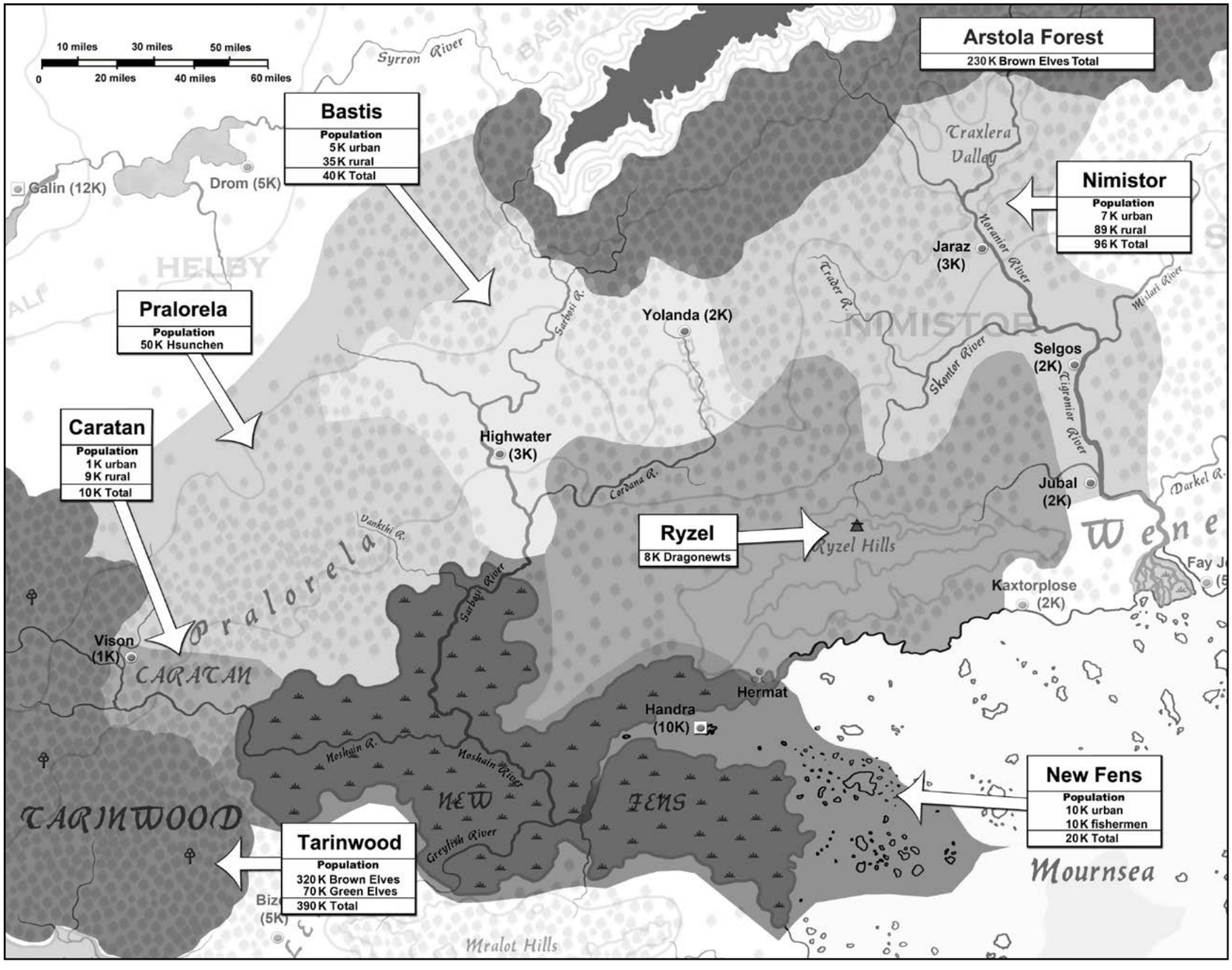
Elk-Riding Pralori Mercenary: The Pralori are a warlike culture of elk-riding pastoralists who have grown rich off tribute from merchants traveling from Esrolia to Ralios. The Pralori are heavily armored, and wear bronze armor, often banded. They wear decorated greaves. The Pralori do not make their own armor, but receive it as plunder, gifts, or payment for services. They use a two-handed spear (10 to 15 feet long), with a bronze spearhead. They carry secondary weapons, such as bronze swords or long-hafted bronze axes. The Pralori have dark reddish hair, and dark brown skin. They shave the front of their scalp and wear their hair in a top knot. They are heavily tattooed with runes. The Pralori are a notably proud (and arrogant) people.

This female mercenary wears a tunic and trousers, made of leather (from their elk of course) and from cloth obtained as tribute from merchants. Over that, she wears an elk-hide cloak. She also wears leather moccasins. She is obviously a successful mercenary and wears a gold or silver neck ring and bracelets to show off.

Solanthi Mercenary: The Solanthi are an Orlanthi tribe like the people of Dragon Pass, except more warlike and less civilized. Their culture is influenced by Esrolia, which they have ruthlessly plundered in recent years. This Solanthi is a tough, veteran mercenary, with scars, plunder from Esrolia, and a practical ruthlessness. The Solanthi have olive-colored skin, and reddish-brown to black hair color. They wear their hair long and loose. Men grow long beards. They are tattooed like the Dragon Pass Orlanthi. The Solanthi fight on foot and wear a cloak and sandals (as they live in a warm and pleasant climate). In cooler weather, they wear a chiton underneath their cloaks.

The mercenary wears a traveling hat with a worn slouch. Underneath his cloak, he wears armor likely taken from a battlefield – perhaps a decorated bronze cuirass originally belonging to an Esrolian nobleman. The Solanthi use wicked, two-handed axes. This Solanthi carries a short, leaf-shaped bronze sword as a secondary weapon.

The City of Handra: In the background is Handra, the City of the Seven Isles. It is built on seven marshy islands in a lagoon, crisscrossed with canals. Thousands of stilt houses sit atop the islands, separated by the canals which are crossed by numerous bridges.



People of Note

Greymane: This aging Orlanthi chieftain is the most famous raider among the Manirians and is warlord of the Solanthi Confederation. He has successfully plundered Esrolia several times. When he calls for raiders, warriors flock from all nearby tribes. Lord Greymane is now an old man who rules from his favorite wife's farm in Doral, where he receives envoys from both the Lunar Empire and those who rebel against it. His sons, Hardral and Varstari, are both capable leaders and magicians. They are also rivals who compete to succeed their father as chief warlord.

New Wyrmish: New Wyrmish sees himself as the new link between humans and dragonewts. He was a tailed priest, but died in terribly dishonorable circumstances. Reborn, he glories in his rebellion. He is self-important and magically powerful, although not the great leader which he pretends to be. He is known to have extremely powerful magic, however. New Wyrmish sports a great, flowing robe and had his tongue altered to speak most local human languages with a sibilant accent.

Obrana: The High Priestess of Handra Liv was a concubine slave of one of the Trader Princes, but escaped and fled to Handra, where she became one of the priestesses, and eventually High Priestess, of Handra Liv. Under her leadership the temple has become exceedingly wealthy, as she sponsors many mercantile adventures with the temple's gold.

Tarvel Peg: The Trader Prince of Staton is King of the Ditali, although he has little power over the chieftains. He hates the Esrolians with a passion, and lost his leg in 1616 from an Esrolian crossbow bolt. Tarvel studies sorcery and surrounds himself with wizards.

The Hero Wars Begin

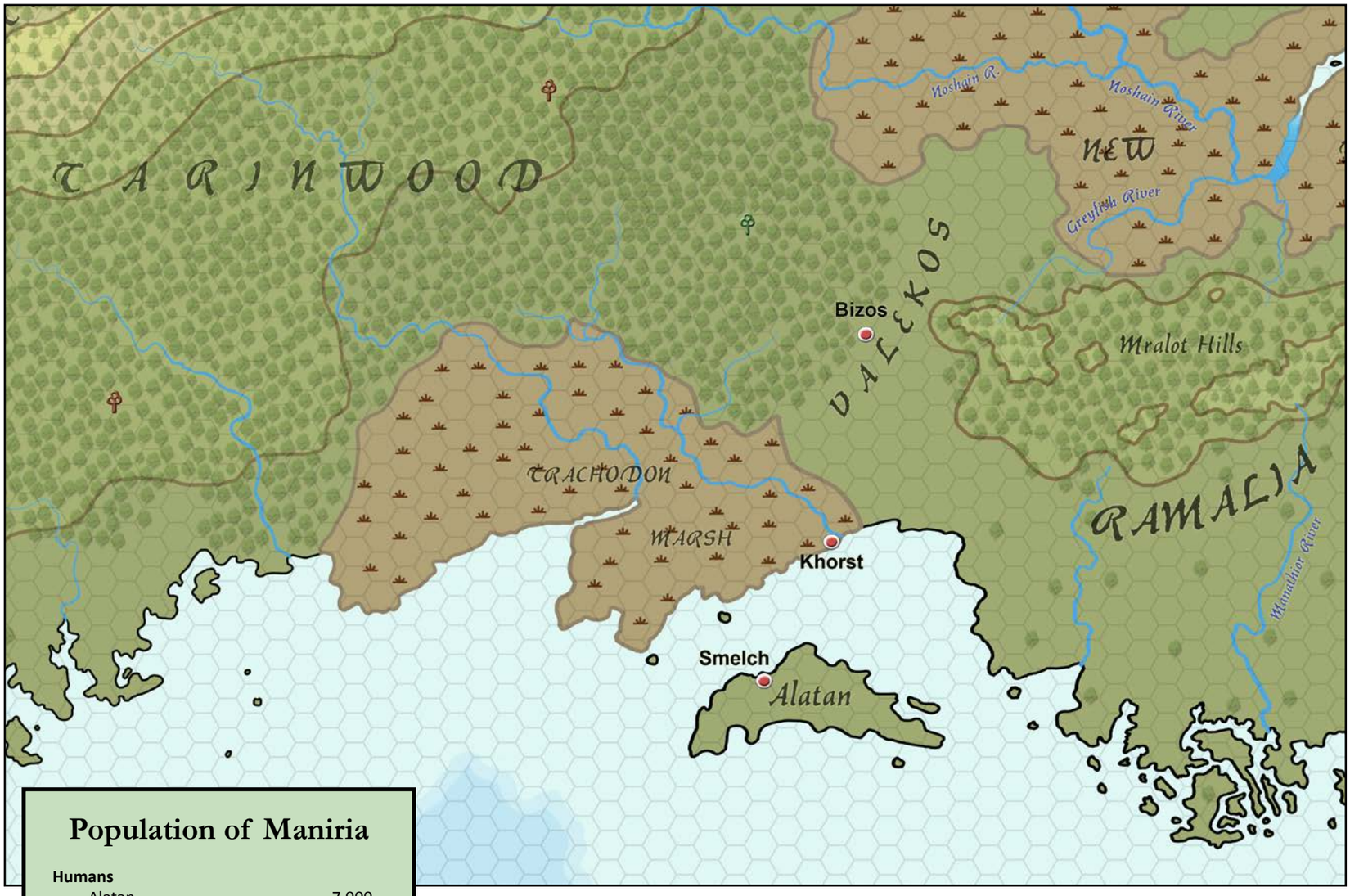
Maniria: The Lion King's Last Roar

With the Holy Country in the throes of civil war and foreign invasion, Greymane summons his host one last time in 1624. However, this time foreign envoys have influenced his sons with promises and gifts: Hardral by the Hendriking king and his Esrolian allies, and Varstari by the Lunar Empire. Who the Lion King shall actually fight may remain unknown until the day of battle itself!

Arstola Forest: The New Seed

A new movement takes hold amongst the Aldryami of the Arstola that starts a world-spanning adventure for the New Seed Travelers. Though they can come from anywhere, their task is the same. They stabilize their local affairs. They travel across Genertela, going to all the Great Trees of the continent, including somehow getting to Fethlon.

Their plans are opposed by plots from the trolls and dwarves. They successfully thwart them, returning to the Arstola Forest with the New Seed. And then the elf forests regrow across Genertela.



Population of Maniria

Humans

Alatan	7,000
Bastis	40,000
Caratan	10,000
Ditali	220,000
Dokoli	40,000
Islands	20,000
Khorst	15,000
Legros	20,000
New Coast	50,000
New Fens	20,000
Nimistor	96,000
Pelushi	5,000
Pralorela	50,000
Ramalia	180,000
Solanthi	140,000
Swarz	40,000
West Hills	10,000
Total:	**963,000**

Nonhumans

Broos	5,000
Dragonewts (Ryzel)	8,000
Elves (Arstola Forest)	230,000
Newtlings	7,000
Trolls (Ice Peak)	5,000
Total:	**255,000**

Grand Total: **1,218,000**

Volusus: Trader Prince of Jaraz and king of Nimistor. Volusus leads a haphazard confederation of Trader Princes and clan chieftains, held together primarily by the tolls they can charge on the Manirian Road. He pays tribute to Greymane, and plots against Handra.

Places of Interest

Alatan: A wooded island of many bays and beaches. Its fierce pirates render the seas between Handra and Nolos dangerous to peaceful travel. When Dormal landed here in 1580, the island's ruler, a hard and cruel man named Jobar, tried to kill the Hero and seize his ships. Instead, he was killed and another made king in his place. The new ruler quickly made his own ships. In 1582, he sent them with soldiers to the coast, where they seized cities, turning them into ports. He then began raiding all nearby lands. The Mournsea Triolini sent to Kethaela for aid and, in the summer of 1582, fifty ships from Alatan destroyed forty-two Kethaelans. Many islanders paid tribute to Alatan after that.

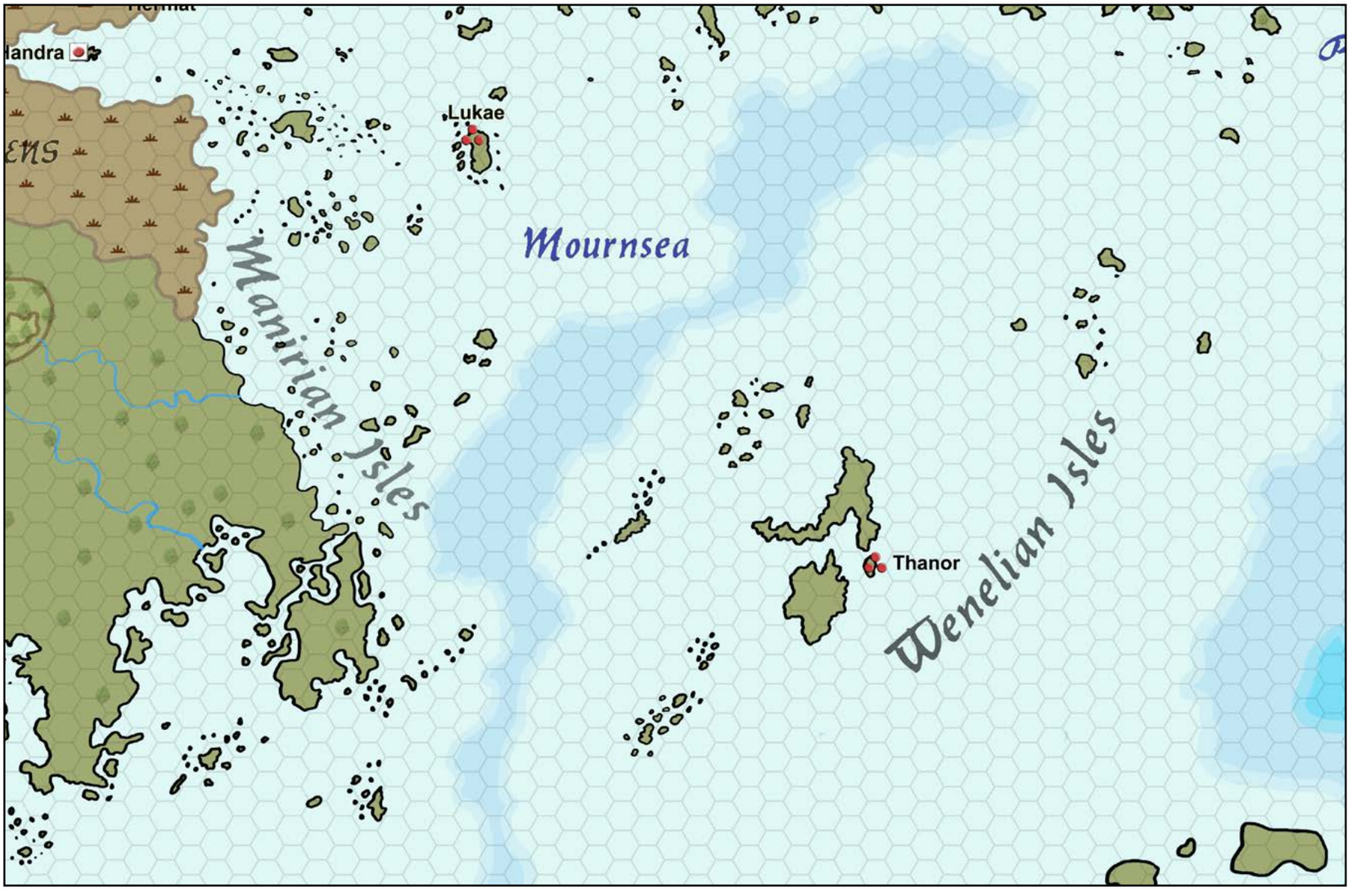
The Holy Country continued its difficult war with the Alatan pirates, and gained allies in 1585, when Pasos attacked Alatan. The pirates sailed east and left their isle to be sacked. The Kethaelans combed the Mournsea and, with help from their Ludoch allies, found and destroyed the pirates. A treaty was made with Pasos to suppress ships from the Alatan area, and the pirate kingdom promptly broke into a number of small pirate communities.

With the Holy Country torn into disunion following the defeat of its fleet by the Wolf Pirates and the disappearance of its God-King in 1616, the pirates have returned as a threat. They are now organized into the so-called Kingdom of Smelch by an unnamed and unknown leader. Smelch is the main settlement on the island.

Arstola Forest: The thick, deciduous woods that cover the foothills of the Mislari Mountains are one of the six Great Forests of the elves. Arstola is primarily a brown elf forest, a vast woodland garden of oak, beech, and other broadleaf trees. Elves are only occasionally found outside the upper regions of this widespread forest.

Babston: This is the ruins of a vast temple to Babeester Gor, destroyed at the end of the Second Age when the goddess of Slontos rolled over. It is still a place of grisly sacrifices made by Axe Maiden pilgrims from across Maniria and the Holy Country.

Bastis: County of a Malkioni Trader Prince who rules over the local Orlanthi.



Bath (small city): This walled town and temple complex is built around large hot springs, famed for their curative powers. The local Trader Prince dynasty has built a stone bath complex around the hot springs.

Bizos (small city): Capital of Ramalia, and home of the cruel King Paruzal and his greedy sorcerers. The royal family is attended to by teams of curiously docile and diminutive servants. The library in Bizos is rumored to contain God Learner texts that managed to survive the Sundering of Slontos.

Blue Lake: This lake lies within a volcanic caldera, and is noted for its clear, blue-violet waters. It is sacred to the local tribes.

Bluewater (small city): This walled market and temple town is built on the shores of Blue Lake. Sacrifices are made at the many altars on the lake shore.

Caratan: The frequently flooded lowlands of the Noshain River above the New Fens are inhabited by four small tribes called the Aulorings, who trace their heritage back to the lost Slontan city-state of Gualal.

Ditali Valley: A powerful tribal confederation occupies this rich valley of the Gorphing River and the surrounding hills. It is a lush, heavily-wooded area which supports many clans in its wilds, and sits upon the eastern gate of the Manirian Road. The inhabitants are Orlanthi who claim descent from the ancient Vathmai, with a Trader Prince aristocracy that rule from Staton.

The Ditali are allies of the Solanthi and have frequently warred against Kethaela. Despite this, the Ditali are most strongly influenced by Kethaelan culture and religion. The Dokoli and Swarz tribes are often considered to be Ditali, although they have their own kings.

Dokoli: This tribe occupies the Azure River Valley and Doskolion Hills. They are culturally similar to the Ditali.

Doral (small city): This temple town is known for its sanctuary to the gods of Air and the goddesses of Earth, and is the site of a major Earth Season assembly of the Solanthi confederation. Greymane resides on his favorite wife's farm outside of the city.

Erenplose (hidden city): This was Herilia the Sweet City, the capital in the God Time, but its inhabitants grew arrogant and offended the sea gods, who sank it deep under the Mournsea. Now it is known as Erenplose the Sunken City, and is surrounded by a magical bubble of air. Its inhabitants are said to be equally magical and fantastic. A First Age visitor described them as being divided between the Lord of the Dark Face and Queen La. Palangio the Iron Vrok is the last known outsider to have visited Erenplose.

Fay Jee (small city): This port city is known for its Tower of the False Sun, which rises some 200 feet above the rest of the city. It is ruled by an ambitious Trader Prince who seeks to supplant Handra as a commercial center.

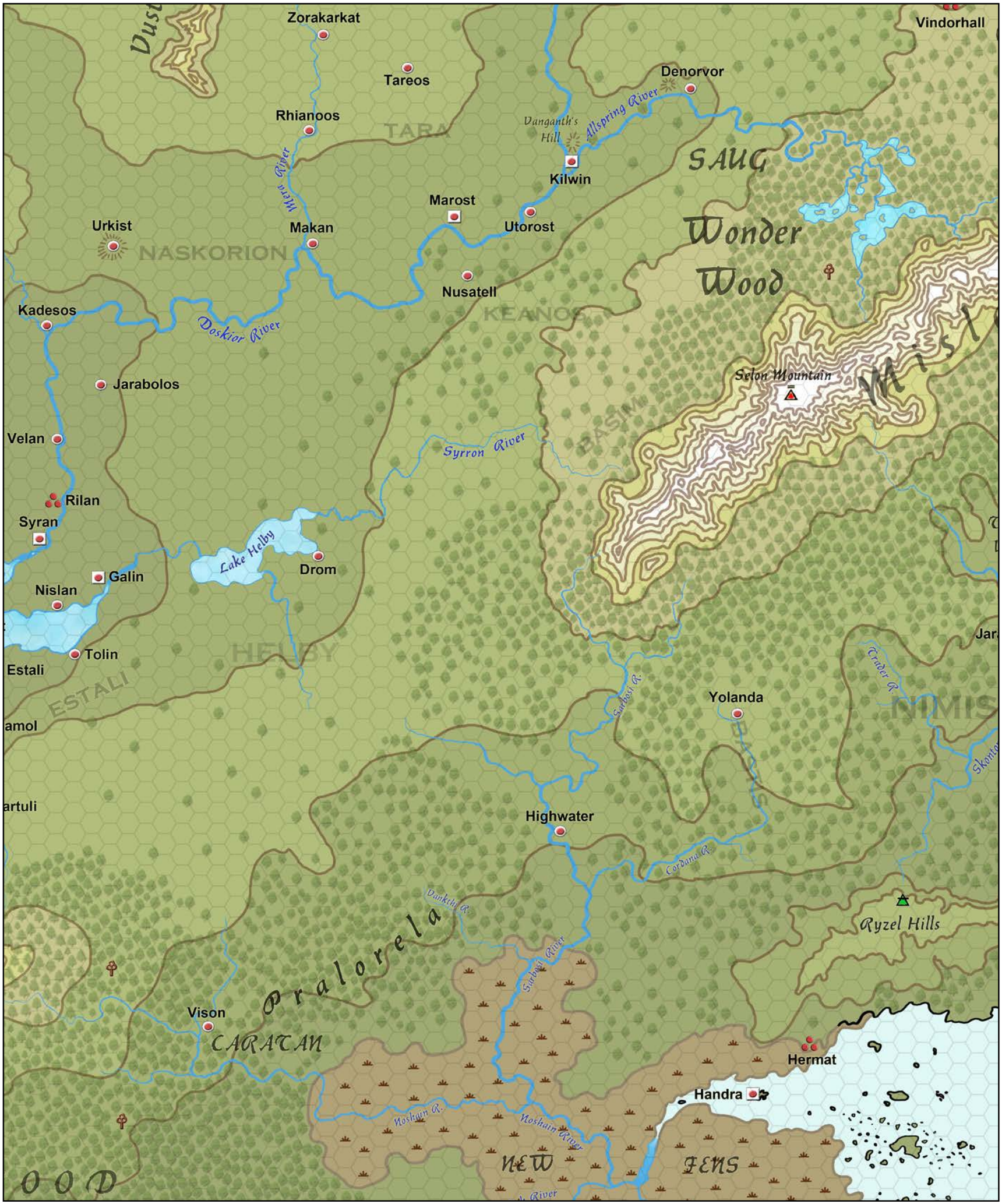
Ferry: This ancient chain ferry across the Mislari River was originally built by the God Learners and is maintained by the Trader Princes.

Fort Digger (small city): This fortified caravanserai was built by dwarves from Gemborg for the Trader Princes to protect travelers from the trolls of Ice Peak. Most of the structure is underground, with long halls for animals, rooms for travelers, and an underground shrine to Issaries Pathwatcher.

Gorphing (small city): This city is named after the river and it is home to the most important temple to that river goddess.

Gorphing River: This river rises high in the Skyreach Mountains and flows some 290 miles until it reaches Choralinthor Bay near Rhigos. It is subject to sudden floods and overflows each Sea Season. The river goddess is a blue-skinned daughter of Heler.

Handra (large city): The City of the Seven Isles was founded by a mixture of refugees from Ralios seeking to fulfill a prophecy and survivors from sunken Slontos. The population survived through fishing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Vindorhall
Tareos
Denorvor
Rhianoos
TARA
Danganth's Hill
Allspring River
Kilwin
SAUG
Wonder Wood
Marost
Utorost
Urkist
Makan
NASKORION
Nusatell
Kadesos
KEANOS
Doskior River
Jarabolos
Selon Mountain
Velan
Syrron River
Rilan
Syran
Lake Helby
Drom
Galin
Nislan
Tolin
Estali
HELBY
ESTALI
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Handra
NEW
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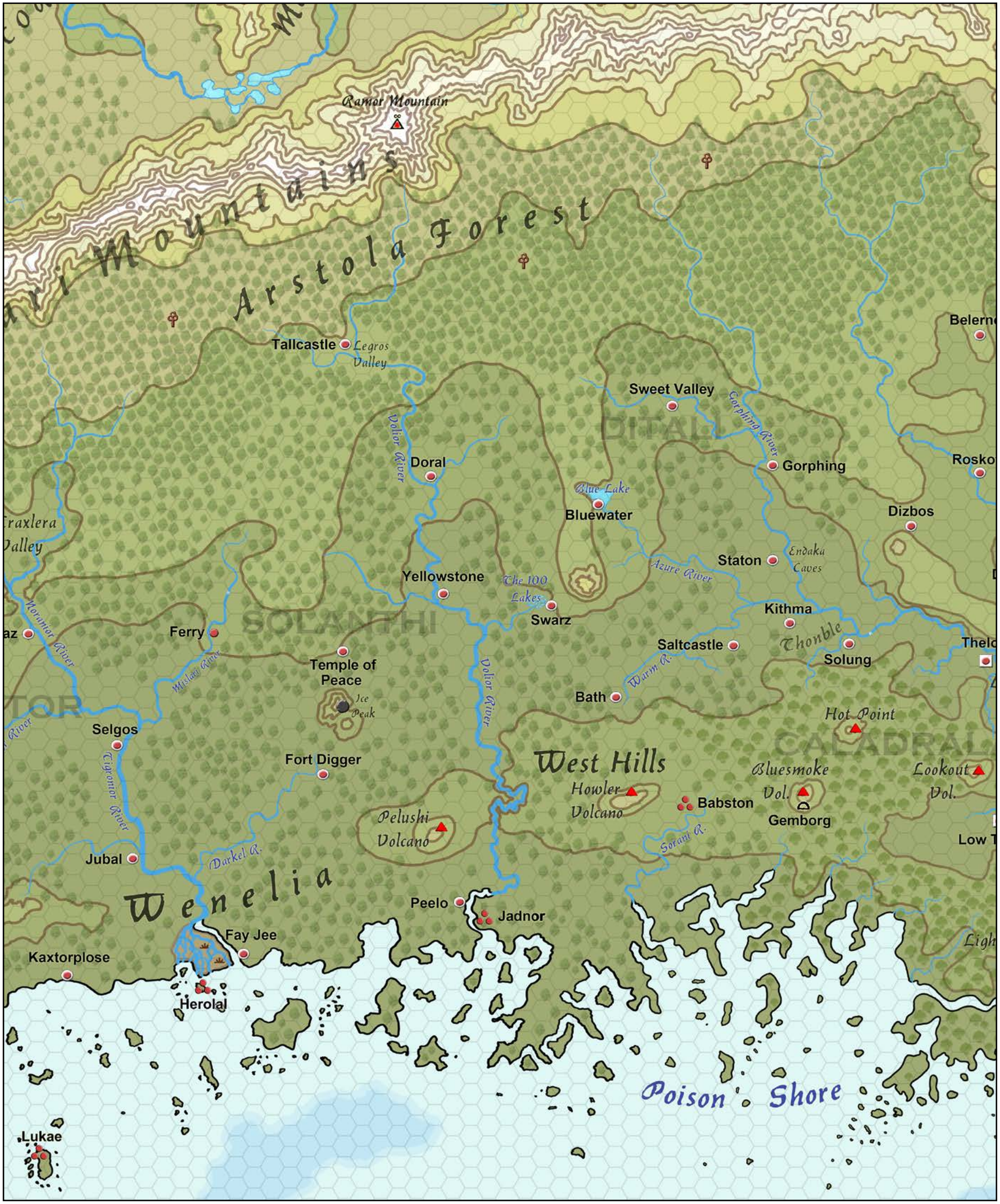
Ramor Mountain
Arstola Forest
Tallcastle
Legros Valley
Volior River
Doral
Sweet Valley
Gorphing River
Gorphing
Belern
Rosko
Blue Lake
Bluewater
Dizbos
Staton
Endaka Caves
Azure River
Yellowstone
The 100 Lakes
Swarz
Kithma
Ferry
Saltcastle
Thonble
Solung
Thelo
Temple of Peace
Ice Peak
Warm R.
Bath
Hot Point
Selgos
Fort Digger
West Hills
Howler Volcano
Bluesmoke Vol.
Lookout Vol.
Babston
Gemborg
Pelushi Volcano
Sorani R.
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Wenelia
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Jadnor
Fay Jee
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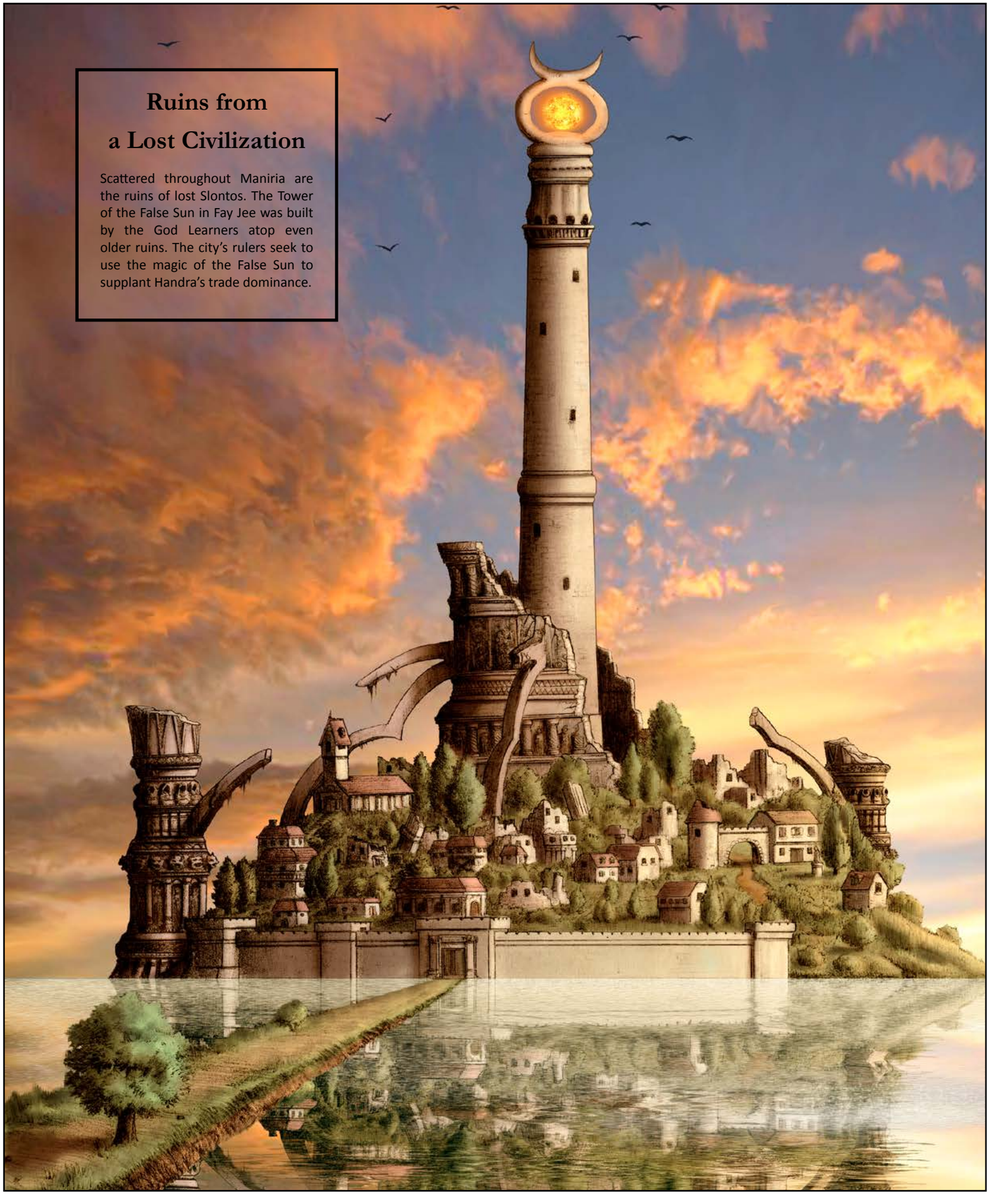
Herolal
Poison Shore
Lukae



Ruins from a Lost Civilization

Scattered throughout Maniria are the ruins of lost Slontos. The Tower of the False Sun in Fay Jee was built by the God Learners atop even older ruins. The city's rulers seek to use the magic of the False Sun to supplant Handra's trade dominance.

throughout the Mournsea, aided by the occasional Slontan treasure trove found by the fisherfolk.

In 1580, the city was rapidly transformed from a fisherman's town to a rich commercial center when Dormal opened the oceans by sailing to Handra. Handra is now the traditional halfway stop between the Holy Country and Nolos, and the outlet for trade moving south from Ralios to the coast. The city is ruled by a surprisingly democratic council of guilds and temples.

Haunted Fields: This troll hunting land is avoided by locals. Few who enter are ever seen again.

Hermat (ruin): These God Learner ruins are forbidden to humans by the local Inhuman King. It is widely believed that they contain ancient treasure or forbidden knowledge.

Herolal (ruin): These partially-submerged ruins were a God Learner center and imperial treasury before Slontos sunk. In the late First Age, the Kingdom of Herolal was the most powerful in Slontos.

Highwater (small city): This place is just above the upper limits of the flooding that submerged Slontos in 1050. The natives claim to be the virtuous survivors of lost Slontos, although it is ruled by a Trader Prince. The city is an important waypoint between Ralios and Maniria, and is where the Pralorelan Toll is collected. Pralori mercenaries and shamans can be hired here with enough money.

Hundred Lakes: This hilly area west of Storm Mountain has scores of small lakes.

Ice Peak: Despite its relatively small size, this rocky mountain has sheets of ice year round. Scores of vents in the rock blow cold air from within. The presence of a nearby troll stronghold has impeded investigation into the phenomenon.

Jadnor (ruin): These are the ruins of what was once the capital of a frontier province of Slontos. It is haunted by ghosts and demons.

Jaraz (small city): This city is defended by a small bronze statue of a storm god that stands atop the highest tower in the city.

Jubal (small city): This wealthy trade city is famous for its brilliant scarlet dye, made from insect eggs that are only found in Ryzel. The city must annually pay an often extremely eccentric (or so the demands appear to humans) tribute to the Inhuman King of Ryzel to be permitted this monopoly. Despite the expense (and often the humiliation) of paying it, the Trader Princes are happy to do so, as the crimson dye they make with it is desired across Genertela.

Kaxtorplose (small city): A tiny city significant by reason of its temple to Kaxtor, the son of Fodalor and the goddess Esrola. Kaxtor was a Hero of the Gbaji Wars, and his people held out here in a shrinking perimeter for years. They endured until 432, all crowded into the temple itself, and aided by Kaxtor and his guardians, until Arkat came and freed them. A small population of ascetic wizard-priests, noted for their spiritual discipline, lives off the pilgrim trade. They revere Kaxtor as an avatar of the original and supreme God beyond the world of illusion.

Khorst (small city): A free port, self-governing with friendly people and ruled by the Merchant's Guild. Ships which hug the coast commonly stop here to rest and hire escorting warships because of pirates from the nearby island of Alatan.

Kotor: In the Second Age, this region between the Volior and Gorphing rivers was a buffer between the Middle Sea Empire and the Empire of the Wyrms Friends. For a hundred years, Kotor was a depopulated waste because no one dared live there. After the decline of these empires, it was resettled by semi-civilized Orlanthi from Longsi Land and the Nimistor Valley.

Legros Valley: This fertile valley is largely surrounded by the Arstola Forest. It is inhabited by a tribe who are compliant allies of the elves. They worship Orlanth, Esrola, and Mralot the Boar God, as well as a variety of forest spirits. The annual Forest Market is held here, a rare opportunity for trade with the elves of the Arstola.

Lukae (ruin): The old God Learner capital of Maniria, now little more than a small island covered with the ruins of temples, palaces, and other buildings. Persistent rumors of lost treasure attract foolishly determined adventurers.

Manirian Islands: The western archipelago of the Mournsea, inhabited by merfolk and fishermen. The islands were once the hilltops of Slontos, which was sunk about five hundred years ago. Underwater in this area are the remains of the world's largest Trickster Temple, which is often blamed for the destruction of this once-great land. Others say it was a part of the God Learners' Doom.

Mislari Mountains: Impassable mountains which form the northern border of Maniria, beyond which lies Ralios. They are inhabited by the Caroni Hsunchen, a small tribe of mountain goat worshipers. An elusive pass is known to cross over the Mislari, but is continually lost. The last successful crossing was over a century ago by Ethilrist, at the time merely a heroic mercenary captain called Lord of the White Horse Troop.

Mournsea: This sea was named for the first flood of Slontos, which occurred before the Darkness. The magical city of Erenplose, encapsulated in a bubble of air and sometimes visible from the surface, still survives from that disaster. The name is just as applicable more recently due to the second flooding at the end of the Second Age, when thousands perished. The more recent sinking is relatively shallow, averaging only 30 feet through the islands, and often with shallow swamps where the old ruins still stand, overgrown.

Mournsea is ruled by a colony of Ludoch Triolini, allied to their kinfolk in Kethaela. They maintain friendly relations with the city of Handra.

Mralot Hills: These heavily-forested hills are inhabited by the degenerate descendants of Mraloti Boar Hsunchen. They pay their taxes and tribute to their Ramalian overlords but otherwise have as little to do with them as possible.

New Fens: A large marsh created when Slontos was destroyed. It is inhabited by newtlings, giant semi-intelligent otters, some broos, and the marsh people. The rivers provide ready transport from Ralios to the southern coast, enhancing Handra's position in trade.

Nimistor: Region drained by the Nimistor River and its tributaries. The peoples are Orlanthi clansmen united by a haphazard Trader Prince kingship.

Peelo (small city): This city near the mouth of the Volior River was founded by survivors of sunken Wenelia at the end of the Second Age. The local tribe, called the Maldros, worships the local volcano gods for defense and for fertility.

Pelushi: This small tribe lives around Pelushi Volcano, which they worship as a protective god. The priests obey the high priests of the Vent, but the chieftain is independent of the tribal council of Caladraland.

Poison Shore: Numerous offshore fumaroles, geysers, and other volcanic activity vents poisonous gas throughout this region, making it exceptionally dangerous for travel by land or coastal waters.

Pralorela: An outlying forested region inhabited by the elk-riding Pralori people. A range of hills divides the land into northern and southern regions. A river on the southern portion, the Noshain, empties into the Mournsea at the city of Handra.

In the First Age, Pralori warlords dominated the lands around Tarinwood, including much of Slontos. The people of Slontos were liberated from Pralori oppression by the Theyalans in 115, and those of Tanisor by the Jrusteli in the early Second Age.

The Pralori have grown wealthy and powerful from the tariff they impose on the caravans that commonly traverse their lands on their way towards Maniria and the New Fens. They maintain their nomadic Hsunchen lifestyle and do not allow agriculture within their lands; however, the caravan trade gives them access to bronze weapons and armor, as well as other luxuries not normally found amongst the Hsunchen. They have a fearsome reputation as powerful shamans and fierce warriors. Pralori mercenaries are often found in the retinue of the western Trader Princes.

Ramalia: Ramalia is a land isolated by fens and woods. It is a degenerate remnant of the Middle Sea Empire. The original populace, a Hsunchen boar-folk, was overwhelmed by refugees from the sinking lands of Slontos. They fear and hate the ocean, and ritually murder shipwrecked mariners. It is widely rumored that the Ramalian sorcerers preserve some of the blasphemous lore of the God Learners, although none have managed to confirm this.

The ancient religion of Hrestol and Malkion has become a tool of government. Although everyone is forced to worship, only the greedy and corrupt sorcerers benefit, and most commoners do not believe in the religion. Instead, the populace reveres the barbaric ancestral cults of Mralot, the fierce boar-god, and of Zorak Zoran, whose troll ancestry is denied in favor of human form.

Confined by natural barriers on all sides, the kingdom has become suspicious of even its citizens and is among the most oppressive in the world, exploiting the peasants with ruthless and sadistic savagery. King Paruzal the Impaler is the ruler. His governors are called the Taxmen and Axemen. Tapping is a state-controlled power. Most forms of commerce are illegal, except for the royal family. The rulers maintain an ancient and curious friendship with the Tarinwood Aldryami.

Ryzel: This is a dragonewt land, complete with its own version of the Inhuman King. Though dragonewt hunting parties range throughout all Maniria, they hunt and kill intelligent life only in the area centered around this range of hills which borders the sea.

Saltcastle (small city): This fortress city is built over a salt mine that marks where the gods of the sea were defeated in battle by fiery Veskarthan and his sons, leaving only salt behind. It has been mined for centuries; the Trader Princes built this fortress to control the trade. The mines are worked by countless slaves, increasingly acquired from Greymane's wars. The Trader Princes themselves are great patrons of the arts, attracting poets and musicians from as far afield as Dragon Pass.

Selgos (small city): This was the place of Castelain's death and marks the first and greatest of his 52 tombs.

Selon, Mount: This great, ice-covered massif was a piece of the Sky Dome that was torn down by the storm gods in the Sky Wars. It is surrounded on all sides by cliffs that are settled by Wind Children. Above is the home of the triumphant storm gods.

Smelch (small city): A tiny pirate city on the island of Alatan. Its ruthless inhabitants have declared Alatan and the area around it the Kingdom of Smelch.

The 52 Tombs of Castelain

Castelain the Traveler was a merchant and adventurer who led the Great Trek across Maniria and back, and was the founder of the Trader Princes. He made trade agreements with the many peoples of Maniria, and took an Aldryami wife from the Arstola. Castelain even traveled into the world of the dead and returned, confirming his Hero status.

When Castelain finally passed away, his body and personal possessions were dismembered into 52 pieces, and distributed unevenly amongst his companions. Each fragment of Castelain is housed in a "tomb": stone temples to the Invisible God where the wizard-priests of the Trader Princes perform their rituals.

Solanthi Valley: Area drained by the Volior River. A fierce confederation of Orlanthi tribes occupies the valley. Recently, the skills and fame of Warlord Greymane have enriched the land tremendously. Under his leadership, all surrounding lands have been raided or pay tribute. The Solanthi, with their allies the Ditali, have even robbed and pillaged Esrolia. No punishments have been meted out to Greymane's people – Esrolian vengeance fell on the Ditali.

Staton (small city): The gateway to the Manirian Road, Staton is a busy trading center. The local Trader Prince is king of the Ditali confederation, although he has little power. It is heavily fortified, with stone walls and towers that have resisted all reprisals from the Holy Country.

Near the city are the sacred Endaka Caves, where Dital the Hunter was born. During the Second Age, the Ditali found sanctuary with their ancestor, and revere him as their guardian and founder.

Storm Mountain: This solitary mountain rises above the Doskolion Hills. Its peak is snow-capped year round and the mountain is famous for the strong winds that blow down. In the God Time, it was here that Orlanth received homage from Heler, and the storm gods are honored at a temple on the mountain.

Swarz (small city): This city is surrounded by dark woodlands. It is the center of an Orlanthi tribe who support the Trader Prince at Bath. They are culturally similar to the Ditali.

Sweet Valley (small city): This market town for the eponymous valley at the edge of the Arstola Forest is known for its sweet apples and berries. The locals, members of the Ditali tribe, offer annual tribute to the elves of the Forest in exchange for peace and trading opportunities.

Tallcastle (small city): This fortress is built upon a stony hill. Its high stone walls were built by masons from the Holy Country. The fortifications are thought to be so impregnable that the Aldryami prefer to allow the Legros tribe to remain a loyal tributary, rather than try to reclaim the valley.

Temple of Peace: The hot springs here are sacred to Chalana Arroy, and people from across Genertela come here seeking its medicinal properties. The temple to the Healing Goddess includes great baths constructed out of huge stone blocks. Violence of any kind is forbidden within the precincts of the settlement; even followers of war gods comply, lest they be cursed by the Healing Goddess.

Thanor (ruin): In the Second Age, this city was the capital of Slontos. The notorious "Trickster College" was here, an important school of the God Learners. The ruins are now half-submerged and home to schools of fish and Ludoch.

Trachodon Marsh: A bleak marsh, notable mainly for its dinosaur inhabitants.

Troll Mountain: A small tribe of trolls inhabit this mountain, a gift from Arkat to his allies. Despite their small numbers, the trolls here are particularly fierce and are known to be aided by sorcerers of the Kingtroll cult.

Valekos: The civilized heartland of Ramalia, this land is inhabited by down-trodden slaves who toil ceaselessly and without complaint for their cruel overlords.

Vison (small city): This walled town is the market and religious center for the four Auloring tribes. The Low Temple contains several sacred relics from Second Age Slontos.

Wenelia: Also called New Coast, this coastal region extends from Caladraland to Ryzel. The coast is generally rugged and rocky, but the river mouths permit easy access to the interior. The several small cities there are all new, and their leaders universally reject rule from the interior lords.

Wenelian Islands: The eastern archipelago of Mournsea. The shallow waters teem with life, and certain families hold ancient partnerships with the many merfolk tribes to harvest the wealth. These islands were hilltops of Slontos until it sank. Some of the islands have been forbidden to outsiders by the merfolk, who have powerful magics to make their threats good. Those forbidden places are probably intact remnants of the old land. In other places, ruins can be found amid the islands. Most islands are not inhabited by people.

West Hills: This rugged volcanic highland is centered on Howler Volcano, an active stratovolcano that rises over 4000 feet above the surrounding countryside and is noted for its frequent eruptions. The priesthood of this tribe obeys the high priests of the Vent, but the chieftains are independent of, although allied to, the tribal council of Caladraland.

Yellowstone (small city): This walled market town and temple complex is famed for its sulfurous hot springs. According to tradition, the hot water is the blood of demons and giants, slain by Orlanth's thunderbolt.

Yolanda (small city): This city was founded by its namesake, Yolanda of the Spruces, Castelain's Aldryami wife. After her husband died, she settled here, near her beloved Spruce Woods, and constructed a beautiful garden for her daughter. Her daughter was later placed into an enchanted sleep by a Pralorelan Serpent Dancer, but rescued by the heroic Trader Prince Strephon.

Pent

Pent is a wide grassland, broken by few rises and many wild rivers. No civilization has existed here since Time began, and few non-natives ever enter it. Pent is frozen by the arctic storms which blow in from Valind's Wastes, and life is conditioned to the winters. Those rare occasions when the South Rage Wind blows the wasting dryness from the south are detested. The growing season rushes into blossom and summer matures quickly, wobbling like a colt only briefly before galloping as a near adult yearling.

The dominant flora consists of medium to tall grasslands. The drier regions towards the Wastes host drought-tolerant grasses, together with forbs and low, spiny shrubs. Herds of horses, northern bison, giant sable, and red sable are common on the plains, as are wolves, foxes, badgers, and gophers.

"*I am a (rank) of the (X) tribe.*
Where do you ride to, stranger?"

Inhabitants

All resident humans are nomads, with the exception of a very small population of Hsunchen and the sorcerers of Orathorn.

Culture

The horse nomads of Pent are of the Wareran and Kralori races, often mixed. They are fierce and warlike peoples, noted for their loyalty to their ancestral leaders, and sworn to follow them unto death. They are traditional foes of the Pelorians to the west, the Kralorelans to the east, and the Praxians to the south. Aspects of Pentan culture and religion have long been influenced by Dara Happa and Kralorela, especially during the era of Sheng Seleris.

All tribes are either Pure Horse People (now largely a priestly caste who exclusively ride and eat horses) or Traditional (which means that they herd cattle, sheep, goats, or even reindeer). Most worship Kargzant, the Sun God, whose cult progression prescribes the nomad ideals for manhood. Recently, the Lunar citizens of the Redlands have discovered that a large minority of the clans now worship storm gods. However, even the Pent nomads who have changed cults or herd beasts maintain the ancient social structure derived from Kargzant.

Blood kinship on the male side is the basis for all responsibility. Men must care for their wives, unmarried sisters and daughters, mother, and father's sisters. Ultimate kinship is traced to many different tribal founders who are the focus of social interaction beyond the family. Tribes share certain secrets, customs, and spiritual duties. Tribal membership is only slightly less important than immediate family contacts, and tribesmen who have met only minutes before generally trust each other.

Society is divided by genders, then into age/job strata. Children are tended by their mothers until age 14. Males are initiated to become Riders at about 14, Warriors around 23, Leaders about 43, Chieftains at 50, and Elders at 55+. Women are Riders from 14 until married, Mothers until all their children are 14 years old, Teachers from 40 or so, and Elders at 50+. Normal social practice is to marry, but recently a new tribe, the Women Warriors, has provided a society for both men and women who find their traditional social roles unpalatable.

Slaves are common. They may be taken from another tribe during the incessant raiding between peoples. Male slaves are not permitted to marry and are often gelded. Female slaves are automatically Mothers (and Hippoi initiates) upon pregnancy, and have all the rights of non-slave women after bearing their first child.

The Pentans have disdain for farmers and sedentary people, calling them "half-men" or "walkers." They believe that the farming peoples exist to serve them.

Pent is unknown to most outsiders simply because no one but the natives find any reason to be there. Occasionally, Lunar merchant parties cross, guided by the Red Hair Tribe, but they are unusual and rare. Simultaneously, most Pentans are incredibly ignorant of anyplace but their own land.

Language

Each tribe speaks its dialect of the Pentan tongue.

Government

Decisions are made by a council of the elder men. Wisdom, experience, and magical power are all respected. Some tribes permit no dissent to their chieftain's policy, especially those who claim divine inspiration for their rulers. Large gatherings often require great council and deliberations, but once decided all dissent is ended in favor of tribal unity.

Military

The Pentan nomads are famous for their light horse archers, who are supplemented by a small number of elite, heavily-armored cavalry. Most males are fighters, either Riders or Warriors. Riders scout and skirmish, but try to avoid closing with a foe until ready to become a warrior. Warriors skirmish, but also engage in close melee, as well as qualifying to accept heroic challenges of single combat with warriors of renown.

Religion

Tribes rely upon their favorite spirits, but also have favored deities who are treated as elder spirits. Shamans treat with the gods as well as spirits. Temples are made whenever enough initiates gather in one place, as commonly occurs during the autumn slaughtering season.

Pure Horse People clans serve as the priests for several important cults. Ascetic self-discipline is common among shamans

The Ten Arrows of Pent

As of 1621, Pent is dominated by ten tribes, called the Ten Arrows. All have been formed since the Nights of Horror in 1506.

Brolv Kan. Traditional (Solar)
Grargol Aks. Traditional (Storm)
Gullin Kan. Traditional (Solar)
Harl Ying. Traditional (Solar)
Julin Marsk. Pure Horse People (Solar)
Quel Alarazin. Traditional (Solar)
Quontang Marn. Traditional (Solar)
Tserlag Alarorg. Traditional (Solar)
Varn Aks. Traditional (Storm)
Yarsk Aks. Traditional (Storm)

Many smaller tribes exist as well. The best known of the smaller tribes is the Red Hair Tribe, made up of those red-headed children sent each year to the Red Hair Place to be raised as hostages for the Lunar Empire.

and priests; these techniques formed the basis of Sheng Seleris' First Discipline, and his disciples got powerful magic for their rigorous adherence.

Solar tribes worship Kargzant, Golden Bow, Hippoi the Horse Goddess, Pole Star, and tribal ancestors and spirits.

Storm tribes worship West King Wind (Orlanth), North War Wind (Humakt), South Rage Wind (Storm Bull), East Sting Wind (Gagarth), Hippoi, and tribal spirits and ancestors.

History

Yelm the Sun God had many sons, the strongest of whom was Kargzant. When Yelm died, he gave rule to Kargzant, who proved himself by trial in the Darkness. Kargzant and his Star Captains brought together the scattered bits of spark, flame, and starlight which had ebbed in the Great Darkness. As Kargzant did this, the stars reappeared in the sky.

The Celestial Empire of Sheng Seleris

The success of Sheng Seleris in forging the Celestial Empire came from his immense magical power and charismatic leadership, not from new military tactics. Sheng Seleris' spiritual practices were based upon traditional Pentan nomadic practices, influenced heavily by Kralorelan mysticism and by Dara Happan religion.

Sheng Seleris created an elite band of Enforcers to ride atop whatever hierarchy of peoples they ruled. They maintained a strict disdain for all material goods which were not of Pentan origin, and all of them committed themselves to a nomadic lifestyle. This resulted in large roving bands of merciless warriors devoted to Sheng Seleris' path.

At the top were the Bursts, also called Celestial Subordinates, Sons of Sun, Stars, and Thunderbolts. They never failed in their heroic lifestyle and continually undertook rigorous spiritual disciplines to enhance their personal power. They could ride across the land and into the stellar camp of Sheng Seleris. Aided by the supernatural weapons which they bore, they were demigods in their own right.

Beneath the Bursts were the Rays, or Emanations. They maintained a less pure nomadic lifestyle and received far less impressive magical powers as a result. They depended upon their subject peoples for their food, income, and other general sources of life. Some of these families survived the downfall of Sheng Seleris and became the founders of noble dynasties in the Lunar Empire and Kralorela.

Beneath them were the Warmed, who received the blessing and guidance of the Bursts and Rays. These included all non-nomadic people who had sworn themselves to Sheng Seleris. Highest among them were the Fires, whose deities were spiritually aligned to the practices of Sheng Seleris. Nearly all native Dara Happan cults were in this category, including Yelm.

Kargzant gave life to the Starlight Ancestors and made them his people. Under his guidance, they spread out to the four directions and became the rulers of the world. From their ancestral homelands along the Arcos River, they retook the entire Pelorian bowl with the power of their savage bright god and their armies of chariot-riding bowmen. One tribe, the Hirenmador, reestablished the Dara Happan Empire; another, the Lenshi, ruled Pelanda; and yet another, the Veshtargos, ruled Rinliddi.

Shortly after the Dawn, the horse nomads descended from the Starlight Ancestors came into conflict with a tribe of horse riders, called the Pure Horse People or Hyalorings. The other tribes called them the Liars, as they claimed to be the original horse people and herded only horses. In all the contests between the Hirenmador and the Pure Horse People, the horse riders defeated the chariot riders. Despite this, Pure Horse People eventually ceased to exist as a tribe, becoming a special priestly caste among many tribes. In turn, the chariot slowly gave way to the mounted horse.

In 221, the Pelorian subject peoples revolted and installed their own Dara Happan Emperor. The horse nomads were thrust out of Peloria entirely by the Second Council in 230, at the Battle of Argentium Thri'ile in what is now Darjiin. The horse people found refuge beyond the Arcos River in the harsh lands of Pent, previously unoccupied by humans. Bands of horse nomads ranged from the Arcos River to Kralorela, most herding cattle, sheep, or goats, although a few Pure Horse People bands kept to their strict horse-only traditions.

The Pentans returned in the Second Age and sought to reclaim control of the Arcos Valley. Dara Happa was powerful then, and sent mounted corps into the open grasslands to punish the nomads. During this great foray, one of the tribes was badly defeated; their only solace was obscure prophecies, and the entire tribe adopted the restrictions of the Pure Horse People. At the same time, the leaders of Dragon Pass sought to effectively resist the Prax nomads; circa 620, the new Pure Horse Tribe agreed to come southward and live in Prax as allies to the Kingdom of Dragon Pass. At the end of the Second Age, the Pentan plains were plagued by the denizens of the evil city of Senbar, which rose from stone rubble in 1051 and vomited out Huan To and other demons.

In the Third Age, a Pentan army opposed the young Red Goddess. At least four tribes sent warriors, numbering some 12,000 riders in all. The engagement is called the Battle of Seven Horses because the Goddess captured that many trained steeds from their Pentan masters. One Pentan contingent was virtually annihilated by a dazzling array of magic from the Goddess, two others wasted themselves upon fixed Lunar infantry squares on a hilltop, thanks to promptings from the Lunar mages. The last contingent, the Pure Horse tribe of the Char-un, were fixed into place first by spells, and then by disbelief at the spectacle of their allies' destruction.

At the end of that day, the Char-un warriors swore loyalty to the Goddess in the most demeaning terms, virtually offering themselves in slavery to her. She quickly accepted, and shortly afterwards the savage barbarians moved close to the Lunar lands, shielding the eastern border from the other nomads. They grew quickly in strength, thanks to Lunar money and training, and were loyal allies through the whole period of the Goddess' stay.

At the same time as the birth of the Red Goddess (1220), the man named AgartuSay was born amid great omens. In 1247, he participated in the Great Contest. Cruel, dire sacrifices were made, and the desired bloody omen rose: a new Celestial Power in the far west. Surrounded by witnesses, AgartuSay swore to stand upon the surface of this new Celestial Power.

In 1250, AgartuSay rode with a tiny force directly past the Iron Forts and challenged the Kralorelan Emperor. He lost and accepted 100 years of slavery and grueling punishment. In 1352, the man who had been AgartuSay was no more; in his place was Sheng Seleris. In 1355, Sheng Seleris returned to his people and taught them his secret: "all Life is Slavery"; and that the Pentan lifestyle is the foundation of that truth. He said that this knowledge was a gift given to him by his god, Jolaty. The next year, Sheng Seleris conquered the Iron Forts, and with the Great Horde he raised, Sheng Seleris invaded Kralorela. In 1363, Sheng Seleris again challenged the Kralorelan Emperor and again lost. All the Kralorelan territories were returned to the Kralorelan Emperor after being thoroughly plundered by the Pentans.

Over the next ten years, Sheng Seleris conquered Teshnos, the Kingdom of Ignorance, and the Praxian nomads, searching for effective surprises against the Kralorelan Emperor. In 1375, his Great Horde ravaged the Lunar Empire for the first time. An allied tribe, the fierce Opili nation, independently raided deep into South Peloria and then settled in Garsting. Much of Dara Happa submitted to Sheng Seleris rather than face him; in 1415, Sheng Seleris killed the Red Emperor in a magical duel. Even though the Red Emperor eventually returned 13 years later, he was magically crippled.

Population of Pent

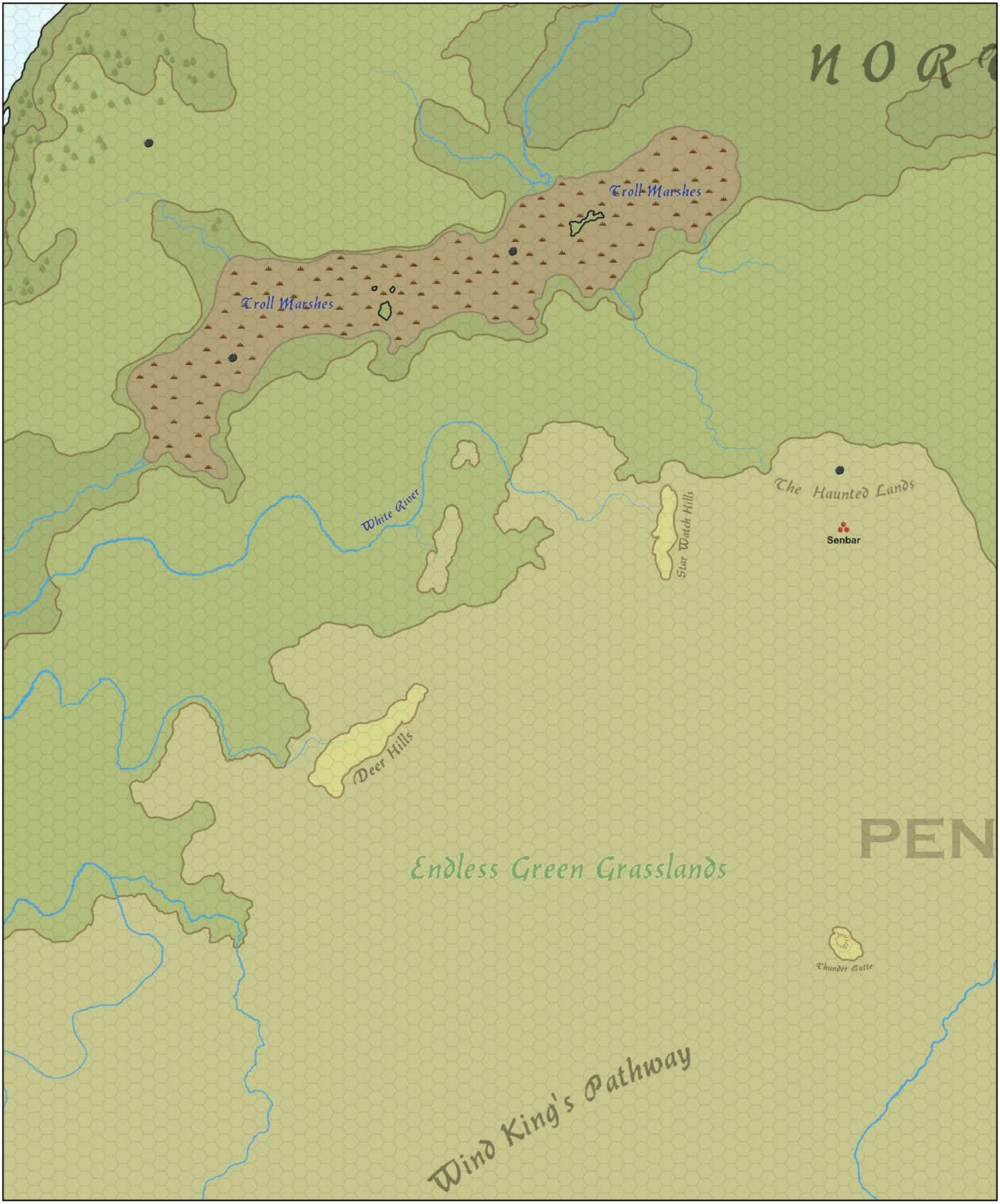
Humans

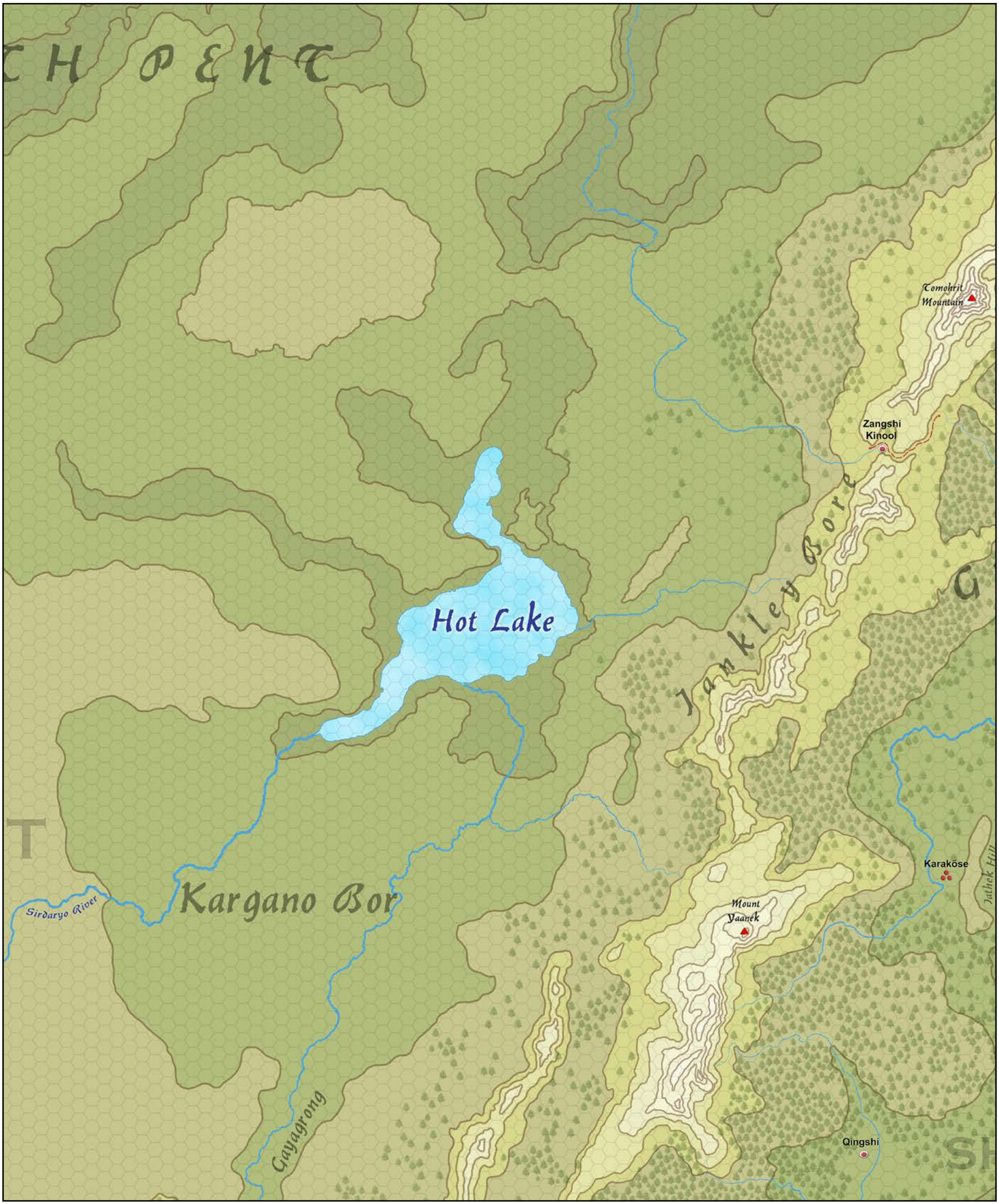
Hsunchen	8,000
North Pent	60,000
Orathorn	5,000
Solar Tribes	600,000
Storm Tribes	200,000
Total:	**873,000**

Nonhumans

Trolls	36,000
Troll, Snow	10,000
Total:	**46,000**

Grand Total: 919,000


NORT
Troll Marshes
Troll Marshes
White River
Star Watch Hills
The Haunted Lands
Senbar
Deer Hills
PEN
Endless Green Grasslands
Thunder Butte
Wind King's Pathway


Comohrit Mountain
Zangshi Kinool
Hot Lake
Jankley Gore
Karaköse
Mount Yaanek
Sirdaryo River
Kargano Bor
Gayagrong
Qingshi

Sheng Seleris

This bronze statue portrays the demonic demigod Sheng Seleris, who conquered much of Glorantha over two centuries ago, even leading his companions to assault the Sky itself. Sheng Seleris was a Pentan who, through decades of austere mystical disciplines, became sufficiently magically powerful to unify the nomad tribes and defeat the great empires of the world.

The statue dates to near the time when Sheng Seleris plundered the Red Moon. It depicts Sheng Seleris as a menacing, snarling god, a flaming wheel surrounding his head. He wears an ornate cuirass, vambraces, and greaves over a tunic and trousers.

The Great Conqueror stands atop the vanquished Red Emperor, who now serves as his footstool.

In 1442, with aid from Dara Happa, Sheng Seleris defeated the Kralorelan Emperor and Sheng Seleris was acclaimed the Celestial Emperor. Two years later, a new star blazed in the sky: Sheng Seleris had achieved godhood. With his magical companions, Sheng Seleris plundered the Red Moon itself, scarring the face of the Red Goddess, and the Red Emperor was killed yet again.

In 1460, Sheng Seleris' empire came to an end at the Battle of Kitor. The Red Emperor, having returned again, tricked Sheng Seleris and cast him down into the deepest Lunar Hell. The star of Sheng Seleris fell from the Sky and the Pentans were defeated in Peloria and in Kralorela. After the Lunar victory at the Battle of Iron Fences in 1465, the nomads agreed to withdraw past the Arcos River into H'har as Jing.

In 1483, the Lunar Heroine Hon-eel defeated the Most Reverend Mother of the western tribes in a magical contest to see who would marry the Sun. This left the region called Oraya open to colonization for the first time in Lunar history.

In 1503, Pentan nomad armies, led by the Opili Nation, overran Oraya. At the Battle of the Nights of Horror in 1506, the massed forces of the Pentan nomads were decisively crushed. They took what they could and fled back deep into Pent. It is said that the survivors each had a hundred wives the next year, but almost all the women and children died in the winter because they had no men to help them.

For several generations, the tribes of Pent sent all their red-headed children as hostages to agents of the Lunar Empire. Those peoples formed the travel-hardened Etyries Caravan that annually traveled across the wastelands to and from Kralorela. Trusted agents of the Lunar Empire, yet kinsmen to the nomads, they never reported the great changes which they must have observed occurring among the nomads.

The Hero Wars Begin:

PENT: The King of the Wings
Dranz Goloi the King of the Wings founds a new tribal confederation and reclaims H'har as Jing. He succeeds in raising new planets in the Sky: preparations for the return of Sheng Seleris and his Celestial Empire. In 1625, he leads his nomad horde upon the eastern Lunar Empire for pillage and ruin, conquering Oraya Satrapy and threatening Blessed Torang itself. Jar-eel the Razoress must prove her heroic status by confronting Dranz Goloi and his Pentan horde.

The Pent peoples underwent deep soul searching and spirit questioning to find survival in the years after the devastating Nights of Horror. Many new tribes were founded in attempts to draw upon new customs. New gods were worshiped, sometimes thought to be, and sometimes discovered later to be, storm gods. The cult of the Blood Sun from the Kingdom of Ignorance has been adopted by some Solar tribes in recent years.

Tribes have recently turned westward again. They have found that H'har as Jing, as they call the Redlands, is mostly empty except for a few knots of defenseless, sedentary farmers.

People of Importance

Dranz Goloi: Called King of the Wings, Dranz Goloi is a khan famed for conquering his nomad rivals. He seeks to unify the Ten Arrows under his leadership and now leads bands of raiders against the Redlands. He has sworn upon the Burning Spear to meet the Red Emperor in single combat.

Joloi Maskoss: Also called Always Awake Twice, she is the most powerful shaman of Pent. She can call stars down into her hand, send an arrogant man into permanent pain, or cause a herd of cattle to drop dead at her command.

Madman of Hargeel-Idea: This wandering shaman is revered by all the tribes, although most of his prophecies seem little more than crazed rantings.

Places of Interest

Andarkon: The rich grazing lands of the upper Arcos River Valley is the sacred home of the Starlight Ancestors. When they grew too numerous, the Starlight Tribe divided itself into five tribes, with the eldest group remaining behind as the Starlight Ancestors, ruling over the subject half-men of Garsting and Jarst. The nomads were forced out of Andarkon after the Nights of Horror, but have begun to return in recent years.

Black Butte: This forested butte is a religious site for Pentan shamans.

Celestial Eagle Hills: These hills are sacred to the Pentan tribes. Here, the Star Captains provided light in the Great Darkness after listening to the Safe Prayers of the Pentans.

Elyu-Ene River: This river rises in the eastern Rockwood Mountains and flows all the way to the Keniryan Sea. Its lower reaches flow through desolate tundra and taiga, and are icebound for more than half the year.

Endless Green Grasslands: This semi-arid, mixed-grass prairie was discovered in the First Age by tribes fleeing from Peloria after the Battle of Argentium Thri'ile.

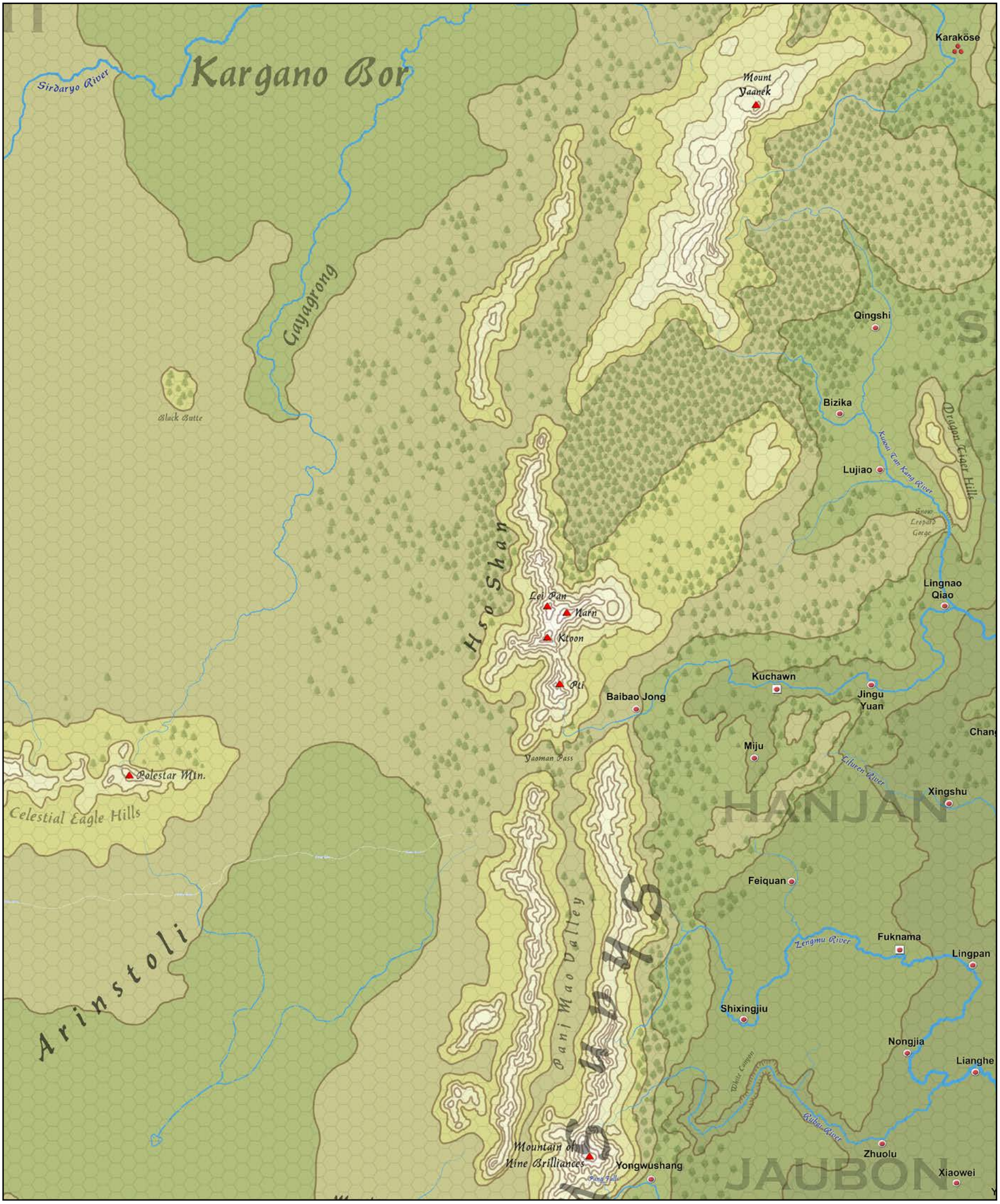
Endless Yellow Grasslands: This shortgrass prairie is the most arid part of Pent.

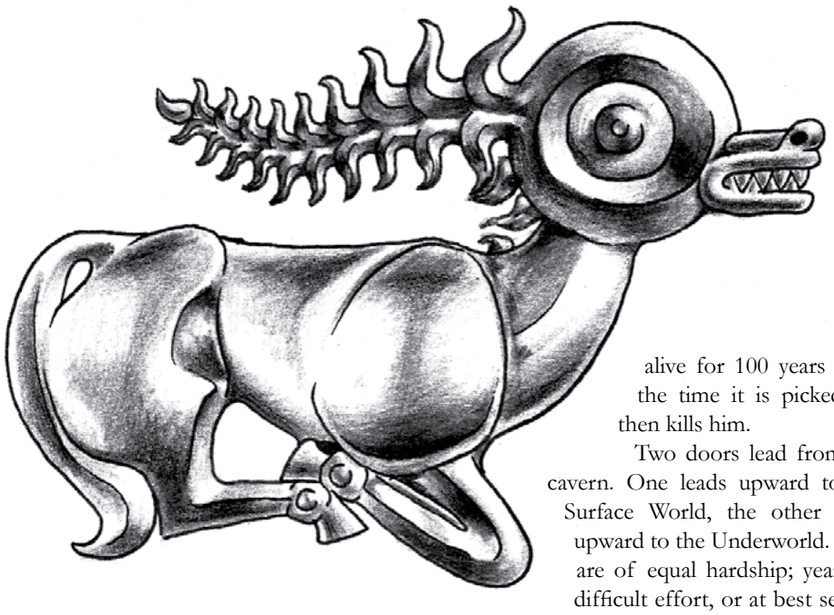
Haunted Lands: These hills are inhabited by bands of trolls and are avoided by the Pentans.

Hellcrack: During the Gods War, the body of the Earth took many great wounds. Many healed, but some did not. One such place is the Hellcrack of Pent.

Elyu-Ene
Blue Moon Plateau
Lakistalia
JARASAN
Dinzizi R.
DINZIZI
KASHIS
Don Mts
Palasper
Herele
Shushz
Diavizzi
Arcos River
Birin
ALTAIL
VELTHIL
First Victory
Cone R.
Torang
Irayal
Jarabuli
Yelm's New Foot
Karvisti
Ganbarri
Serpentine R.
Lemon R.
GANAWATH
FIRST BLESSED
ORAIYA
Palbar
Kurkatten R.
Hylokoth
Haar Zaal
H'HAR AS IJNG
Red Hair Place
REDLANDS
Griffin
Kesium
Kalterna R.
Edasus
Djostin R.
Hungry Plateau
KOSTADDI
Yellow City
Two Towers
Darjeeb
Andarkon
Jarst
Serene Victory
Orlentos
Jord Mountains
Poralals
Arcos River
Vendes River
Noastor
Garsting
Jord's Eye
Sky Ki

Endless Green Grasslands
Thunder Butte
Wind King's Pathway
rran Bor
Elyu-Ene
Sirdaryo River
King Mountains
Endless Yellow Grasslands
Hellcrack
Gork's Hills
Er'oring Wilds
Hin Mt
Orathorn
Mok
Biz
Skik
Gonn Orta's Pass
Troll Hills
Kaz
Tarnk
Thryn
Borg
Seven Big Giant Mountains
Hillside Bison Secret Grasslands
Tind
Bear Woods
Hrak
Wolfhead
Dolog
Fork


Kargano Bor
Sirdaryo River
Gayagrong
Black Butte
Arinstoli
Celestial Eagle Hills
Polestar Mtn.
Hso Shan
Lei Pan
Narn
Ktoon
Pti
Yaoman Pass
Pani Mao Valley
Mountain of Nine Brilliances
Nine Falls
Yongwushang
Mount Yaanek
Karaköse
Qingshi
Bizika
Lujiao
Kuiwei Tan Kang River
Dragon Tiger Hills
Snow Leopard Gorge
Lingnao Qiao
Kuchawn
Jingu Yuan
Baibao Jong
Miju
Zihuren River
Xingshu
HANJAN
Feiquan
Fuknama
Zengmu River
Lingpan
Shixingjiu
Nongjia
Lianghe
White Canyon
Ruhai River
Zhuolu
Xiaowei
JAUBON



Kargzant the Sun Horse

This golden brooch represents Kargzant the Sun Horse, the Pentan horse nomads' name for Lightfore. Kargzant the Wanderer was the divine ancestor of the chariot-riding overlords who ruled Peloria at the Dawn. The Dara Happans claim he was a rebellious subject of Yelm, now broken and bound to the Sun God's service, just as Horse must serve Man.

More than sixty miles long, the crack is more than twenty miles across at its widest. It is steep-sided and magically deep. Anything which is thrown in falls down for weeks until it reaches the center of Glorantha, where is found a vast cavern collecting many lost things. This storage center has no discernible walls, but there is a vast space between ceiling and floor. Most Surface World creatures starve to death during the fall, so there are many bones there. Almost everything is junk, or unrecognizable to humans, but unique things of magic have been found there. Best-known is the Dagger of Kyral, which keeps its owner alive for 100 years from the time it is picked up, then kills him.

Two doors lead from the cavern. One leads upward to the Surface World, the other leads upward to the Underworld. Both are of equal hardship; years of difficult effort, or at best several weeks of swift flying. To exit in the Underworld is to die; to exit in the Surface World brings you back to Pent.

H'har as Jing: The southwestern parts of this mixed-grass prairie have been occupied by villages of Lunar farmers who call their region the Redlands. Recently, H'har as Jing has been dominated by Pentan warbands under the leadership of Dranz Goloi.

Hot Lake: This saltwater endorheic lake rarely freezes over except in the most frigid of Pentan winters. It is rich in fish and home to numerous ichthyosaurs and plesiosaurs. It was along the shores of Hot Lake that Sheng Seleris first rallied the tribes of Pent for his campaigns. The Kralorelans call this place Devils' Lake.

Hurran Bor: This tallgrass prairie was discovered by the BorAlas Tribe before the Dawn.

Kargano Bor: This mixed-grass prairie southwest of Hot Lake was discovered in the First Age. It is semi-arid but relatively fertile because of the Sirdaryo River.

Lentasia: This vast expanse of stumps and dead trees is all that remains of a great Aldryami Forest that was killed in the First Age.

North Pent: The northernmost parts of Pent are uninhabitable most of the year due to the incessant winters. Many trolls prowl the region as well, making it a place of danger.

Orathorn: In this ancient castle live sorcerers who are immortal and are served by undead servants. They have ventured out of their lair only once, to their regret, in the campaign that culminated with the Nights of Horror. However, they are reputed to have unusual magics available to whoever would find them.

Polestar Mountain: This high peak is the Sky Spot, where Pole Star taught the Stargazers the secrets of the Celestial Realm. The Pentans believe this to be a remnant of the Pillar and that Pole Star is directly above this mountain.

Red Hair Place: At this spot the Pent tribes must annually send their red-headed children to be hostages to the Lunar Empire. Here, too, the nomads must report all news of the plains ahead, and may also trade.

Senbar: This evil place first appeared in 1051, when it was revealed by a gigantic earthquake that knocked horses over all across Pent. The denizens of Senbar terrorized the herds of Pent until they were finally defeated as a result of the Great Contest. The place is still haunted by demons and avoided by the Pentans.

Sirdaryo River: The great river of eastern Pent, the Sirdaryo rises in the eastern Rockwood Mountains and flows across the semi-arid grasslands to Hot Lake.

Sky King Mountain: This pyramidal peak is sacred to Pentan shamans, who claim that Kargzant gave life to the Starlight Ancestors here and guided them to Andarkon.

Snow Line: South of this region no snow falls regularly. It is the frontier region between Pent and the Wastes.

Star Watch Hills: These icy, jagged hills mark the boundary between Pent and North Pent.

Thunder Butte: This prominent butte can be seen for many miles in all directions and serves as an important orientation point for nomads crossing Pent. It is sacred to the Storm Tribes of Pent.

Troll Marshes: These vast peat marshes are frozen for much of the year. During summer, they thaw and are inhabited by countless mosquitoes. Trolls often hunt here, as the marshes are rich in wildlife.

White River: This river is frozen for half of the year, and its banks are often haunted by bands of trolls.

Wind King's Pathway: This stretch of prairie between the Endless Green and Endless Yellow Grasslands is notorious for the sheer numbers of tornadoes and violent storms.

Pent Regional Activity Table

Determine monthly per herd

COMMON EVENTS
Raid by neighboring clan against the herd.
Reprisal raid planned against neighboring herd.
Madman of Hargeel-Idea raves that the long-prophesied Horse Queen lives now in a distant land.

UNCOMMON EVENTS
Rumors of new Shaman-Hero heard in area: crowds gathering, warriors being hired.
Animal Nomads from the south reported: all warriors gather to counter-attack.
Etyries Caravan hiring warriors among the tribes; opportunity to travel to Peloria or Kralorela.

RARE EVENTS
Raid by trolls.
Hot, dry, sandy winds blow from the south.
Trader from distant lands visits.

Hsunchen of Pent

Gord-un (Gopher People)
Population: 8,000
Homeland: Pent.
These pygmy Hsunchen live in widely scattered burrow complexes beneath the plains and are enemies of the Pentan horse nomads. They are little known to outsiders, and only survive because of their subterranean lifestyle.

Ralios

Ralios is a great expanse centered upon Lake Felster, a placid inland sea, surrounded by precipitous mountains in the north, east, and south. It is a great basin approximately 700 miles from east to west and 600 miles from north to south. Westward lies Seshnela.

Ralios has three major regions: Safelster, a densely populated, highly urbanized region surrounding fertile Lake Felster; the northern region called Vesmonstran; and the East Wilds. Much of upland Ralios is covered in temperate broadleaf and mixed forests. The plains around Lake Felster and Lake Helby were fertile grasslands, now heavily cultivated. The climate is temperate. It has cool to mild winters with snow remaining for less than a season, and hot, often humid summers.

Inhabitants

Most of the residents of Ralios are humans, the majority of which live in the fertile and urbanized lowlands of Safelster. About 40% of the humans are Orlanthi and Hsunchen bands living in the rugged outlands.

Elves dominate two great forests: Ballid, in the north; and Tarinwood, in the south. Trolls hold two large regions: Halikiv, in the east; and Guhan, in the west. Dragonewts dominate one corner of Vesmonstran.

History

History of Safelster

Ralios was inhabited at the Dawn by numerous tribes of Hsunchen who lived in the Great Forest, and by the four horse-riding tribes of the Enerali who inhabited the lowland plains and valleys: the Korioni, the Utoni, the Fornao, and the Vustri. The names of these ancient tribes live on in the geography of the land. At the Dawn, the most powerful folk were the Sun Horse worshiping clans called the Galanini.

Hrelar Amali was the religious center at the Dawn, with a religious organization of priest-judges uniting the Galanini clans into the Dangan Confederacy. They fought many wars against the Silver Empire of Seshnela, and resisted joining the Theyalan Council until 180.

Soon after, Orlanthi colonists from Dragon Pass settled the East Wilds. For more than a century, the Orlanthi colonies fought upland Vustri (who ironically had adopted Orlanthi culture and religion) and their Hsunchen allies, until the Theyalans had complete victory at the Battle of Zebrawood in 320.

In 265, the Hero Dari unified all the lowland Enerali into the Dari Alliance. Cruel atheists destroyed Hrelar Amali; in retaliation, Dari conquered Tanisor and led his armies deep into Seshnela. The Seshnelans assassinated Dari in 307, and the Dari Alliance fell apart, only to be resurrected by his heirs with a Second Dari Alliance in 350.

A few years after the Sunstop in 375, Holy Estorex brought Nysalor's wisdom and magic to Hrelar Amali from distant Dorastor. The Aldryami of Tarinwood enthusiastically greeted Nysalor and worshiped him, and the Second Dari Alliance joined his Bright Empire. When a mysterious plague broke out in Tanisor and spread into Seshnela and Arolanit, the followers of Nysalor were able to cure it, and so became accepted as healers. Soon his shrines could be found throughout the land. The growth of his cult was slow but steady, and the frequent deaths of leaders opposed to it went unremarked, at least for a time.

The prophets of Nysalor taught the tribes that stability was necessary; that obedience is required; and that violence is not the only option. The prophets taught the Westerners that thought and logic are not the only reality; that their Laws were not Eternal Truths; and that instinct is neither good nor evil. But in truth, the people of Ralios had been deceived by Nysalor, who secretly spread evil and Chaos throughout the land.

Arkat and the Gbaji Wars in Ralios

Arkat came from the Western land of Brithos and possessed a powerful weapon called God-Cleaver, reputed to be the Unbreakable Sword.

Arkat led a war against Nysalor, once the Brithini of Arolanit discovered that his followers had actually summoned the plague that they had cured in the first place. Such treachery earned Nysalor the new name of Gbaji, and so all his enemies called him thereafter.

The Gbaji cult plagued the powerful kingdom of Seshnela at the time. Arkat raised and organized strong local forces to resist and drive off the cult. In 408, Arkat aided King Blastring to invade the Temple of Nysalor in Frowal. Although the king died, so did the priests and most of the worshipers.

In Seshnela, Arkat began to train to become a Man-of-All. In 410, Arkat led a Seshnelan army into Tanisor and defeated King Grachamagacan the Iron Vampire. Seven years later, Arkat was named the Master of the Armies for the Holy War of Law Against Chaos.

Moving deeper into Ralios, Arkat and his army found that many tribes and non-humans had embraced the cult. The invaders called the forces arrayed against them the League of Monsters, using the word *krjalki*

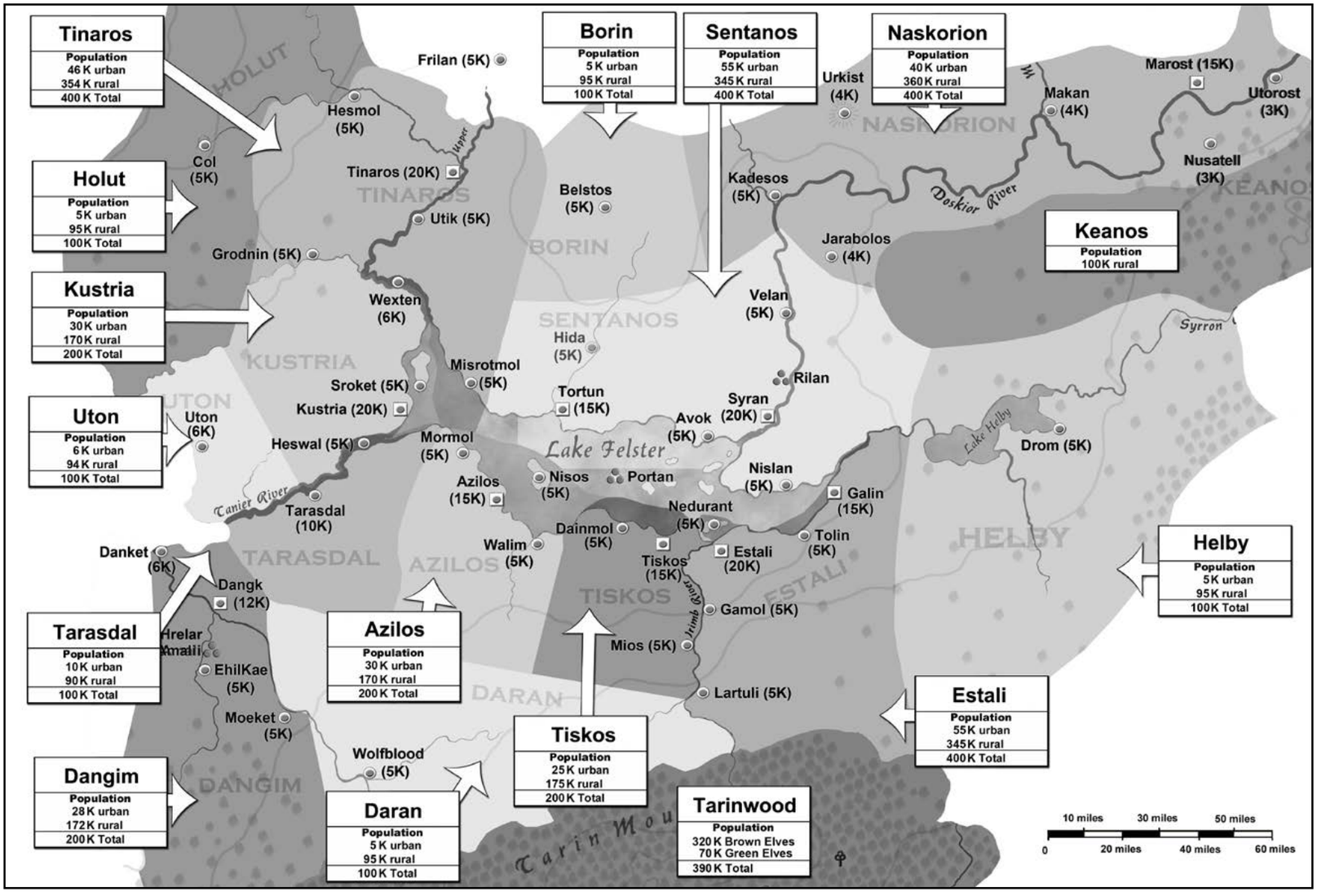
The Nine Great Gods

The early Enerali recognized nine great gods as the Rulers of the Eight Worlds and the Keepers of Creation. Each is the head of a family of gods. The Nine are typically listed as:

Tilnta *is the Goddess of Life;*
Utriam *is the Lord of the Spike;*
Nakala *is the Goddess of Darkness and the Underworld;*
Sramak *is the Lord of Waters;*
Lodik *is Master of Fire;*
Gata *is Goddess of Earth;*
Zrenthus *is the God of Sky;*
Ehilm *the Sun God, the son of Lodik;*
Humat *the Storm God, son of Gata and Zrenthus.*

Minor gods included Eurmal the Clever One, and his son Yomat Friend of Men; Galanin the Sun Horse; Gethor, the God of Death; Flamal, the God of Plants; Hykim, the God of Beasts; Xentha, the Goddess of Night; Vieltor, the Smithing God; and the twins Zolan and Anehilla, who spend half their time in the Sky and the other half in the Underworld.

The Nine served their kin, and Enerali magicians boasted of the divine bloodlines that enabled them to call upon the Nine and their children. Around 180, Theyalan missionaries proved that Humat was another name for Orlanth.



to describe their non-human enemies as a single group. In 418, Arkat led his army deep into Ralios, only to be killed by Palangio the Iron Vrok. Arkat and his companions were dismembered; their essence captured and imprisoned in a place where normal human souls cannot go.

In 422, the Orlanthi Hero Harmast Lightbringer emerged from Hrelar Amali with Arkat. Harmast spearheaded the Lightning Revolt and the Ralios tribes were liberated from Gbaji. In 424, the Orlanthi, led by King Alongor and Harmast, held off the Gbaji army at Vanganth Hill until Arkat returned with an army of Seshnegi cavalry. The Battle of Vanganth Hill proved to be a decisive victory for King Alongor and his many allies.

Although his army returned to Seshnela, Arkat remained in Ralios to learn from Harmast and broke with the Hrestoli way. In 426, Arkat initiated into the Orlanthi religion and joined the cult of Humakt. These acts endeared him to the people of Ralios.

Successes continued until 428, when Arkat led his army to defeat against Kartolin Pass, wasting thousands of lives and souls. Furious, Arkat took his wrath out on the Telmori allies of Gbaji. Arkat stormed the City of Wolves and the Telmori as a people were driven into the wastes of Telmoria.

In 430, Arkat and his army left Ralios and moved downriver to the sea. They did not return until after Arkat's final battle with Nysalor, atop the Tower of Dreams in Dorastor. After defeating Gbaji in 450, Arkat retired to the quiet lands of Ralios. There he lived on a simple farmstead. Arkat kept Safelster under his watchful protection until his apotheosis circa 500. Despite many petitioners, he never interfered in local affairs, always encouraging them to "rule and know themselves". His companions, called "Archons", served as the intermediaries between him and the mundane world. Arkat called this the "Autarchy" or the "Empire of Peace", and that is how it was known by those who enjoyed his peace, for none dared Arkat's attention by threatening it. Outsiders called this the Stygian Empire or Arkat's Dark Empire.

Many now worshiped Arkat as a god and, after his apotheosis in 500, he was widely venerated and offered sacrifices. In many places, the cult of Arkat was led by one of the Archons or their successors.

After Arkat's apotheosis, the kingdom of Seshnela attacked the peoples of the Autarchy, and all looked to the Archons to defend them as Arkat had. The Archons became military and religious figures, assuming more and more power. Eventually the Autarchy became a true empire.

The End of the Autarchy

The Autarchy was destroyed by the Jrusteli Army of Rightness in 740, after more than two centuries of war. The cults of Arkat were hunted down by God Learner monks, their records destroyed, and their holy places razed.

Most decisively for the future of Ralios, the Seshnelan warlord Nisaro the Great

Purifier bore the Firesword to destroy the place of Arkat's apotheosis. Powerful sorcery sealed off all known magical pathways to Arkat and all contact ceased. The unity of Ralios was destroyed and lost. Overlords were created and given Seshnegi titles. As usual, the natives reacted with bitter rebellion and never gave any lord much peace until severely oppressed by the God Learner monks around 825.

When the Jrusteli Empire was destroyed with the Closing, Safelster rebelled in 980. Around 1000, the rivals Goraint, Varlanth, and Mabodinarne pillaged Tanisor and wreaked revenge. The great wizard Halwal attempted to unify Ralios, but failed to find the True Arkat. Instead, the Dangkae kings led a confederation of tribes around Lake Felster called the Vetagi Alliance, or even the Kingdom of Ralios. Around 1026, the armies of Ralios and Seshnela destroyed themselves utterly with devastating magic outside the city of Basmol.

The abrupt destruction of Seshnela in 1049 began a major power struggle among the principalities and tribes of Ralios. The kingdom of Tanisor was the primary heir to Seshnela and its Jrusteli ways, but the city-states of Ralios united under the leadership of Jorst of Tarasdal and formed the kingdom of Jorstland. With the assistance of the trolls of Guhan, Tanisor itself was made into a recalcitrant province.

A peculiar alliance between the trolls of Guhan, the wizards of Arolanit, and the soldiers of Pasos was formed between 1180 and 1190. It was short-lived, but effective in allowing Tanisor to once again break away and form its own kingdom, now dominated by the Malkioni religion, and ruled by a martial dynasty of nobles.

The kingdom of Jorstland lasted until 1240, when a league of Safelstran city-states formed the New Dangim Alliance. Around 1300, the rulers of Dangk titled themselves the kings of Sodal and dominated the New Dangim Alliance for a generation. In 1325, the island city of Nedurant rebelled against the Sodal kings and established its own short-lived hegemony, which was in turn replaced by a league ruled by the city of Estali. Estali dominance lasted until 1400, when the Sodal kings defeated Estali and re-established their old hegemony.

Finally, in 1455, King Ulianus III of Seshnela conquered everything west of Lake Felster. His empire collapsed in 1515. Since then, the many states of Ralios continue their fierce independence, despite the threat of a united Seshnela to their west. Various city-states and tribes form alliances and leagues for temporary purposes; none seems likely to unify this troubled land.

Safelster

"I am a citizen of the famous city of (name)."

Description

Many prominent cities cluster about the fertile shores of Lake Felster, Lake Helby, and the great tributaries of the Tanier River. The lakes are surrounded by wide grasslands with scattered, but enormous, oak trees. To the south is the vast Tarinwood forest.

The native fauna include horses, wild cattle, deer, and elk. Wolves and two species of lions are the most common large predators. The lake itself is rich in freshwater fish, water birds, turtles, and even several species of plesiosaurs.

Inhabitants

All the natives of the Safelster region are humans of the Wareran race.

Culture

Despite Safelster's dense urbanization, most people support themselves through farming or fishing. Lake Felster is rich with fish, shellfish, and waterfowl.

The rich and fertile plains around Lake Felster support intensive agriculture. The primary crops grown are wheat, rice, grapes, beans, fruits (particularly apples and peaches), and *kafi* leaf. The ox-driven scratch plow is used by most farmers. Cattle are raised mainly for dairy, sheep for wool and meat. Slavery is common, primarily as agricultural workers, but also as domestics and temple servants.

Kafi leaf is an important crop in Ralios. Originally smoked as a vehicle for sending prayers to the spirits, it has been a popular stimulant in the West since the First Age. *Kafi* leaf is dried and crumbled and kept in elaborate beaded bags until used. Then it is rolled into paper, and the spirit talkers light one end and puff on it, feeding the spirits with their smoke and prayers. Wealthy Safelstrans smoke *kafi* leaf from ornate bronze water-pipes.

Safelstran society is notorious for its complex system of marriage and inheritance rights. Three types of union are common. The first type is called Belemor, translated as marriage. Here two people are joined together for life in formal ceremonies, and their children are the only legal inheritors of their parents' goods. They carry the surname of their father.

The second type of union is called Ulemor, translated as concubinage. The people live together for a selected number of years, and when they separate, their goods are divided as planned beforehand and their children have a combination of their mother's and father's surnames.

The third type of union is when the father is not known, the child having been conceived during one of the orgiastic religious festivals common in many cities. Here the child carries his or her mother's house name.

Population of Ralios

Humans

Safelster

Azilos	200,000
Borin	100,000
Dangim	200,000
Daran	100,000
Estali	200,000
Galin	200,000
Helby	100,000
Holut	100,000
Kustria	200,000
Otkorion	400,000
Syran	200,000
Tarasdal	100,000
Tinaros	400,000
Tiskos	200,000
Tortun	200,000
Uton	100,000

Orlanthi

Basim	40,000
Delela	200,000
Lalia	150,000
Lankst	600,000
Keanos	100,000
Naskorion	400,000
Otkorion	400,000
Saug	100,000
Tara	60,000

Hsunchen

Pralorela	50,000
Telmoria	75,000
East Wilds	25,000

Human Total: 5,200,000

Nonhumans

Dragonewts	60,000
Elves, Brown (Ballid)	240,000
Elves, Green (Ballid)	70,000
Elves, Brown (Tarinwood)	320,000
Elves, Green (Tarinwood)	70,000
Elves (Wonderwood)	20,000
Trolls (Guhan)	250,000
Trolls (Halikiv)	120,000
Tusk Riders	5,000

Nonhuman Total: 1,155,000

Grand Total: 6,355,000

Urban Culture

Safelster is one of the most urbanized regions of Glorantha, with approximately 15% of the population residing in settlements of more than 1,000 people. Unlike Dara Happa or Esrolia, Safelster is not ruled by one or two great cities, but by a dozen large cities, all competing with each other in trade and war.

Each city has its distinguishing palaces, along with temples and other sacrificial buildings of sometimes monumental size and form, which lie next to tightly-knit living quarters traversed by a bewildering network of streets. Each city has a temple to its primary god or gods, and lesser temples (although sometimes these are more spectacular in appearance) to other gods, local and foreign. Buildings typically have a stone foundation with a wood superstructure. Strong fortifications are a feature of each city, with high, thick walls of stone or brick crowned by defensive towers.

Beneath most cities are catacombs, subterranean passageways that serve as tombs and, often, as meeting places for cults of Darkness or worse.

The Safelstran cities are hierarchical and specialized. At the top of the urban hierarchy stand the prince and nobility. They compete for power with the merchants and skilled crafters whose guilds are the real rulers of many cities. Priests and wizards belong to one group or the other, depending on the temple or school. Beneath are the non-guild crafters, mercenaries, laborers, beggars, criminals, and slaves who make up the vast majority of the city's population.

A Culture of Conspiracy

The Safelstrans are notorious for their penchant for intrigue, plots, and assassinations, and the overall unstable political state of affairs. The Arkati sects that survived the persecutions of the God Learners did so by perfecting their inherent predispositions for secrecy and paranoia; even heroes learn to fear daggers in the night or an assassin's poison. Outsiders portray the Safelstrans as cunning, corrupt, perfidious, servile, effeminate, and treacherous.

Night is the time for intrigue in Safelster. Several cities are allegedly secretly ruled by Nocturnal Councils, clandestine assemblies of the powerful (these cabals always unite factions who would ordinarily murder each other on sight). More sinister rumors allege that certain priests, wizards, and nobles still transact with the trolls of Guhan or Halikiv during the night, hiring their services as mercenaries or as secret murderers.

Language

Safelstran, a Theyalan language heavily influenced by Western tongues, is the spoken language. The Theyalan and Western scripts are widely used; Theyalan is used by sages and merchants, Western by sorcerers.

Government

Safelster is a complex of independent city-states and principalities which are variously conquered and liberated by ruling families, each other, and their own citizens. Hundreds of urban groups fanatically claim their own independence. If forced to surrender to a higher authority (usually through conquest), the citizens sulk, resist passively, riot when their conqueror seems weak, and rebel at the first opportunity.

Yet the urge for unification is not absent. Common sense drives a continual effort for social centralization. A key problem is that no one is able to agree on the source or structure of central authority. Political, religious, and secret societies claim the authority to usurp or overrule the independence of their neighbors. Several of these organizations claim their authority from their origins in the ancient Empire of Peace established by Great Arkat a thousand years ago.

Arkat Cults

An ancient Hero named Arkat once benevolently ruled this region. His long and complex history provides a fascinating and confusing story whose truth has been lost among the propaganda and lies of many centuries of oppression. Several philosophers and historians believe that more than one person named Arkat lived and were compressed by faulty memory into one character. Now, several fragments of the old hero cult of Arkat exist, most of them exclusive of each other, all of them claiming to be the genuine heir to the ancient secrets. Among them are:

GREAT ARKAT – Arkat in his aspect of Founder of the ancient peaceful kingdom.

ARKAT LIBERATOR – Arkat as the Hrestoli Man-of-All who liberated the region from an army of monsters and an army of Chaos creatures.

ARKAT THE SAVIOR – Arkat as the bringer of truth to destroy the lies of Gbaji, the evil Deceiver who oppressed Ralios and Tanisor.

ARKAT CHAOSBANE – Arkat as the destroyer of Chaos in all its forms. Stories are told that Arkat was responsible for destroying Wakboth and Krjalk in the God Time.

ARKAT PEACEMAKER – Arkat as the bringer of peace between species, commemorating the friendships he forged between humans, elves, and trolls.

ARKAT DESTROYER – Arkat as the incarnation of Destruction, whose worshipers believe that he came, and is coming back, to destroy the world.

ARKAT THE DECEIVER – This cult believes that Arkat was, in fact, Gbaji and/or Nysalor either before or after his fight in Dorastor.

The Seven Aspects of Arkat

Alangellia, the ambitious High Priestess of the Goddess of Estal, seeks to magically gain the support of the god Arkat, hoping the seven-headed Dark Emperor will assist in her schemes to unite the city-states of the region under her domination.

High Priestess

Alangellia is the beautiful, sensual, and dangerous High Priestess of the Great Green Lady, the goddess of sexual love and fertility. Tattooed with the runes of Earth, Fertility, and Mastery, she wears the Golden Necklace of Life of her goddess; whilst she wears it, no man (and allegedly, no god) can resist her.

Seven-Headed God

The seven-headed and fourteen-armed god Arkat, the Dark Emperor, is an important and contradictory hero-god-demon. Each of his different heads is associated with a right and left arm carrying or conveying the symbols of that aspect.

Peacemaker: This head represents Arkat as the bringer of peace between species, commemorating the friendships he forged between humans, elves, and trolls. His right hand is outstretched with an open palm in a gesture of fearless peace; his left hand is held out, palm uppermost, the fingers pointing downwards as a sign of balance.

Chaosbane: Arkat as the destroyer of Chaos in all its forms, bearing in his right hand a long leaf-shaped sword and in his left a thunderbolt.

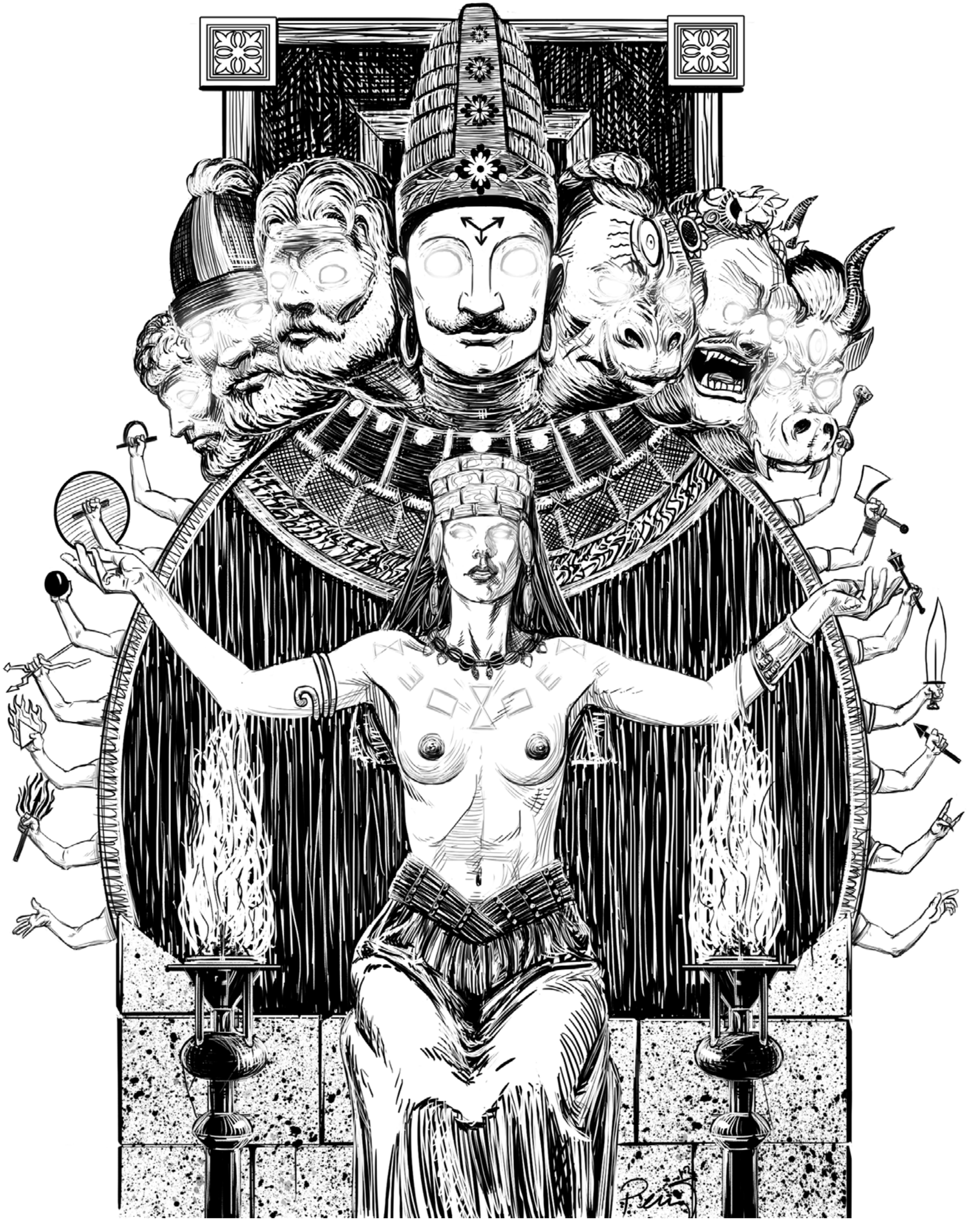
Savior: Arkat as the bringer of Truth against the lies of Gbaji. In his right hand he carries a small bronze axe and on his left arm has a small round shield.

Great Arkat: Arkat as the founder of a great kingdom after the defeat of Gbaji, holding in his right hand a serpent-headed scepter, and in his left a rod and ring symbolizing his kingship.

Liberator: Arkat as the historical Western Man-of-All who liberated the land from Gbaji, carrying a spear in his right hand and holding a Law Rune wreathed in flames in his left.

Destroyer: Arkat as a monstrous incarnation of Destruction, bearing in his right hand a flanged mace and in his left a black sphere.

Deceiver: Arkat as the Demon Gbaji, his evil nature betrayed by his taloned hands. He makes an esoteric occult sign with the fingers of his right hand and in his left clutches a flaming spear.



Safelstran Intrigue

Night time in a dark and narrow street in a densely populated Safelstran city. A Safelstran noblewoman, protected by her ever-alert Orlanthi bodyguard from the hill tribes, conspires with an Arkati Sorcerer and the high priestess of a powerful temple. The buildings have stone foundations with dark wooden superstructures. No street lights illuminate this clandestine meeting.

Safelstran Noblewoman: This proud aristocratic woman is a dangerous raven-haired schemer. She wears an ornate red and white takchita with an sumptuous headdress and masses of gold and silver jewelry, semi-precious stones, bracelets, and necklaces. Her eyes are highlighted with kohl and her face is tattooed with Earth, Mastery, Harmony, and Communication Runes, as well as the markings of her noble house.

Orlanthi Hill Tribe Bodyguard: Protecting the conspirators is a mercenary bodyguard from the Orlanthi hill tribes, perhaps from Vesmonstran or the East Wilds. He is a tall man, mightily shouldered and deep of chest, with a massive corded neck and heavily muscled limbs. His black mane is square-cut, his brow low and broad, his eyes a volcanic blue smoldering as if with some inner fire, and his dark, scarred, almost sinister face that of a fighting-man. Tattoos cover his olive skin, especially of the runes of Air, Movement, Death, and Mastery.

He wears bronze scale or lamellar armor over a tunic that reaches down towards his knees and carries a long leaf-shaped sword carved with the runes of Death, Movement, and Air, and also has a triangular dagger handy. The mercenary smokes dried kafl leaf from a crude clay pipe, although his watchful eyes betray his studied nonchalance.

Arkati Sorcerer: This nefarious man has a long, styled beard and mustache, his hair an indistinct brown or black, his eyes piercing and his forehead marked with the runes associated with Arkat. He wears black front-opened robes over a red tunic, and a high-crowned hat. The robes have runes embroidered on them to display his mastery over the magical forces of the world. His jewelry is ornate – including a heavy necklace with a pendant of the All-Seeing Eye of the Invisible God inside a Law Rune. In his belt sash is a wickedly-curved dagger.

High Priestess: This temple priestess is devoted to a local aspect of Ernalda, the fertility goddess of the city, and thus a person of considerable political importance. A gorgeous woman, her hair is brown, long and curled, her eyes darkened with kohl. She wears a flounced skirt cut high on her thigh exposing much of her leg and a tight short-sleeved blouse with embroidered cuffs and neck-line. Around her waist is a broad belt or sash. She wears a high conical hat and golden earrings and necklace. Her skin is marked with the runes of Earth, Fertility, Harmony, and Magic.

Despite the passage of nine centuries, the halcyon days of the Empire of Peace are still idealized. Arkat's return is prophesized by omens, stories, and rumors; Safelstran rulers often invoke Arkat's memory and his imminent return in their efforts to unite Safelster under their leadership. Rulers support Arkati cults and plot with secret societies; all believe that the first to overcome the God Learner wards and contact Arkat after all these centuries will rule Ralios.

This flux and tension between the many forces of independence and centralization causes the rise and fall of the many Ralios city-states. Currently, the most important city-states of Ralios are:

Naskorion, thanks to the support of the trolls and the recent acquisition of parts of southern Delela and northern Syran.

Sentanos, which was much more powerful several years ago, but is now on its way out. It failed when its main support, the Proven Appearance of Arkat movement, failed to demonstrate its claim. As a result, the manifested incarnation of a Lankst hero, Siglolf Cloudcrusher, destroyed the Sentanos army and leaders at the Battle of Falling Stones in 1619.

Kustria, thanks to the acquisition in 1621 of Galin, through the marriage of the Tournament King to Ingye, the Queen of Galin. Somewhat scandalously for such political unions, they really love each other.

Otkorion, due to the popularity of the new Cult of Siglolf Cloudcrusher, recently imported from Lankst to suit the needs of the migrants populating Fiesive, and the vigorous efforts of High Priest Surantyr.

Daran, whose count forms the center of an anti-Tanisorian alliance. He employs fugitive nobles from Dangim and has recently made conditional defense alliances with Tarasdal and Tiskos, and has been promised help by the Old Arkat Kult Alliance of Azilos and the Ancient Beasts Society of Estali.

Azilos, whose ambitious archon claims the right to rule over all Ralios on the basis of his alleged descent from Arkat and his collection of Arkati artifacts.

Titles in Ralios

The various principalities of Safelster claim a bewildering multitude of titles. Some are of Middle Sea Empire provenance, others date from the Autarchy. Still others are newly minted, in most cases declarations of the ruler's ambitions rather than substantive reality.

For simplicity's sake, Safelstran titles have been translated into their closest English approximation.

Archon: This title was used in Arkat's Empire of Peace and simply means "ruler". It is closely associated with the Arkat Cults and sometimes connotes a claim to ruling all of Safelster.

Prince: This title is a generic term for the ruler of an independent principality. It has no strong associations with either the Arkat Cults or the Seshnelan Kingdom.

King or Queen: This title refers to the ruler of an independent principality. It connotes a combination of sacral, judicial, and military authority.

Duke: This title originally referred to the chief military commander of a prefecture of the Middle Sea Empire. It now denotes a senior ruler who does not claim to rule all of Safelster.

Count: This title originally referred to the imperial governor of a city or province. It is now used by the Kingdom of Seshnela for the same purpose.

Military

The Safelstran cities each muster a small army of mixed heavy cavalry and infantry. Quality is usually mediocre, and when real war is waged, fierce bands of mercenaries are hired.

The cities on Lake Felster maintain small navies of patrol boats, fast galleys, and colossal, multistory fortress barges for assaulting fortifications.

Religion

The religions of the area are as diverse as the political divisions. Great Arkat established a widespread and popular religion which was suppressed about five hundred years ago, but has resurfaced in hundreds of scattered pockets of individual worship.

In general, the many small lands of Safelster are mixtures of Malkioni and Orlanthi religion, combined with insights from Arkat and his followers. The Safelstrans worship a diverse array of gods for their aid and protection, but believe that above the gods there is one Supreme Deity, the Invisible God who is the God of the gods. The temples of orgiastic snake goddesses and warlike storm gods coexist with schools of eldritch wizardry that claim to know the dark secrets of Arkat. Secret societies that teach some dark secret of Arkat battle against other secret societies thought to have mastered the powers of Chaos. Some gods are associated with one city, and prohibited in others.

One of the most widespread religious sects is the henotheist cult known as the Chariot of Lightning, where Arkat's insights have created a synthesis of traditional Orlanthi religion with Malkioni philosophical materialism. Orlanth, by his actions in the Lightbringers' Quest, is regarded as the Supreme Deity by this sect. Another widespread school, Stygianism, holds that Darkness is the source of all and that all shall return to the Primal Dark.

Chariot of Lightning Sect

The Chariot of Lightning is the fastest growing cult in Ralios and the ruling religion of Otkorion. This henotheist sect of Malkionism believes that Orlanth is the Supreme Deity, the creator, preserver, destroyer, revealer, and concealer of all that is, and that other deities are important also and deserve worship for their aid and protection.

The sect was founded by Surantyr the Non-Heretic after he had the Chariot of Lightning revelations atop Top of the World Mountain in 1605. Within three years, he made himself master of Valantia. In 1611, the sect conquered Fiesive with its Lankstite allies and forged the confederation of Otkorion.

Safelster Regional Activity Table

Determine weekly per city

COMMON EVENTS

Attack apparently imminent from nearby city: all foreigners suspect as spies and fifth columnists.
Mobs rioting in streets: looting possibilities available.
Market closed, on strike against government; merchants hiring bodyguards.
Nearby city spreads new lies about its version of the true Arkat myth: political tension escalates.
Aberrant prophet dramatically exterminated by an unusual agency or device, presumably the victim of his own occult investigations or spiritual warfare.

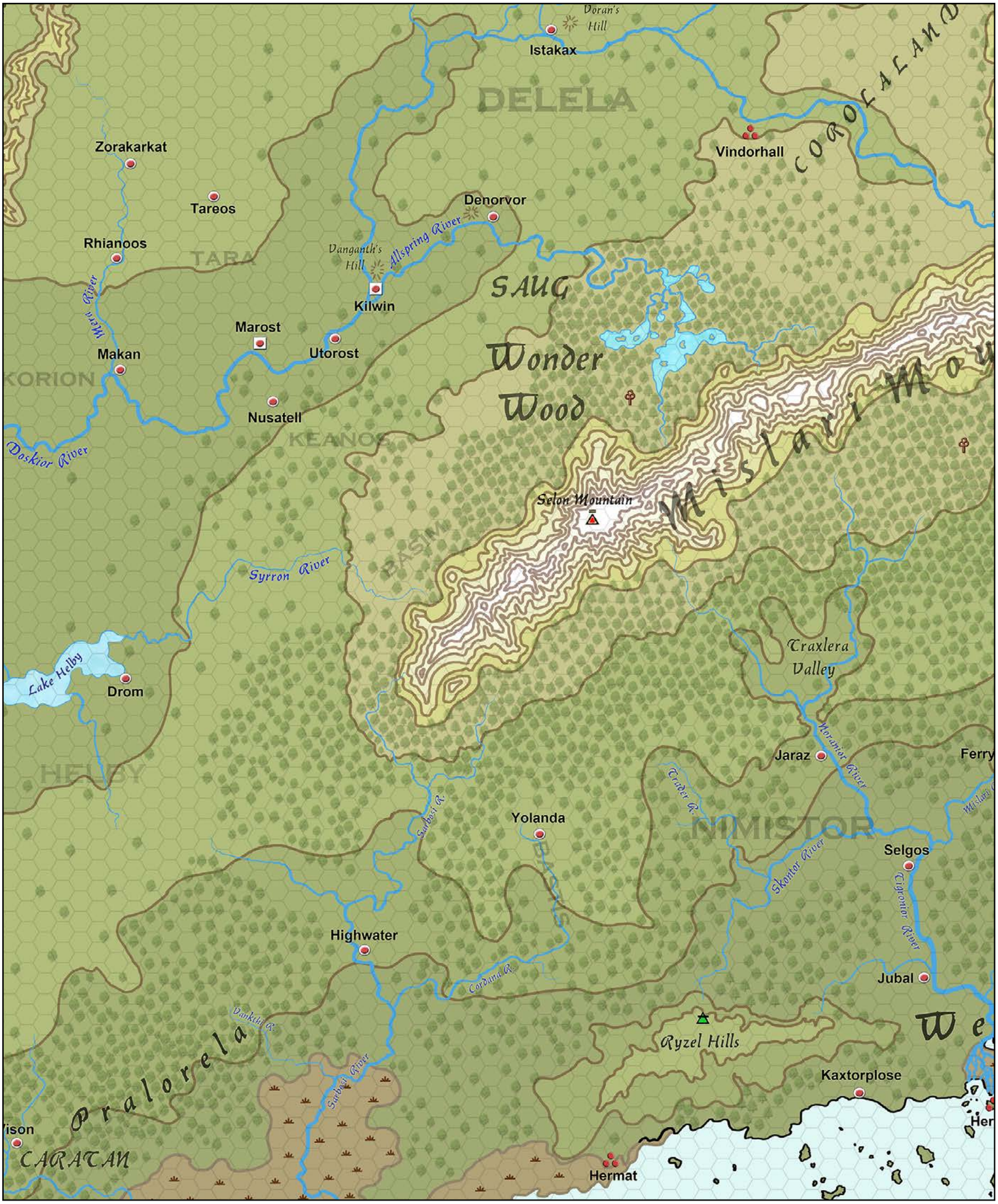
UNCOMMON EVENTS

"Loons" celebrating some obscure victory; dancing in the streets.
Vicious raiding from nearby city; mercenaries are now hiring, great booty promised.
Wild peasant rebellion: all urbanites and foreigners in danger.
Acute wine shortage: pubs closed, surly mobs crowd streets.
Religious dissent: holy people or magicians threatening to curse government.
Religious demonstrations blocking major streets.
Guild of Chaos Monks perpetrates another unusually violent crime.
Outbreak of Boristi cultists.
Trolls visiting the city on mission from Guhan or Halikiv: rumors of a "chain gang" takeover run wild.
Agent from Kingdom of Seshnela discovered undermining the city; public execution scheduled for the morning.

RARE EVENTS

No event of note.

Uilinve
Frive
Lasrotal
Relimav
LALIA
OTKORION
Danokve
Vebaslan
Dustrian Mountains
Caves
Uzgor Mountains
Valantia
Kaemis
Buruzronkurz
Frilan
HOLUT
Upper Tanier River
Hesmol
Urkist
NAS
Vulture's Peak
Urz Kalamok
Col
GUHAN
Tinaros
TINAROS
Belstos
Kadesos
Utik
BORIN
Grodnin
Jarabolos
Wexten
Velan
SENTANOS
Hida
Urfane
KUSTRIA
Rilan
Sroket
Misrotmol
Sodal Marsh
UTON
Yod
Kustria
Tortun
Syran
Avok
Uton
Mormol
Lake Felster
Heswal
Galin
Fornalor
Nisos
Partan
Nislan
Lake Bakeel
Tanier River
Azilos
Tarasdal
Nedurant
Dainmol
Tolin
Segurane
MARCH
Walim
Estali
Danket
Tiskos
TARASDAL
AZILOS
TISKOS
ESTALI
Leplain
Dangk
Gamol
Vetagane
Mios
Hrelar Amali
EhilKae
Arnlor
DARAN
Lartuli
Moeket
Relemorket
Wolfblood
DANGIM
TANISOR
Finval
Carin Mountains


Doran's Hill
Istakax
DELELA
COROLALAND
Vindorhall
Zorakarkat
Tareos
Denorvor
Rhianoos
TARA
Danganth's Hill
Allspring River
Kilwin
SAUG
Wonder Wood
Mislari Mo
Marost
Utorost
Makan
KORION
Nusatell
KEANOS
Doskior River
Selon Mountain
BASIN
Syrron River
Traxlera Valley
Lake Helby
Drom
HELOBY
Jaraz
Ferry
Yolanda
NIMISTOR
Selgos
Highwater
Jubal
Ryzel Hills
Kaxtorplose
Pralorela
CARATAN
Hermat

The Galanini

The Galanini of Ralios are several scores of aristocratic horse-riding clans ruled by hereditary female chiefs. They worship Ehilm, the Sun, and Galanin, the ancestor of horses. The Galanini believe that they are kin to their mounts and some of the chieftains are believed to be able to transform into horses. They are found mainly in Galin, Estali, Helby, and Tiskos.

Surantyr is quick to exploit the support of his sect's members who live in other cities. Most recently, the Chariot of Lightning sect and its Lankstite allies crushed the armies and leaders of Sentanos at the Battle of the Lightning Stones. Its nearest rival is Rokarism, which takes orders from the Watcher Supreme in Leplain.

People of Note

Alangellia, High Priestess of the Great Green Lady: Beautiful, sensual, and dangerous is how even the Estalites would describe their High Priestess of the Great Green Lady, goddess of sexual love and fertility. She received the Golden Necklace of Life from her goddess; while she wears it, no man can resist her. Alangellia rules Estali by means of the current holder of the Purple Scepter of Serpent Sentience, with whom she maintains a torrid affair.

Argin Terror: Called the Nightmare Sorcerer and Son of the Devil, Argin Terror is the most feared magician in Ralios. It is said that he would have taken over the whole world in one year except that he waited until his mother was dead before eating her, and so she is now his unceasing tormentor, diverting his attention to their immortal war rather than petty Gloranthan pursuits of world domination.

Darmangon, Prince of Borin: This rash hothead once boasted that he was, in fact, Agent of the Secret Register of the Boristi, thereby losing the trust of all right-thinking lords and all other people.

Defed, Boristi Prophet: The Boristi school has a new leader, who has a new revelation for his followers. Defed is a powerful sorcerer who has inexplicably powerful sources of magical energy.

Erengazor: The Duchess of Tortun: also called the High Princess of Low Delight, and the Overlord of Sentanos. One of three people attempting to revive Arkat's ancient empire, Erengazor was leader of the Proven Appearance of Arkat movement, but Arkat has failed to appear lately and her cult is failing rapidly. With it goes her political power.

Foyalfine, Archon of Azilos: Foyalfine leads one of three major efforts trying to re-establish Arkat's ancient empire. He claims right of rule over all Ralios on the basis of a tenuous genealogical connection with Arkat himself, and by possessing the so-called Eye of Worlds, once a favored artifact of Arkat. He is entertaining envoys from Guhan, Tanisor, and Borin.

Ingye, Queen of Galin: The beautiful 18-year-old Ingye ascended to the throne of Galin three years ago. She relies heavily upon the counsel of her uncle Keye, who serves as her military warleader. She recently married Meime the Tournament King, creating a powerful alliance that worries the other Safelstran cities.

Kimiv, Duke of Naskorion: Kimiv is one of three people attempting to revive Arkat's ancient empire. He has been successful in seeking alliance with the trolls of Halikiv, and recently financed the construction of Zorakarkat, a temple-fort dedicated to the Chaos-killer. The Duke is a known member of the Argan Argar Chain, and actively makes arrangements for the great insect caravans to cross between Halikiv and Guhan.

Meime, Tournament King of Kustria: Handsome, romantic, and dashing, Meime is one of the finest horsemen in all of Safelster. He has a passion for battle and tournaments, and spent a fortune commissioning the dwarves of Nida to make him a suit of

Underground Organizations of Safelster

The petty intrigue of the Safelstran city-states does not stop with politics or religion. Several secret intercity organizations have large followings, as has been occasionally proved by their casting of spells, causing riots, or quickly raising a fanatical army of adherents willing to die for glory. In many ways, the only difference between the religions and spirit cults of Safelster and these underground organizations is that the latter attempt to keep more information secret. The information given here is common knowledge, but is not necessarily all true.

Ancient Beasts Society
Many old Hsunchen tribes once occupied this land, and their descendants still do. These societies claim to be able to summon the ancient animal spirits to possess their worshipers if they engage in long sessions of drumming and dancing. The societies are usually not persecuted, and hence not very secret, but are widespread and maintain friendly ties between most cities. The adherents are commonly called "Loons" because they usually call upon Grandfather Loon during their opening rites.

Argan Argar Chain
A network of humans friendly to trolls have maintained the cult of Argan Argar in secret among themselves, remaining aloof even from established human temples in the markets of the cities. It is commonly called "the chain gang." Only when the troll insect caravans began moving did the Chain reveal itself. Membership is secret even from other members, and known only to the caravan lords who call upon the cultists as needed by sending the "black dart" to them. Once called, members respond without fail. Most people believe that the members of the Argan Argar Chain are troll sympathizers.

Galvosti School
This heresy believes that Tapping non-Malkioni is an acceptable practice, even though they wear the white robes of the Invisible God, whose commandments prohibit Tapping.

Guild of Chaos Monks
Believing that destruction contains all values, the Guild of Chaos Monks is a band of madmen which peddles assassination, sickness, mutation, and spoilage for the glory of their secret god.

Old Arkat Kult Alliance
Known to be found in Azilos, Tortun, and Uton, the alliance claim to have the secrets to open the main pathways of the original Arkat religion. It does not support any of the current claimants to the Empire of Arkat.

Secret Register of the Boristi
Common rumor says that these cultists are likely to grow into something awful as a result of their practice of Tapping Chaos things, hence their popular nickname of "squids." Many say there are better ways to deal with Chaos than Tapping.

Summer White Society
This organization of Nysalorean illuminates seeks to resurrect Gbaji. For centuries, they have been gathering the scattered pieces of Gbaji and believe they are close to being able to reassemble the Chaos God. The place where the pieces are stored is their best kept secret.

The World of Losers Movement
These adherents call themselves the World of Losers Movement, but to outsiders they are simply the "Losers." It is a penitent movement whose members randomly wander the countryside in mobs, begging for forgiveness and food. They are regularly worked into a murderous frenzy by opportunistic thieves and bandits, who prosper by picking among the leavings and the corpses.

Occasionally, excess erupts and bands of flagellants whip themselves to death. Recently, rumors claim that among the losers have appeared individuals purified of all guilt and shame by their efforts. These people, as yet unseen by outsiders, are called the Hideous Saints by believers.

impregnable iron armor. His helmet is made like a human face, with eyes, nose, and a grinning mouth; it also features a pair of curled ram's horns, brass spectacles, and even etched beard stubble. Meime is also a keen supporter of artists and scholars, be they Arkati, Malkioni, or Orlanthi. Last year, Meime won the heart of the beautiful Queen Ingye and is devoted to their love.

Places of Interest

Avok (small city): This port city is best known for its traditional sword dance, involving two groups of dancers engaging in a mock battle over the fate of a veiled young woman.

Azilos (large city): A small land with a frustrated, ambitious ruler who rules from the Black Palace, rebuilt by his ancestors on a spot blessed by Arkat himself. The city is famed for its imposing Temple to Strife and Love, where the Lead Plates containing the Book of Eternal Return are studied by competing schools of Arkati sorcerers.

Bakeel Lake: Surrounded by the Sodal Marsh, this crystal-clear lake is believed by many to have healing powers against various diseases.

Belstos (small city): This ancient fortress has never been taken by storm or siege, but has fallen only through treachery. It is the current capital of Borin because it is the main treasure storage and armory for Prince Darmangon.

Borin: The place of origin and stronghold of the Borist heresy of Malkionism. Many Borists still live here. The heresy has not been the state religion for centuries, but the rumor of the Secret Register of the Boristi persists. Supposedly, any practitioner of the Borist heresy can register with the Agent, whose identity is usually kept secret. They then receive special protections and blessings, in return for which their services may be "rented out" by the Agent, in secret of course, for exorbitant fees. Prince Darmangon recently boasted of being the Agent.

Col (small city): Seat of the Archon of Holut, this frontier city is well-fortified and -equipped. The Arkat Temple-Monastery of Holut, near Col, claims to hold a secret method whereby they could contact the real Arkat Liberator, but they cannot use it until the prophecies (otherwise unstated) are fulfilled.

Dainmol (small city): The Guild of Chaos Monks began their uprising here in 1617. Their efforts to seize Tiskos and Walim ultimately failed, and the city was retaken by the Prince in 1619. Those accused of belonging to the Guild were tortured and executed, but many are feared to have gone underground.

Dangim: This land was first populated to make Hrelar Amali, the City of the Gods, whose ruined temple is still visited by many pious Ralian pilgrims seeking divine guidance. King Dan was an ancient Dawn Age Hero who conquered Seshnela and ruled from within this region. In 1615, the count was killed and replaced with a rival member of his family by the King of Seshnela.

Dangk (large city): This city is the seat of the County of Dangim, which was conquered recently by the King of Seshnela and taken as his personal demesne. The old ruling family of Dangim, now sworn to Seshnela, governs the city at the king's sufferance. An imposing great temple to the Invisible God towers over the city, paid for by special tribute imposed on the local Dangkae temples.

Danket (small city): Often called "Sodal City", this city originally consisted of houses built on a series of small islands in the Sodal Marshes. The city is wealthy from its role in the salt trade. Its inhabitants drain the nearby swamp with a network of canals.

Daran: The stolid farmers of Daran are mostly Malkioni of the Rokari School, but their rulers belong to a henotheist heresy which gives precedence to the religious insights of the residents of this land. The region is renowned for its horses, revered by the local peasants, even if they are otherwise orthodox Malkioni.

Drom (small city): This is the largest settlement on Lake Helby. It is protected by a horse-headed deity whose statue, staring out from above the main gate, kills attackers. From Drom, caravans set out southward through Pralorela to the Trader Princes of Maniria.

EhilKae (small city): This city near the ruins of Hrelar Amali was an important school of God Learner philosophy in the Second Age. The school was destroyed by the warlord Mabodinarne during the uprising in 980. The local temple of the Invisible God, called the Well of Knowledge, was the center of the wizard Halwal's activities in Ralios and has been richly patronized by various would-be rulers of Ralios.

Estali (large city): Estali is rich from its control of the Estal River Valley. It is ruled by the Archon of Estal, a position held by whoever wields the Purple Scepter of Serpent Sentience. The current Archon maintains a fervent affair with Alangellia, high priestess of the Great Green Lady (also called Ernalda in Estali).

Estali dominated Safelster from 1360 to 1400 and still maintains a sizeable navy. The splendors of its former glory can still be seen in the great Palace of the Archon, the magnificent Temple of the Great Green Lady, with its Copper Gate, and the Great Library of Lhankor Mhy, the largest in Safelster. Estali is notorious for its lascivious fertility festivals celebrating the Great Green Lady.

Galin (large city): This city is an ancient holy place, the birth site of Galanin, the horse-god, divine ancestor of the Enerali people who dominated the region in the Dawn Age. It is ruled by a dynasty of hereditary queens who came to power about two centuries ago. The previous Queen was killed in battle, and her successor, Queen Ingye, was recently married to the Tournament King of Kustria. The city is part of the Estali League and allied with the city of that name.

Gamol (small city): This city is home to a shamanic tradition associated with the Ancient Beasts Society. The shamans are usually women, and are enlisted by those who want help with the Spirit World.

Grodnin (small city): The priests of this city offer sacrifices to a conical black stone, given to them by Arkat's troll allies. They swear all oaths by the Black Stone and hold it above all other gods or spirits.

Helby: Ruled by the Forester Prince of Helby, this land has a national holiday in Storm Season wherein all adults wear masks and congregate for dancing, feasting, and anonymous festivities. The locals revere white horses as children of the horses that draw the Sun God through the sky.

Hesmol (small city): This temple city is heavily fortified and best known for its ancient shrine to Arkat the Destroyer.

Heswal (small city): This walled city is located on an island in the Tanier River. It collects a toll on all river traffic between Safelster and Seshnela on behalf of the Tournament King of Kustria.

Hida (small city): The hills above this city are rich in metals, especially bronze, silver, and copper, and around the city are rich cultivated fields. The city has a large temple to the Earth Mother and is governed directly by her high priestess.

Holut: The Archon of Holut rules this troubled land. The dynasty's policy is traditionally isolationist. Its courageous horsemen regularly plunge into any surrounding territory for plunder and sport, sparing not even troll-infested Guhan.

Hrelar Amali: This ancient ruin glows at night and looks shadowy in the daytime, thanks to the ancient energies which still permeate it. It was one of the most famous holy places in the world during the First Age, but has fallen into disuse since the monotheistic cult of the Invisible God gained local popularity. Sometimes people from great distances travel here to perform ancient rites.

Jarabolos (small city): This city belonged to Sentanos until it was conquered by the Duke of Naskorion in 1610. It is best known for its triple temple to the gods and goddesses of sun, storm, and earth.

Orlanth

Source: *tract of the cult of Orlanth, distributed in Tortun (Ralios), Movement Week, Storm Season, 1623*

Some say that Ghaji was the god who stopped the Sun in the sky, and because of that he was slain by Arkat, servant of the gods. Others say that Ghaji was the evil god who tried to enslave the world, and that Arkat the Liberator saved the world from Chaos. I have even heard one priest from Peloria say that Nysalor was the last piece of the Sun God, the one that should come to all men, and that Arkat the Traitor was Ghaji, the shadow which destroyed what he could not understand, or who destroyed a friend out of jealousy and greed.

But we know that it does not matter whether Nysalor or Arkat was Ghaji, or what Ghaji was, or whether they were one person, or two. It does not matter who triumphed in the Land of Doom (whence evil always comes) and buried the body of his enemy, for any such triumph is only disaster. Both were corrupt, and brought a weakness into the world which allowed Chaos to come back. Because of them it is still here today, even though Orlanth banished it for all time in the Darkness, and again after the Dawn. Because of them it has risen once more into Orlanth's realm, when it should have been gone forever.

Kadesos (small city): This market city belonged to Sentanos until it was conquered by the Duke of Naskorion in 1613. It is best known for the quality of its dried *kafl* leaves.

Kustria (large city): This small nation holds the Tower of Xud, a sorcery-erected structure which rises over a mile into the air. Its spire reaches into the Celestial Realm, and it is rumored that its basements reach into the Underworld. Over the centuries, various sorcerous schools and sects have seized control of the Tower for their own purposes. At present, the Tower is in the power of the Breakers of the Seal, an Arkati sect allied to the Tournament King.

Kustria is also the site of the Kustrian Great Tournament instituted by King Ulianus III. He built a fortress and huge arena, unique in Ralios and Seshnela, and founded a principality whose sole purpose was to sponsor the annual event. Its charter states its purpose to be "a proving ground for the nobles of Ralios, wherein to settle differences in a civilized manner according to the rules of Horal, whereby the helpless farmers of this land may be saved from needless pain and fear." Although the region is now independent of Seshnelan overlords, it still serves its noble purpose of holding annual martial contests, and many nobles still choose this method of settling arguments.

Hrelar Amali

The City of the Gods is located on the Crimson Plains between Ralios and Seshnela. It is the spot where Flamal was murdered in the Gods War. For this reason, it is one of the most sacred spots in all Genertela.

Hrelar Amali served as a temple to the Nine Great Gods. At Flamal's death, the Enerali people built a temple to him, and added a temple to Ernalda and one to Xentha, who carried off Flamal's body, to appease the Nine.

To guarantee the place's sanctity, the priests never worked, and were given food and other necessities by the gods themselves. The place's sacred quality was also maintained by oaths which protected any pilgrims and priests while there, or on the way, so long as they wore the yellow robes. There was always a mouthpiece for the temple, who acted for any god who was in charge at the time. He was called "Chief of the Court", and was created by the rulers of the Spike itself from their blood.

In 180, the Theyalan Lightbringers revealed at Hrelar Amali that Orlanth was another name for Humat, the most powerful of the Nine. A generation later, the Seshnegi gave great gifts to Sramak, so they might placate the waters. Later, temples to many lesser gods were added.

From its glory it fell to the corruption of a particularly vile form of magic called Vadeli sorcery and the temple remains in ruins to this day.

Recently the ruler, the Tournament King of Kustria, married the Queen of Galin, forging a potentially powerful state.

Lake Felster: The rich and wide Lake Felster was once a sea, and contains shades of its former greatness in its richness and variety. The lake is approximately 170 miles long and 30 miles wide. The lake has more than a score of islands, the largest being 15 miles long and 6 miles wide. Lake Felster was carved out of the earth when the storm gods warred against the Serpent-Beasts of Hykim and scattered them with lightning and thunder. The lake is the home of green-skirted Safa, a goddess of beauty, youth, lakes, and rain.

Commerce glides across it in boats of all sizes, and several significantly large naval engagements have been waged upon its serene surface. Most large cities contain a shrine to Safa, the goddess of the lake. Several small settlements are actually on the lake itself: small floating islands made out of reeds.

Lake Helby: The fishing on Lake Helby used to be so great that no one bothered to hunt around it, forging a friendship between humans and animals which was ruined by Gbaji, the Deceiver. Now a small but loyal cult prays diligently for the Fifty Lost Fish destroyed ages ago whose return would allow the people to turn away from the hunting and farming they now must employ.

Lartuli (small city): This hill-top city was founded as a royal fortress of the ancient Galanini queens. It is a place of pilgrimage because of a sacred rock relief carved into a nearby cliff. The relief, some thirty feet high and of unknown age, depicts a Solar horse woman battling against the dragon ruler of the Underworld.

Near Lartuli is the battlefield of Irn, where many Ralian demigods fought and bled in the Gods Age. Mining for Gods' Blood crystals and various associated metals is an important part of the city's wealth, and several of the mines are many centuries old.

Makan (small city): This city is sacred to the goddess of the Dark Earth. The nearby Nakala Caves reach into the Underworld. The current ruling dynasty of Naskorion came from here before seizing control of Marost in 1582.

Marost (large city): Capital of Naskorion. This fortress-city is built on a long, solitary hill overlooking the Doskior River. It has never fallen to siege, supposedly because 100 swords, taken from creatures killed by Arkat the Destroyer a millennium ago, were built into its massive sandstone walls over sixty feet thick. The ruling dynasty has constructed temples and shrines to many gods, but the most famous is the Shrine of Black Stone (named for its black marble paving), a place of great sacredness and danger.

Mera River: This river rises in Vustria and joins the Doskior River at Makan. It is defended by a great river serpent said to be a grand-child of Hykim and Mikyh.

Mios (small city): This hillside city is best known for its Oracle of the Dead, an entrance to the Underworld guarded by a shrine to Humakt.

Misrotmol (small city): This city was a hill fort of the Korioni tribe at the Dawn, noted by First Age poets for its palace, cyclopean tunnels, and its mighty walls. It is the capital of a petty kingdom now subject to Tinaros.

Moeket (small city): For the last six years, this city on the border of Dangim and Daran has been ruled by Tanisorian governors appointed by King Guilmarn. It is heavily garrisoned by Seshnelan horali. The natives worship a well sacred to Uele Oline, a healing goddess.

Mormol (small city): This walled port city and fishing village is below an ancient Utoni citadel prominent during the Dari Alliance of the First Age. The citadel was destroyed by the Seshnegi, but the town was relocated here.

Naskorion: All of Naskorion belongs to its Duke, and though several privileged government positions are hereditary, none of the lands are alienated. Each town and village has an overlord appointed by the Duke and has the right to the Duke's court in Marost. The Duke has a sizeable standing regiment of heavy cavalry and increasingly uses dark troll mercenaries from Halikiv in his wars of conquest.

Nedurant (small city): This island city dominated Safelster almost three centuries ago. Its dominance lasted about a generation, until its navy was destroyed by a league led by Estali.

Nislan (small city): This small city is famed for its herd of golden horses, sacred to Galana the Sun Goddess.

Nisos (small city): This port city rules the fertile island of the same name. It is best known for the Seekers of Knowledge, a small but influential school of wizardry that claims to possess the secrets of the Kingdom of Logic. The city was part of the Partan League, but allied with Azilos after the fall of Partan in 1600.

Nusatell (small city): This city claims the honor of being the location where heroic Queen Nusa was burnt in the Darkness. Her cult is supported by those cities that claim Vustrian descent; the Dukes of Naskorion are the patrons of the temple.

Otkorion: This powerful confederation is led by High Priest Surantyr the Non-Heretic and his Chariot of Lightning sect. In the last decade, Otkorion has played an increasingly strong role in Safelstran politics. See the Vesmonstran section for more information about this land.

Partan (ruin): This island city was razed to the ground by the Estali in 1600 and its inhabitants dispersed. Its stolen treasures now decorate the palace of the Archon of Estali.

Pralorela: An outlying forested region inhabited by the elk-riding Pralori people. They have a fearsome reputation as powerful shamans and fierce mercenaries. A range of hills divides the land into northern and southern regions. A river on the southern portion, the Noshain, empties into the Mournsea at the city of Handra.

In the First Age, Pralori warlords dominated the lands around Tarinwood, including much of Slontos. The people of Slontos were liberated from Pralori oppression by the Theyalans in 115, and those of Tanisor by the Jrusteli in the early Second Age. The Pralori still rule their homelands and collect tribute from those caravans traveling between Ralios and Maniria.

Rilan (ruin): These ancient ruins were an important center of learning of the Autarchy, with temples, libraries, and schools of wizardry. The Return to Rightness Crusade sacked the city in the Second Age and cursed its remains.

Sentanos: Once more powerful, Sentanos has been losing territory to its neighbors after several severe military and political blows. Its major remaining components are the cities of Tortun and Syran. It is ruled by Lady Erengazor, the Duchess of Tortun, also called the High Princess of Low Delight and the Overlord of Sentanos.

Sodal Marsh: This once-dismal land is now one of the richest areas of the region. The ruling family of Dangim (now sworn to the King of Seshnela) has been expanding their lands for generations and reaping wealth thereby. Their lands are foreboding to outsiders who do not know the secret tracks, and rumors say that monsters exist there.

Sroket (small city): This island city is ruled by the fish-skin wearing priests of Safa, who is depicted as having the head and body of a beautiful woman, the tail of a fish, and carrying wheat and flowers. At her temples are fish ponds containing talking fish only her priests might touch; violators are fed to the fish.

Syran (large city): The wealthy Glassmakers' Guild dominates the politics of this city. They claim that glass was first blown in Syran, though some older stories claim it was in a ruined city nearby called Graveen, Kalostor, or Laprido, depending upon the source. Syran still makes the best glass containers for beauty, durability, or unique magical purpose (though all three traits are never found in one item). Ruled by a council of guild leaders, Syran is allied to Tortun and is part of the Duchy of Sentanos.

Tanier River: This great river and its tributaries drain the Ralios basin. From its outlet from Lake Felster near Kustria, the Tanier River flows nearly 700 miles through Seshnela until it discharges at Noloswal. The river is navigable its entire length from Lake Felster to the sea.

Tanisor: A region of the Tanier River Valley. The people here are descended from the ancient Fornao tribe of the Enerali; however, they have long aped the ways and religion of the Seshnegi. The kings of Tanisor have titled themselves King of Seshnela since 1413.

Tarasdal (large city): Four centuries ago, the ruling dynasty of this city unified Safelster into the Kingdom of Jorstland and conquered Tanisor. Several noble families claim descent from the House of Jorst and compete to rule the city; this competition is often violent and always to the misfortune of the local farmers. Whenever Seshnela shows signs of expanding into Ralios, the farmers of this area rebel against their rulers in an attempt to join with the Kingdom of Seshnela. And always, within a year, they rebel again against Seshnela.

Tarinwood: This vast elf forest stretches from the southern reaches of Ralios all the way to the Ocean. It is one of the six Great Forests of the elves. It is a virgin forest occupied by brown elves who maintain a traditional aloofness and forbidding presence from their woody stronghold. Tarinwood is one of the most populous centers of elven culture in Glorantha, containing almost 400,000 green and brown elves.

Tinaros (large city): The ruler of this city used to be the Count of Jorglaban, a city now lost, but famous in the Second Age. When the comital regalia went to the bottom of Lake Felster along with its bearer in 1597, the surviving widow sacrificed her three children in order to gain revenge. Reportedly she then lay with the Devil to beget Argin Terror, called the Nightmare Sorcerer. Certainly the Partanian fleet was destroyed on the day he said his first word, and the city was burned to obscurity by the Estali army when Argin Terror walked. Argin Terror has little interest in mundane affairs, and Tinaros has been governed by a succession of ambitious tyrants appointed by Argin Terror.

The city has grown rich off tribute from other city-states, and from the tolls it collects on the busy trade route between Safelster and Fronela. Many cults not welcome in other Safelstran cities have temples in Tinaros, as Argin Terror treats all cults with equal disdain.

Tiskos (large city): The ruler is known to outsiders only as the Count of Tiskos, but is self-styled as the Prince of East Seshnela. The title is spurious, based on a falsified claim laid by Hangalor the Pretender a century and a half ago when he founded the dynasty of elective princes. For the last few years, the Prince has waged a successful purge of the Guild of Chaos Monks from his lands after they attempted another mutant rebellion.

Tolin (small city): This city is best known for its great and ornate Sun Temple, located on the lake shore. The complex is designed in the form of the god's chariot drawn by seven spirited horses on ten pairs of decorated wheels at its base. Each Sacred Time, the temple is the site of wild and drunken festivals intended to revive the god in the Underworld.

Tortun (large city): Currently a part of the Overlordship of Sentanos, Tortun was the origin of its growth when the Duchess of Tortun, also called the High Princess of Low Delight, instituted the Proven Appearance of Arkat Movement. Now Arkat appears no more, and the Duchess' influence outside of Sentantos dwindles. The truce between the city's many competing Arkat cults weakens as well, and violence between them threatens to tear apart what is left of Sentanos.

The Hero Wars Begin

RALIOS: Arkat Returns
Five times! The ways of Heroquesting are abruptly opened, and it isn't what everyone expected. One is a troll, one is a Chaos monster, and no one is quite sure which incarnation the other three are. The resulting Heroquesting provides awesome weapons of destruction to the leaders vying for power.

RALIOS: The Swarm
The trolls of Guhan finally complete a magical ceremony generations have participated in. In 1622, the Great Caravan of the Uz leaves Guhan and moves across Ralios with the aid of the Argan Argar Chain. Both helped and hindered by humans, it finally reaches Halikiv. After performing additional rituals and gathering even more trolls, the Swarm travels over the western Rockwood Mountains into Dragon Pass.

Ralios: One God, One King, One Empire
After the Swarm passes through Ralios, King Guilmarn seizes the chance and invades Safelster to exterminate all Arkati. The Arkati must unite, and then penetrate to the magical heart of Theoblanc's power to weaken him. The Orlanthi of Vesmonstran and the East Wilds hold back, although their mercenaries serve on both sides of the conflict.

Martial Games

The aristocracy of Ralios and Seshnela are inordinately fond of martial games where individual nobles may display their prowess to all assembled. These games include group contests, where bands of heavily-armored nobles charge against each other, and individual contests, most popularly a brutal blend of boxing and wrestling. Contests against dangerous animals (particularly lions) or exotic monsters are also very popular.

In lands where caste restrictions are enforced, contestants are segregated by caste and must voluntarily participate. In Safelster, contests are rarely segregated by caste. Indeed, the Kustrian Tournament includes mercenary and slave contestants. King Vikard of the Games bankrupted the Kingdom of Seshnela with games that included over 10,000 combatants, 11,000 animals, and numerous dragonewts, trolls, and even Chaos monsters!

Arkat Tracts on Gbaji

The many Arkat cults in Safelster discuss and debate the origin and nature of Gbaji. The following selection of tracts is representative of a vast Safelstran literature on this topic. These tracts also give insight into the beliefs and secrets of several Arkat cults.

Arkat Chaosbane

SOURCE: tract of the cult of Arkat Chaosbane, distributed in Tortun (Ralios), Sacred Time, 1622

The birth of Gbaji was an intrusion into the natural world (as defined by the Compromise), and as such could only be interpreted as a return of Chaos. Though his creators and slaves called him Nysalor, the Bright God of Chaos is known only as Gbaji to us, for that is what Arkat Chaosbane first called him.

Though only a skirmish compared with the Chaos Wars of the Great Darkness, the Gbaji War was fought to preserve the universe from an evil as cruel as any of the Great Gods of Chaos. Kingdoms and peoples fell throughout the West as Arkat the Savior led the seventy-five year crusade against the Chaos God and his minions of the Broken Council.

Arkat cleared Ralios and Fronela of these perverted followers, but was unable to cross into Dorastor because of the Krjalki Lord in Kartolin. Gbaji himself came to face Arkat at the Pass, and it was many years before Arkat recovered from the foul wound he took there. But the fight cost Gbaji more than it did the Liberator, and the thing which grew from his severed arm was slain years later by a Dara Happan army.

Acting on the words of the Old Man, Arkat sought another route over the mountains. He prepared his armies to sail south and east, and march through Dragon Pass into Dorastor. This land was unknown to Westerners, and was thought by them to be a volcanic land teeming with *krjalki*, which they called Srvuela.

Arkat landed in Esrolia, and was aided by enemies of Gbaji's dark forces. The combined army moved into the "old highlands" of Dragon Pass, and were there joined by the armies of the dragonewts and the Uroxi. A major confrontation cleared the Pass of all Chaos presence, but after several years of skirmishing it became obvious that the followers of the Evil One were regaining their strength. Weary to his soul, the battered chieftain once again took up his sword and led his sorrowful allies to the final battle with the Deceiver. In his lust for vengeance he swept like a hurricane through Saird, defeating the forces of Gbaji along the way.

As the army marched into Dorastor, Gbaji gathered his own strength about him, and the two met on the plains by Karlan's Ring. All might have been lost by betrayal if the army of the Laughing Son had not broken through Kartolin to massacre the still-human parts of Dorastor, including the priests of Gbaji.

Among those that fell in the City of Miracles were the last of the Inner Circle sorcerers who had created Gbaji, and who had supported him with unholy worship. The battle raged for two days, and at the end of that time most of the combatants on both sides were decimated, leaving only Gbaji and Arkat and their closest followers. The battle raged for another day, and the conflict was so terrible that the earth itself groaned and rolled over, burying the City of Miracles beneath tons of stone. In the end, the Laughing Son fell, but not before sending the last of the *krjalki* to the nameless void. The Deceiver was dismembered by Arkat's great sword, which broke from the task. The Liberator staggered out of the dusty ruins, bearing the bodies of his enemy and friend with him. The friend was laid to rest at Arkat's Last Tower, to guard the pass against evil for all time. The parts of the Deceiver were buried separately as far away as the Elder Wilds, hidden in distant places by Arkat's allies. The land of Dorastor was left barren after Arkat's Last Passing, when the Curse of Cleansing was invoked to seal the land and its terrible secrets forever. It remained so until the unwitting followers of the Deceiver revived the Mask of Gbaji. Pray to Arkat to deliver us from the evil which still grows in the Unholy Land.

Arkat the Savior

SOURCE: tract of the cult of Arkat the Savior, distributed in Tortun (Ralios), Disorder Week, Sea Season, 1623

Gbaji was a god, yet he was not claimed by any of the divine tribes. He fought against the gods of all the tribes, however, and was named by them as an enemy. He fled from the immortal realms, and sought safety in Acos, the lands of men.

He landed first in Srvuela, and was joyously greeted by the people there, for men had not yet learned of the Deceiver's banishing from the holy circles. There he corrupted the people whom he came in close contact with, and they vowed to follow where he went, and go before him to prepare his way. They crossed the Barrier to preach the word of the false god, and many believed their lies.

But in time men learned of the god's real nature, and asked for help from the Heavenly gods. And they sent us Arkat, the Liberator. He told the people that the gods could not come into the world, and so he had been sent to lead the people of Acos in capturing and killing the Deceiver. The peoples of Acos mustered their strength to fight the evil god, though some had been corrupted by his lies, and fought for him instead.

Gbaji fled back across the Barrier and disappeared, but he left behind his servants to cause trouble and wreak havoc in the world. The Riddlers were wily foes, but Arkat destroyed them, though it cost him his best friend. The werewolves were deadly foes, but Arkat defeated them as well, though it cost him his son. And the *krjalki* were the most horrible foes imaginable, but Arkat destroyed them as well, though it cost him his soul. Give thanks to the Savior, who sacrificed himself that we might live.

Arkat the Liberator

SOURCE: tract of the cult of Arkat the Liberator, distributed in Tortun (Ralios), Harmony Week, Sea Season, 1623

Gbaji was the first son of the Chaos Gods to walk the earth. He was a powerful and clever god, and could assume any shape he desired. He was sent by his parents to Genertela to cause war and trouble, so that the Evil Lords could regain their ancient properties.

When he first entered the world due to Ehilm's sin, Gbaji went to Brithos, where the wizards lived. But even with his comely disguise and great power he did not stay there long, for the wizards called upon Malkion to help them drive all taints of Chaos from the island. Gbaji and his followers barely escaped in time, and they hid throughout the world, separate and alone, but still plotting. Gbaji went next to the land of the Seshnegi. He appeared before the king, who was wise and did not trust the god. But he allowed Gbaji to remain, for he was not one to question the gods. And so the Deceiver turned the king's own virtues against him.

Gbaji first appeared in beautiful form, and more than one woman fell to his charms. Thus, there were sons of the Deceiver in the land of the Seshnegi after that, who grew to full strength in a very short time. One of these who had fled from Brithos, a sorceress called Peandla, bore the first of these *krjalki* children. And Gbaji turned his human followers into demons by burning out the mortal within them with the unholy fire of the Void. But none knew this, for they retained the pleasing shapes of joyous men.

When Gbaji finally left, the king was glad to see him go, though he did not dare say so for fear of incurring the wrath of Gbaji's followers, who had grown powerful in a short time. He was warned in a dream not to trust the god, and so had the Mostali make enchanted weapons for him and his followers in preparation for the fight to come. He held the mightiest weapon in the world, a sword forged in Lodrilela [the Land of Fire], and so felt himself prepared against any foe.

Gbaji went to Ralios, where he incited the lords of the land into wrath against the Seshnegi, whom they feared. For nine years Gbaji stayed in Ralios, deceiving the lords and begetting more children to further his cause. The growth of the new cult was slow but steady, and the frequent deaths of leaders opposed to it on all levels went unnoticed or unremarked, at least for a time.

When Gbaji left Ralios he crossed the Wall of Rock into the land of Srvualela, where none but the children of the gods lived. There he called the *krjalki* to him. Soon the Chaos demons outnumbered the gods, and the land worshiped Gbaji as its lord, even the races which had resisted him before, such as the dwarves.

When Gbaji was ready, his followers in Ralios urged the men into war against Seshnela. The kingdom was hard-pressed to hold its lands. The soldiers were divided about the war, since the followers of Gbaji were still active in the kingdom. Thus the war continued for a long time, and both lands were lessened in the fighting.

And so Ralios was in confusion when the *krjalki* entered the land through Kartolin (ruled by a son of Gbaji). The *krjalki* gathered in secret, and did not wait long to attack. They razed Srotolin, for with the army away in Seshnela there were none but women, children, and old men to defend it, and they did not last long against the demons. The men were killed, but many of the women were forced to yield to the caresses of the *krjalki*, and so was formed the race of half-demons which plagued the land for many centuries after. When the men of Ralios heard this, they retreated and rushed to defend their homes. Soon fighting broke out between the city-states, incited by the *krjalki* and by wolf demons sent by Gbaji in the shape of men. In Telmoria the cult of Gbaji had taken over so completely that there was hardly a person in the land without Chaos blood in him.

Many of the cities were able to hold out against the *krjalki*, though they all fought losing battles for many years. Such was the situation when the Liberator came, son of the Storm God and a queen of the Brithini. He turned the wolfmen back into wolves, and sent them far away, then freed the cities, one by one, from the *krjalki*.

The Liberator was true to his father's heritage. His body was as tall as a spear and as hard as iron, and his laughter turned the clear noon sky into thunder. The sword he wielded was as strong as he was, and unmatched in all the world. He knew the Deceiver represented all that was dark in the world, and he was dedicated to the light.

The Liberator followed the secret enemies of Gbaji, who led him to a secret way over the Wall of Rock. Though the path was blocked by *krjalki* and worse, he and his companions entered the Land of Doom after a terrible struggle. The Liberator slew the Deceiver and his *krjalki* companions, then buried the pieces in deep stone and iron tombs in the mountains where none could find them, guarded by the Deceiver's own *krjalki*.

Tortun itself is notable for the palace of the Duchess, laid out around four enclosed courtyards, and many ambitious private dwellings of merchants and nobles. Crowning the hill where the city is built is the city's main temple to Arkat with its impressive temple-library of forbidden lore.

Urkist (small city): This city is built atop a strategic hill that commands the surrounding plains. It has been heavily fortified by the Dukes of Naskorion and has shrines to several gods of storm and war.

Utik (small city): After the Seshnegi were expelled from Safelster, King Ime moved the royal palace of the Srotolinae here. When the Srotolinae tribe collapsed a century later, Utik declined, but remained filled with monuments and treasures taken from Seshnela.

Uton (large city): Uton's people expend much energy in maintaining the independence of their own Stygian Heresy, the Right and Left Hands of the Invisible God, against the importunate missionaries from Tanisor.

Utorost (small city): Known as the City of Bronze, Utorost is famed for its temple to the Bronze One, a storm god who fell from the Middle Air in the Great Darkness and was discovered here in the early Second Age. Traditionally allied to the Voshfrei kings of Delela, Utorost was conquered by Naskorion in 1616.

Velan (small city): This city is best known for its temple to Ehilm, surrounded by four sacred pools. The temple is designed so that on the day of the equinox, the rising and setting Sun falls on the bejeweled gold statue of the Sun. After this, worshipers perform three days of elaborate dances to celebrate the Sun.

Walim (small city): This city is surrounded by vast fields of *kafl* plants. Within the city, a popular shamanic priesthood called the Serpent Beast Dancers smoke and dance themselves into ecstatic visions.

Wexten (small city): The People's Democratic Republic of Wexten is a small city-state wherein each mature citizen has a number of votes dependent upon his economic status, and all political offices are filled by elections. The city is located on an island in the Upper Tanier River and is a tributary of Tinaros.

Wolfblood (small city): The keep of this ancient city was built by a Dawn Age wizard who used wolf blood instead of water for the mortar. Tucked away amid difficult hills, it has an ancient reputation for the ferocity of its inhabitants in its defense. For several centuries it has also been the seat for the Counts of Daran.

Yod (ruin): In 1112, this city was infiltrated and sacked by trolls. It is now nothing but ruins, picked clean by the trolls.

Vesmonstran

"I am a free warrior of the (X) clan.
Orlanth is my protector."

Description

This quarter of Ralios is plains and hill country watered by the Upper Tanier River and its tributaries. Its name, "west monsterland," reflects the fact that dwarves, trolls, and elves are residents of the area, and that it was named by ancient folk living eastward, probably in Karia.

In the First Age, most of this land was covered by the vast Ballid Forest, but the wars of the Second Age reduced that forest to a fraction of its former expanse. Mixed forests are scattered throughout the region, home to alynx, bears, wolves, and lions.

The Upper Tanier River provides the main highway for travel. The river valley is a broad, rich agricultural plain with cool, wet winters and warm, dry summers. The rugged hills of eastern Vesmonstran are much less suitable for agriculture.

Culture

Orlanthi. The humans here are Enerali peoples descended from Korion, the eldest of the Enerali. They live in a patchwork of rural clans, each forming its own petty kingdom. The clans often compete for control of resources and thus continually grow and shrink. Most settlements are little more than stone-walled villages, although there are two large city-states and several market and temple towns.

Amongst the rural clans, all men are warriors, and many women fight as well. They use the Barntar plow and grow wheat, fruits, and wine, and raise cattle, sheep, and horses.

The Elder Races are particularly strong here. Guhan is an important troll strongland, Ballid is an Aldryami Great Forest, and Nida is the most powerful dwarf stronghold in Genertela.

Language

Theyalan.

Government

The clan is the basis of social organization, as with all Orlanthi peoples. Clans often form into temporary tribes, but few last more than a generation. Tribal membership is not considered important to the clansmen, but they maintain traditional ties to larger organizations.

Two major confederations of tribes and clans dominate the area: Lankst, and the newer confederation of Otkorion.

The clans of Lankst prefer independence, but in emergencies they unite into the Confederation of Jofrain, a sort of temporary kingdom. Each tribe has a part of the sacred regalia and a place on the Iron Council. The king is traditionally selected from the noble Hargovan clan, who are descended from Orlanth. An unruly House of Warriors must approve all royal policy.

Otkorion was unified ten years ago by High Priest Surantyr the Non-Heretic, after defeating Fiesive. The High Priest is the chief political and spiritual authority in the confederation.

Military

All men are warriors in the clans. Footmen are armed with a spear and sword, shield, a helmet, and some body armor. The wealthy fight from horseback and wear bronze armor; a few nobles have dwarf-forged weapons and armor, acquired at Bad Deal for a horrendous price.

The King of Lankst maintains a body of elite cavalry which he calls Companions of the Lightning. They wield lightning bolts against their foes and are led by Garundyer of the Seven Storms.

Religion

The Orlanthi religion dominates. The ancestor of these people was enslaved by the cruel sorcerers and inhuman dwarves of the Evil Emperor Malkion in the Gods War until freed

Vesmonstran Warrior

The numerous tribes of the Vesmonstran hills are only loosely united. They are regarded as warlike, ferocious, and brave, but ill-disciplined and sometimes unreliable, with a weakness for loot. They are greatly desired as mercenaries by the various Safelstran city-states. Their cavalry consists primarily of armored nobles, and is famed for their wild charges. They wear bronze helmets and greaves, and a cuirass fashioned of bronze or boiled leather. This warrior carries a dagger on his side; more common is a long straight sword used for slashing; his shield displays a White Horse motif.

by Orlanth, whom they revere above all other gods. Harmast Lightbringer is revered as the greatest of heroes, and his fame eclipses even that of Arkat. Lately, the cult of Siglolf Cloudcrusher, a Hero who can hurl rocks down from rain clouds, has grown popular and spread into Otkorion.

People of Note

Garundyer: Called Hero of the Seven Storms, Garundyer is a member of the Lankst tribe. He has mastered several hero skills, such as hurling a javelin and then leaping upon it and directing its flight with his feet.

Kocholang: The King of Lankst is a tribal warlord with powers which sometimes override those of the clans. The position has remained within the grasp of the Hargovan clan for generations, thanks to their divine ancestry, their revenues from trade over High Llama Pass, and the awe granted by their ability to breathe fire. Kocholang is married to Garundyer's sister, and the Orlanth priests have prophesied that his son Ardinyar will be even greater than the Hero of the Seven Storms.

Surantyr the Non-Heretic: The High Priest of the Chariot of Lightning cult, Surantyr is the founder of the largest single religious organization in Ralios. After overcoming magical ordeals atop Top of the World Mountain, Surantyr experienced the Chariot of Lightning revelations in 1605. Returning to Valantia, he made himself master of that city by 1608. He has unified Otkorion with his sect, and has agents in many other cities. Two years ago, Surantyr and his Lankstite allies destroyed the armies and leaders of Sentanos at the Battle of Falling Stones.

Places of Interest

Bad Deal (small city): One of the few places in the universe where dwarves deign to trade with other races. The name says it all.

Ballid: This Aldryami forest is one of the six Great Forests of Genertela. Here grows one of the Great Trees of Aldryami legends, born from the seed of the First Tree. No outsiders have ever seen the Shanassee Trees of Ballid. Their last large-scale political activity was when the elf warlord led his troops out to aid Arkat the Liberator. The forest is typical of Aldryami strongholds: humans can penetrate a day or two within its fringes, but no deeper without being met by elves and forced out.

The forest is made up primarily of oak, poplars, sycamores, and willows, with spruce and firs common in the higher elevations. Negotiations with humans take place at the Treaty Oak, a massive ancient tree that dates back to the First Age. Ballid is home to many animals, including bears, deer, elk, and wolves.

Black Caves (troll city): These deep caves are ruled by the powerful Koltaxi clan, who earned great renown by destroying the Green Lions Tower and devouring its sorcerer-lord. The trolls here quarrel with the elves of Ballid and Erontree, and their war gangs are often seen in Safelster and Rindland.

Buruzronkurz (troll city): Arkat gave this place to his mother Garazaf Hyloric and to his Mistress Race daughters. It is considered the best part of Guhan by the trolls.

Danokve (small city): This walled town is an important trade center, particularly for wool from Lalia. It is governed by its richest merchants.

Eionval (small city): This city is best known for its temple to Harmast Lightbringer, who resided here for some years and sired a local dynasty still celebrated in song and story. The city is surrounded by vineyards and produces wine that attracts merchants from Safelster and beyond.

Fiesive (large city): This city is part of the Otkorion Confederation. About ten years ago, this city was defeated by High Priest Surantyr and repopulated by a mass migration of tribesmen from Lankst and Surkorian, who built a great temple to Orlanth. At present, two-thirds of the inhabitants are of Lankstite or Surkorian origin. The city is ruled by a tribal chieftain appointed by Surantyr. Several new monumental buildings have been constructed from the largess of the Chariot of Lightning sect, most notably the Victorious Assembly palace-school and the Temple of the Guardian Divinities.

Frilan (small city): This walled city is home to an ancient shrine where the Korioni tribe held their assemblies. Frilan was later the first capital of the Srotolinae tribe, but declined when the capital was moved to Utik.

Frive (small city): This settlement is near a great burial mound whose entrance leads to the Underworld. Around the mound is a circle of standing stones. The mound is the grave of a god referred to only as the King Under the Hill. Scholars have identified the god variously as Orlanth in the Underworld, Arkat, or Grandfather Mortal.

Grex (small city): This fortified citadel is an important stronghold against raiding wolf

Vesmonstran Regional Activity Table

Determine weekly per region

COMMON EVENTS
Elves sighted passing through territory.
Merchant party outfitting to travel to Safelster or Bad Deal: reliable guards sought.
Raiding party gathering to fall upon Safelster: volunteers sought.
Werewolf tribe raids: all hunters called for reprisal raid.
Dragonewts hunting humans nearby: all warriors summoned to hunt them down.

UNCOMMON EVENTS
Caravan party from Fronela passes through; unusual raiding and/or trading opportunities.
Dwarves sighted passing through territory.
Fearful omens: impromptu ceremony to Orlanth, sacrifices to be made.
Recruiters from Safelster are seeking troops; mercenaries wanted.

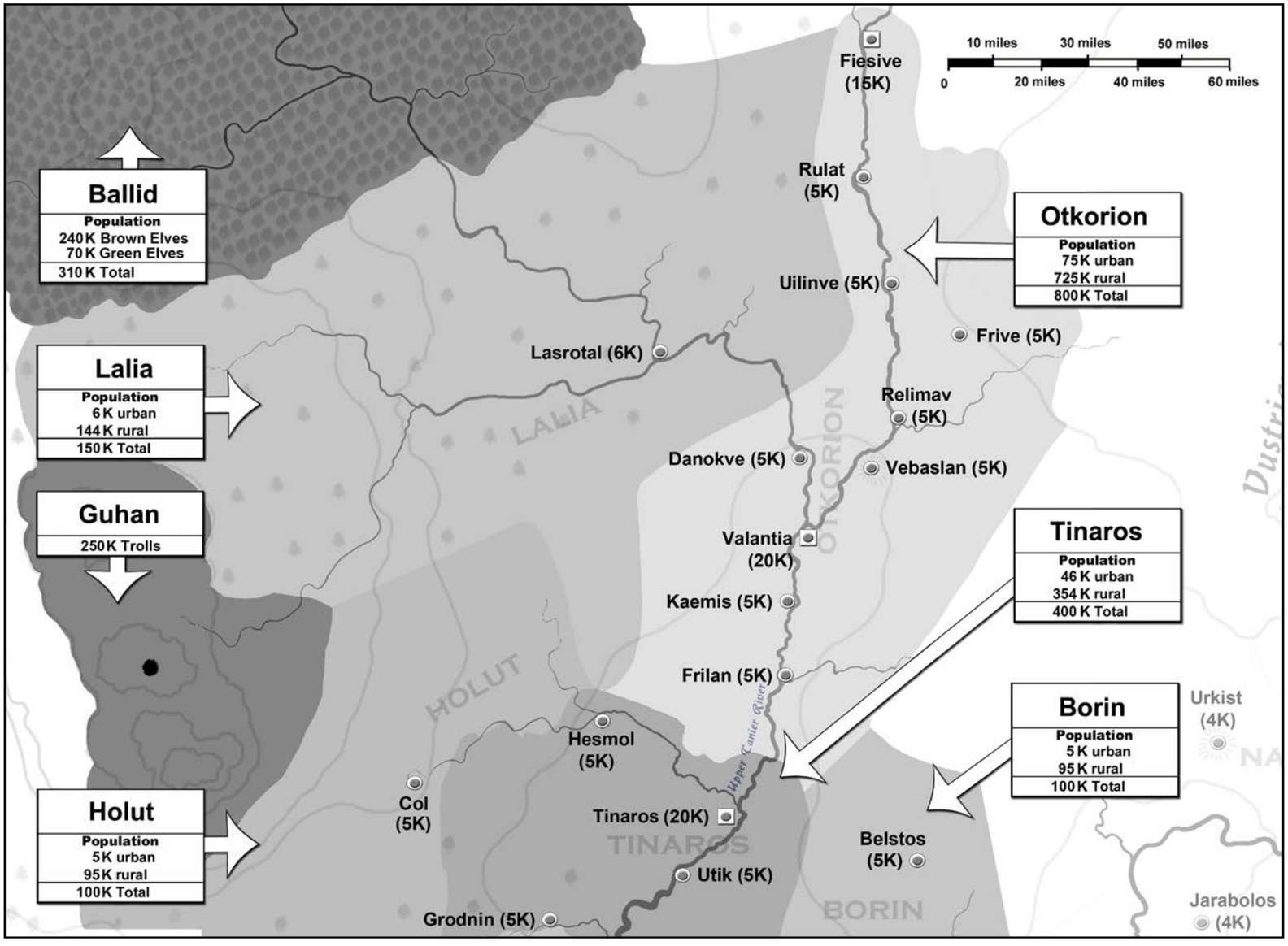
RARE EVENTS
Riddlers rumored in area: Storm Bull cultists begin hunting and ambushing strangers.
Troll caravan passes through; unusual raiding and/or trading possibilities.
Clan blood feud erupts into open violence.
Monsters enter river from Ballid; boat captains seeking guards.
Broo raiding party reported: entire countryside turns out in arms to destroy them.

Heroes: Garundyer

The Hero of the Seven Storms, as he is called, is preparing for a major cult revival in Ralios. He is currently the most powerful Orlanthi Heroquester in Glorantha. His best-known deed was at the Battle of Falling Stones when Garundyer liberated Siglolf Cloudcrusher from the bondage imposed many centuries ago, thus re-establishing his hero cult among living followers. He has also obtained the magic which allows the elite fighters of his kingdom to wield lightning bolts. Furthermore, he has mastered many unique weapon-magics: he can hurl a flint-tipped spear over the heads of his foes which curves around and strikes them from behind; he can hurl a javelin, leap atop it, and direct its flight with his feet; or he can make his body temporarily invulnerable to all weapon blows.

Garundyer's companions are almost as mighty, including King Kocholang, whose entire family has the ability to breathe blasts of fire against chosen targets.

Garundyer plans to re-open the Hero paths of the Lightbringers, then to re-arrange the Return Path of the Storm in order to strengthen the gods of storm. He is assembling an "Iron Ring" of Lightbringer priests to aid him, most notably the Lhankor Mhy priest Harandros, called the Iron Brain.



packs from Telmoria. The largest temple to Humakt in Lankst is located here.

Guhan: The troll lands surrounding the Uzgor Peaks were occupied a thousand years ago upon land granted by Arkat the Savior. Guhan is ruled by the Wizard Children, descendants of the First Hundred trolls who stayed with Arkat throughout the Gbaji Wars and went with him to Ralios afterwards.

Surrounded by foes, the trolls of Guhan maintain unity within the area. Hunting parties and migrating trollkin from here are a constant trouble to the surrounding areas, and many would-be heroes have lost their lives and fame trying to crush troll strongholds that seemingly disappear as armies approach. A persistent rumor holds that the trolls build decoy cities to attract their enemies whenever they want food to come to them.

Trolls from Guhan raid throughout Safelster and Seshnela with relative impunity. The largest organized force in recent memory was the raid of the Koltaxi clan which destroyed the famous Green Lions Tower where lived the sorcerer Goventainer Shadowshirt, who was a thousand years old and thought to be unbeatable. Humans reported a million trolls invading to do the job, but troll songs say there were 200 dark trolls, 200 trollkin, and 25 great trolls led by the clan ancestress.

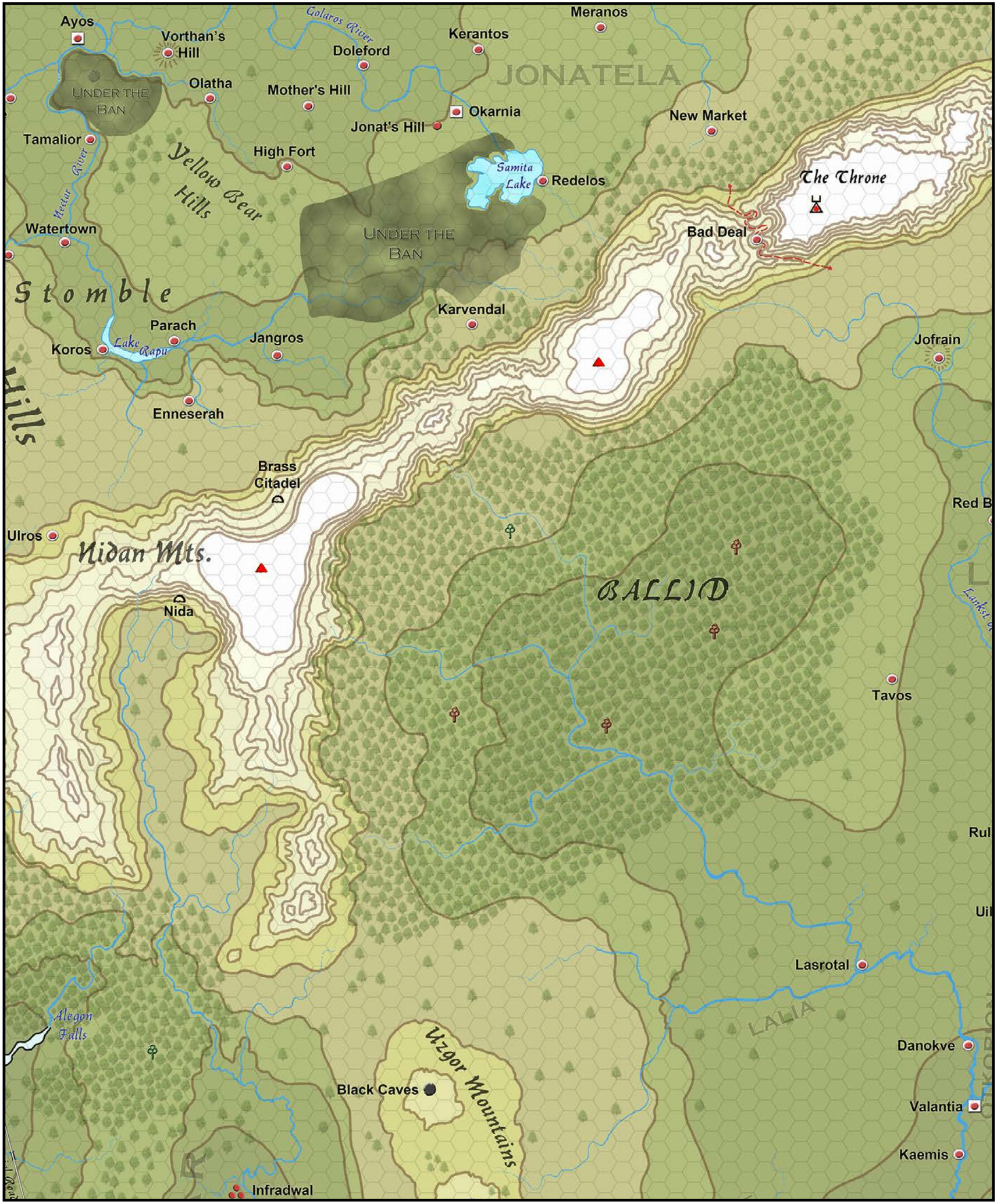
High Llama Pass: This rugged trail, without hospice save for occasional caves, is the only good pass between Fronela and Ralios. It is often narrow, creeping along cliff faces and crossing bottomless crevices with ancient wooden bridges. Passage is controlled by a fierce clan of hairy people called the Cut Throats. They control all passage of goods and extract a heavy toll. At times they take some of the most precious goods for themselves, but no one has seen where these goods go. The llamas which are cited in the name of the pass are a tribe of Hsunchen now extinct.

Jofrain (small city): This Orlanthi temple-city is situated on the flat summit of a large butte. The sanctuary is the meeting place of the Jofrain Confederacy, a religious league that forms a temporary kingdom during times of war. Here the famously turbulent House of Warriors gathers each year to discuss military campaigns and civic affairs and offer sacrifices to the Orlanthi gods.

Kaemis (small city): The vineyards of Kaemis produce what is widely considered to be the best wine in Ralios. The merchants of Kaemis prosper by exporting wine south to Safelster or, more recently, north over the High Llama Pass to Fronela.

Lalia: These rugged hills near Guhan are inhabited by feuding clans of sheep-herding pastoralists. They are feared as bandits and as mercenaries – particularly the women, who are notable for their skill with the long, wicked daggers they proudly wear.

Lankst: The clans of Lankst prefer independence, but in emergencies they unite into the Confederation of Jofrain, a sort of temporary kingdom under the leadership of the Hargovan clan. The king collects considerable revenues from trade from High Llama Pass southward, and applies it to keeping peace with the elves with simple tribute, and to maintaining a highly skilled military force in the east to deal with the Telmori and dragonewts.


Ayos
Vorthan's Hill
Golaros River
Doleford
Kerantos
Meranos
JONATELA
Under the Ban
Olatha
Mother's Hill
Okarnia
Jonat's Hill
New Market
Tamalior
Nectar River
Yellow Bear Hills
High Fort
Samita Lake
Redelos
The Throne
Bad Deal
Watertown
Under the Ban
Stomble
Karvendal
Parach
Lake Rapu
Koros
Jangros
Jofrain
Enneserah
Hills
Brass Citadel
Red B
Ulros
Nidan Mts.
BALLID
Nida
Tavos
Rul
Uil
Lasrotal
Alegon Falls
LALIA
Danokve
Uzgor Mountains
Black Caves
Valantia
Kaemis
Infradwal

Giant
Inora
The Priest
White Teeth Mountains
Top of the World
Great Que
TELMORIA
Grex
Dargult River
Tanier River
ORMSLAND
Tarvel
Upper Tanier River
Karia Mountains
Castle
Kartoli
KARI
Ralarvos
SURKORJAM
Eionval
Fiesive
DUSTRIA
Pol
Sun Dome
Temple
Doran's
Hill
Istakax
Frive
Relimav
Dustrian Mountains
DELELA
Zorakarkat
Vebaslan
Tareos
Denorvor
Rhianoos
Vanganth's
Hill
Allspring River
TARA
River
Kilwin
SAUG

Dragonewts of Ormsland

Ormsland was colonized by dragonewts from Dragon Pass in the First Age. It kept close ties to Dragon Pass until its rulers and its magical roads were destroyed by Alakoring Dragonbreaker in the late Second Age. Its dragonewts are wilder, more irrational, and less friendly towards humans than those of Dragon Pass. They have no Inhuman King, and these dragonewts are considered "barbarians" by the dragonewts of Dragon Pass.

Lasrotal (small city): The chief religious and trading center of Lalia, Lasrotal is one of the few places the feuding clans of this region can meet peaceably.

Nidan Mountains: The Nidan Mountains are steep and high, creating a barrier impassable to most creatures. Their crests are snowy year around and include several Sacred Peaks of the Orlanthi. Most notable are the Throne and the Watchpost near High Llama Pass, and the trio of tall mountains called the Giant, the Maiden, and the Priest.

The entire western bulge of the Nidan Mountains is a powerful dwarf complex controlled by the Council of Nine who rule all True Dwarves in Genertela. As with all dwarf nations, most of it lies underground. See the Dwarves of Nida boxed text in the Fronela chapter for more information.

Ormsland: A wild and overgrown land inhabited by dragonewts. Their Inhuman King was killed by Alakoring in the Second Age, and their behavior is often more erratic and irrational than "true dragonewts." Their hunting parties range through all nearby lands, but they only hunt humans for food within the boundaries of Ormsland itself.

Otkorion: Spearheaded by Surantyr the Non-Heretic, the High Priest of the Chariot of Lightning sect, this country has recently grown to be one of the more powerful regions. Ten years ago, Surantyr unified the city-states and tribes of this region by defeating Fiesive and resettling it with his allies from Surkorian.

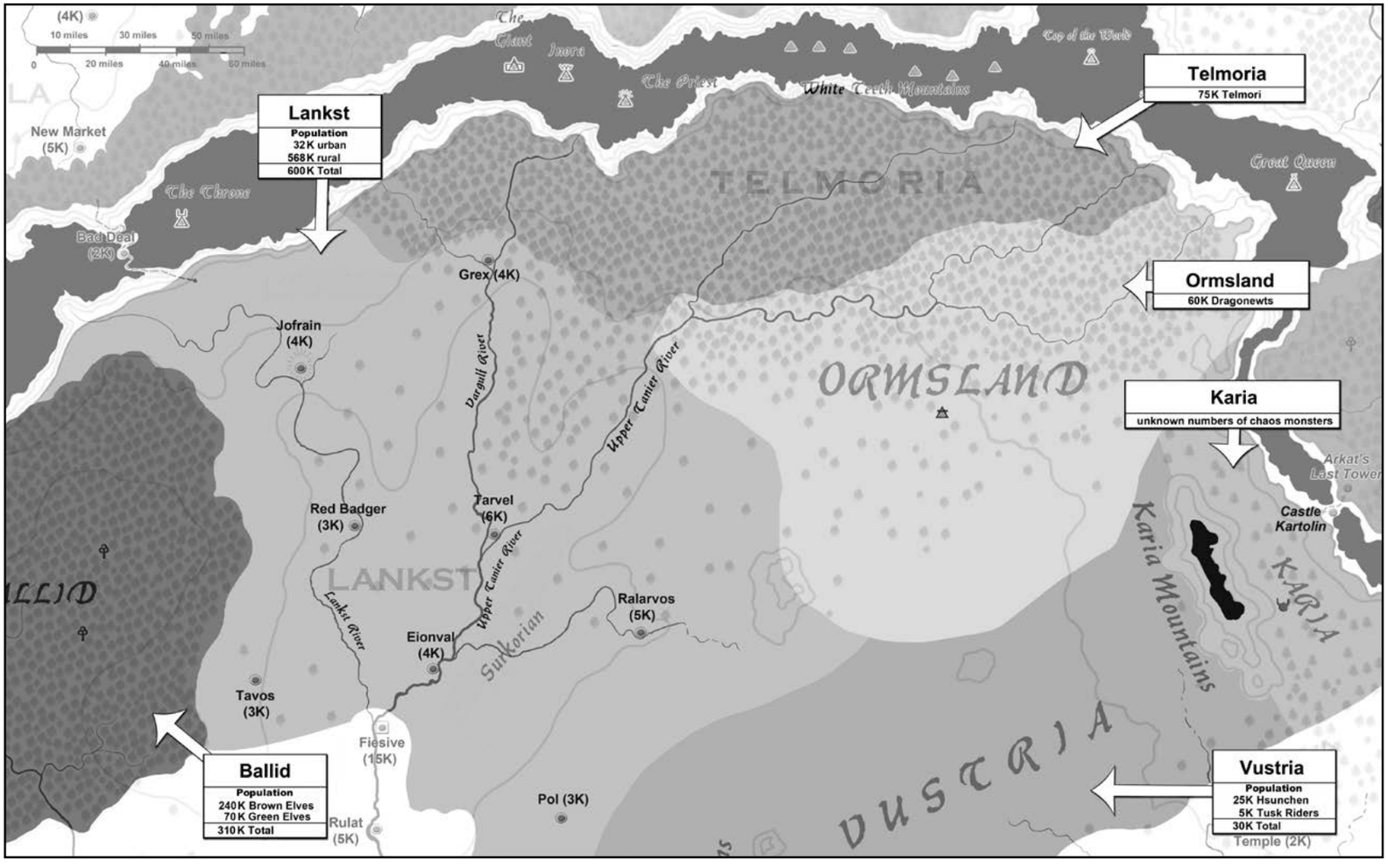
Pol (small city): This ancient shrine to the Earth Goddess has been the center of a wave of settlement in the last generation. Tribesmen seeking new pastures have settled around Pol rather than be dependents back in their homelands. The Lhankor Mhy temple of Pol is famed for its collection of obscure maps, many dating to the Second Age.

Ralarvos (small city): This city near the Vustrian frontier is surrounded by high stone walls. Although there are many fruit orchards, vineyards, and wheat fields along the river valley, most of the local clans are fiercely independent sheep herders.

Red Badger (small city): Also known as Victory Brook, this ford across the Lankst River is famed for two great battles in the Second Age. The first was the Battle of Fearlessness, where God Learner efforts to conquer this area were thwarted. The second was Alakoring's first victory over the EWF in the Second Age. The city is named after its distinctive magical guardian.

Relimav (small city): This city is a regional religious and trading center. It is noted for its temple to Ernalda and for the House of Knowledge, a Lhankor Mhy library-temple.

Rulat (small city): The rulers of this city habitually assume the title of "Son of Orlanth" and serve as high priest of Orlanth. The current Son of Orlanth is a member of the Chariot of Lightning sect.



Surkorian: In ancient days this was an independent kingdom, but since then the tribes have joined with the clans of Lankst to form the Confederation of Jofrain, a temporary kingdom in times of emergency. Surkorian was the homeland of many great Orlanthi heroes, including Alakoring Dragonbreaker, Alongor Lightning, and Siglolf Cloudcrusher. Harmast Barefoot lived here for several years and sired several noble dynasties.

Tarvel (small city): This temple town is at the confluence of the Upper Tanier River and the Vargulf. Tarvel is best known for its Holy Mountain Temple, an impressive tower built of huge white stones that emulates distant Top of the World Mountain.

Tavos (small city): The rulers of this hilltop city are friendly with the Aldryami of Ballid and regularly trade with the elves.

Telmoria: The forested homeland of the Telmori, a Hsunchen wolf-people who were cursed ten centuries ago by Talor the Laughing Warrior. Since then, they all turn into wolves every seven days. Although some families have grown sophisticated and have homes, armor, and livestock, many clans run wild in the hills, bearing only sticks and stones which they can gather and lose without concern. Their hunting packs plague the northern tribes all winter long.

Three Lovers: These three snow-capped peaks, the Giant, the Maiden, and the Priest, are the core of a series of love stories told about the winter goddess Inora, a mighty priest, and a colossal giant. Between these peaks is Deswankiviti, a frozen outpost of the Ice Lord.

Throne Mountain: East of the High Llama Pass rises this distinctive peak carved into a throne by Mostali in the Gods Age. The Orlanthi of Lankst and Jonatela visit this peak as the place where Orlanth dispenses justice amongst the gods.

Top of the World Mountain: Also called Mount Visku, this mountain commands the juncture where the western Rockwoods and Nidan Mountains meet. Top of the World is over six miles high and has bulk as well as height. It is the home of the storm god Orlanth. Top of the World is surrounded by seemingly endless glaciers and ice fields. Orlanthi pilgrims from across Ralios travel to the many holy shrines on the mountain; the most devout ascend its glacial peak to commune directly with the Storm King.

Uilinve (small city): This city is best known for its Temple of the Three Step God, variously called Mastakos or Larnste.

Upper Tanier River: The Upper Tanier River flows some 280 miles from the High Llama Pass to Lake Felster. It is navigable by large river craft to southern Lankst. Beyond requires portages, cargo transfers, and finally animal caravans to the mountain pass.

Urz Kalamok (troll city): The Black Castle of the First Hundred, this underground city beneath Vulture's Peak is the home of the Wizard Children, and center of the Arkat cult among the trolls. In the Second Age, armies of trolls poured out of Urz Kalamok to aid the Dark Empire, and outsiders claimed the Archons secretly served the commands of the Wizard Children. The God Learners tried on many occasions to assault Urz Kalamok but failed to even penetrate its gates.

Uz Eats Wizards: In 1552, King Lofting III of Seshnela led an army against the trolls of Guhan. After defeating several waves of trollkin, thousands of trolls and Darkness demons bubbled up from beneath the earth, overwhelmed the Seshnelan army, and devoured the king.

Uzgor Mountains: This rugged area, scoured by Arolanit magic in the First Age and many years afterwards, was granted by Arkat the Peacemaker to his troll allies who moved in and quickly populated it with trollkin. Although neighboring humans claim to raid into Guhan, none of them dare enter these hills where ambush would be easy.

Valantia (large city): This city is an important market and religious center. The legendary Orgethite sorcery school has been located in the imposing Orange Palace of Valantia since the Second Age. The wizards of this elemental school hold that Air is the essential element uniting the other four elements. The Orange Palace now serves as the center of the Chariot of Lightning cult and the seat of its power.

Vargulf River: This sacred river flows over 300 miles from its source in the glaciers of Top of the World Mountain until it joins the Upper Tanier River at Tarvel.

Vebaslan (small city): This walled city is located on a steep hill overlooking the Upper Tanier River. In 1619, the Battle of Falling Stones between the armies of Sentanos and Surantyr was fought near this hilltop city; Surantyr won a complete victory when the Orlanthi Hero Garundyer of the Seven Storms liberated Siglolf Cloudcrusher. A shrine to the Cloudcrusher was established here, a place of pilgrimage for both traditional Orlanthi and the Chariot of Lightning sect.

Vulture's Peak: The highest peak in the Uzgor Mountains, this dark mountain is perpetually in shadow. It gets its name from the large numbers of black vultures that flock around the peak, bringing death and feeding on carcasses.

White Teeth Mountains: This short range of jagged, snow-capped peaks can be seen clearly from Telmoria. These six distinct peaks are the teeth of a monster that landed here when Orlanth tore off its jawbone in battle.

East Wilds

"I am of the (X) kingdom and the (Y) clan."

Description

The East Wilds includes all the rough terrain of southern and eastern Ralios. Note that the History for the East Wilds is located under the general section for all of Ralios, above.

Culture

Humans are Orlanthi or Hsunchen. The Orlanthi are an amalgamation of the Vustrians and Heortlings who settled here in the First Age. In the First and Second Ages, the East Wilds was closely linked to the ruling councils of Dragon Pass. The Nardain Society of Fliers kept in constant touch with their counterparts in Dragon Pass until their destruction at the Dragonkill.

Halikiv is a major troll strongland and Wonderwood is a remnant of an ancient Aldryami enchanted forest. Small bands of Tusk Riders have plagued the East Wilds since the Second Age.

Language

Theyalan, Hsunchen.

Government

Several loose kingdoms have organized the various clans into irregular bodies which join together for common defense. The major tribes are: Naskorion, Keanos, Saug, and Delela.

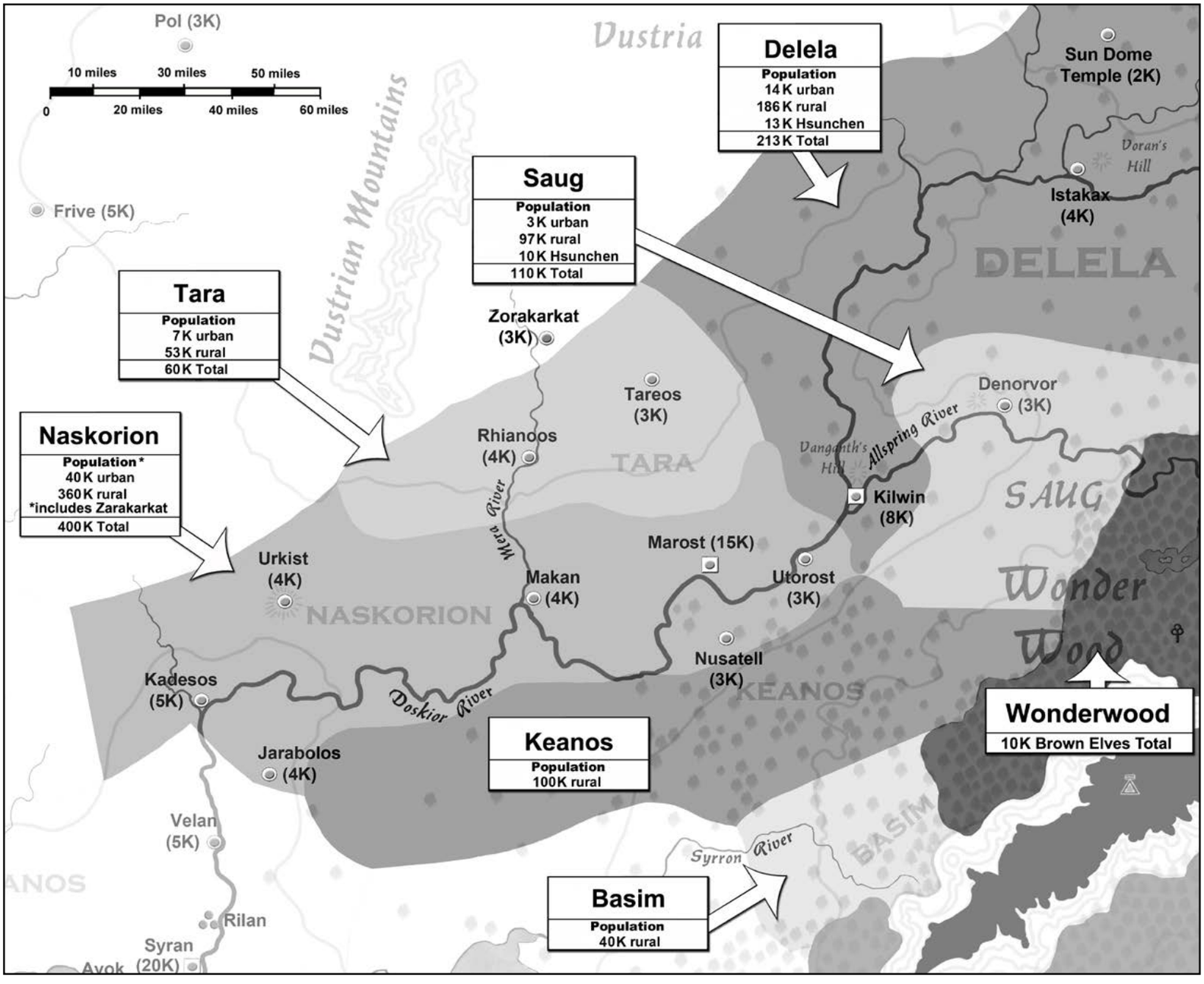
East Wilds
Regional Activity Table

Determine weekly per region

COMMON EVENTS
Trollkin horde from Halikiv threatening countryside.
Raided by neighboring clansmen.
Neighboring clan raided.

UNCOMMON EVENTS
Troll caravan passes through; unusual raiding and/or trading possibilities.
Recruiter from Naskorion is seeking troops: mercenaries wanted.
Chaos monster and/or broos invade from Karia.

RARE EVENTS
Troll raiding party plunders nearby farms.
Raiding party being gathered to plunder Naskorion; volunteers sought.



Military

Orlanthi warriors are typical for their kind, armed with spear and sword, shield, a helmet, and some body armor. Organization is familial. Horse warriors are rare.

Religion

Orlanth is the primary god in this region, and rules a pantheon of gods very similar to that in Dragon Pass.

People of Note

Aruzban Ironarm: Scion of the Voshfrei clan, he is a famous warrior and the usual temporary king of Delela in times of crisis. He is infamously noted for taking trolls into his metal limbs and slowly burning them to death.

Bazkalia Oskor: Famous as a bounty hunter in the Second Age against the Jrusteli, this shaman has ranged the world to acquire a variety of unusual spirits whose charms she sells for outrageous prices to whoever would dare to use them.

Not-to-be-called: This person is a shape-changing sorcerer, reputedly the son (or daughter) of a monstrous spirit originally captured by Bazkalia, which possessed an unfortunate mortal that had tried to command it. Believed to have once been named Jairn, this person lives in an invisible tower which moves about.

Places of Interest

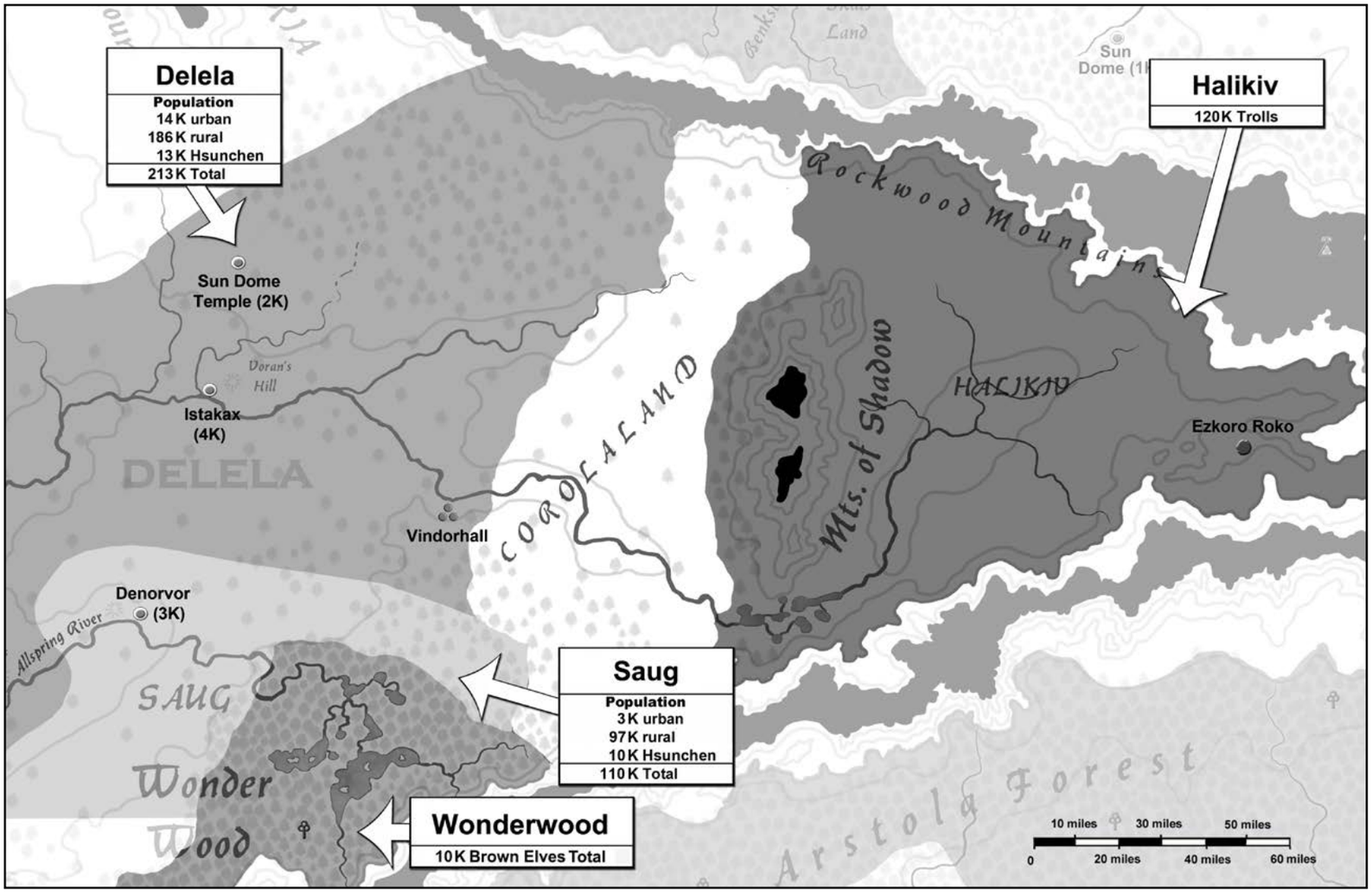
Allspring River: This river rises in the Mislari Mountains and the springs of Wonderwood and flows some 220 miles until it joins with the Doskior River at Kilwin. The river goddess is revered for her healing and purification powers.

Basim: This hilly region is ruled by the Sandrya tribe. Its ruling family is the Basmol clan, who trace descent from the lion god himself. They worship Basmol as a god, not a spirit, and have abandoned their Hsunchen heritage in favor of Orlanthi ways.

Corolaland: This pleasant land, whose flower-covered slopes and groves of evergreen oaks once inspired Harmast Barefoot, is a no-man's land between the humans and trolls. It is occupied by brave Orlanthi pioneers, clustered in stockades, and the hungriest imaginable trolls and trollkin.

Delela: The Kingdom of Delela has maintained a confederacy of a dozen tribes under the erratic guidance of the Voshfrei dynasty.

Denorvor (small city): The capital of the Saug confederation is primarily a religious center. The priests of this place have maintained continuous sacrifice to



the Orlanthi gods for over thirteen centuries, despite the efforts of Gbaji, dragons, sorcerers, and trolls.

Doskior River: The greatest tributary of the Tanier River flows over 900 miles from its source in the Skyreach Mountains to its mouth at Lake Felster. It is navigable by river rafts and large boats from Lake Felster to Istakax in Delela. Most rivers flowing from the south are navigable by poled rafts for half their distance to the Mislari Mountains, while those north are generally unnavigable even for small boats.

Ezkoro Roko (troll city): This massive tunnel complex dates back to the God Time and extends to the Underworld. It is one of the Castles of Lead where Kyger Litor resides, and contains a massive kygerlith that was brought from Wonderhome by the trolls. Ezkoro Roko rules Halikiv and is ruled in turn by a council of Mistress Race trolls.

Halikiv: This troll land, roadless and cut by rugged valleys, is almost never visited by humankind. Halikiv is a barren land, an endorheic basin in the rain shadow of the Mountains of Shadow. It is one of the largest and oldest troll civilizations of Glorantha and contains one of the fabled Castles of Lead, inhabited by Kyger Litor herself and long in contact with the troll realms of Dragon Pass.

In the Third Age, the Queendom of Halikiv has enlarged its borders in all directions, expanding over mountains which were impassable to men and difficult even for trolls. Hunting parties regularly sweep through the spruce woods of Maniria south of the Mislari Mountains, harassing the elves who live there. Around 1300, they raided the humans of the Aggar region so continually that it was nearly abandoned by them.

Istakax (small city): In Delela, this marks the highest navigable point of the Doskior River. It is best known for being the place where Retter the Stalker was assassinated. The tumulus of the Hero is outside the city walls; inside rests the ash-chest of Retter, surrounded by his grave goods, including his legendary magical iron sword Trollbiter.

Karia: In the First Age, Karia was a part of Dorastor, the chief state of the Theyalan Second Council which created Gbaji. It was cleared by Arkat Chaosbane. Within the last few decades, some families seeking free land have resettled Karia. They report a semi-arid pine forest with no unusual Chaos activity. Still, Karia is considered to be cursed and haunted.

Kartolin Pass: This is the only known pass across the Rockwoods from Ralios to Peloria. On the far side lies Dorastor, a land of evil and Chaos. A massive fortress at the peak of the pass, Castle Kartolin, is manned by ghostly legions which halt any monster or god which tries to go through or around the pass.

Keanos: The Keanos Tribe eschews all agriculture, living by hunting, gathering, and herding upon their forested, but elfless, lands. Their tribal king claims equality with all the other political leaders, even though his tribe numbers but thousands. Fiercely independent, but unaggressive, the tribe is untroubled by outsiders, who have no desire for their inferior lands.

Kilwin (large city): The most important military, religious, and political center in Delela, Kilwin is located on a hill at the confluence of the Doskior and Allspring rivers. The city contains a variety of dwellings

The Hero Wars Begin

EAST RALIOS: Hezel Darong

A flood of Chaos monsters comes over from Dorastor and swarms over Karia! The invaders set up several large advance camps in the Vustrian Mountains. Each army is organized around a few very strange monsters. They have attracted many people to their banners.

The Chaos tribe worships a new goddess, Hezel Darong. She is served by a powerful shaman, Moboti Baru, who claims to be a rival of Ralzakark himself.

Darokon
Kistium
Old Jill
Mount Matu
Nothium
Cafol
Jillaro
Palace of Flowers
Thubana
Sun Dome
Little Cafol
Great Queen
Old Wolf Fort
Voranel
Lingsting Sun Dome
Endeel
Relain
The Hold
Poisonthorn
Ghostdirt Plain
Mangtali Plateau
Upper Forest
Fort Wrath
Ash Flat
Dokat
Thunder Mt.
Autumn Mts.
Bear Mt.
City of Ten Thousand Magicians
Arkat's Last Tower
Slimestone
Oxhead
Extinct Sun Dome
Castle Kartolin
Hellwood
Tower of Lead
Dorasta's Shrine
Talada
Masassakar
Salantor
Diamond Hills
Benksland
Skalsland
Sun Dome
Rockwood Mountains
Soren
Sun Dome Temple
Doran's Hill
Istakax
Mts. of Shadow
Ezkoro Roko
Vindorhall
Ramor Mountain
Rist R.
Erinflarth R.
Esthis R.
Jewer R.
TALISTAR
SYLLA
BISNI
SKANTH
AGGA
KARJA
HALJKJU
COROLAND

and workshops, and is surrounded by walls made of massive stone blocks (constructed by enterprising Safelstran engineers over two centuries ago). Nearby is the sacred city, with its Great Temple to Orlanth and sanctuaries to all the deities of the East Wilds.

Mislari Mountains: An elusive pass is known to cross over the Mislari Mountains, but is continually lost for long periods of time. The last successful crossing was by Ethilrist, at the time merely a heroic mercenary captain called Lord of the White Horse Troop, over a century ago.

Mountains of Shadow: These rugged peaks between Halikiv and Corolaland rise between 5,000 and 8,500 feet. They create a rain shadow east of the mountains in Halikiv; as a result, the western slopes are pleasant and covered with flora, and the eastern slopes are dry and barren. Trolls inhabit these mountains.

Orggee Snake Caves: These magical caves in northern Vustria are sacred to the Hsunchen peoples and their Serpent-Beast shamans. Deep within, Hykim and Mikyh gave birth to the world.

Rhianoos (small city): Capital of the petty kingdom of Tara, the garden-city of Rhianoos is home to its cloistered queen. The queen is attended to by priestesses of the White Lady.

Rockwood Mountains: These steep peaks, running from the Top of the World Mountain in the north to Halikiv, are generally impassable in any season. One known pass, Kartolin, is forbidden because it crosses into the Chaos land of Dorastor.

Saug: Region drained by the Allspring River, culturally similar to but independent of the Kingdom of Delela. Several friendly tribes maintain their old customs here.

Sun Dome Temple: This temple near the border with Karia was founded in the Second Age to secure the East Wilds for the EWF. The Sun Dome Temple survived the downfall of the EWF and loyally served Retter the Stalker in his wars against the trolls. A small tribe of Yelorna-worshiping, unicorn-riding women are closely associated with the temple.

Tara: Small tributary kingdom on the border of Naskorion. Its two principal settlements are Rhianoos, on the Mera River, and Tareos, north towards Vustria. It is governed by several kings who share authority. These kings are deputized by a beautiful cloistered queen.

Tareos (small city): This city near the Vustrian border is dug into an eroded plateau. It is famed for its distinctive rock-hewn buildings, many of which are caves dug into the rock of the plateau.

Vanganth Hill: This sacred hill in Delela was a cult center of the Nardain Society of Fliers. From here, members of that cult could fly to far-off Dragon Pass, Vesmonstran, or Talastar. Although their secrets are believed lost, the hill remains an important temple to Orlanth.

Vindorhall (ruin): This was one of the chief EWF strongholds in Ralios. From here the mighty dragons Ingolf and Voranstagos warred against trolls and lowlanders. The ruins are shunned by the locals as an evil and haunted place.

Voran's Hill: This sacred hill in Delela was the site of an ancient battle between Orlanth and the trolls.

Retter the Stalker

Beginning about 1200, Halikiv came into conflict with the lowlands of Safelster. Battles were usually indeterminate, but, in 1327, the Orlanthi Hero Retter the Stalker began a long and successful campaign which drew many trollkin to aid him, depriving the trolls of much of their strength. Retter inspired the trollkin with many tales and promises. After a short period of proving his word, Retter then put them upon boats and sent them downriver to Safelster where they were betrayed and killed or sold into slavery.

In 1350, Retter and his companions were ensnared by trolls, but he fought his way clear, destroying many trolls as he did. This so weakened them as a nation that the humans were once again able to move safely into Corolaland, and thereafter it was only occasionally used as a hunting ground by trolls.

In 1366, Retter and some other powerful companions successfully raided deep into Halikiv, the first such raid since Gbaji's armies had swept over the terrain centuries before. Several Mistress Race trolls were killed, including the Queen who had ruled ever since Arkat's time. The blow stunned trolldom and they were unable to respond in kind. Fortunately for them, Retter, now the King of Delela, became embroiled in human politics and met his demise at the hands of an assassin sent by the Estali League in 1371.

Retter is worshiped as a troll-fighting Hero by the Orlanthi of the East Wilds.

Hsunchen Peoples of Ralios

Ralios is inhabited by many tribes of beast people called "Hsunchen" by the God Learners. At the Dawn, they were unified by a shamanic priesthood called Snake Masters, Cowled Vipers, High Ones, Great Lords, Holy Ones, and so on. They fought ferociously against the Theyalan settlers in the First Age, who called them "Serpent Beasts," but were ultimately exterminated in 320, at the Battle of Zebrawood. Now the secrets of the Serpent Beasts are known only amongst the Pralori.

Alekki (Moose People) **Population: 3,000.**
The Alekki are a minor tribe of Ralios, now found only in western Delela. They are frequently confused with the much more numerous Pralori, especially as the term 'elk' often refers both to the moose and to the wapiti associated with the larger tribe. The Alekki are generally more peaceful than their cousins, and have greater contact with the local Orlanthi.

Caroni (Mountain Goat People) **Population: 7,000.**
One of the more numerous of the minor Ralian Hsunchen tribes, the Caroni inhabit the forbidding mountains and foothills of the Mislari Mountains. Outsiders rarely enter their lands, so they are able to maintain a generally peaceful existence. While some ignorant people associate them with broo, the Caroni have as much distaste for Chaos as do other sensible Gloranthans.

Damali (Fallow Deer People) **Population: 15,000.**
The Damali are widely scattered across Genertela. A small number dwell in the eastern wilds of Ralios. The Damali are generally peaceful, and have good relations with most of their neighbors. Although the eastern and western groups share traditions and are kin to the fallow deer, they are of different human races. The Ralian Hsunchen are a Wareran race, but their eastern counterparts are of Kralori stock.

Falani (Giant Beaver People) **Population: 5,000.**
The Falani dwell in the valleys of the minor rivers of Saug, in eastern Ralios. They are a sedentary people, living in lodges like their beaver kin. They are peaceful and only come into conflict with humans when their dam-building activities affect local fishing.

Pralori (Elk People) **Population: 50,000.**
Pralori use their elk as riding animals. This distinguishes them from their cousins, the Alekki, with whom they are often confused. They are less secretive than their relatives, and sometimes engage in cautious trade with passing caravans. Once they were more powerful, and ruled much of Wenelia, but they were driven back to Pralorela at the end of the Dawn Age. They are still a haughty and proud people, and look down on all those who lack steeds or who must ride inferior, antler-less beasts.

Telmori (Wolf People) **Population: 65,000.**
The Telmori are one of the most widespread Hsunchen. They are divided into two groups by a magical curse levied against them in the First Age by Talor the Laughing Warrior. 'The Pure Ones' are similar to other Hsunchen, and live primarily in Ralios. 'The Cursed Ones' are a minority in Ralios, but form the bulk of Dorastan and Sartarite Telmori. These former followers of Gbaji involuntarily shift into wolf-form every Wildday (which happens to be the Full Moon Day in Dragon Pass, but not in Ralios). Both types of Telmori share one culture and religion, however.

Vustria: This parched, rugged area is claimed by no one. It is broken as if an angry stone spine rose and was shattered into sharp pieces. Its rivers leap off cliffs and shoot through narrows. Its dirt is different too. Most common plants don't grow here, and many unusual ones do. The only inhabitants are shepherds, Telmori, madmen, and bandits. The Mystic of Vustria claims that he can sense the long slow breathing of the hills, and that he is in mental contact with an actual inhabitant beneath the odd landscape. Others fear the source of the breathing may be a True Dragon that has been sleeping here since the Second Age, if not longer.

Wonderwood: A world-renowned magical forest, noted for the incredible beasts which are found there. Throughout the Second Age, hunters from across the world went there to seek the legendary beasts. Several springs and lakes with magical powers (including healing, inspiration, and purification) can be found within. The inhabitants are extremely hostile to most travelers.

Zorakarkat (small city): This is a temple and fort constructed by the Duke of Naskorion in the Vustrian wastes to facilitate the passage of troll caravans across Ralios. Trolls possess an ability to open its magic gates by pushing with their hands, but the orifice will not open any other way. Humans, and others, use a different gate. It is protected by a powerful spirit called Zorakarkat, supposedly the manifestation of Arkat the Troll as a member of their most deadly cult.

Telmori Wolfrunners

A band of Telmori Wolfrunners with their wolf brothers lay in wait in the rugged badlands of Vustria. They are about to spring an ambush on a mule caravan making its way along a path below.

Badlands: This parched, rugged area is claimed by no one. It is broken as if an angry stone spine rose and was shattered into sharp pieces. Its rivers leap off cliffs and shoot through narrows. Its dirt is different too; most common plants don't grow here, and many unusual ones do. The only inhabitants are desperate shepherds, Telmori, madmen, and bandits.

Telmori Wolfrunners: The Telmori are a Stone Age Hsunchen people. They inhabit the badlands and other places too rugged for herders or farmers. The Telmori believe themselves to be wolves and regard themselves and their "wolf brothers" as respectively two-legged and four-legged members of the same Wolf People. They live and hunt alongside the wolves of their pack.

At the Dawn of Time, the Telmori Wolfrunners were like other Hsunchen tribes, where humans and animals mixed freely. The Bright God Nysalor blessed the Telmori so that their hides in wolf shape could not be cut by bronze or bone, crushed by stone or wood, or mangled by flesh or claw. However they were later cursed by the hero Talor the Laughing Warrior during the Gbaji Wars, and since then have involuntarily slipped back and forth from their wolf shape.

In human form the Telmori are of average size, men and women being approximately the same height. They have light colored skin, with whitish-grey to black hair. They are naked except for a loincloth and a wolf-skin. Because they turn into a wolf every week, they do not wear jewelry or other decorations. Instead they have many tattoos of animals or geometrical shapes and lines.

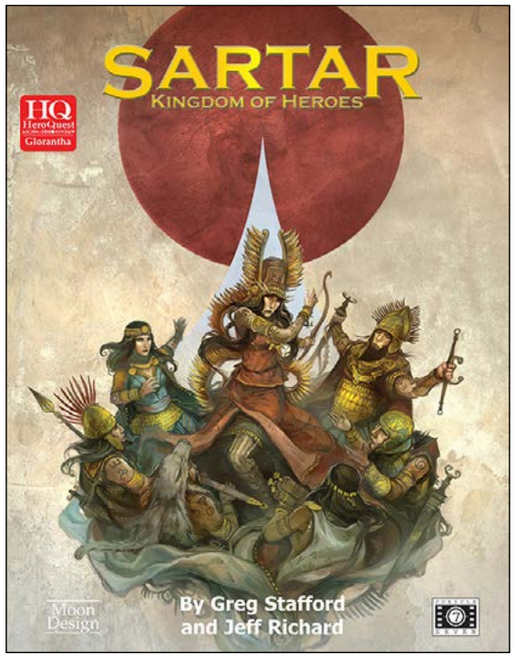
The Telmori carry javelins with an atlatl. Bronze weapons are popular as a status symbol. The Telmori tactics are simple: barrage the foes with javelins and then transform into wolves and attack.

Wolf Brothers: Each Telmori has a wolf brother, a dire wolf.

The Mule Train: The target of the Telmori band is a caravan from more civilized lands, heavily laden with trade goods. It is accompanied by several armed guards riding small but sturdy horses, armed with bronze swords, spears, and bows.

Sartar - Kingdom of Heroes...

The year is 1618 S.T. The Flame of Sartar has been extinguished. For generations, our wise kings and powerful magicians fought against the armies and demons of the Lunar Empire and kept us free. Now, the people suffer under the tyranny of the Red Moon. In every hill fort, village, and tribe, there are prophesies of a new liberator who shall start the Hero Wars and free Sartar - the Argrath. Is it your destiny to be this Argrath and relight the Flame of Sartar?



What's in this book?

The Sartar Book contains everything you need for a Gloranthan HeroQuest campaign set in the Kingdom of Sartar, the core of Greg Stafford's Glorantha.

- New rules for creating Sartarite characters and their clans that immediately introduce and immerse you in the rich world of Glorantha.
- Comprehensive and detailed rules for the Rune Magic of the Sartarites.
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- Background material including of Sartarite myths and history.
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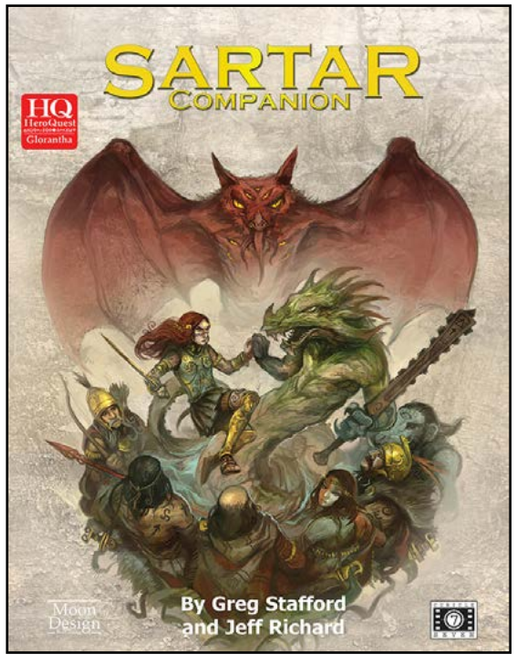
You must own *HeroQuest Core Rules* (2nd edition) to play this book.

Sartar Companion

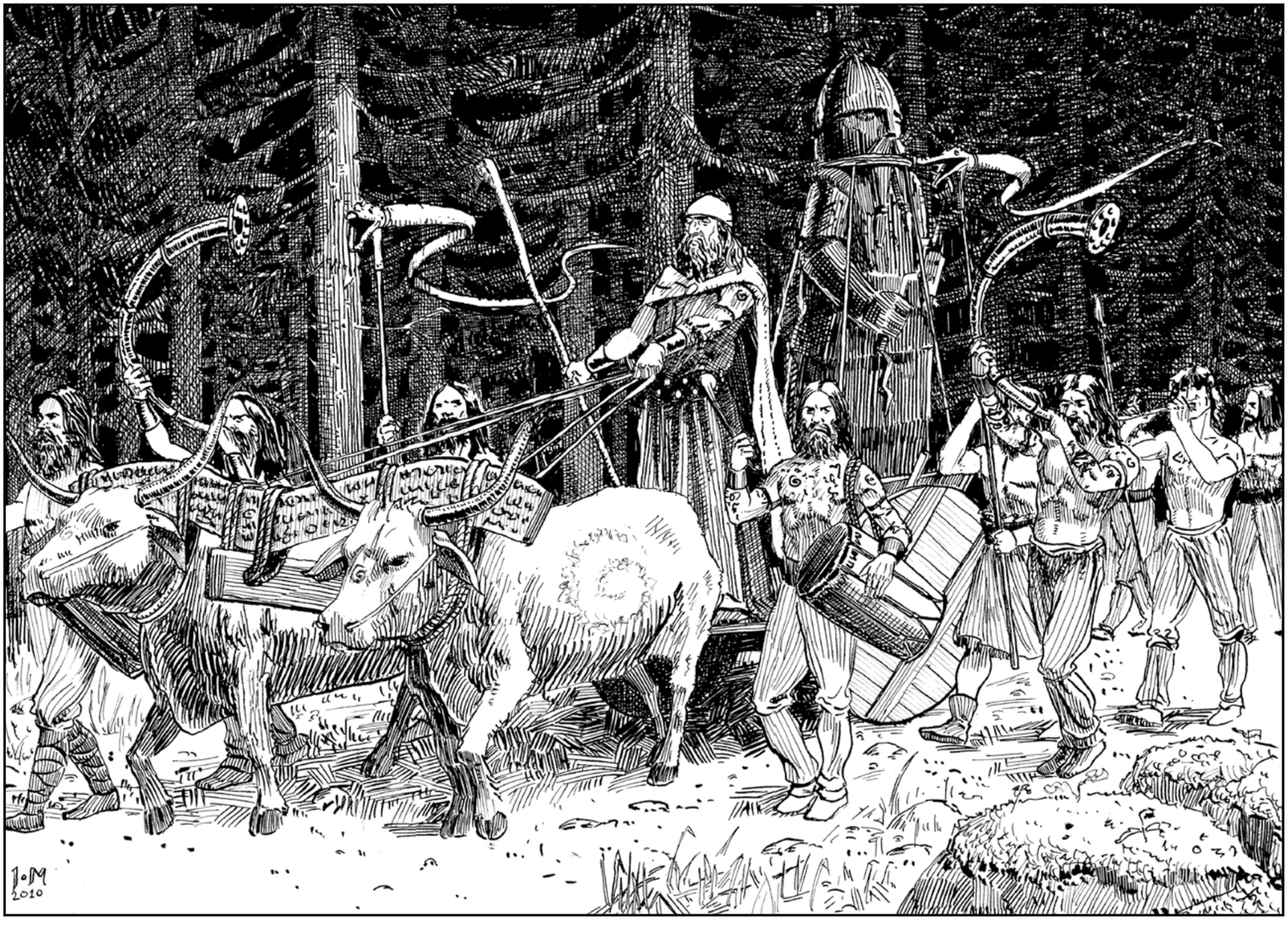
Your HeroQuest Adventures in the Kingdom of Heroes continue!



What's in this book?
The Sartar Companion contains 294 pages of pure Gloranthan gold, including:

- Full write-ups for locations including Apple Lane, Jonstown, the Jonstown Library, the Starfire Ridges, Clearwine Fort, Tarndisi's Grove, Runegate, the Creek-Stream River, the Dragonewt Wilds, Old Wind Temple, and the New Lunar Temple of the Reaching Moon.
- 42 detailed random encounters and 31 special encounters - each a potential adventure on its own.
- Six full-length scenarios.
- Full write-ups of 6 cults: Argan Argar, Babeester Gor, Eurmal, Heler, Kolat, and Odayla.

You must own *HeroQuest Core Rules* (2nd edition) and *Sartar: Kingdom of Heroes* to play this book.



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"Glorantha is my personal North Star as an author of vast fantasy game narratives... a sacred but unattainable grail."

- Ken Rolston, *The Elder Scrolls: Morrowind, Oblivion.*

In its mythic power, phantasmagoric imagery, and trenchant understanding of human behavior, Glorantha stands as a founding text of the roleplaying genre – our Beowulf or Canterbury Tales.

- Robin Laws, *Feng Shui, HeroQuest, Gumshoe*, and *DramaSystem.*