

HEROQUEST

IMPERIAL LUNAR HANDBOOK

# UNDER THE RED MOON

VOLUME 2



Moon  
Design  
Publications

ISSUES



# HEROQUEST



## IMPERIAL LUNAR HANDBOOK

### *Volume 2: Under the Red Moon*

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here will lighten your souls.***

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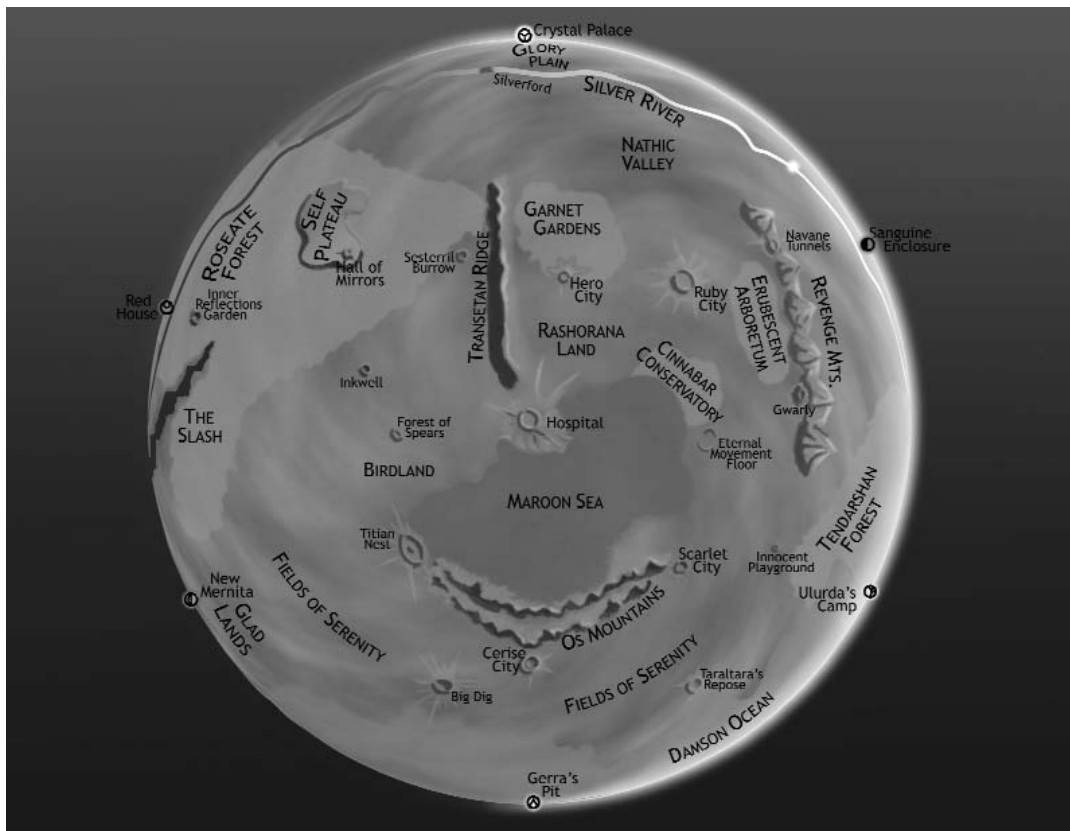
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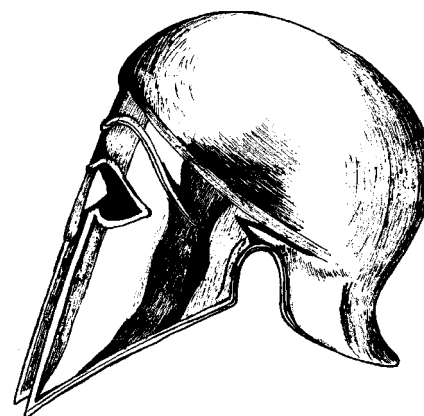
However, we must first ask, "Which marks do you see?" Rufelza has taught us over and over that our perspective is important and that not everyone always discerns all things to be the same. —Greya Stoneshaper, in *She Blesses Who Reads This*.

## 2



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# LIFE UNDER THE MOON

This is the second in a series of Imperial Lunar Handbooks and specifically explores the Lunar immortals and way of life directly associated with the new ways of the Red Moon.

The first chapter, “Under the Red Moon,” describes the physical and magical appearance of the Moon. The phases and their effect on Lunar magic are described, and the mechanics of the Glowline are defined.

In “Our Glorious Empire,” we present the Lunars, starting with who they are. It has an overview of the organization of the religious institutions and information about citizenship and names. Finally, new occupations for *HeroQuest* are given.

Next is “Religion and Empire.” This explains the general imperial religious hierarchy and related institutions.

Next is “The Lunar Way.” It gives the characteristics and Keywords of the Way, defines the various levels of worship (adherent, novitiate, ordinate, and preceptor), and gives Hero Point costs.

In “Sevening and Illumination” we examine what it means to become closer to the Goddess.

“The Calendar” describes the Lunar Calendar. The major holy days are explained and a calendar with all the holy days of the entities in this book is included.

Finally, “The Immortals” is a list of over sixty worshipped Lunar beings that are popular in the empire. It includes the *HeroQuest* write ups for play.

## Using This Book

The purpose of this book is to allow you to play Lunar characters, either as player heroes or gamemaster characters. We hope it will incite play within the empire. Adventure, opportunity, and intrigue percolate within the volatile mixture of cultures and deities, where foes hide in shadows and sit upon ancient thrones. The empire is the most liberal, enterprising, and free realm in Glorantha with the chance to do almost anything—or have it done to you.

So enter the New World. Find your place. It is the Hero Wars.

## The Testimonials

“When you speak of Me, tell of yourself first,” said the Goddess when She instructed Her followers to go tell others about Her.

“How will we do that, Great One?” they asked.

“Tell who you are. Relate your first memory, your akindling, and your sevening,” she replied. Since then, all persons who speak for or about Her have followed those instructions.

These four facts are the perspective from which Her teachings must be seen and approached. These things are

stated in the Testimonial, which every Lunar being declares whenever they speak for Her. These are the essential events that shape a Lunar. They are a person’s name, the form that identifies you; a person’s first memory; a person’s first awakening to consciousness, called akindling; and a person’s sevening, or waking of the secret Lunar consciousness that leads to Enlightenment. This last is the most variable, for it changes throughout a person’s lifetime, while the others events generally do not. She continued:

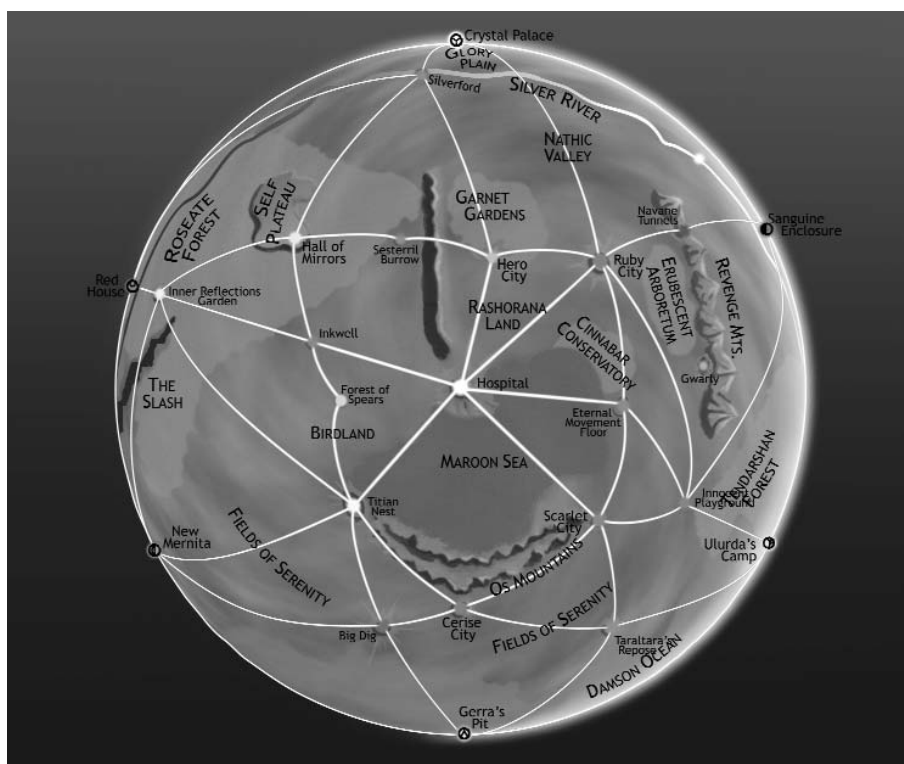
“A speaker’s name is important, for that is the key to identity which every living person has. It is what others use to identify us and to tell us apart from everyone else.” Note that the name of the Goddess often changed, and worshippers often do this too when they go through the rites; and She also went by various titles; the same is done by important people in the empire.

“Your earliest memory is important. It indicates the circumstances of our initial recognition of ourselves.” The Goddess almost always mentioned her first attraction to the Moving God as her earliest memory, though sometimes in various lives or masks, she referred to the events of that lifetime.

“The akindling is important because it reveals the act or action that brought the awareness outside of ourselves; that the individual is not the center of the universe; that we are a part of society, a part of the cosmos; and so whatever brought us that awareness is important.” Her akindling was when she bore her first Child, though in other masks it was when she performed other great deeds of compassion, creativity, or recognition.

“The sevening is important because it indicates our contact with the Great Self, our latest contact with the future of our immortal selves. My purpose is to lead you towards being one with the Great Self. Thus, your sevening is critical to your perspective of your destiny. The listeners deserve to know your contact with the Truth.” And it is critical to how others will understand the speaker as well. The listener’s perspective will be different if the stated “contact with the Great Self” is shallow, superficial, or phony. Thus, if someone is talking about the Ultimate Destiny and her own sevening was in a ceremony where it is talked about or shown, the listener knows one thing. But if the speaker has been to the Other Side and looked upon the face of Taraltara, then the weight of her words bears more significance.

Compare the different Testimonials found at the beginning of each chapter of this book. Think about which sounds more experienced, more authoritative, and more humbly true. Think of what your character will say if she is ever called upon to speak for the Goddess.



*The Living Moon. In Lunar ceremonies worshippers see pulses of light moving along the web-like patterns shown here.*

# UNDER THE RED MOON

Dakkanat is a preacher for the poor, working out of a warehouse they found open one day. Before his weekly "riot rites," he gives this Testimonial or one similar.

*"My friends, please call me Brother Dakkanat. I am from this city, an alleyway nearby, my daddy a broom boy and mother a professional mourner.*

*"The first thing I remember is that dead guy in the alley, stunk worse than dogs. I was just a kid, but I was thinkin', 'Gotta be something better.'*

*"I was ignited when I was exactly seven years, seven weeks, and seven days old. The Great Pastor reached up to Our Mother up there and brought that light down into my Number Seven. Yes Sir, as I will help you to light yours too.*

*"And the Seventh Soul? Not for me. It's an elitist license to do evil and not for the likes of good folk like us."*

The Moon is a multi-faceted thing, just as Sedenya is a multi-faceted Being. Looking at the scarlet world overhead in different ways reveals different aspects of Her.

## Under the Moon

The ascent of the Red Goddess into the sky released the Lunar power into the world. The Lunar power had been generally inaccessible before except to some esoteric and obscure groups that wielded no significant force. But the Red Moon hovering in the Sky gives Her Lunar magic to anyone who offers regular worship to any Lunar immortal.



## Appearance Outside the Glowline

At its most base level, the Red Moon is a large planetoid, a mundane part of the Mortal World.

It hovers in the Middle Air over the Crater and the city of Glamour—quite high up, but not as high as the sun or the other planets. Its size is more or less about the same size as the sun appears to be.

Over the course of a seven-day cycle the orb gradually shades from red to black and back to red. Inspection reveals that the glowing red body of the Moon is covered part of the time in a shadow that creeps in from the right edge, spreads to cover the entire Moon, then recedes to the left until the Moon is full again. The red is visible day and night. The dark part of the moon is practically invisible in the daytime, and can only be tracked at night by the stars and planets it obscures. The shadow travels around the moon, so when it is Crescent-Go Moon day for an observer in Pent, in Dragon Pass they are experiencing a Full Moon day. Since the phases



*The Divine Face*

of the Moon also determine the measure of Lunar magic power available, we see that different parts of the world experience different power levels at the same time.

The visible shadow on the Red Moon is not exactly the same every week, it rocks back and forth. One week on Half Moon the “edge of light”—the division between light and dark—is perfectly upright. A week later, the edge will have “slipped” a little and appear to be slightly tilted, with the top of the edge slanted to the right. The third week of the cycle the edge is once again vertical, and during the fourth week it tilts in the other direction. Lunars know that the shadow is caused by a mystical satellite of the Moon, Destix, whose orbit is not always exactly the same but instead moves slightly above or below the “visible equator” of the Moon, on a cycle that repeats every 29 1/2 days.

Unlike most other celestial bodies, the Red Moon does not tilt with the stars on the Sky Dome.

## Appearance from Inside the Glowline

Inside the Glowline, the appearance of the Red Moon changes dramatically.

First, it is lower to the ground than it appears outside. Its size seems to grow as the observer approaches the Crater, as if it is closer to the center of the empire. . The dark part of the moon is visible to the naked eye during the day, and at night a red nimbus surrounds the darkened part of the Lunar orb.

The shadows slide across the face of the moon in the normal phases but do not rock as they do outside the Glowline. It is as if a different orbiter than Destix caused them or as if Destix had moved his orbit. Lunars, of course, say that neither is true and point to the fact that Destix is just one of many magical entities, whose appearance depends as much on the viewer as it does on Destix himself. The different views are just another example of Lunar magic. And the different views don't stop there.

Depending on the devotion of the viewer to the Lunar way, different aspects of the moon can be seen.

## The Materialist Moon

Rufelza is the Red Moon visible with the naked eye. She is the mask, or physical part, of the Goddess. Nothing fancy, nothing else, “She is what I see,” say the beggars of Rufelza's cult. “I see that,” pointing upward.

Features roughly visible upon it create the rough appearance of a face, the “Woman in the Moon.” If scrutinized by folk with good eyesight, the features are seen to be mountain ranges, craters, great crevices, and huge forests. These features are named, as shown in the illustration on page 2.

## The Living Moon

When viewed with Moon Eye, or during holy celebrations, people see the “Point and Pulse” or “Living Moon.” This appears to be circular crater marks (the points) with lines radiating from them. Along those lines, bursts of bright light move from point to point. This pattern is sometimes called the Moon Net, Energy Net, or Moon Web. See the illustration on page 5.

Different shades and tones of red color the Moon, even ranging into gentle purples and faint oranges. Some of the points are not red.

## Using Other Magical Senses

When non-Lunar magicians use abilities like Soul Vision, Spirit Face, or Symbolic Sight to look at the Moon, they see something that looks like their own type of magic but distorted somehow. Maybe it is fuzzy or leaning to the side or somehow “just not right.” It is clearly not one of the other two types of magic either. So to a theist, it looks like divine magic but with something wrong. This phenomenon is one of the sources of the extreme fear and hatred many peoples have of the Red Moon, for magically it seems almost identical to chaos or an illusion.



## The Divine Face

Heroes who have concentrated on the Lunar Way see Her Face—not just a planet with shadows and pulses, but an actual divine face, of tremendous and enthralling beauty. To humans Her features are human; to elves She is a dryad; to the eagle men of Yolp, an eagle. At times, especially in worship, worshippers can see Her looking right at them, eye to eye, in a moment of *darshan*, the intimate glance that the immortal grants to worshippers.

She is beautiful and gentle, and She is decorated with the Jewelry of Liberation. She wears upon Her head a gleaming white diamond, upon which is held the Vrimak Jewel of Freedom. Upon Her brow She wears a band of finest silver, and upon its sides gleam two fiery red rubies. A pair of sapphire earrings glitter brightest blue, while about Her throat is a pearl that is so black that it gleams. Finally, She wears a nose ring that is sometimes said to be rainbow colored and other times to be gently pulsing, but in fact appears differently to different people at different times.

Her Face is always half red and half black, the shadow eternally rotating in a counter-clockwise direction pivoting on the Nose of the Goddess. When mundane vision shows a Full Moon, those who use Moon Eye see a face that is bright on the left and covered in shadow on the right. Thus, the Face of the Goddess is always half obscured in darkness.

More advanced worshippers—those who have learned the secret of their immortal—see the face of the Goddess in all Her glory, unobscured by shadow.

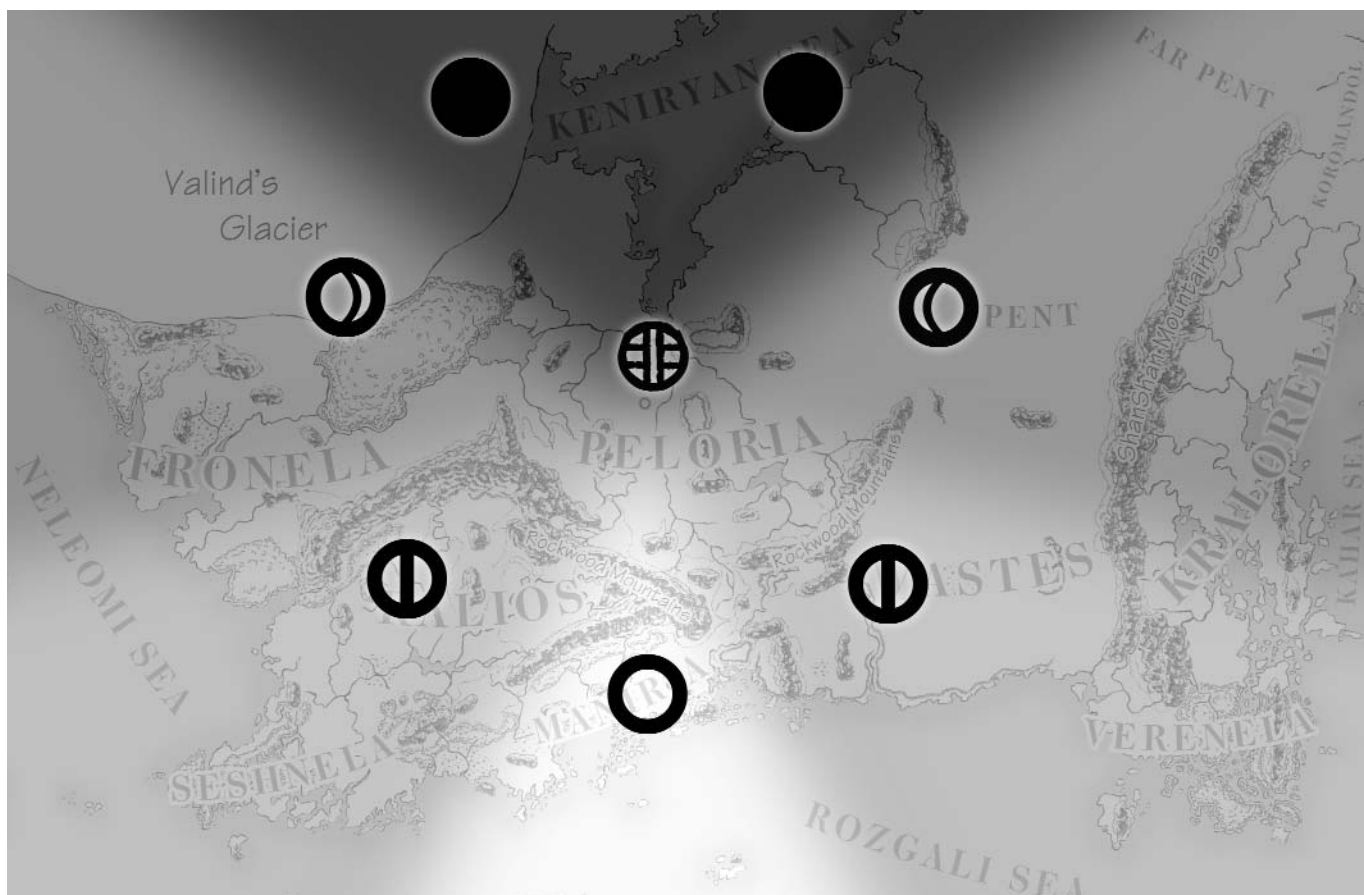
## What does the Cycle feel like?

As related by a new convert to Lunar Magic:

*“The feeling was strange at first. Kinda like a bunch of ants creeping around inside my bones at first, and then a rather unpleasant itch under my skin that quickly gave way to warmth, kinda flowing in ripples through my muscles, and then a huge happy feeling of profound relief. When the power started to wane for the first time, I felt dizzy, kinda like the ground was shifting one way and the sky the other way, but slowly. Kinda sick to my stomach, but when it started to come back, I felt better, then good. But all that’s gone away now, or I’m used to it. Now when I go to the holy days, I still feel that profound relief, a kinda wide happiness. I am only aware of it when I try to be.”*

## Phases and the Lunar Cycle

The effects of the Lunar cycle are dramatic and easily recognized by everyone in Glorantha. Lunar magical abilities wax and wane based on the phase of the Red Moon. However, the Red Moon is not just a planet or even the Lunar Otherworld—it is the Lunar interface between the Mortal World and the Immortal Worlds. Furthermore, the Moon is itself the source of the powers of change and illusion, and so its appearance is not fixed, instead depending both on the viewer and his or her current location in the world.



*Phase of the Moon. The phases of the Moon turn in a clockwise direction, slowly changing from one phase to the next over the course of a day. A full cycle takes seven days to complete.*



All Lunar magic outside the Glowline is subject to the Lunar cycle, regardless of whether the hero has concentrated their magic on the Lunar Way. In *HeroQuest*, Lunar variability manifests as a change to the ability ratings of all Lunar magical abilities. (A hero who worships both Lunar and non-Lunar entities is subject to the cycle on his Lunar magic but not on his non-Lunar magic.)

## Magic Changes Inside the Glowline

Within the Glowline the effects of the Lunar cycles can vary.

For anyone who has not concentrated on the Lunar Way, the magical power cycles are described as above, under “The Lunar Phases.”

For those who have concentrated their magic on the Lunar Way, the Lunar power does not wax and wane within the Glowline. Just as they always see the half-shadowed face of the Goddess, their Lunar magic is always at Half Moon strength, taking neither a bonus nor a penalty.

For those heroes who know the Secret of their denomination, their Lunar magic is always boosted as if they were working under a Full Moon. This is a tremendous help to the empire when it defends itself from outsiders and is one of the primary reasons for the great sense of security felt by imperial citizens.

## The Glowline

The power of the Goddess is cyclical in nature, but novitiates strive to master this and control it themselves, much as a person might wish to learn to control her own breathing. “Control your flow,” said Teelo Estara, and today this is accepted to mean to have one’s magic be steady state, or constant, instead of cyclical.

In the early stages of the empire the Red Emperor, his sister, and the cities of Glamour and Torang were all magnifiers of Lunar magic. Lunar magicians within their radius of influence had increased magnitudes of magic. Around each of them was a region reaching for hundreds of miles, within which all Lunar magic was increased. When close to those demigods or places, some of the early immortals could bring their magic to be steady state as if it were at Half-Moon strength. As Lunar worshippers grew in number and individuals grew in power, the strengthening effect spread—haphazardly at first but eventually across the whole empire.

The boundaries of these regions of increased power were vague and fuzzy, and varied over time. One of Sheng Seleris’ abilities was to judge when an area would be weak and then exploit it with his armies. The Glowline was developed by Yara Aranis during and after the long war against Sheng, to mark and hold the borders. The effect of the Glowline was to maintain the Lunar Constancy within its effect as if the Glowline was a container. It also increased the magnitude of this constancy to the level known today. (Some Lunars find this constancy within the empire to be a betrayal of the Goddess’ own nature. Secret organizations, such as the Cyclical Conservators, plot to end the betrayal. Thus far, however, they have had no success.)

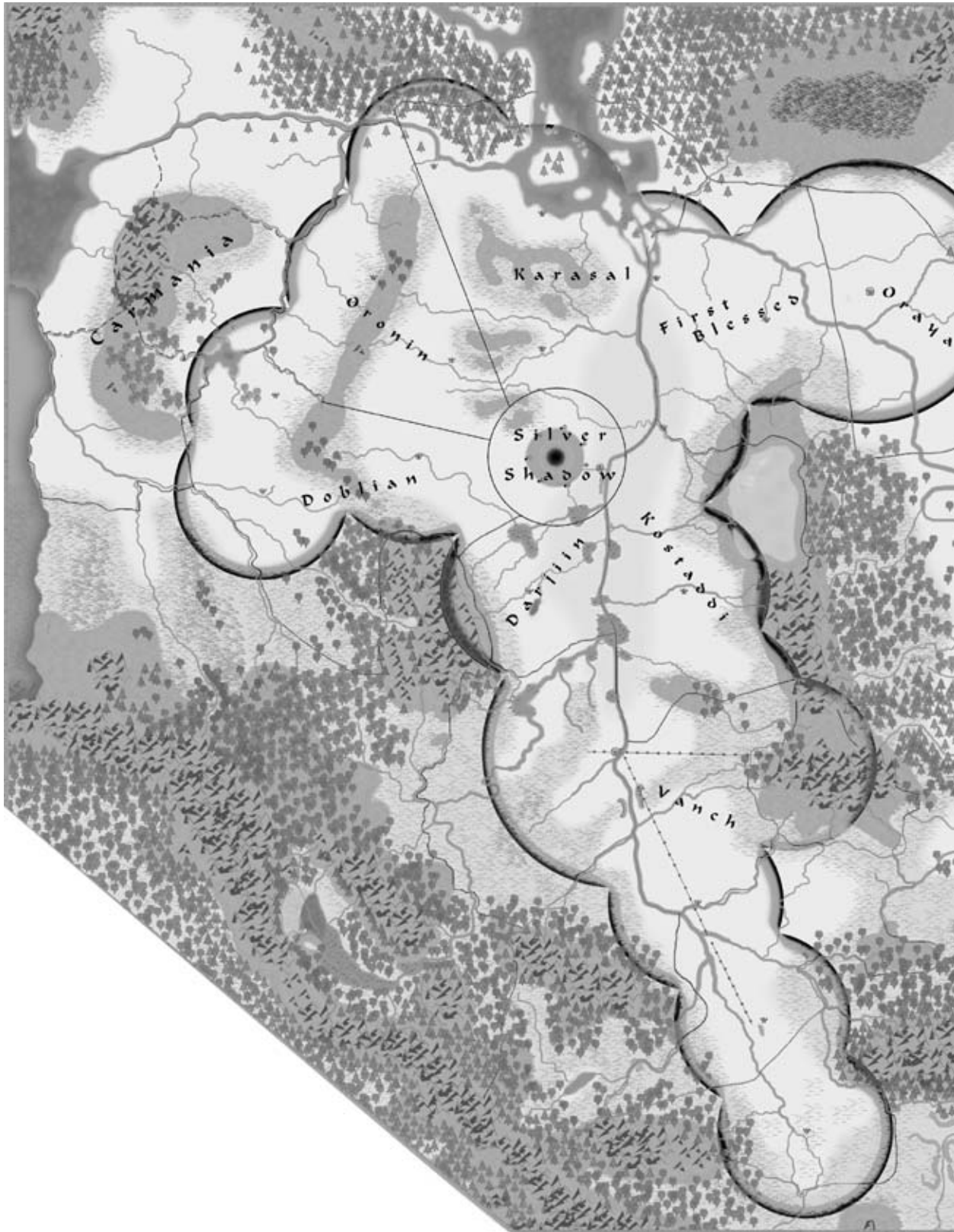
The Glowline is a perceptible but immaterial barrier at the edge of the Lunar Empire. It is created by Yara Aranis, Goddess of the Reaching Moon, maintained by her Temples of the Reaching Moon. From outside the empire, the Glowline is visible as an insubstantial veil of faint, red light. It is now static, though still wispy and wavering in its precise edges. Thus one can tell where the edge is, more or less, but not exactly. Looking out from within the empire no visual effect occurs.

*All Lunar ways and magic*  
are subject to the Lunar Cycles. Although most non-Lunars consider this to be a disadvantage (since outside the empire it reduces the effectiveness of Lunar magic for more than half of each week), Lunars say it is both an advantage and “the way things are meant to be.”  
This is especially true within the Glowline, where many ordines enjoy the magical benefit of the Full Moon at all times.

### Lunar Phases and Goddesses

Certain phases and goddesses are commonly associated. Variant interpretations exist, but these are those currently dominant in popular usage.

Phase	Form of Sedenya	Appearance of the Red Moon	Effect on Lunar Magic
● Black	☾ Rashorana	From black to a red crescent	x 0.3
◐ Crescent Come	☾ Ulurda	From a red crescent to half red	x 0.5
◑ Empty Half	☾ Natha	From half red to fully red	x 1
◑ Full	☾ Zaytenara	From fully red to about half black and half red	x 1.5
◐ Full Half	☾ Verithurusa	From half red to a red crescent	x 1
◐ Crescent Go	☾ Lesilla	From a red crescent to black	x 0.5
● Dying	☾ Gerra	Black	x 0.3



*The Glowline*

*Each temple of the Reaching Moon generates a circular area within which the moon's phases act as described above. It is unknown what would happen to the Glowline should a Temple be destroyed.*

## Names of the Goddess

The Great Goddess has many names, for She has been in the world many times and has been known to many peoples. Here are Her names from this book.

**Aggataraltara** [Pelorian, “Glory of Faceless Face”] The source out of which all the cosmos has been created; hence, “good chaos” worshipped.

**Asama** [Dara Happan, “I Serve”] Name for She Who Waits worshipped as a servant goddess.

**Black Moon** A general title for Gerra.

**Blue Moon** A general title for two former forms of the Goddess, Lesilla and Ulurda.

**Cerulia** Avatar in the Storm Age, Ruler of Mernita.

**Demiska** Avatar in the Storm Age, Archer of Mernita.

**Erema** Used by the Prescient Army to worship the future White Moon.

**Gerra** [Dara Happan, “Suffering”] Used to worship the Black Moon, the goddess of suffering; used to describe development of the Goddess’ emotion soul, the feeling self.

**Great Goddess** Generic name used to worship several goddesses, including Sedenya.

**Great Self** Used to worship or describe Sedenya and Rashorana.

**Jaga Natha** [Pelandan, “Destroying Balancer”] Used by Pelandans to worship the goddess of destruction.

**Lesilla** Descending Blue Moon; used to worship the Great Mother of Humankind; used to describe development of the Goddess’ physical soul, the material self.

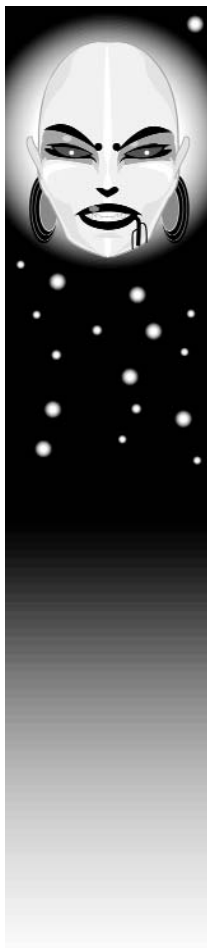
**Lunar Goddess** Descriptive term used to emphasize the cyclical powers of the Goddess.

**Moon Goddess** Descriptive term used to emphasize the celestial powers of the Goddess.

**Natha** [Dara Happan, Pelandan “Balance”] Used to worship the current incarnation of the Moon Goddess; used to describe development of the Goddess’ shadow soul, the hidden self.

**Nysalor** [Dara Happan “Bright Light”] Avatar present in the world circa 375 to 450. He is not worshipped except in a couple of minor, twisted cults.

**Orogeria** Used to worship the Moon Goddess in her form of huntress, originally from Arir, and still extensively worshipped there.



**Rashorana** Invisible Moon; used to describe development of the Goddess’ Seventh Soul, the illuminated self; also an individual’s Great Self.

**Red Goddess** General name used for the living Goddess. Also, used to emphasize Her current “red” characteristics of life, revenge and growth.

**Red Moon** A general title for the current incarnation of Sedenya; also used for Verithurusa; also for the physical body visible overhead.

**Rufelza** [Dara Happan, New Pelorian “Red Moon”] The physical celestial body visible in the sky. Worshipped.

**Sedenya** Used to refer to the ultimate knowable form of the Goddess; also a general name for Her in any form; used to describe development of the Goddess’ united soul, the Great Self.

**Serri Mina** [Dara Happan “Waiting Avatar”] used to describe a person seeking her Seventh Soul.

**She Who Waits** Used to refer to the unborn Goddess or Her missing Seventh Soul; a participant in the Renativity.

**Tafamarulf** [Dara Happan, “Red Uncontrollable”] The “good” chaos of the Moon.

**Taraltara** [New Pelorian, “Faceless Face”] Ultimate and unknowable form.

**Teelo Estara** Second name used for Her latest avatar, between the Renativity and Reparture (0/0 to 0/10)

**Teelo Imara** Third name used for Her latest avatar, between Reparture and Apotheosis (0/10 to 0/27)

**Teelo Norri** First name of Her latest avatar, before Her Awakening between when she was born and Renativity (0/0)

**Ulurda** Ascending or Growing Blue Moon; used to describe development of the Goddess’ life soul, the animate self.

**Verithurusa** Descending or Old Red Moon; used to describe development of the Goddess’ fire soul, the spiritual self.

**White Moon** A general title for the moon that is yet to come and for Zaytenera.

**Zaytenera** Original White Moon; used to describe development of the Goddess’ mental soul, the intellectual self.



# OUR GLORIOUS EMPIRE

Dakkadalla is a Radiance Preceptor and leads many, many public ceremonies. Before each one she kneels to the congregation and says her Testimonial, bows deeply to the congregation, and turns to the ceremony. The Unars are a caste of serving people found throughout Naveria and southern Dara Happa.

*"Please call me Dakkadalla. I am a daughter of the Unars.*

*"My first memory is of my brother's birth, when I thought, 'I am gone now.'*

*"Akindling set me free. I was ready to burn, and when the priestess told me the first time, I was on fire. I was aware of a life outside of setting tables and washing dishes.*

*"I was sevensed when I underwent the Both Eyes Open Rite."*

A great empire has reigned in Peloria since before Time. First the Solar Gods, then the mortal Solar Emperors, ruled the world, guiding the destiny of humanity with a bronze fist and intractable law. Then, about 400 years ago, the empire became whole. A Great Goddess, Sedenya, rose from the land and added an open silver hand beside the bronze fist. Beside inflexible law stood unending love. From the unyielding constancy of the Sun came the mutable, transformative cyclicism of the Moon. From the hands of men, rule passed to both women and men, side by side, with the spiritual well being under the watchful eyes of the Goddess Sedenya and the Lunar Empire guided by Her son, Takenegi.

Her climb was not easy. She was immortal but born within the bounds of Time. She was a new deity, but the old ones tried to shut Her out of immortality and keep Her in the realm of mortals. She was a creature of cosmos, but She needed to overcome chaos. She was of the earth but rose to the celestial realm. She is in the sky, visible as the great Red Moon that hangs always overhead, turning Her Face to look all about and showing phases to all.

The Lunar Empire, over which the Red Moon watches, is a study in contradictions. It contains a huge range of different cultures, peoples, and species and has a philosophy—"We Are All Us"—that unites them. It is a new force, yet it is founded on the mythos of a goddess from prehistory. It believes in peaceful assimilation and yet has the most powerful and advanced army in Glorantha. It accepts chaos as a necessary facet of existence but fiercely opposes its destructive aspects.

Just as the Moon is cyclical, so too is the Lunar Empire. It has suffered terrible defeats but ultimately survived and expanded. Now it has come to Dragon Pass, where barbarians worship the rebellious storm god Orlanatus. Since the Dawn Age the Solar Empire has been at war with the Orlanathi, and now is the time for the new Goddess to finish it and to tame them.

It is the time of the Hero Wars.

## Who are the Lunars?

Anyone may worship Her, and anyone may attend the many Community Worship ceremonies, even if they are not exclusively worshipping Her. Who would pass up a party? But this kind of part-time community worship gains little of practical value for the worshipper. They party, taking from the sacrifice but giving little. They may be loonies, but they are not Lunars.

Lunars have accepted the Lunar Way and have joined the Lunar religion as at least a novitiate, the equivalent of a theistic initiate.

Life under the Red Moon is a wonderful chance for freedom and opportunity. People have the chance to be whatever they wish to be.

But though people may do almost anything, most are naturally conservative and traditional. The majority of the empire follows local ways, such as the dominant Dara Happan way of life. People do not casually abandon the religious ways of their ancestors, who made the world and whose way of life allow human life. Many gods, spirits, and essences inhabit the world.

The Lunars are not so much concerned about who you used to worship, what you wear, or how you live your life. The Lunar Way is



*Rani Kumuda and her husband, Matsya, of Bindle*

voluntary. Hundreds of thousands of people have joined, and it is worthwhile to look at who they are.

We see from their formal census that almost 14% of the imperial population on the average are in the religion. (For numbers, see *Imperial Lunar Handbook, Volume 1*.) Who are they?

First, of course, is the ruling class. Nearly everyone in the imperial bureaucracy is a novitiate or ordinate of a Lunar immortal. The emperor is the Son of the Goddess, many of the noble houses are his descendants, and so their worship is natural. Most of the imperial institutions are likewise of Lunar origin. The elite of the army is as well. Finally, Lunar worship has infiltrated the cities to such an extent that a large part of their population worships Her, often alongside their own deities.

As percentages of total population, we find that the ruling class, including nobles, administrators, priests, and their families, are about 2% of the total population of the empire. The army adds another 2% in most places. The rest of the urban classes add another 3%. Thus, about 7% of the total population of any satrapy is Lunar. We find these numbers to be approximately true everywhere.

The remaining percentage of the Lunar population is a good indicator of just how Lunarized the satrapies have become, for it measures the peasant farmers, artisans, and other underclass who have forgone their traditional ancestry to worship the Lunar Goddess. Thus, we see that in most places, another 1% to 5% of the population has embraced the Lunar Way as their primary worship. Karasal is exceptional, and this is explained in large part by their traditional female worship, which easily adapted to the Lunar Way, especially after the revelations of Valare Addi showed that many of their ancient goddesses were the Lunar Goddess. And, of course, the large numbers of worshippers in Silver Shadow are easily understood as it is the heart of the empire, directly under the Moon—both figuratively and literally. Yet it is worth noting that even here just under half the people directly worship Her.



Koveria Saffiyah, her daughter Kaya, and a tradesman, of Karasal.

So the Lunars are a minority, forming less than 14% of the empire's population. But they are all brave people with their eyes on the future, not the past—or even the present. In doing so, they have joined a new order. On the whole, the Lunar faith is only secondarily concerned with who you were—your birth, family, wealth, nobility, or former gods. Instead, it is far more concerned with what you want to be. You are welcome whether you are a starry-eyed utopian seeking to improve the world for love and peace or a cynical opportunist seeking power or wealth. There is no single pattern for the “typical Lunar.”

Lunars can be encountered all across the continent of Genertela. After all, the Lunar way is one of expansion. The world will be whole once everyone worships the Moon, and everyone must play their part in this grand design. The soldiers must crush any threat and opposition to the Red Emperor. The Provincial Church and other missionaries must win the souls of the unenlightened by force of faith and argument. Spies, scouts, traders, and wanderers must bring back word of the next challenge facing the empire and uphold its name by their conduct. This is a war for the soul of Glorantha, and the Moon's people will lead prominently in the Hero Wars.

## Lunar Citizenship

Imperial citizenship is available to anyone who worships in a Lunar denomination. Citizenship has specific rights and responsibilities associated with it. For more information and the Imperial Citizen keyword, see the *Imperial Lunar Handbook Volume 1*, page 17.

## Lunar Names

Most citizens of the empire take their names from their native cultures and will thus follow Pelandan, Dara Happan, Darjiini, or whichever naming conventions. There are some, though, who are so dedicated to the Goddess' Glory and the all-encompassing reach of Her teachings that they have thrown off any trappings of the “Old Ways.” Most of these people are found in Glamour and Silver Shadow and other thoroughly Lunarized cities.

Many other Lunar names are made by adding a prefix to a popular deity to whom the parents wish to dedicate their child or to whom an adult has become attracted. Four of the most popular prefixes are Agga (Glory of...), Dava (Victory to...), Suren (Light of...), and Ven (Dedicated to...).

*Typical Lunar Male Names:* Arimtasus, Aronius, Brutus, Brygesus, Daerius, Darscion, Doskalos, Euglyptus, Foranum, Horsensus, Krentius, Krendathus, Quintas, Talius, Yoritasus, Undrendum, Vakthan.

*Typical Lunar Female Names:* Nearly any male name can be used as a female name if the last syllable is replaced with an “a” or an “e”: Bruta, Daere, Bindesa, Diovena, Estara, Felkenna, Gordasta, Greya, Jorgeva, Kevenna, Nesseve, Quinta, Ruvallena, Tharkal, Vella, Valere, Yoritase.



## New Occupations

The empire is a mighty, dynamic, and complex society and supports a wide range of trades, professions, and lifestyles. For narrators and players who want to expand the basic list of occupational keywords beyond those in the *HeroQuest* rules, here are some widely encountered within the empire.

### Administrator

An administrator is a businessperson, a counter of inventories, and a clerk of records. Her employer may be a temple, a merchant, a noble, or the government. She can read, and since most people in Glorantha do not, this is a very special knowledge.

She may be an administrator of the empire. The position is not hereditary but based upon personal aptitude, ambition, and the good luck to have been noticed and appointed by someone in the hierarchy. Estates and holdings are temporary, gained and lost according to promotions and being made redundant. She ultimately owes her position and wealth to the emperor and the Lunar Way. The traditional nobles sneer at her but only behind her back.

*Beginning Hero Suggestions:* Administrators often have the specialized knowledge for key roles. An administrator can aid her friends in many ways, from passing on information about upcoming imperial decrees to diverting goods and hiding the evidence in paperwork.

*Abilities:* Anticipate Employer's Whims, Command Underling, [Court or Office] Intrigue, Efficient Administrator, Household Accounts, Make Writing Materials, Read New Pelorian, Snap Orders, Spot Trivial Error, Well Educated, Write New Pelorian.

*Typical Personality Traits:* Arrogant, Dutiful, Nit-Picky, Proud.

*Typical Relationships:* to Employer.

*Typical Followers:* Underclerks, staff appropriate to position and social status (chambermaids, cooks, groundsmen, porters, bodyguards, etc.).

*Standard of Living:* Common or Prosperous.

### New Pelorian

New Pelorian is the language of the Goddess. At least a rudimentary knowledge is a pre-requisite for citizenship, and all imperial decrees and documentation is written in it, although in many cases a translation into the local language is added for the sake of efficiency and respect for others' ways. It contains a vocabulary geared to the exploration of the mystic truths of Sedenya, such that some foreigners even fear learning New Pelorian, lest it subtly open them to contamination and illumination.



*Over-prefect Polynikes of Saird takes advice from hierarch VenHoneel*

*Typical Equipment:* Respectable clothing, accounts ledger, selection of pens and variously-colored inks, official seals and stamps.

### Artist

The artist is a creator of objects of beauty and meaning for his sophisticated audience. The difference between arts and crafts is that art is aesthetic and refined and has no need for practicality, though practical items can be made beautiful through the artist's efforts. Artists generally concentrate on a single medium: songs and words for bards and poets; sculptors use clay, rock, or wood; Dara Happan and imperial cultures even have portrait artists, stained glass specialists, and abstractionists. The medium learned may depend on the artist's home culture, but some of the more daring have experimented and learned more.

*Beginning Hero Suggestions:* You may be off seeking new places and experiences, new insights, or researching new forms of your art. You may be seeking new and exotic materials to use in your projects. Perhaps you are a spoiled child of a family, sent away because of a scandal.

*Abilities:* Estimate Value, Find Raw Materials, Haggle, Prepare Raw Materials, Recognize Beauty.

*Specializations:*

**Artisan**—[Artistic skill] (Musician, Painter, Poet, Sculptor, Songwriter, etc).

*Typical Personality Traits:* Inspired, Patient.

*Typical Relationship:* to Guild, League, or Patron.

*Typical Followers:* Beginning *HeroQuest* characters generally begin at the level of journeyman. They are likely to have a couple of unskilled helpers hoping to learn from their boss.

*Standard of Living:* Poor or Common

*Typical Equipment:* Tools of the trade, store of raw material.

## Courier (Cavalry Soldier)

Quick communications are essential to the smooth running of the empire, its temples, and its economy. Couriers perform this job. Usually they ride a relay of fast horses, but in some regions they may be runners or boatmen or even ride wyverns. Couriers work for the government, a powerful aristocrat, the military, a merchant house, or anyone else who needs messages delivered as quickly and reliably as possible.

This Courier is a specialization of Cavalry Soldier (see *HeroQuest*, page 31).

**Specialized Skills:** Assess Quickest Route, Disciplined -3, Endurance, Know Imperial Geography, Make Camp -3, Ride (or Run Fast, or Boating, etc) +5; no Unit Style Mass Combat or Unit Missile Weapon.

**Typical Personality Traits:** Loner.

**Typical Equipment:** Long distance horse (or similar item), hand weapon, light armor, toll exemption.

## Courtesan

The courtesan is a cultured companion for sophisticated persons, and although perhaps also a bedmate, she is not a simple one. While most courtesans are owned or employed by someone else, some are entirely freelance and command astonishingly high prices for the pleasure of their company. Lunars see no stigma in enjoying the company of a courtesan, though other imperial peoples have different viewpoints on the matter – Dara Happans are shocked, while Pelandans don't know why you'd want to pay someone for her services. Because of their intimate contact with their patrons, courtesans can make superb spies or dart competitors.

**Beginning Hero Suggestions:** A social-climbing commoner can easily reach high rank. (Though always a bit "soiled" to the conservative upper classes.) A courtesan might accompany a patron to a far-off posting in the empire or stay in Glamour and control her patron through her wiles.

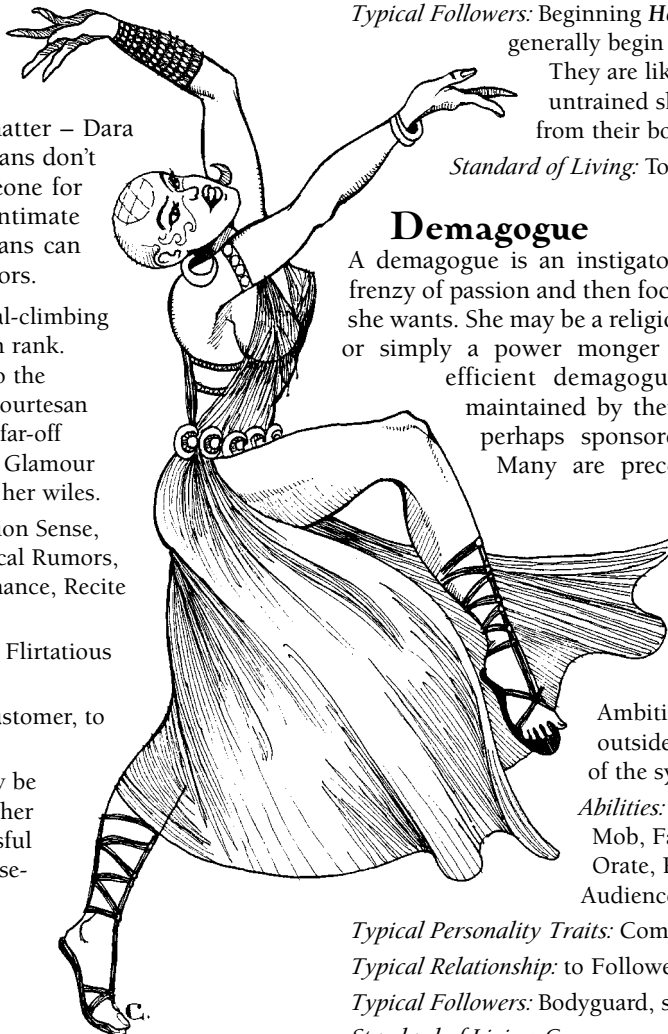
**Abilities:** Alluring, Eroticism, Fashion Sense, Feign Affection, Flirt, Know Local Rumors, Play [Musical instrument], Romance, Recite Poetry, Sexual Stamina.

**Typical Personality Traits:** Cynical, Flirtatious to Customers, Worldly.

**Typical Relationship:** to Specific Customer, to Employer, to Servants.

**Typical Followers:** A courtesan may be able to command the loyalty of her current paramour, and a successful courtesan most likely has a house-staff of servants. A madam or procurer might have other courtesans as followers.

**Standard of Living:** Common to Prosperous.



**Typical Equipment:** Birth control, fashionable clothes, cosmetics, a place to live, a place to work, several musical instruments, and, if literate, some books of poetry and romances.

## Craftsperson

Craftspeople are creators of objects of function and practicality. The difference between crafts and art is that crafts have an everyday use and make life easier with their goods, while art is a useless triviality. Craftspeople concentrate on a making a type of object, such as cloth (weaver), clothing (clothier), buildings (carpenter), furniture (joiner), pottery (potter), jewelry (jeweler), work implements (redsmith), and so on. They know all the steps in the process, from gathering raw materials to finished product.

**Beginning Hero Suggestions:** You may be seeking new opportunities in lands far away, or new techniques or materials. Having a specific skill, especially metalworking, is a valuable adventure tool.

**Abilities:** [Craft Skill], Estimate Value, Find Raw Materials, Haggle, Prepare Raw Materials, Recognize Beauty.

**Typical Personality Traits:** Hard Working, Inspired, Patient.

**Typical Relationship:** to Guild, League, or Patron.

**Typical Followers:** Beginning *HeroQuest* characters generally begin at the level of journeyman. They are likely to have a couple of untrained shop boys hoping to learn from their boss.

**Standard of Living:** Tools of the trade.

## Demagogue

A demagogue is an instigator. She works crowds into a frenzy of passion and then focuses that passion to get what she wants. She may be a religious zealot, a political activist, or simply a power monger out for herself. The most efficient demagogues are self-appointed and maintained by their mob of followers, though perhaps sponsored by some secret source.

Many are preceptors, religious leaders of Rufelza operating outside the official hierarchy.

**Beginning Hero Suggestions:** An independent leader, often self-appointed.

Ambitious and willing to operate outside, or at least at the edges, of the system.

**Abilities:** Dagger Fighting, Direct Mob, Fan Fires of Discontent, Orate, Politics, Read Mood of Audience, Remain Unnoticed.

**Typical Personality Traits:** Committed, Cynical, Fanatical.

**Typical Relationship:** to Followers, to Cause.

**Typical Followers:** Bodyguard, sycophant, mob.

**Standard of Living:** Common.

**Typical Equipment:** Sturdy sandals and robe, soap box.



## Gladiator

Professional gladiators are as much entertainers as they are fighters. While slaves, criminals, or captives may be sent to the arena to fight, they can't really be considered true gladiators until they have survived many bouts and gained a reputation. Most gladiators start out this way, though some enter themselves in the arena and fight for the thrill of it. The few top gladiators are treated like super-stars, and even if they are slaves, they are often allowed to roam freely and receive visitors in their sumptuous rooms.

Gladiators are trained in a variety of formal "Styles," such as "Storm Barbarian" (no armor, jagged spear, and small round shield), "Dara Happan" (heavy armor and shield, spear), "Darjiini" (Fish-shaped helmet, dagger, chained hook), and "Troll" (sculpted armor, monster face mask, maul).

*Beginning Hero Suggestions:* Captives, recalcitrant slaves, and criminals are often sent to the arena as sword-fodder; a few freemen choose to enter the arena of their own free will. Most die. You have survived all your bouts to date and bask in the adulation of the crowds.

*Abilities:* Two weapons or gladiatorial styles, Crowd-Pleasing Signature Move, Dodge Blow, Evaluate Foe, Feign Injury, Hear Arena Gossip, Know Weaknesses of [Gladiatorial Fighting Style], Play to Audience, Quick to Heal.

*Typical Personality Traits:* Mercenary, Ruthless, Self-confident, Reckless or Professional.

*Typical Relationship:* to Employer or Owner; to Fans; to Other gladiators

*Typical Followers:* Trainers, apprentices, fans.

*Standard of Living:* Common.

*Typical Equipment:* Weapons and armor, room and board at the arena's expense.

## Hierarch

A hierarch is a person within the official hierarchy who leads worship. She performs all the duties of the Lunar Way and in *HeroQuest* terms might be considered to be part priest, part clergyman, and part spirit-talker. While many hierarchs are also preceptors, there are purely administrative hierarchs who worship as adherents, novitiates, or ordinates.

Some hierarchs lead worship for a single entity and are assigned to specific temple or shrine. Others are assigned to an entire Radiance and lead the worship for many entities. The latter is typical for towns and cities.

*Beginning Character Suggestions:* Hierarchs come from all walks of life, and may be sedentary or travel—with the army, merchant caravan, or heroband.

*Abilities:* [Chant or Sing or Pray or Dance] for Hours, Charismatic Presence, Counsel Worshipper, Lead Lunar Worship, Proselytize.

*Typical Personality Traits:* Mysterious, Obedient, Pious, Timeserving, Zealous.



*Typical Relationships:* to Denomination or Radiance Hierarchy; to Congregation or Mission or Temple.

*Followers:* Hierarchs usually have one or more servants to aid them and bodyguards to protect them. Higher-ranking hierarchs may have subservient hierarchs. They may also be served by students or novices.

*Standard of Living:* Poor to Prosperous; most are Prosperous.

*Typical Equipment:* Accommodation, fine clothes, ritual regalia and implements.

## Slaver (Merchant)

The empire needs slaves, and slavers are happy to meet that demand. Whether stolid Balazaring work-slaves or delicate exotics for the more jaded palate, they can find and sell them all.

Slaver is a specialization of Merchant (see *HeroQuest*, page 33).

*Specialized Skills:* Assess Slaves, Bind Captives, Break Recalcitrant Slave, Cudgel Fighting or Whip Fighting; no Load Pack Animal or Tend Pack Animal – Any heavy hauling is done by slaves.

*Typical Personality Traits:* Greedy, Jaded, Profit-motivated, Shrewd.

*Typical Equipment:* Whip, shackles, and chains; slaves for sale; perhaps a wagon or two.

## Add-on Keywords

These three keywords are not true occupations but are specialized applications of normal jobs. A slave is also a farmer or a gladiator. A dart competitor works as a soldier or a spy or a sorcerer but has additional skills as below.

Thus, these are "add ons" for other key words.

## Dart Competitor

This is an assassin or bodyguard who is used in the incessant Dart Wars (see page 22). She slays whomever her patron commands, when he commands, and how he commands. Her fee is high, for she is a skilled professional, chosen for efficiency. Her continued survival requires that.

*Requirements:* Appropriate abilities and a patron to pay your fees.

*Abilities:* Know Dart Competition Law.

*Typical Personality Traits:* Emotionless, Fearless, Professional, Reckless.

*Typical Relationship:* to Patron.

*Typical Followers:* As appropriate to profession.

*Standard of Living:* Prosperous.

*Benefits:* You are a highly regarded and valuable weapon in your lord's arsenal. You are well taken care of, with your every whim instantly satisfied.

*Disadvantages:* You kill whom your employer says, when he says. You are expendable and deniable. You are also a prime target for your employer's foes.

*Typical Equipment:* Superior equipment that matches your abilities.

## Slave

Slaves are property, possibly seized by slavers, but more likely born into servitude. However, that need not make them simple beasts of burden. Able and trusted slaves also occupy a range of important positions, from clerks and barbers to bureaucrats and stewards. They may hope to win their freedom, or buy it if they are allowed to earn money and can accumulate their price. Of course, it must be legal where the owner lives, and he must allow it as well.

Though slavery is legal and the emperor himself owns thousands of human slaves, the Manumission League receives annual gifts of support from the emperor's treasury.

*Abilities:* Know My Place, Work Hard.

*Typical Relationships:* to Fellow Slaves, to Master.

## Former Slave

Slaves, through hard work and loyalty, may be rewarded with freedom, or may have accumulated enough money to purchase their own freedom. They probably continue the same trade in which they were trained as a slave, such as barber or cook, or work as a farmer or shopkeeper, laboring hard to make the most of this new freedom.

*Abilities:* Know My Rights, Work Hard.

*Typical Personality Traits:* Hate Slavery, Proud of Freedom.

*Typical Relationship:* to Former Owner (patron) or Liberator; to Manumission League.



*Septon Varyanafal Arish of the Imperial Bodyguard*



# RELIGION AND EMPIRE

Jarena is an instructor of mathematics at the Imperial Lunar University, whose courses in astromathematics sometimes require her to speak of the design of the universe. Here is the speech she gives to open the lecture:

*"I am Jarena, Speaker and Teacher for the university class of Advanced Astromathematics.*

*"My first memory is of my father's home, a modest abode in the city of Wirrup, where he was a buyer and seller of leather and leather goods.*

*"I awoke to the world when I was betrothed the first time, when a loathing and disgust burst forth inside me at the thought of marrying a stranger poorer than me and ugly as a boot.*

*"Of the Seventh Soul I know nothing but what I have been told."*

**T**akenegi, Great Moonson, is the center of the Lunar Empire. All the major institutions of the empire, religious and secular, channel through him to the Red Goddess. It is he who is the ultimate authority of all organizations on the surface world.

The organizations which culminate with him include:

- The Satraps
- The Radiances
- The University
- The Illumination Examiners
- The Provincial Government
- The Army

He also holds some important positions that are not specifically Lunar in nature. These include:

- Shah of Carmania
- Emperor of Dara Happa
- Overlord of Rinliddi

The satraps form the government, which rules over the physical world. These areas are detailed in *Imperial Lunar Handbook Volume 1: The Lunar Empire*.

The spiritual world is overseen by the Lunar Way, a largely-human spiritual system and a large organization to oversee its members. Most of this book is about the Lunar Way.

## Radiances

A Radiance is an administrative division of the Lunar Way, whose head reports to the Red Emperor and whose leader sits on the Radiant Council. The Radiant Council was established for the convenience and ease of the emperor when the empire became large and its bureaucracy unwieldy.

Some Radiances are derived from former cults, traditions, and churches. Within the empire those organizations are often still called by those former labels. We use Radiance here to designate those Lunar organizations which, even if they operate similarly to such previous establishments, are different because they are of the Lunar Way.



*Ravellus DarNatha, a prothonotary of the Imperial Court of Fisc, constantly plots to advance his career*

Radiances have a specific magico-religious function in addition to the administration of their members. They form a the Chain of Reverence, a web of power similar to the sorcerous Chain of Veneration. Thus, all the denominations feed their worship through the Radiances, to the Emperor, and ultimately to the Red Goddess herself. Common worshippers are often ignorant of the complexities of the Radiances and are generally unaffected by them.

It is worth noting that some of the Lunar immortals, such as Yanafal Tarnils, have denominations in more than one Radiance. Their worshippers and hierarchies are divided administratively and pass their energy up different strands of the Chain of Reverence.



## The Radiant Council

The leaders of the Radiances oversee the religion of the empire in the name of the emperor and his Mother. They name individuals to sit in for them as Illumination Examiners. They oversee the administration of their participant denominations. The heads of each Radiance are chosen from available candidates by the emperor and serve entirely at his whim.

## Army of the Moon

Yanafal Tarnils formed the nucleus of this organization while he was still alive. The organization continued independently and voluntarily after his death, and eventually the Radiance was recognized by the Red Emperor.

The head of the Radiance is appointed to the position by the emperor. Though always a soldier, the emperor makes sure that this individual's loyalty is first to the emperor and to the army second. Bandarus Ban, a Carmanian, currently leads the Army of the Moon. Bellux Maximus, the head of the Imperial Army, worships as a member of this Radiance. However, the Bellux Maximus reports directly to the emperor, and the army itself is not ruled by this Radiance.

It includes the denominations of Chaghatishi Moon-Bow, Fereshor, Ipharia Elnestratos, and Yanafal Tarnils from this book; Tarl Kuvindas from *Barbarian Adventures*; and also all the Lunar regimental deities except those of Rinliddi. Note too that many imperial regimental deities are not Lunar and that these are not included in the Army of the Moon.

## From Dark Tradition

Jakaleel the Witch was a powerful shaman instrumental among the Seven Mothers. When the Red Emperor summoned his Mother at the Shining Face Moment to unite them in the Seven Mothers Council (see below), Jakaleel came from the world of the dead to sit in, and then proved that her demesne was the Sedenyic Spirit House in that Otherworld. So the tradition maintained its independence.

Its leader is Na the Black, an old woman who uses the Black Bone to strip any shaman of Jakaleel of her spirits.

It is composed of Five Spirit Moons Practice and the Jakaleel Practice, with its many shamans heading their variously sized groups across the empire. The From Dark Tradition imposes strict animistic practices on its followers. Of all the denominations of the Lunar Way, those in this Radiance have the least mixture of magic or rites.

## Great Moon Radiance

The various denominations of the Moon aspects were independent for a long time, but when their numbers decreased drastically during the depredations of Sheng Seleris, they joined into a band, whose existence was recognized by the Red Emperor during one of his returns.

The leadership of the organization rotates each year between the six leaders of the Moon denominations.

It includes the denominations of Gerra, Lesilla, Natha, Rashorana, Ulurda, and Verithurusa. Various leaders of White Moon organizations have petitioned to belong but have always been refused. The Rashoranic representative is also the leader of the Illumination Examiners.



*Seers of the Army of the Moon read the omens for the upcoming campaign season, and they are good.*



## HonEel

The Third Inspiration of Moonson was granted the right to form her own Radiance by the emperor to acknowledge her success and importance.

The current Radiance head is JavashEel, granddaughter of HonEel and Grand Hierarch of HonEel the Triumphant.

Denominations in the HonEel Radiance include the various denominations of HonEel, Alanthor the Destroyer, and Dakkasinoda.

## Lunar Carmanian Church

The Sorcerous Church of Carmania was held in grave suspicion by the empire for decades, even after Vinces Brok established solid Lunar connections. But due to the key efforts made by the Lunar Carmanians against Sheng Seleris, they won the right to form their own Radiance.

The current leader is Besteturs Delen, young, fire-breathing preceptor-hierarch. He is keen to reform many of the problems that he sees within the Radiance.

It includes the organizations of Aronius Jaranthir, Asyrex Practice, and Fjordaur. Several other wizardly organizations will be revealed in later publications.

## Imperial Lunar University

The university was originally an educational institution and subject only to the commands of the Irippi Ontor denomination. Dissent amidst the ranks alerted the emperor to potential problems, and when Zeran Bathus led a band of teachers and students to actually resist the emperor, he acted swiftly and instituted this Radiance as a hierarchy which reported to him rather than the Irippi Ontor denomination.

The leader of the organization is NamdEel Swahire, who maintains his hold on life through normally forbidden magics, allowed through special dispensation from the Goddess herself.

Its denominations include Erana Halfmoon; Hechkoth of Vistur; the Imperial University, its administration, teachers, and students; and the Lunar Colleges of Magic in the Imperial Army. It also maintains contact with members after they leave the institution.

## New Flock

Teelo Estara integrated many deities who had been part of the Rinliddi Pantheon under this group. It later came to include all the Lunar immortals from Rinliddi. Their leader is Diovena Derstrum of the denomination of Urangar.

It includes Blaskarth the Bat, Erelia and Verelia, Urangar Vorderos, Undrendum, and others not in this book.

## Mansion of the New Way

Originated by the Red Emperor a decade after the Apotheosis, this was an administrative move to simplify the chain of command between the many New God denominations that had come into existence.

The leader of the organization is Skoorb Kin, who is in the denomination of Felkanna.

It includes Borovich of Derfik, Dakkalessilla, Daretyries, Davadeezola, Etyries, Felkenna, Gortania the Lucky, Grevlar the Unconquered, Irin School, Kana Poor, Merasedenya, Oskholoveth, Oskrascota, Otarshkanar, Pinugia, Sentera, Uranafus, Valare Addi, and Vargar from this book. It includes Selven Hara (*HeroQuest* 126) and the Moon Bear (*Imperial Lunar Handbook* vol. 1, page 28) and others not yet detailed.

## Ruby Religion

In the First Wane a band of liturgists organized and placed themselves under the guidance and protection of the emperor. This gave them the Chain of Veneration benefits. It also tamed the reckless demagogues of the Cerise Church by siphoning off their best leaders into a respected religion and diverted many of their worshippers, especially when unruly mobs were systematically persecuted by urban mayors upon the commands of their satraps. Finally, the former sorcerous schools were taken into the Lunar fold when the Overbishop was given the responsibility of overseeing their practices.

The leader of the organization is the Overbishop, currently the wise woman Senemohitia from Carmania. It includes the Cerise Church, Eyzaal Wizard School, Makabaeus Wizard School, and other schools not in this book.

## Rufelza Denomination

The Rufelza denomination is its own Radiance. It spawned naturally when the Moon rose and bands of people spontaneously began to worship her. Its leaders, the demagogues, arise from the ranks, based entirely upon their own charisma. The worship is naturally unruly, and its doctrines defy organization. This disorder provoked the emperor to seize control himself, but even after the three Rabble Purges, the denomination still defies hierarchy and recognizes only the Red Emperor as an intermediary between the Goddess and the mob, guided by its demagogues. The inclusion of this rabble into the official power structure is enforced by the emperor but ignored by the membership.

Their leader is the Red Emperor, who can appoint Collectors and Dispensers, whose power comes from their individual will, not hierarchical authority. The emperor almost never takes an active role in the denomination except to squelch it when it gets too far out of hand.

It includes all the denominations of Rufelza.

## Seven Mothers Council

Competition between the heirs of the Seven Mothers sometimes threatened the harmony of the empire until the Red Emperor called his Mother to speak to them in the early Second Wane at the Shining Face Moment. Through Her machinations, they selected Serentha Elegans of the Deezola denomination to be the first leader of them all. Shortly afterwards she organized the first of the Seven Mothers temples, which have subsequently grown to be their own branch of the Radiance.

The leader of the organization is called the Grandmother of the Immortals. Currently this is Benedethus Benedictus, formerly of the Yanafal Vestara denomination.

It includes the denominations of Danfive Xaron, Deezola, Irippi Ontor, Teelo Norri, Yanafal Vestara, and the Spindle Hag School but not the From Dark Tradition. It also includes the Seven Mothers Proselytizers, which oversees the temples of all seven Mothers and the Provincial Church as well.

## Denominations not in a Radiance

Some organizations have evaded membership in this great Way or been granted exemption through the graces of the emperor. The leaders of these denominations report directly to the emperor or to whatever deputy he sends to them. Notable among these are Aggataraltara, Arimtasus, the many doggedly independent demagogues of the Cerise Church, Hwarin Dalthippa, Yara Aranis, and the Red Emperor.

## The Imperial Lunar University

The empire has a magical university dedicated to educating the best, most magical women and men to serve the empire. The official name of the University is the Circles of Infinite Knowledge, though it is rarely used except in official documents and rituals. After the Goddess' apotheosis, the center of the Circles of Knowledge was conveyed to the Lunar Surface, as were many other institutions and holy places, where it is now commonly called simply the Inkwell. Irippi Ontor is worshipped as the god of knowledge and also serves as the guardian for the University.

Only about 2000 students attend the university at any time. Applicants must first be recommended, then pass a test of knowledge and magical potential. Finally, they must learn to be a part of the University Chain. Failure at any of these requirements merits immediate rejection. Most of the students of the University are the children of wealthy Lunars, but students from poorer families attend with the support of scholarships sponsored by the emperor and other nobles.

Several terms are important: school, level, and pathway. A school is a portion of the student body whose members include students at all stages of their study. Levels are the degrees of proficiency, starting at fifth and ending at first. Pathways are specialized courses of study.

Six schools exist, each named after one of the phases of the Moon. (The Full Moon School exists only among immortals attending personally upon Irippi Ontor at the Inkwell.) The six schools provide a social support system but have no specific academic, denomination, or pathway connections. Members support and assist each other in study and other matters, even long after they have left the university. Rivalry and competition, both formal and informal, are promoted between the schools, with winning teams gaining rewards for the entire school that provide variety, benefits, or luxuries.

Membership in a school is determined upon entry, and rarely does anyone ever change schools. The Admissions Committee considers an applicant's magical potential, knowledge, intelligence, family, contributions to the university, political connections, friends within the university, and denomination, then consults various oracles, divinations, and revelations.

New students must attend the Six Starters. These are all classes of the Fifth Level, which indicate the students' potential and test their obedience and willingness to follow. These two traits are of great importance, and the independent-minded are ejected in favor of those who will be pliant and obedient servants of the empire. By the end of the first year, the Six Starters are finished. An individual's pathway starts to take shape, and she begins to take specific classes. In the second year she may start to take Level Four

classes. Pathway development is generalized at first and is expected to narrow down as further years of study are taken.

The common pathways are: *Imperial Science*—generalists who work for the imperial government; *Engineering*—the building and taking down of edifices and roads, etc.; *Hearths*—counting, identifying, and studying imperial peoples; *Barbarian Affairs*—dealing with foreigners; *Magical Safety*—studying conflicts with alien beings, making and countering curses, etc.; *Subcreation*—making and transferring magical items, grimoires, or sacred artifacts; *Domesticizing*—("Sack and Stock"), food and animal safety and development; *Exploration*—mundane travels and information; *Discovery*—exploring the Gods War and the Otherworlds; *Security*—magic-using bodyguards for imperial government; *Exsiders*—or spy services and defenses; and *Stability*—a much-sought trouble-shooter group.

The pathways determine the courses the student takes. Some courses are taken by members of different pathways. Similarly, students on a single pathway do not always take all the same courses.

A large number of courses are offered. They are divided into five numbered levels, Fifth being the beginning and First being the highest. Thus, Geogardara's Department of Ten Fires is a Level Five class, while Feren's Department of Immortal Languages is a Level Two. Students often take courses of differing levels at the same time. Promotion to a course in the next level is granted only when the instructor agrees that the student has mastered the curriculum of his current course.

Students continue on their magical paths according to their ability and capacity. When an instructor determines that a student can not master his course the student may try a similar course, continue with other courses, or even change pathways but are often simply graduated from the school. The university then determines the level they completed and grades the graduate from Level Five through One, with increasing status and responsibility for the higher grade graduates.

Thus, a bureaucrat may be a Level Four Imperial Science graduate, indicating that she finished about two years of study. Students graduating at Level One are the most prestigious and sought after.

Because the education and training are provided by the imperial government, all graduates are required to serve a number of years in an assigned imperial job for a number of years equal to their time in the university. After that they may, if they wish, seek other jobs or even act on their own. Since they had been preselected for loyalty and obedience, the majority of university graduates continue in some form of official service, especially since the best opportunities are there. However, graduates are much sought after by non-imperial services and influential families.



Devastus Goddess-Loved, Principal Lecturer in Primary Liturgical Miracles



## The Field Schools of Magic

One obligation of all university students is to serve in a military emergency at the pleasure of the emperor. A requirement to enter the university is the ability to be a part of the University Chain. This is a magical ability that is like the wizardly Chain of Veneration. It allows all university members to support the magical leaders of the Field Schools.

Each school fields a band of magicians who assist the army in battle. Of course, these pampered elites rarely confront the physical enemy, for their skills are in the immaterial magical realm. Nonetheless, the risks of magical combat are always present, to say nothing of the disastrous occasions when enemy troops have gotten past the army and the guards to slaughter the magicians themselves.

The first field schools were wizardly and used a grimoire. Subsequent developments incorporated other magics into their tomes so that they now draw from affinities, spirits, demons, and chaos as well to provide their flexibility.

The commanders of the six field magical schools are First Level graduates and military tribunes. They command ten centurions, seven who command magical centuries and three who command guards. The magical centurions are all First or Second Level graduates, who each command nine students. Students have no military rank and so are not subject to the military rules and regulations, though they are subject to university discipline. Three centuries of seventy armored archer/guards are assigned to each School as well. The Field Schools are not usually called on to provide detachments for vexillae, as the reduction in power and risk of losing rare magicians is rarely equal to the benefits to the vexilla.

Each member of the Field School links through its centurions to its tribune, who thus has the energy and attention of seventy qualified magicians behind him. He is consequently able to perform large-scale magic that is far beyond the normal capacity of an ordinary group of magicians. They have a lot of power but, more importantly, flexibility.

## The Provincial Government

It is important to note that the empire is effectively divided into two separate parts. The core of the empire consists of the satrapies, the regular religions, and so on, including just about everything contained in this book.

However, a separate government exists to the south, in the Provinces. These are several kingdoms or other polities that are ruled by their native governments but whose leaders report to the Provincial Government. This includes its own tax system, spies, army, and a religious organization overseeing the Lunar religions particular to the area. Takenegi carefully chooses the leaders of this provincial government himself for their loyalty as well as their abilities.

Note that sometimes the area of rule overlaps, such as when religions from inside the empire have temples in the provinces. For instance, the head of the church of the Ruby Religion that operates in Jillaro still reports to his superior in that Radiance, not to the Provincial representative.

Some say this is just a temporary arrangement and that the provincial government will be dissolved when the residents are Lunarized. Others say it is just an accident of history that will be corrected soon. Others say it is a clever set up so that the emperor will have two powers to play off of each other to help maintain his power. Whatever the cause or the future, the certainty is that it exists at this time.

## The Lunar Army

The term "Lunar Army" is, in most ways, a misnomer. It is generally used as a synonym of the Imperial Army, though most of the units in the Imperial Army are not actually Lunar at all. Strictly speaking, the "Lunar Army" is composed of those units of the army which worship entities of the Lunar Way. However, since the High Command of the Imperial Army is nearly entirely drawn from worshippers of Yanafal Tarnils, it grants a Lunar flavor to the whole army.

Overall control is in the hands of the High Command, whose ultimate commander, Bellux Maximus, reports directly to the Red Emperor. The armed forces of The Emperor are divided into field armies assigned to various troubled borders of the empire. These are drawn from the Heartland Corps, Sister's Army, Cavalry Corps and the Provincial Army. Tradition assigns units to each of these, and though they have generally remained in the various corps, they could be shifted about with no trouble if the High Command determined to do so. A large Garrison Army, made up of outdated military units, local armies, and retired soldiers, provides garrisons, police and emergency forces, and other similar functions within the borders. Another small but elite army, the Imperial Bodyguard, goes wherever the emperor goes to insure his security.

The Imperial Army includes units drawn from all over the empire. Most are troops armed and trained according to traditional local tactics and worship their traditional gods. Thus, the army can draw upon a wide variety of specialized troop types, ranging from the elite, noble, heavy lancers of Carmania and the heavy infantry of Dara Happa to the magically armed slingers of Eol and the avilry of Rinliddi. Recruits for these units are invariably from the homeland headquarters in the different lands.

There are also special units which specifically Lunar in nature. These generally draw recruits from all over the empire. They are distinguished by their religion—always Lunar—and regimental deity, who had obtained immortality following the Lunar heropath. In general, the Lunar units are more flexible in their training and better-armed than traditional units, and officered entirely by Yanafal Tarnils worshippers. These units are distributed among the various corps.

In addition to the regular army, which serves in the field and as garrisons, there are many other military formations. These include satrapy units used for local guard and police duty, naval crews for the riverine fleet, temple guards, many second-rate irregular or old-style guard units that garrison interior posts, and special forces, such as the Hunter Corps or the Wyvern Riders. Many of those are also Lunar in their worship and outlook.

Special units such as the Field Schools, the Crimson Bat, the Steel Sword Legion and the Full Moon corps are elite units and are assigned by the emperor himself.

Finally, a supply and service train comprised of commissary and wagons, the engineers of the Aniresty Corps; slave regiments such as Dara Happa Pittance, Forlorn Hope, and the Danfive Xaron Penitents used as work crews; and a horde of camp followers always accompany the army.



## Some Imperial Institutions

Many institutions exist in the empire. Here are some of the more interesting that are well known.

### Celestine Games

Takenegi Celestinus inaugurated these particular contests for his own entertainment. He loved to watch, and winners here receive the ultimate honors of the oratory, archery, and performance arts. They are held at a different time from the ancient Dara Happan Zasturnic Games (music, athletics, and envisioning), which also have imperial support.

### Dart Competitions

Imperial law strictly forbids war between imperial houses or regions, and one result has been the rise of dart competitions. Named after the incident in which Gargron of Carrish used a poisoned dart and a drunken “mis-throw” to eliminate a rival, these are struggles waged by assassination, sabotage, disinformation, and economic warfare. The empire officially turns a blind eye to these activities but sometimes encourages them or even takes part. Key to these is that the personnel of the noble houses have no protection or mercy from their competitors, but commoners and imperial properties must never be harmed in the least. They 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 a strong imperial response—they allow grudges to be settled and pecking orders established by more discriminating means. Secondly, they hone the survival skills of the Lunar elite and develop a cadre of specialist assassins and combatants

whose abilities are of value to the empire. Finally, it provides a useful test of the respective power and effectiveness of the great houses.

### Hideous Zoo

Takenegi Venerabilis started collecting the strange and wonderful creatures of Glorantha so he could watch them during his periods of relaxation. He cleared out a section of Glamour to house them. They are also used for research purposes now. They include many creatures of chaos as well as every possible type of ordinary creature that can be caught.

### Infinite Party

Takenegi Voracius began this institution. It is an immortal debauch held in a special palace in Glamour. It has not stopped since it began. Invitations are regularly sent out, and anyone who can bribe, trick, or otherwise convince the guards to let her pass can participate. It is of such magic and wonder that many people who have entered become illuminated, generally to their detriment and self-destruction.

### Manumission League

Many people in the empire do not agree with the ancient policy of slavery. The Manumission League is an organization that works through official, legal channels to create laws that diminish the horrors of slavery, reduce the number of reasons that people other than war captives can be enslaved, produce clear-cut means for slaves to be liberated or free themselves, or to outlaw slavery outright. Though they have enjoyed some local successes, the institution is still relatively weak and ineffectual. The organization has many local branches, not all of which agree on all the above mentioned objectives.



*A popular entertainment at the Infinite Party is the telling of fortunes by the means of enchanted pasteboard cards*





# THE LUNAR WAY

Serezola is a noblewoman of House Kortillion, upon whom the mantle of hereditary Prayer Speaker has descended. Before reciting the traditional genealogies or hymns she states this.

*"I am Serezola, the daughter of Murazola, the daughter of Serezola, daughter of Tanazol, who gently held the head of Takenegi Robustus when he expired. My father was General Dantarnils, an impossibly brave man who served with valor in the Tarsh Wars until he lost his life.*

*"My first memory is of sipping the red Krali wine which my uncle gave to me at the Springtime Feast, when I was ten.*

*"I was akindled when Serezola Tanazol's daughter, my own grandmother, struck me with her hand because I ordered a slave whipped when he dropped a platter of delicacies upon the imported carpet of my waiting room.*

*"I was seavened when I underwent the Both Eyes Open rite."*

The Lunar Way is a separate magic system from the three worlds of Animism, Theism, and Sorcery. Its magic is common magic and Lunar magic. Lunar magic is similar to Theism, Animism, and Wizardry and uses their rules for magical abilities, but it is Lunar magic from the Lunar Otherworld. Lunar Otherworld entities can provide their worshippers with one or more of those methods of magic.

Most worshippers worship the entire Lunar Way. They may progress to becoming more dedicated to one Lunar immortal. A completely dedicated worshipper only gets that entity's magic. This pattern is similar to theism.

To concentrate, a Lunar concentrates his magic on the Moon. He gives up all non-Lunar magic – common or specialized. Benefits of Lunar concentration are as standard: he gets reduced magic cost, access to secrets, etc. He can become the equivalent of a Devotee, Shaman, or Wizard by meeting the standard requirements, though any requirements for concentration are met by concentrating on the Moon rather than the Otherworld normally associated with the magical rank.

## Lunar Immortals

The entities of the Lunar Way often appear to be gods, great spirits, saints, and so on, but since those terms refer to entities that come from the divine, spirit, and sorcerous otherworlds, we generally use the terms Immortal or Entity for Lunar beings in this book.

The Lunar Way includes three types of immortals: manifestations of Sedenya, Healed Entities, and Young Entities. Some other beings, such as the Red Emperor, exist outside of these definitions.

Sedenya is the Lunar Goddess, an ancient being who was born at the dawn of creation. She is the Great Immortal, so great that no mortal being can encompass the entirety of Her Being and remain alive in the Mortal World. Thus, She is worshipped in a number of forms, the so-called Masks of the Goddess. Although the Goddess has had many names (see "Names of the Red Goddess" on page 10), She most often receives worship as Gerra, Lesilla, Natha, Rufelza, Ulurda,

### Characteristics of the Lunar Way

*Otherworld Origin:* The Red Moon.

*Name for the Mortal World:* Herthakuth (the Mortal World).

*Entities:* Immortals, Entities.

*Worshippers Have:* Septessence.

*Magic:* Common magic, divine aid, charms, scriptures, blessings, curses, affinities, feats, fetishes, fetches, formularies, grimoires, and spells.

*Members:* Adherents, novitiates, ordinates.

*Leaders:* Hierarchs, preceptors.

*Type of Worship:* Mixed worship, including sacrifice, ecstatic rites, and veneration.

Verithurusa, and two forms of chaos: Aggataraltara and Tafamarulf. She is also known through many avatars and other forms, such as Nysalor, Rashorana, She Who Waits, Taraltara, and Zaytenara, but is generally not worshipped in those forms.

Healed Entities are those immortals who were born immortals, usually before the life of Teelo Estara, and have since gained or revealed their Lunar powers. Because they were born or created as immortals, they are substantially different from those who have obtained immortality by following the Lunar Way. Among the Healed Entities are Alanthore, Asyrex, Blaskarth, Dakkasinoda, Erelia and Verelia, the Five Spirit Moons, the Moon Bear, and Yara Aranis.

Becoming an immortal is one of the greatest and most powerful of Sedenya's promises. Every pantheon has its own magical heroes, but the Lunars have a deliberate strategy of creating new immortals who are worshipped in their own right. These immortals quest to fill specific needs of the empire and Sedenya's mystical vision. These "Young Entities" are often less powerful than immortals born before Time. This deliberate expansion of the Lunar pantheon is one of the most powerful elements of the empire's magical strategy. The

### Apostles of Her Life

The people who lived during the earthly life of Teelo Estara and Teelo Imara had an advantage in attaining immortality. They knew Her, and the world was less stable before She ascended to the sky as Rufelza. However, many Young Entities have continued to follow Her path and obtain divinity. Those who became immortal while Sedenya was human are called the Apostles of Her Life. They include twelve individuals, including six of the Seven Mothers: Danfive Xaron, Deezola, Irippi Ontor, Jakaleel, Teelo Norri, and Yanafal Tarnils; and Etyries, Fjordaur, Kana Poor, Makabaeus, Oskrascota, and Valare Addi.

Lunar Way is one of experimentation. Some of these “Young Entities” will fail to find a role and a constituency and may well be merely worshipped as heroes. Others will thrive and grow. Notably, many of the later Young Entities are narrower in their appeal or abilities. They are much more specialized in their skills but have exploited the Lunar Way by learning to combine magical methodologies that would be impossible to non-Lunars. Thus, they bring forward the strength and opportunity of their Goddess.

All the entities in this book not included in the lists above are Young Entities. They are often called New Gods, Young Gods, and so on in the local vernacular.

### Lunar Denominations

A denomination is a group of people who worship a single entity in a specific manner. In other religions it would be called a cult, a church, or a practice.

The method of Lunar worship includes what outsiders might call Sorcerous veneration, Theistic sacrifice, and Animistic ecstatic worship. However, Lunar worship is rarely restricted to a single type and more often is mixed, even in denominations that are from the Healed Entities who used to have a single type. The amount of mixture varies from denomination to denomination. Some denominations seem almost entirely one form or another, while others are thoroughly mixed. So, for instance, the ceremonies of Alanthore seem to be “normal” animist worship to an uneducated outsider, while the Questers of Borovich of Derfik are obviously of mixed worship. In general, the more mixed an immortal’s magic is, the more mixed the worship services are likely to be.

Lunar denominations are generally widespread, with hierarchs overseeing each temple having their own organization and hierarchy

### Adoration

Adoration is a method of worship in which the worshippers participate in the divine power and glory of the object of worship, even unto visiting and viewing the immortal on the Moon, but get no magic back. Every worship ceremony includes many worshippers using this method, and it is the only way that outsiders participate in Lunar Worship. Furthermore, it is also the method used to worship many other immortals that are not explored in this book. Their reward is simply to bask in the gaze of the deities.

When worshippers join into the worship but are not members of the Way, they are Adoring her.

These hierarchies are generally also a part of a Radiance. A Radiance is a collection of denominations, assembled into an administrative group to govern those parts of the vast Lunar religion. Temple complexes are normally built, run and staffed by a single Radiance, offering worship to all the entities of that Radiance. Adherents may worship at any temple they wish, and in cities a person could gain blessings and charms from all the Radiances – *if* she wanted to spend the time on it.

### Lunar Way Keyword

*Abilities:* Know Myths of the Lunar Way, Speak New Pelorian, Worship Sedenya.

*Virtues:* Adaptable, Hate Storm Pantheon\*, Inclusive, Tolerant.

*Magic:* Common magic; divine aid, charms, and blessings; Lunar cyclic magic.

*Other Side:* The Red Moon is a separate Otherworld that houses most of the Mansions of the Lunar Way. On and around the Red Moon are wonders and horrors, platitudes and paradoxes.

\*The Storm Pantheon is a direct rival, a mythological opponent to the Red Goddess, who is unyielding and relentless in his desire to destroy Her. Thus, while many denominations or regions may have other specific foes, this one is universal in the Way.

## Worshippers

The Lunar religion has different levels of membership based on commitment. Greater commitment yields greater magic. The basic membership, the adherent, has no commitment to specific immortals. They receive the community magics of blessings, divine aid, and charms if their hierarch can provide any. Novitiates have a personal relationship with one or more immortals and hence gain magic in the form of fetishes, affinities, formularies, and grimoires (as the immortals provide). Ordinates are deeply committed specialists who live the life of a single chosen immortal to obtain even stronger magic—fetches, feats, and immortal secrets.

### The Chain of Reverence

The Lunar Way is a Chain of Reverence, laid down in *The Rufus Scripts*, leading from the mortals, through the urhanga, to the immortals, ultimately reaching Sedenya at the apex of a pyramid of power. Preceptors form the first true link in the chain, using their *Revere [Immortal]* ability to pass magical energy from their congregations to the head of their temple. The power may pass through several links in the urhanga: from the preceptors, to the heads of temples, to the heads of denominations, and finally head of the Radiance. The head of the Radiance passes the energy on to the Red Emperor, who passes it on to the worshipped entities, who pass it on to Sedenya. Demagogues may bypass some or all of these intermediaries. The link is an upward pyramid structure, and worship may not be “split” between two different organizations – worship may not pass through two different heads of temples or two different heads of Radiances.

Each link in the Chain of Reverence is able to use part of the energy to cast blessings and curses on the congregation, make charms, re-consecrate talismans, etc. and passes most of the rest on to the next link. To form a link in the chain, a hero must have *Lead Worship*, *Revere [Immortal]*, and *Lunar Way of [Immortal]* abilities.

## Ranks of the Lunar Way

*Due to its historic roots, the Lunar Way has a series of ranks similar to the Dara Happan pantheon. It descends from a single being, Sedenya, and categorizes everyone within the magical worship system in ranks right down to the part time, casual member. For the ease of players, ranks will be referred to by their English name in all rules. The equivalents in New Pelorian are given in parenthesis below:*

### Immortal Ranks

#### Great Being (Sosal)

The First, the One, Sedenya.

#### Major Entity (Bresel)

The Seconds are major entities. These are few and generally actively worshipped. This category includes the mortals who have become widely worshipped like Yanafal Tarnils and Deezola. Sometimes the Seven Mothers are all put into this category, even though some of them—Teelo Norri, Danfive Xaron, and Jakaleel—have relatively few worshippers.

#### Immortal (Armaj)

The Thirds are the minor immortal entities, many of which are worshipped, and the range of power for these individuals varies widely. This includes the majority of the mortals who have become deities, outside of the Seven Mothers, though sometimes Teelo Norri, Danfive Xaron, Jakaleel are listed as Armaj instead of Bresel.

### Intermediate Rank

#### Preceptor (Urhanga)

The fourth rank of worship is the intercessors to the immortals—the people who can interact directly with the Lunar entities. Many of the denominational hierarchs are preceptors, but it is possible to exist as such outside the hierarchy, as a demagogue, for

instance. Debate over whether demagogues are actually urhanga or simply pests and potential rebels is a frequent political occurrence.

Often living demigods, such as JarEel, are labeled as urhanga. Even though they have neither congregation nor worshippers, their personal power is such that they are seen as intermediate between immortals and mortals.

### Mortal Ranks

#### Ordinate (Dru)

The “fifths” includes the most devoted worshippers, who must concentrate their magic, and includes the Lunar shamans. An ordinate is almost always attached to a particular temple and accorded great respect as an officer or specialist of that temple.

#### Novitiate (Rua)

The “sixths” consist of committed worshippers (the equivalent of initiates, practitioners, liturgists, orderlies, and adepts) who have chosen a single entity on which to fix their worship. Novitiates need not concentrate their magic.

#### Adherent (Shusan)

The lowest ranks, the “sevenths,” are the simple worshippers of the Lunar Pantheon and the most numerous. They are the equivalent to the Lay Members, Spiritists, and Communal Worshippers of other magical systems.

Most Lunar entities have only one denomination which belongs to one specific Radiance; this is the normal practice. Some immortals, however, are more complex. Aspects are found in beings worshiped through two or more different Radiances. An example is Jakaleel the Witch, who is worshipped both by the From Dark Tradition and as Jakaleel the Spindle Hag in the Seven Mothers Council Radiance. Heroes will normally only worship one aspect of an entity. The Chain of Reverence for each aspect of such an entity is distinct from the other worship of that entity.

### Adherent

The vast majority of Lunar worshippers are simple adherents (shusan, “seventh”), individuals who have seen the Lunar light and worship Lunar entities. This level is equivalent to the communal worshippers, spiritists, and lay members of the three specialized magic systems presented in *HeroQuest*.

Note that in Peloria there is a widespread Celestial Pantheon, claimed to be one vast religion by the empire, but in fact it is divided into regional pantheons: the Dara Happan Yelmic, Rinliddic Vrimakish, and Pelandan Idovanic. Communal worshippers in those regions call upon deities of their local pantheon for Divine Aid. The Lunar Way is similar, but it is widely spread instead of being regional.

Most adherents worship at their local temple complex, follow the rules of society, become Lunar Citizens, and are considered to be upstanding pillars of society. Many, however, follow uneducated demagogues and are called the Mob, rabble, plebs, moonies, and loonies. These demagogues present an understanding of the Moon and Her plans that is quite different from the official hierarchy. The mob is fickle, deserting demagogues that fail to please them and occasionally rampaging through the streets over perceived grievances.

## Entry Requirements

The Lunar Way has no formal contest to join it. All beings are welcome, and anyone can become an adherent simply by attending Lunar worship ceremonies. A demagogue or hierarch might or might not question the applicant regarding his or her beliefs. Many temples have official swearing-in ceremonies for these types of people, and the children of regular worshippers as well as some converts are included, though many converts eventually become novitiates rather than adherents.

## Benefits & Obligations

An adherent may call for divine aid from the Lunar Way, learn common magic, receive Lunar charms, and benefit from blessings invoked by his or her preceptor. He is free to follow any demagogue that attracts his attention or join any local Radiance temple but must attend regular holy day services and make gifts to his temple, hierarch, or demagogue, spending about 10% of his time and resources on the religion. An adherent may concentrate his common magic if he wishes, but even if he does so, he is still only an adherent—he is not considered to be closer to Sedenya.



*The Worshippers of Rufelza - Ceiling of the Grand Temple of the Moon, Glamour*

## Adherent Abilities

**Magic**—Common magic, divine aid, Lunar charms, blessings from their preceptor. Adherents are not required to concentrate their magic. All Lunar common magic is cyclical, even inside the Glowline.

**Mundane Relationship**—*Follower of [Demagogue]* or *Member of [Temple]* shows how much attention the worshipper gives his local congregation, whether it is simply as part of a mob or as a regular attendee at the local temple. It is about social interaction, cooperation with other worshippers, and being subordinate to leaders.

**Mundane Ability**—*Sedenyic Philosophy* allows the worshipper to start to understand the seeming contradictions and inconsistencies of the Lunar Way.

**Myths and Rituals**—*Know Lunar Myths* provides mundane knowledge of the Moon, the immortals and their paths to godhead, and common rites and enemies of the pantheon.

**Piety**—*Worship Sedenya* rates

the contact and harmony the worshipper has with the pantheon and how easily he can contact and use that power.

**Virtues**—Your hero may take any, all, or none of the virtues of the Lunar Way Religion Keyword

## Common Magic and the Moon

Lunar common magic can be of any form - spell, feat, charm or talent. It is provided by Lunar beings and is always affected by the moon's cycle, regardless of the religious rank or state of the hero. Rufelza is the ultimate source for cyclical common magic in the Lunar Religion. Some Lunars claim that She is the source of *all* common magic, cyclical or not, and some denominations offer a wide array of it. However, this is a false claim. Much of the common magic from the Seven Mothers, for instance, actually does not come from the Moon, and is lost if the hero concentrates on the Moon.. A hero may learn Lunar common magic even if she does not belong to the Lunar Way. Common magic that comes from a Lunar being is called Lunar or Cyclical common magic interchangeably in this book.

General rules for the interaction of Common magic and the Moon:

- ⊙ All common magic that comes from Lunar sources is cyclical, even if concentrated.
- ⊙ A hero who concentrates in common magic may not retain his Lunar specialized magic.
- ⊙ A hero who concentrates on the Moon retains any Lunar common magic but must give up all non-Lunar common magic.
- ⊙ A hero who concentrates in another Otherworld must give up all Lunar common magic.

## Novitiate

The novitiate level of worship is a great step up from adherent. The hero is committed to a specific entity and is much more likely to be seen as an individual by his temple. Magically, the rank is equivalent to initiates, orderlies, and adepts.

### Entry Requirements

The hero must petition to join the denomination of a specific immortal as a novitiate. Gifts to the temple are customary and may aid him. Most denominations welcome converts, whether they come from the Celestial Pantheon or another religion entirely.

### Benefits and Obligations

Novitiates have similar access to magic as equivalent levels in other religions (e.g. they may use affinities of their immortal but not feats). They are not required to concentrate their magic, but if they do, they must give up all non-Lunar magic, even non-Lunar common magic. Anyone wishing to apply for severing must be at least novitiate status.

Novitiates spend 35% of their time and resources on worship, plus additional time if they join the denominations, of additional immortals or take on other religious commitments, as normal.

#### Contest: Become a Novitiate

*Appropriate Ability:* [Denomination Virtue], Lunar Way of [Immortal], Member of [Temple].

*Typical Modifiers:* The two unused abilities may augment the active ability; Sedenyic Philosophy.

*Resistance:* 1W.

*Any Victory:* Pay 3 hero points to become a novitiate and gain the ability *Novitiate of [Immortal]* at his current *Worship Sedenya* rating (or at 13, if not already a worshiper of the Lunar Way). He receives one magical ability (an affinity, *Friendship with [Practice Spirit]*, *Use [Grimoire]*, or *Use [Scripture]*) at 13 for free.

*Tie or Marginal, Minor, Major Defeat:* The hero is not yet ready. He should spend more time forming relationships with the temple or his patron or learning about the immortal whose path he wishes to follow. He may apply again later.

*Complete Defeat:* The hero has offended the hierarchy or immortal so greatly that he may never become a novitiate of this immortal and may even be blackballed in the Lunar religion.

### Novitiate Abilities

**Magic**—Affinities, lunes and fetishes, spells and talismans (as determined by the magic keyword); Lunar Consort; Moon Eye. Novitiates are not required to concentrate their magic, but if they do, they must concentrate on the Lunar Way. All Lunar magic is cyclical outside of the Glowline; but inside it acts as described in “Magic Changes Inside the Glowline” on page 7.

**Mundane Relationship**—*Member of [Temple]* (see Adherent Abilities, page 26).

**Myths and Rituals**—*Lunar Way of [Immortal]* provides mundane knowledge of the rites, rituals, holy days, enemies, and history of the immortal.

### Mixing Lunar and non-Lunar Magic

It is common for imperial subjects to be initiates in both Lunar and non-Lunar denominations at the same time, such as military officers who worship their traditional regimental deity and Yanafal Tarnils. Their non-Lunar cult is *always* their primary worship, while the Lunar denomination gives them access to the benefits of the imperial service, such as better chances at promotion and patronage. Since most Gloranthans do not concentrate their magic, this does not cause them any problem. The magic they get from the Lunar entity is subject to the Lunar phases, but their other magic is not.

Heroes who have concentrated their magic are unable to take advantage of this opportunity, due to *backsliding* (*HeroQuest*, page 108).

**Piety**—*Novitiate of [Immortal]* rates the connection between the worshipper and the immortal and tells how easily he can invoke the immortal's magic.

**Virtues**—Your hero may take any, all, or none of the keyword virtues as abilities.

### Lunar Consort

Lunars have access to a “guardian spirit” called a Lunar Consort. It is a minor Lunar entity that functions the same as a Spirit Ally, Familiar, or Divine Companion. Normally, a Lunar Consort is granted to the hero by his particular immortal, though they can also be encountered and befriended by heroquesting to the surface of the Moon.

As an otherworld being, the Lunar Consort is undifferentiated, but when the hero is granted or befriends a Lunar Consort, either he, it, or both determine its form in the middle world. The player and narrator should determine how the Lunar Consort manifests. He may use the normal rules for a Divine Companion (*HeroQuest*, page 121), Spirit Ally (*HeroQuest*, page 137), or Familiar (See *Heirs of Malkion*). The Lunar Consort is a follower and may be taken as a retainer or sidekick. A hero may only have one Lunar Consort at a time, and if his is destroyed, killed, or dispelled, he must heroquest to regain it. It is unlikely that his immortal will grant a second Lunar Consort to the hero so careless as to let it be banished from the world.

### Moon Eye

*Moon Eye* is the spiritual insight that allows the user to tell whether an Otherworld entity is a lune, spirit, deity, essential being, underworld demon, or creature of chaos. Trying to identify a non-Lunar creature gets a penalty of –10. Marginal success indicates the basic Otherworld that the creature comes from. Higher levels of success give more information about the Otherworld connections of the creature. For example, a minor success might indicate that it is “a Daimon of Light,” while a Complete Success might indicate “Gnasher, a Spirit of the Gnawed-Bone Practice.” Moon Eye faces the default resistance of 14, unless there is active resistance, such as concealment magic, or an Otherworld creature trying to remain undetected.

It is also the method Lunars use to interact with minor immortals, equivalent to the Spirit Face ability of the Animists.



## Multiple Denominations

Heroes may join the worship of multiple immortals as novitiates. Each immortal worshipped after the first requires an additional 25% of their time and resources. The hero may not exceed 100% of his time spent on religion.

## Ordinate

Ordinates are dedicated worshippers of a particular immortal. Some ordinates are converts from other religions or pantheons, but most have risen through the ranks of the Lunar religion. Some rare heroes are born into this rank. They are equivalent to devotee and magus level (for this latter rank, see *Heroes of Malkion*).

## Entry Requirements

An applicant must have already concentrated his magic on the Lunar Way and must give up all magic not from his deity, even Lunar common magic. He is tested by the denomination hierarchy and the deity. Be sure to put the immortal's rune in a prominent place on your character sheet.

## Benefits and Obligations

Ordinate have similar access to magic as equivalent levels in other religions (e.g. they may use feats as well as affinities or learn to be a shaman). An ordinate must spend a total of 65% of his time and resources on religious duties.

### Contest: Become an Ordinate

*Appropriate Ability:* [Denomination Virtue], Lunar Way of [Immortal], Novitiate of [Immortal]

*Typical Modifiers:* The unused abilities may augment the active ability; Sedenyic Philosophy, Seventh Soul.

*Resistance:* 20W.

*Any Victory:* Pay 3 hero points to become an ordinate and gain the ability *Ordinate of [Immortal]* at his *Novitiate of [Immortal]* rating, his current Worship Sedenya rating, or 13, whichever is highest. Gain additional magic as a devotee, practitioner, or magus if appropriate.

*Tie, Marginal, Minor Defeat, Major Defeat:* The hero is not yet ready. He should spend more time forming relationships with the temple or his patron or learning about the immortal whose path he follows. He may appear again later.

*Complete Defeat:* The hero has offended the hierarchy or immortal so greatly that he may never become an ordinate of this immortal and may even be expelled from the denomination.

## Ordinate Abilities

**Magic**—Affinities and feats, lures and fetishes, grimoires and spells (as determined by the magic keyword); Lunar Consort; Moon Eye; Lunar Secret. All Lunar magic is cyclical outside of the Glowline; all Lunar magic is as if the Moon were always at a half phase inside the Glowline. Ordinates may join subdenominations or hero cults of their Immortal. Ordinates are required to concentrate their magic on the Lunar Way.

**Mundane Relationship**—*Member of [Temple]* (see Adherent Abilities, page 26).

**Myths and Rituals**—*Lunar Way of [Immortal]* (see Novitiate Abilities, page 27).

**Piety**—*Ordinate of [Immortal]* (see Novitiate Abilities, page 27).

**Virtues**—Your hero may take any, all, or none of the keyword virtues as abilities.

## Lunar Secrets

Most Lunar denominations have secrets. Sedenyic Philosophy 1W2 is always one of the abilities needed to learn a secret. Normally any two other magical abilities of the denomination at 1W2 are needed, but some denominations have different requirements. Once the requirements are met, the hero may learn the denomination secret by spending 3 hero points. He can raise the secret's rating by spending hero points but may never raise the rating above that of the lowest rated magical ability gained from the immortal.

All Lunar magic acts as if the Moon were full for those inside the Glowline that know their denomination Secret.

While sometimes called "Secrets," seveining and Enlightenment are esoteric mysteries of the Lunar Way that anyone above the rank of adherent may learn, even if they already know a denomination secret. See page 33.

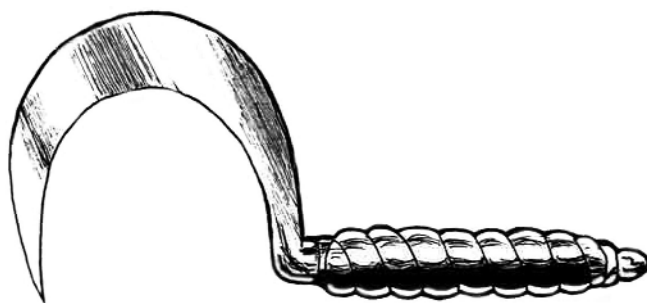
## Subdenominations and Hero Cults

Subdenominations focus on a particular feature or function of a particular entity. Examples are the Communicator and Pathfinder subdenominations of Etyries or the Dancer and Triumphant subdenominations of HonEel. Normal practice is for novitiates to worship only the main form of the deity, with subdenomination membership restricted to ordinates.

Hero cults are the worship of heroes who are not worshipped apart from their entity – Engborn the trader is a hero of Etyries; Daretyries is a separate denomination, though closely linked to Etyries. Like subdenominations, hero cult membership is normally restricted to ordinates.

Subdenominations and hero cults usually provide additional magic to the hero. These may be additional magical abilities, such as individual spirits or stand-alone feats, entire affinities, or formularies or additional magic within an ability, such as additional feats in an affinity or spells in a formulary. They may teach specific skills, have specific virtues, and have different goals or ideals than the parent denomination, but they are included in the worship of the parent entity.

To join a subdenomination or hero cult, the hero must normally be an ordinate or be willing to become an ordinate of the parent denomination. He must pass tests and prove his loyalty to both the parent denomination and the subcult. As a general rule of thumb, he must pass another *Become Novitiate* test to join the worship of the subcult.



## Preceptor

A preceptor is a person who is capable of transferring magical energy both from the Moon Realm to others as magic and as worship from people to the Moon. The position is similar to the Liturgist of sorcerous societies or Practitioners of animist ones. He can provide magic to his followers in the form of blessings and curses, charms, and can re-charge amulets.

Preceptors with the *Lead Worship* ability can form a link on the Chain of Reverence. Most preceptors are hierarchs and operate within the structure of Radiances and denominations. Many are demagogues, self-proclaimed and self-consecrated leaders of the mob. Some have other occupations, leading worship ceremonies for their own family, regiment, or association. Some preceptors have no religious duties, instead crafting magical items and charms for sale or for a patron.

### Entry Requirements

A preceptor candidate has some special link with the Lunar Otherside. She may have been chosen by an entity for special attention. Perhaps the mortal is a descendant, was born under the right stars, or did some deed—perhaps unknowing—to bring her to the entity's attention. Maybe the entity has some playful or perverse interest. No one can rightly and truly judge their motivations! Whatever the cause, the candidate has an aptitude to link with one or more entities, though almost inevitably she requires training to develop it.

### Benefits and Obligations

Preceptors gain access to beings and Scriptures of those immortals for which they know the *Revere* ability. They are not required to concentrate their magic, but if they do, they must concentrate on the Moon.

Preceptors spend an additional 10% of their time and resources on worship of the entity. Leading services and providing magic to other people is often a part of this time spent.

A preceptor may apply for sevensing.

### Contest: Become a Preceptor

*Appropriate Ability:* Lunar Way virtue, Worship Sedenya, Relationship to [Immortal].

*Typical Modifiers:* The two unused abilities may augment the active ability; Sedenyic Philosophy. Favor of an entity or lucky birth might range from +1 to +20.

*Resistance:* 1W.

*Any Victory:* Pay 3 hero points to become a preceptor and gain the ability *Preceptor of [Immortal]*, *Preceptor of [Radiance]*, or *Preceptor of Sedenya* at his current Worship Sedenya rating or at 13, if not already a worshiper of the Lunar Way. He receives *Use Rufus Scripts*, *Lunar Way of Sedenya*, and *Revere Sedenya* abilities for free. A few preceptors are allowed to trade another entity for Sedenya when she first becomes a preceptor, but this is rare and generally linked to having the favor of that entity.

*Tie or Marginal, Minor, Major Defeat:* The hero is not yet ready. He should spend more time forming relationships with the entity or learning about the immortal whose path he wishes to follow. He may apply again later.

*Complete Defeat:* The hero has offended the immortal so greatly that he may never become a preceptor of this Radiance and may even be blackballed in the Lunar religion.

### Preceptor Abilities

**Magic**—Lunar Charms, Scriptures (as determined by the magic keywords of immortals known); The Rufus Scripts; Moon Eye; Open Moon Gate, Revere [Immortal]. Preceptors are not required to concentrate their magic, but if they do, they must concentrate on the Lunar Way. All Lunar magic listed here is cyclical outside of the Glowline; and inside it acts as described in “Magic Changes Inside the Glowline” on page 7.

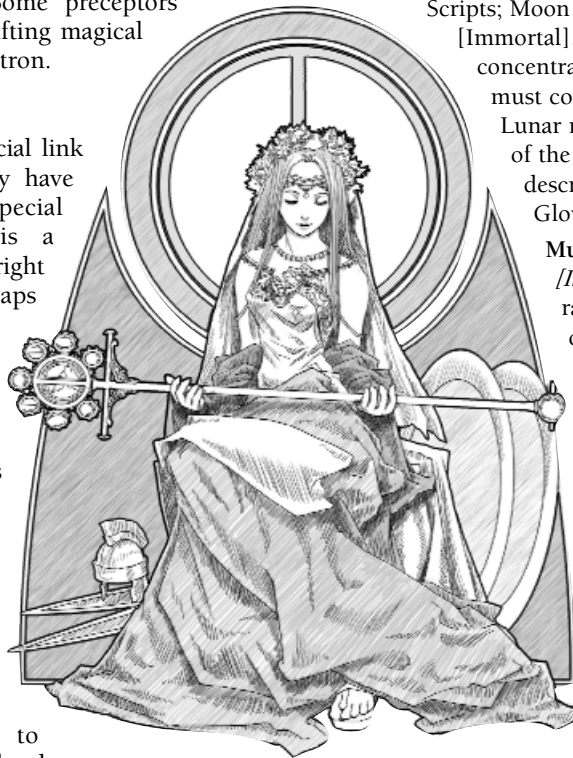
**Mundane Relationship**—*Preceptor of [Immortal or Radiance or Sedenya]* rates the hero's ties to the hierarchy of his denomination or Radiance and as a leader of a congregation.

**Myths and Rituals**—*Lunar Way of [Immortal]* provides mundane knowledge of the rites, rituals, holy days, enemies, and history of the immortal.

**Piety**—*Worship [Immortal]* shows the hero's personal piety to the Lunar immortal.

**Virtues**—Your hero may take any, all, or none of the keyword virtues of the Lunar Way or an immortal whom

*Reveres* as abilities.



### Lunar Charms

Lunar Charms are treated the same as normal tradition or practice charms (*HeroQuest*, pages 134 and 137) but are created from lunes rather than spirits. The *Worship [Immortal]* ability is used to create charms.

*Worship Sedenya* is used to create charms for the lunes named in the Rufus Scripts (see page 32), and *Worship Sedenya* –5 may be used to create charms for entities for whom a Radiance preceptor knows the *Lunar Way* and *Revere* abilities but not the *Worship*.

Lunar charms are always cyclical both inside and outside the Glowline.

### Rufus Scripts

As noted above, all preceptors know *The Rufus Scripts*, the scriptures used on the Universal Holy Days. Preceptors cast blessings using their *Use Rufus Scripts* ability and create charms from the lunes contained therein with *Worship Sedenya*.

## Preceptors and Worship

Religious leaders of the Lunar Way must be placed within the context of the Radiances and denominations.

**Radiance Preceptors** are hierarchs. They are trained and consecrated by a particular Radiance and are expected to learn the Revere and Lunar Way of as many immortals within that Radiance as they can, but most often only Worship Sedenya. They staff the various Radiance temple complexes. They lead the Universal Holy Day worship services using the Rufus Scripts, as well as leading worship on the Holy Days of the immortals for whom they know the Revere ability. As they are not novitiates or ordinates, they do not learn the magic of their immortals except for Scriptures and access to lunes for charm-making.

**Denomination Preceptors** are hierarchs for a specific Immortal and may lead worship to that specific immortal only or to that Immortal and Sedenya, depending on their Revere abilities. If they are novitiates or ordinates as well, they may learn all the magic of their denomination, even if it is not scriptures or lunes.

**Demagogue Preceptors** learn the common magic of Sedenya and may know all, some, or none of the Rufus Scripts, depending on their personal understanding of the Lunar Way. They rarely rise above adherent.

**Other preceptors**, such as soldier-preceptors who act as regimental chaplains, may lead worship ceremonies by taking the Lead Worship ability. They are usually denomination preceptors with Revere Sedenya as well as Revere [Immortal]. They lead all normal worship for their congregation, including the Universal Holy Days.

## Open Moon Gate

*Open Moon Gate* is the ritual used by preceptors to gain access to the Lunar Otherworld. It is used for worship, teaching, and gaining access to Lunar magic (consecrating and reconsecrating talismans, or to attract Lunes for creating charms). The exact location on the Moon to which the Gateway is opened is determined by which immortal's rites are used by the preceptor.

When used for normal worship, the worshippers do not actually visit the lunar surface, though they often talk of "being transported" to the Moon. Opening a Moon Gate faces a 10W3 resistance. *Open Moon Gate* is an appropriate ability to *Cross over to the Other Side* (*HeroQuest*, page 197) and suffers no penalty.

## Revere [Immortal]

*Revere [Immortal]* rates how ably the preceptor can channel the worship of the congregation to the specified immortal and form a link of the Chain of Reverence. A preceptor may only lead worship of immortals for which he has both the *Revere* and *Lunar Way* abilities.

*Revere [Immortal]* is an appropriate ability to *Cross over to the Other Side* (*HeroQuest*, page 197) with a -5 penalty.

## Converting to the Lunar Way

Worshippers of other faiths are encouraged to convert to the Lunar Way. These worshippers give up their former beliefs and worship a Lunar entity. There are two broad classes of converts: those from another subset of the Celestial Pantheon may use the rules for changing cults

(*HeroQuest*, page 121); and those from outside of the Celestial Pantheon who use the rules for Leaving the Religion. In general, converts convert to a deity, saint, or spirit that is similar to their old object of worship.

- ① Normal conversion is to equivalent rank (i.e. practitioner, initiate, or orderly to novitiate; liturgist or practitioner to preceptor; shaman, magus, or devotee to ordinate). Losing a rank does not save any hero points; gaining a rank requires the normal additional Hero Point costs.
- ① The convert loses her relationship to her old deity, God, saint, great or majestic spirits and must purchase a new relationship to the Lunar entity at 13.
- ① The convert retains her knowledge of Myths of their old deity but must purchase the *Lunar Way* ability of her new entity at 13 for 1 HP.
- ① Theist converts may transfer their affinity ratings to similar affinities of their new denomination. For example, a Humakti converting to the worship of Yanafal Tarnils would be able to transfer his "Sword Combat 3W" affinity to "Combat 3W" but would lose his "Death" and "Honor" affinities, as they are not equivalent to Yanafal Tarnils' "Soldier" and "Warlord" affinities.
- ① Animist converts may lose their spirit relations, depending on how the Lunar Otherworld is treated by the spirits of their former tradition. Each tradition or practice and even some spirits should be considered separately.
- ① Wizardly converts most likely lose access to the scriptures, formularies, grimoires, and libraries and of their previous church, order, or school. Liturgists may not use their old scriptures; orderlies may not use their old formulary spells.
- ① A convert can never transfer his ability rating to a new form of magic. A Humakti with "Sword Combat affinity 3W" would not be able to transfer his rating to "Grimoire of the Sword," for example.
- ① Heroes who convert to a Lunar denomination after having concentrated their magic must break their concentration to their old Otherworld. They may then concentrate their magic to the Moon. This re-concentration costs a single hero point (as normal) and can be done as part of their conversion.
- ① Heroes who have learned the secret of a non-Lunar deity may re-concentrate their magic to the Moon once they have become Sevens. They lose their old secret and will never be able to learn the denomination secret of a Lunar denomination.

## Abandoning the Lunar Way

A hero that leaves the Lunar way is subject to the normal rules for leaving a religion (See *HeroQuest*, pages 107, 121, 141, 165). Most Lunar denominations have agents of Divine Retribution. If he has Sevens, he remains sevens, and this wards him from divine retribution.

## Witches of Jakaleel

The shamans of Jakaleel the Witch are a special case of preceptor. The requirements of an enlivened fetch create or require special conditions. The From Dark Tradition is almost pure animism, and followers of the Radiance are forbidden non-animist abilities. In addition, although they have concentrated in the Lunar Otherworld, the shamans of Jakaleel are able to function just as well in the Spirit World.

### Entry Requirements

The requirements for a Jakaleel shaman are as stated on *HeroQuest*, page 142, but she uses *Moon Eye* instead of *Spirit Face*, and *Worship Jakaleel* is substituted for *Follower of [Majestic Spirit]*. She must concentrate her magic on the Moon rather than the Spirit World. In all other ways, the requirements and preparation for a Lunar Shaman are as detailed on *HeroQuest*, page 139.

### Benefits and Obligations

Jakaleel shamans have much the same benefits and obligations as other shamans (*HeroQuest*, pages 139-140) except they deal with spirits and lunes equally.

## Lunar Shaman Abilities

**Magic**—Lunar Fetch, Shamanic Escape, Spirit World Travel, Open Moon Gate, Sense Spirits of the Dead. Lunar shamans must concentrate their magic on the Moon.

**Mundane Relationships**—Jakaleel shamans are not normally leaders of worshippers or intercessors for holy places.

**Myths and Rituals**—*Lunar Way of Jakaleel*.

**Piety**—*Worship Jakaleel*.

**Virtues**—A Jakaleel shaman usually has all the virtues of the Five Spirit Moons practice and Jakaleel practice keywords.

**Followers**—An apprentice shaman.

### Lunar Fetch

The Lunar fetch is similar in most ways to a normal Animist fetch except that it is a lune and its Otherworld is both the Moon and the Spirit Plane, so the shaman does not have the Alien World Modifier in either realm. It provides the normal Fetch abilities of Spirit World Travel and Shamanic Escape and the ability Sense Spirits of the Dead.



## The Rufus Scripts

The Red Emperor wrote the Rufus Scripts soon after the Rufelza ascended to the Sky. They delineate the Chain of Reverence, provide blessings and curses, and detail how to contact lunes (treated as spirits for the purposes of creating charms).

### Blessings of the Rufus Scripts

Common Blessings are cast on the attending congregation at every weekly Holy Day Service. One additional blessing from the list below may be cast at the preceptor's discretion. Some blessings may be cast in private ceremonies.

- ① **Common Blessings:** Content with Life, Give Blessings to the Emperor, Give Blessings to Satrap; Peace within these City Walls and Give Blessings to [City Governor] *or* Gentle Weather and Give Blessings to [Region Governor].
- ✦ **City Blessings:** Bless Building, Bless Water, Smooth Road, Value for Value.
- ✦ **Country Blessings:** Bless Field, Bless [Herd], Keep away [Animal Disease], Keep away [Insect Pest], Keep away [Plant Disease].
- ✦ **Empire Blessings:** Bless [Inspiration of Moonson], Smooth Governance, Timely Taxes.
- ✦ **Family Blessings:** Bless Birthing Bed, Bless Marriage, Bless the Children, Blind the Wandering Eye, First Name Blessing, Happy Home, Lay to Rest.
- ✦ **Social Blessings:** Absolve Sin, Calm Tempers, Calm the Mob, Compensation, Excite the Mob.
- ✦ **Warfare Blessings:** Hide in Safety, Resist Bull-people, Resist Digijelm, Resist Horse-people, Resist Monster Army, Resist Storm-people, Resist Warrior.
- ⚔ **Enemy Curses:** Curse Bull, Curse Dark, Curse Digijelm, Curse Dragon, Curse Horse, Curse Storm.
- ⚔ **Social Curses:** Curse Home-wrecker, Curse Rebel, Curse Tax Evader, Curse Thief.

### Lunar Charms

Lunar charms are sold, traded for, and given as gifts by preceptors. There are no rules regarding how many or what type of charms a preceptor may give to his congregation; it is left to the discretion of each preceptor.

- ☞ **Agricultural Charms:** Heal Animal, Rodent Killer, Scare Predator, Smell Eater, Strengthen Animal Pen, Swat Pest Insect, Watertight.
- ☞ **City Charms:** Heard above Crowd, Slip through Crowd, Strengthen Wall, Warn of Disease, What Street am I on?
- **Dark Charms:** No Fear of the Dark, See in Darkness.
- ☐ **Earth Charms:** Harden Metal, Repel Dirt, Soften Fall.
- ☉ **Fire Charms:** Cool Light, Dry Wet Things, Keep Warm, Light Fire, Smother Fire.
- ☯ **Food Charms:** Clean Food, Clean Water, Ease Hunger Pangs, Find Food, Find Water.
- ⌘ **Healing Charms:** Clean Wound, Close Cut, Cure Headache, Ease Sprain, Stop Bleeding.
- ① **Moon Charms:** Bear Suffering, Delight in Innocence, Follow your Path, Forgive Child, Hunt for Lost Item, Overcome Fear, See Both Sides.
- ~ **Water Charms:** Clear Impurities, Melt Ice, Waterproof Cloth.

### Hero Points Costs—Lunar Way

Action	Not Concentrated	Concentrated
Concentrate Lunar magic use	1	N/A
Become an Adherent (gain <i>Worship Sedenya</i> at 13 and appropriate magic for free)	3	3
Become a Novitiate of a immortal (gain <i>Novitiate of [Immortal]</i> at 13 and one magical ability for free)	3	3
Become an Ordinate of an immortal (gain <i>Ordinate of [Immortal]</i> at 13 and appropriate magic for free)	N/A	3
Become a Preceptor (gain <i>Preceptor of Sedenya</i> , <i>Revere Sedenya</i> , <i>Lunar Way of Sedenya</i> , (or <i>Immortal</i> , or <i>Radiance</i> ) and <i>Use Rufus Scripts</i> at 13 for free)	3	3
Become a Lunar Shaman and gain <i>Lunar Fetch</i> 13 (same as learning the Secret of the Jakaleel practice)	N/A	3
Learn <i>Open Moon Gateway</i> or <i>Moon Eye</i> at 13	2	1
Learn <i>Revere [Immortal]</i> in your Radiance at 13	2	1
Learn a Denomination Secret at 13	N/A	3
Become Sevensed through the Illumination Examiners	3	3
Improve <i>Worship Sedenya</i> or <i>Novitiate of [Immortal]</i> or <i>Preceptor of [Sedenya or Radiance or Immortal]</i> by +1	2	1
Improve <i>Ordinate of [Immortal]</i> by +1	N/A	1
Improve <i>Open Moon Gate</i> or <i>Moon Eye</i> by +1	2	1
Improve a Denomination Secret (including Lunar Fetch rating) by +1	N/A	1
Convert from another religious system to equivalent rank in Lunar Religion	1	1



# SEVENING AND ILLUMINATION

*"I am Darel Jestarban, of the Haranstalo of Istuban.*

*"I remember first when my mother slapped me for pulling my little sister's hair because I thought she would not love me anymore.*

*"I was akindled when I first laid my eyes upon Eseva Maro, whom I will love forever.*

*"And I was sevened when I finally understood how Baro Vestuva loves me."*

**A**t Creation, everything was unified in what we call the All (Dara Happan *Vezkarvez*, Lunar *GlorOranor*). The story of the world has been a slow separation of everything from All. The separate parts of the All became self-aware as they developed individual consciousness. The individual awareness is called Self. The devolution of the universe from a unified All into self-aware beings charts the spread of Self to overwhelm the whole of the cosmos. From Unity, the cosmos descended into identity, separation, war, darkness, and finally destruction.

The story of Creation is the story of loss. We have been taught that the Six Gods and Goddesses made humans by giving the first humans their six powers. These powers are the six souls of Dara Happan theology. People were made for a variety of reasons: as someone to make sacrifices and feed the gods, to give the deities something to love, to bless the world, and so on. In fact, they were attempts by the gods to use occlusion to recover what they had lost when they became aware of themselves. But with these six souls, only occlusion is possible and a misguided existence we call Life.

It is impossible for an individual, centered upon herself, to truly know the All. Individuals are so minute and fragile in comparison to the cosmos that exposure to the All generally destroys the self. Being selfless but still having personal consciousness centered upon an individual identity is a particular mental state called occlusion. Many mistake occlusion for true knowledge. It is, in fact, true ignorance, greater even than the ignorance of the normal self. It led to the destruction of the world when all the identities of all the gods and beings were trapped in themselves, leading to them all becoming trapped in the Underworld.

At the end of the world, Gerra Sedenya had lost everything and then lost even Her self and thus regained the All and resurrected creation. Now Sedenya seeks to heal the individual from its apparent separation from the All. She returned to the world and has taught Her knowledge to the lost, thus reconnecting the Self to the All and healing the world. Sedenya teaches us how to gradually expose ourselves to the All and not be destroyed, and this process is called illumination.

The Goddess has revealed that we have Seven Souls. To bring ourselves closer to Her and follow Her Path, we can rediscover our own Seventh Soul in the act called "Sevening." The Seventh Soul allows us to approach the Infinite without going mad, to accept the vastness of the cosmos and all

## Dara Happan Souls

The Dara Happans recognize that a person has six "souls": Soul (immortal part), Intellect (mental part, including rationality, memory, and reckoning), Animation/life (internal warmth, movement), Body/physical (the physical portion), Gender/reproductive (sex and ability to reproduce), and Shadow (all parts that are not conscious to the self).

## Septessence, self, and Self

Septessence is the "Seventh Soul" and the true immortal part of both an individual and the cosmos. It is the part of a being that includes everything that is not included in any of the other six souls. It is the unknown and unknowable mystical part, the part that the Goddess has revealed and towards which individual destiny moves.

There are two meanings of the word "self." Most of the time it is little-s self, indicating the individual as recognized in normal, everyday life. It might also be called "ego" or inner self and includes the so-called subconscious and all the six normal souls.

The Self, however, or the Great Self, is different. It is the individual who is not an individual, the illuminated being that has transcended ego and experienced the greater, cosmic realm that Sedenya can teach. In a sense Sedenya, or perhaps Taraltara or maybe the power behind Taraltara, is the Great Self.

Often the Great Self is recognized as being the same as the Septessence, as the Seventh Soul. "Sedenya is septessence."

## What are Illumination and Occlusion?

Illumination is a peaceful and harmonious unification with the All.

Occlusion is the result of failed comprehension of the All. It is often described as "being crushed by the indifference of the cosmos," "an awareness of the insignificance of the individual," and a "loss of Self which is not replaced by anything else." The hero senses that in some manner the Individual is All but interprets this to mean that All is Me. Most occluded are just never prepared for this confrontation, but occasionally an illuminate will encounter a revelation more powerful than she is ready for and fall into occlusion.



things in it. Sevens often comes when one realizes the Truth of the phrase “We are all Us.” It is the defining moment of our being. Thereafter one is “Illuminated in the Light of the Goddess” or, simply, Illuminated. The purpose of illumination is to confront the All and survive, thus becoming Enlightened. Sevens and illumination allow one to encounter the All in a series of revelations rather than all at once.

The All exists everywhere, shielded from people by their own sense of Self. Since any assault on the Self may cause a glimpse of the All, some people are sevens before learning of the Goddess. However most people on the Path of the Seventh Soul began it deliberately once they started along Her path.

## Rites and Rituals

Several rites and rituals are used to become sevens or enlightened. Here are some of the best known.

*Awakening Rites:* Common name for the Renativity. The term is also commonly applied to any ritual which begins the Sevens, such as the Both Eyes Open rite.

*Both Eyes Open Rite:* Ritual to begin the process of Sevens.

*Full Seven Rites:* The ritual to become immortal following the path of the Red Goddess.

*Self Voyage:* The ritual undertaken by God Questers to obtain the Truth of Sedenya and attain immortality. It is the greatest of the Awakening Rites, for whomever attempts it either becomes an immortal or is destroyed.

*Renativity:* The name of the ceremony performed by the Seven Mothers to resurrect the Red Goddess. It has been attempted three times since its success, and each time the band attempting it has been destroyed horribly. It is also called the Awakening Rite, Forbidden Rite of Goyo, Out of Hell, and Nysy's Last Gasp.

## Sevens

Enlightenment through sevens is an esoteric mystery of the Lunar Way. The Sevens Revelation is a deliberate, conscious assault on the hero's personal worldview. It is most often resisted with the Relationship to a Lunar entity whose existence bounds, protects, and preserves the individual as she dissolves into the All.

Sevens normally take place under the auspices of the Illumination Examiners, an office within the Lunar Way. (It

is possible to find rituals or groups to attempt this without their guidance and protection.) When a candidate feels ready, she goes before them to be examined. If they find her to be suitably prepared, they set the time and place to perform the Sevens Rituals. Application to the Council may be made at any time, but the Illumination Examiners have minimum standards before they will sanction a sevens. As a guideline, the hero must have at least a 1W2 Relationship with her deity; higher ratings are preferred. Knowledge of appropriate magics, as noted in the contest description below, is a bonus on the Council's acceptance of the hero's application, as is the applicant's knowledge of her denomination secret or at least knowledge sufficient to attain the denomination secret.

### Contest: Sevens

Once accepted by the Illumination Examiners, the candidate pays 3 HP to take the test. Narrators can decide whether candidates accidentally exposed need to pay this.

*Appropriate Ability:* Relationship to a Lunar being.

*Typical Modifiers and Augments:* Preparation affinity of Valare Addi; Road to Liberation grimoire of Daretyries; Borovichite Rituals grimoire of Borovich of Derfik. Also, the Illumination Examiners may be able to provide some augmentation ranging from +2 to +7.

*Resistance:* 1W2 to 10W15. In general the Illumination Examiners tries to reveal only a peek which is within the limits of endurance. The All values are generally between 1W3 and 1W6. However, nothing is guaranteed, even by this esteemed body.

*Any Victory:* The hero is illuminated. Gain the Seventh Soul/Illumination 13 ability.

*Tie, Marginal, Minor Defeat:* The hero is occluded. Gain the Seventh Soul/Occlusion 13 ability.

*Major, Complete Defeat:* The individual may just die on the spot, is driven mad, kills herself, or simply becomes a narrator character.

## Illumination and Occlusion

Once the hero has performed the Sevens Rituals, she has awakened her Seventh Soul. Once awakened, the Seventh Soul can never be put back to sleep or removed.

A common manifestation of the Seventh Soul is the awareness that the normal barriers and separations that differentiate the world's things can be ignored. In rule terms, this means that a hero with the Seventh Soul can ignore cult, religious, or Otherworld restrictions. Note that this does *not* mean that they are immune to the observations of others or to the inquiry of others or that their affliction will not show, grow, or continue to manifest in increasingly uncomfortable ways.

Success at the Sevens Rituals indicates that the hero has become Illuminated and gains insight into how the cosmos works. She is integrated into the complexities and vastness of All, finding comfort with the sense that the individual is the All in a selfless way. These insights allow her to use her Seventh Soul ability to make further revelations into the Goddess's Path. Once Sevens, the hero will encounter the All in many small revelations rather than all at once.

### The Council of Illumination Examiners

The dangers of illumination are well known and feared by the wise and in its raw form is sought only by fools. Help is available and recommended. Rites, often called the Awakening Rites or the Road to Hagu, are the most widely accepted and practiced methods to reach Enlightenment. A council of enlightened people oversees the applicants who wish to undertake this journey in an official manner. They would like to control all such quests but are unable since it is a personal voyage, not an institutional one. Nonetheless, the institution provides a relatively safe method, though it is severe in its approvals and restrictive for the sake of safety.



If the rites failed, she is Occluded, and has an imperfect understanding of herself and her relation to the All. Most occluded beings are simply unable to continue as a thinking being, so they stop thinking, essentially becoming raving lunatics or sometimes just dropping dead. The Lunars say this happens to “six out of seven” occluded beings. The remaining 15% (presumably including favorite player characters) develop various psychoses. They are often able to function in society for a while but usually attempt to put their own worldview in place of society’s. Narrators and players may wish determine precisely what sort of insanity or combination of insanities is appropriate. Megalomania is common, but it is usually more fun to play with such traits as Fear of Helmets, Rabid Proselytizer, Aroused by Drinking Vessels, Fear Nothing, Identify with Cows, Speaking in Rhymes, Be a Chair, Hate All Dogs, Terrified of Walls, or some similarly amusing madness.

Add such insanities to the character sheet under Personality Traits. The beginning value is equal to the value of *Seventh Soul* at the beginning of the Confrontation with the All, plus the Automatic Augment value of the ability rating of the All encountered in the contest.

### Seventh Soul

As noted above, once the Seventh Soul is awakened, it can never be removed or “put back to sleep.” If the hero succeeds in Confronting the All, she gains points in her *Seventh Soul* ability and becomes or remains illuminated. If the hero fails, she gains points in *Seventh Soul* and becomes or remains occluded. It is possible for a hero to swing between illumination and occlusion during her life.

Once the hero has awakened her Seventh Soul, she gains a number of distinct capabilities. Whether illuminated or occluded, the Seventh Soul provides the following effects:

- ❶ It is a suitable ability to resist any magics which are based on magical systems (Such as Detect Essence, Blast Heathen God, etc).
- ❶ It is a suitable ability to resist any attacks on sanity.
- ❶ The hero may use any magic as if he were concentrated on the appropriate Otherworld.
- ❶ The hero may increase Seventh Soul with Hero Points. These indicate further but minor experiences with the All.
- ❶ The hero is penalized by relationships with Non-Lunar Otherworld entities when Confronting the All.
- ❶ The hero is augmented by relationships to Lunar Otherworld Entities when Confronting the All

#### While illuminated:

- ❶ The hero may be augmented by appropriate Lunar Magic when Confronting the All.
- ❶ The hero may become an Immortal of the Lunar Way. She must be illuminated at the time of her apotheosis.

### The Power of All

The All is the Ultimate Secret of Glorantha, with a 10W15 ability rating whose immensity drives unprepared beings totally and completely mad. The Seventh Soul allows the hero to confront discrete portions of the All, more easily comprehended. These subsequent revelations usually have an ability rating between 10W3-10W5, though like the initial sevening revelation itself, nothing is guaranteed.

Whether illuminated or occluded, the individual who is not destroyed by her confrontation with the All is transformed by the recognition that the perceptible boundaries of the created world and magical world are meaningless within the context of the All. This allows her to transcend (i.e. ignore) many of the normal restrictions to existence. Thus, she can use magic from any of the Otherworlds by worshipping the various entities, deities, or spirits as if she were concentrated in the appropriate Otherworld, and she will not suffer from the hostility or depredations of those otherworld entities. (Note that anyone concentrated in the Lunar Way need not be Sevensed to use the different Lunar magics, as their magic comes from the Moon, not separate Otherworlds).

This state creates a new dilemma. The hostility and depredations which she will suffer are those of the All. Worship of Otherworld entities is the Sevensed’s weak point. In subsequent assaults by the All, the hero is penalized by her relationships to all of the various deities being worshipped unless those deities are already Lunar (i.e. illuminated)



*The powers of Illumination allow one to disregard common-day inconveniences, such as gravity.*

entities. This is due to the simultaneous knowledge of the Impossible (All) and reliance upon or even exploitation of the Limits of Being and the Beings of Limits.

Example: Thandren the Witty became illuminated. He subsequently joined several cults and practices, so he now has the following Otherworld Relations: *Practitioner of the Five Spirit Moons practice* 18; *Initiate of Vanganth the Flier* 19; *Initiate of Yelmadio* 17; and *Practitioner of Oakfed* 19. When the All assaults Thandren, he will have a penalty of -4 to his *Seventh Soul* due to all these relationships: Vanganth, Yelmadio and Oakfed each give a -2 penalty, while the Five Spirit Moons practice, being Lunar, grants a +2 bonus

## Confronting the All

Confronting the All is a form of Heroquest Challenge, and a number of specific rules apply to how it changes a character. The All is the magnitude of all things which are unknown to a person. In its simpler forms, it is mysterious or unknown beings and entities, but in its greater meaning it includes the meaning of life, the origin of things, and the basic impossibility to know everything which can be known.

When a person has been Sevensed, he opens his perceptions to these things, which had previously been shielded from him by the blissful ignorance of normal everyday consciousness.

### Contest: Confronting the All

*Appropriate Ability:* Seventh Soul.

*Typical Modifiers and Augments:* Relationships to Lunar Entities, *Preparation* affinity of Valare Addi; *Road to Liberation* grimoire of Daretyries, *Borovichite Rituals* of Borovich of Derfik; appropriate Lunar Magic as bonuses; Relationships to all non-Lunar Otherworld beings as penalties.

*Resistance:* 10W3-10W15. The critical factor here is that for any change to occur, the current assault must be larger than the previous one, as increasing knowledge and experience expose the magnitude of cosmic illogic, indifference, and love.

*Any Victory:* If occluded, become illuminated. If the rating of the All is at least a mastery greater than *Seventh Soul*, gain points in Seventh Soul equal to the amount of an Automatic Augment based on the rating of the All used in the contest.

*Tie:* No Result.

*Any Defeat:* If illuminated, become occluded. If the rating of the All is at least a mastery greater than *Seventh Soul*, gain points in Seventh Soul equal to the amount of an Automatic Augment based on the rating of the All used in the contest.

Example: Thandren's request to marry Ellgird is summarily denied by his own father. This betrayal by a trusted family member brings on an attack of the All. Thandren's *Seventh Soul* is currently 8W2, and the All attacks with a rating of 15W3. He wins the contest with a Minor Victory and, because the All was more than a mastery higher than his Seventh Soul rating, he gains 8 points in Seventh Soul.

## Enlightenment

The ultimate goal of illumination is Enlightenment. In this process an individual's separate souls are slowly merged. The exact mechanics of this are esoteric, and descriptions vary. Some people say that their other souls are diminished as they are given over piecemeal to strengthen the Seventh Soul. Other people say that their entire other souls are absorbed one by one with the Seventh. Other people say it is a combination of these. Many just smile and shake their head with that condescension which so infuriates the non-illuminated. Whatever the process, the individual essentially merges her individual being with the All, removing herself from the normal discernable world. In game terms, winning a contest against the All at a rating of 10W15 results in Enlightenment. An individual may continue to exist or at least appear to exist to other beings and exhibits two general characteristics.

First, their mere presence affects the area about them. An enlightened being radiates a calm and loving splendor which is ineffable and mysterious. They are untouchable by any lesser being. They simply are this way without effort, the way that a normal person walks or talks. No die rolls are required. Any action against them always fumbles.

Secondly, they will do nothing personally. They will not respond to pathos, sympathy, grief, or violence. Nor will they respond to affection, desire, flattery, or sacrifice. In essence, an Enlightened being is removed from active play and becomes a Narrator Character like any being who has learned the Great Secret of a Great God.

The New Gods of the Lunar Way are Enlightened, either partially (in which case they continue their quest as they live on the Moon) or completely. They exhibit the two characteristics listed above. Thus, though they were once mortals, they no longer act as if they have free will, and they do not respond to the pleas of their worshippers. They have, instead, established a pattern and methodology which their worshippers access to get the magic and other benefits of worship. This is the way of all the immortals.



## Chaos and All

Everything within Creation is a mask of the All. Within the limitations and intimacy of Creation and Cosmos, some beings are worshipped as gods, spirits, or essences. While such an entity may be terrifying in itself, it is an understandable terror, as in "godfearing" or "awesome." It may be a threat to life and its limited existence but not to a worshipper's immortal Self.

Chaos and the All are intimately related. Chaos is merely another mask of the All, viewed by those without a Seventh Soul as "unnatural" and hence a threat to existence itself. Chaos, to the Lunars, isn't from outside Glorantha like most people claim; it has always been here as part of the All. It is this understanding of the nature of chaos that allows the Lunars to use it just as they would use any other magical energy.

## Enlightenment and Illumination

Once, during Creation, everything knew Everything. The bliss of cosmic unity was sliced with knowledge of Self, and this was shattered with knowledge of selves. Separation was first unique, then rare, then became common, and is now the norm. Matter and energy separated; the many worlds separated from the One and then rejoined as Glorantha. Mortals separated from immortals, trees from animals, and animals from each other. Eventually differentiation became disintegration, chaos became normal, and the world ended.

Yet within each thing lies its opposite. Rashorana, the power of cycles, contains all such seeds within Her. In the depths of despair, darkness, and the ultimate end, She bore that seed of beginnings and with the power of Enlightenment again brought back the growth of life, love, and the Cosmos.

She has sought since to nurture that simple growth back to a garden and within that garden to return to the perfection of creation. Since the Enlightenment of the Goddess, the world has grown again towards its fulfillment. Such is the power of Rashorana, of Enlightenment and One.

Alas, for mortal beings the Ultimate Unity is incomprehensible. Each sensation, desire, and thought that a person has occludes its truth. Few beings are able to walk the true path, and instead of finding Enlightenment, they fall prey to its initial experience, the power called illumination. This is an insight into the All but is an incomplete understanding. The bright light of the ultimate Truth burns holes into minds, souls, and spirits. Many lifetimes are required to prepare the human vehicle for holding that power. Yet, because of the ecstasy and power which illumination provides, people mistake it for the Ultimate.

Thus, using illumination, Her efforts are often misunderstood, misconstrued, and used to forward less exalted ends than the Ultimate. Many lives must be spent to find the opposites of sensation, desire, and thought. Without the effort, then those who have been illuminated don't see the Ultimate or at least see It through the web of prejudices and assumptions in which material being, shaped thoughts, and social obligations bind them. As a result of this incompleteness, some people simply open-mindedly accept everyone and everything on its own terms; others fall prey to nihilism and selfishness. Both are errors. Perhaps necessary errors.

She persists. The Rashoranic insight of Enlightenment can uniquely draw on both the powers of cosmos and chaos and can provide a final, inclusive code of behavior. She provides through Herself and her New Gods methods to grow towards the Ultimate. Within Her vision is the ultimate Unity of Being. But its full execution is in the future. Until then Her Path, littered with the spirits and souls of error, remains open. Hopefully the voyagers upon it will prepare themselves properly with the practices of Daretyries, Valare Addi, and others, open it through illumination, and brighten the universe with Enlightenment.



*The demi-Goddess JarEel has transcended many boundaries in her quest for enlightenment*



## Attacks by the All

“Attacks by the All” is an abstraction, and the narrator should never say, “You are attacked by All.” Instead, the narrator should watch for opportunities during play when some of the appearances of the All, such as those listed below or similar events, occur during play. They key to recognizing such an event is that it will cause doubt, bring something accepted into question, or challenge an accepted reality. Alternatively, such revelations may occur during moments of quietude and introspection or during the spiritually and magically intense high points of religious ceremony. At that time she should declare that the hero has encountered another face of the All and that a contest is required.

Here are some ways that the All may be perceived and also some suggested values.

### Doubt:

Apparent betrayal by someone to whom you have a non-love Relationship of 1W: 10W2

Betrayed by one you love (Relationship less than 1W2): 10W to 10W3

Betrayed by one you love (Relationship 1W2 or more): 10W3 to 10W4  
each Mastery increase: +20

Completely defeated when you used a 1-mastery ability: 10W2

Completely defeated when you used a 2-mastery ability: 10W3

Completely defeated when you used a 3-mastery ability: 10W4  
each Mastery increase: +20

Doubt about the meaning or lack thereof of life: 10W4

Doubt about the meaning or lack thereof of love: 10W6

Doubt about the meaning or lack thereof of the cosmos: 10W8

### Your Beliefs

Conflict between self and community ethics: 10W2 to 10W3

Knowledge that one's minor god is not what it seems: 10W4 to 10W5

Knowledge that one's regular god is not what it seems: 10W7 to 10W8

Knowledge that one's great god is not what it seems: 10W11 to 10W12

Attacked when you know “All is love”: 10W5

Treated kindly when you know “All is hate”: 10W4 to 10W6

### Hostility

Chastisement by a clan chief or a League leader: 10W to 10W2

Chastisement by a tribal king, priest of your cult, or an Association Leader: 10W2 to 10W3

Chastisement by a friend: 10W to 10W2

Chastisement by a loved one: 10W to 10W3

Attacked by formerly friendly beings: 10W4 to 10W5

Attacked by a loved one: 10W3 to 10W6

Attacked by a chaos creature: 10W3

Attacked by a chaos demon (powers up to 10W3): up to 10W4

Attacked by a major chaos demon (powers up to 10W5): up to 10W5

View conflict between two beings who you had thought were the same being  
(e.g., Rufelza and Sedenya): 10W4 to 10W10

Hostile chaos deity (e.g. Crimson Bat): 10W8 to 10W10

Attacked by one's own (former) Major Deity (e.g. Orlanth): 10W14 to 10W15

### Cosmic Truths

Caught in a Nysalor Riddle or a koan: 10W2 to 10W4

Caught in a Paradox: 10W5 to 10W6

Confronted by Cosmic Meaninglessness: 10W8 to 10W10

Learn of a massive, meaningless death: 10W4 to 10W10

Tempted to be a Creator: 10W10 to 10W12

Tempted by incorrect knowledge that the individual *is* the Creator: 10W15





# THE LUNAR CALENDAR

Olo is the Second Assistant Day Clerk of the House of Days, a branch of the Great Moon Radiance. He is sometimes called upon to use his special type of Moon Eye on something, and he tells this before he stares.

*"I am Olo.*

*"I remember sitting upon the bank of a river watching my father feed our donkeys as blossoms fell upon them and floated downstream.*

*"I awoke when I was experimenting with numbers, and I suddenly saw all the cycles within cycles. I saw how everything was connected and was moved by the plight of both my richer and poorer brethren.*

*"Of my Seventh Soul, it is Hers."*

Many cultures of the empire have their own calendar, from the 4-season calendar of the Dara Happans with its ten-day weeks to the 5-season Theyalan calendar used by the peoples of the south, including the foreign Orlanthi. The Lunar calendar was developed by Irippi Ontor during the Great Blessing Period, generally by finding the days that the Goddess was already being worshipped in her various forms throughout the empire. In some cases, when a mask or immortal was worshipped in more than one place, he had to choose a specific day, and of course he always chose the correct one. The calendar is the official, imperial method used in all government documents.

The Lunar calendar has 42 seven-day weeks, commonly called "moons." The last and first weeks of the year are the Lunar Sacred Time, when the empire observes the Lunar New Year Ceremony of Rebirth and other local rites. The other 40 weeks are divided into 10 months of 4 weeks each.

Each of the seven days of the week reflects one of the Great Moon Masks. These are commonly abbreviated to the first syllable of their New Pelorian icon-sounds and are written in this book as Lesilday, Gerraday, Rashoday, Ulurday, Nathaday, Zayday, and Veriday. (To correlate these with the Orlanthi calendar: Lesilday is the Dragon Pass Crescent-Go Moon or the Orlanthi Freezeday; Gerraday is Dying Moon or Waterday; Rashoday is Black Moon or Clayday; Ulurday is Crescent-Come Moon, Windsday; Nathaday is Empty Half Moon or Fireday; Zayday is the Full Moon or Wildday; and Veriday is Full Half Moon or Godsday.) The usual notation is day/week, so that Mother's Day (which occurs on Lesilday of week 8) is notated as Lesilday/8.

The calendar on pages 44-48 marks the high holy days of the denominations and also other days that are mentioned in the text. Note that some high holy days have no special name, and those days are simply called after the deity worshipped that day, such as Borovich Day.

## The Great Moon Days

Members of the Lunar Way are required, as usual, to attend worship services for 10% of their time, a total of approximately 28 days. Within the Way, individuals have considerable leeway on exactly which holy days to attend. For the Lunar Way as a whole, though, 17 days in particular are important to everyone, and all Lunar worshippers attend the rites on these days, either the rites of the immortal whose high holy day it is or special rites held just on that day.

*Glamour Day (Veriday/6):* The Red Emperor released his First Inspiration on this day, and the wondrous city of Glamour rose from nothing. Everyone has the day off except for the entertainers, who are paid from imperial funds. Wine flows in the fountains, carts groaning with food go through the streets without human leadership, and everyone is welcome to take whatever they wish to eat.

*Seventh Place Ritual Day (Zayday/2):* On this day, people gather in their city and town squares to share their latest sevensing experiences.

*Mother's Day (Lesilday/8):* Anyone in the Way can benefit from Lesilla's blessings, and so everyone attends her high holy day rites if they can.

*Departure Day (Lesilday/10):* This celebrates the day upon which Teelo Estara set off on her heroquest to become an immortal.

*Return Day (Lesilday/14):* This celebrates the last day of the Battle of Reparture, when the Goddess returned atop the Crimson Bat and saved the fledgling empire from the ravages of Her foes. The usual weekly services, usually held every Full Moon Day, are always held on Return Day during this particular week, and everyone receives blessings to protect normal people from chaos.

*Ascension Day (Zayday/15):* This is the day of the Glorious ReAscent of Sedenya, when She apotheosized and ascended into the heavens as Rufelza. It is the high holy day for the Rufelza denomination and the Cerise Church.





*Bright Sun Day (Lesilday/16):* This memorializes the day that Teelo Estara and Yelmgatha liberated the last city of Dara Happa from the Carmanians. This day inaugurates the Celestine Games that fill the next three days.

*Victory Day (Lesilday/20):* This celebrates the victory of Takenegi over the evil overlord Sheng Seleris. Many ouranekki games are played this day to foretell fortunes for the next year.

*Hunting Day (Ulurday/22):* This is Ulurda's high holy day, from whom members of the Way can get charms.

*Renativity Day (Veriday/27):* This is the Renativity, the "birthday" and high holy day of the Goddess, celebrating the day that Teelo Estara awoke in blessed Torang. Rites all across the empire re-enact the miracles of her birth.

*Both Eyes Open Day (Lesilday/30):* The day to celebrate the wonder of sevensing, when people gather and are instructed and witness and support individuals setting forth on their rite.

*Meeting Day (Zayday/37):* On Meeting Day, people gather to witness and also reenact the day that the Seven Mothers first met together in secret to plan the recovery of Sedenya.

*Sister Day (Rashoday/38):* The entire empire celebrates the birthday of Deneskerva on Sister Day, for although the people love Takenegi like a father, they praise the Great Sister for serving them even above the empire.

*Clear Day (Ulurday/39):* Clear Day celebrates the divine victory of Teelo Estara over Orlanatus, who surrendered to Takenegi after the battles at Castle Blue.

*Mourning Day:* Mourning Day is always held on the Dying Moon Day three days before Cutting from Nowhere Day. It is a day for grieving and commemorates the time when there was no moon in the Sky. Most hierarchs and religious officials are in seclusion, performing private rites and beginning the preparations for the impending Sacred Time. On Cutting from Nowhere Day, the hierarchs emerge again.

*Cutting from Nowhere Day:* This is the high holy day for Natha, from whom members of the Way receive divine aid. It occurs during Week 41, always on the local Empty Half Day, the day before the Full Moon.

*Father's Day (Nathaday/42):* On this day, all Lunar citizens and worshippers celebrate their beloved emperor, calling him Our Father.

## Other Holidays

Although everyone in the empire participates in the seventeen Great Moon Days and other local holy days, several other holidays are recognized throughout most of the empire, indicated on the calendar in ***Bold Italic*** text. Only Akindling Day is specific to the Red Goddess, but though the others all long predate Her Renativity, they have been adapted to be a part of Lunar worship. Others exist too, but these are the ones mentioned in this book.

*Fifteens Day (Veriday/3):* On the fifteenth day of the year, all Lunar girls who have reached the age of 15 in the preceding year are honored with their impending adulthood.

*First Fruits Day (Ulurday/7):* This is the greatest springtime feast and celebration within the empire.

*Celestine Games (Gerraday to Ulurday/16):* On these three days, the magnificent Celestine Games are held in Glamour.

*Akindling Day (Lesilday/24):* On this day, people publicly declare their recent akindling or that of their children.

*Great Feast Day (Rashoday/30):* This is the great autumn harvest festival.



*Tokar the Terrible defeats his 74th opponent during the Celestine Games.*



## Sacred Time

Sacred Time is universally special in Glorantha, being a time of the year when the barriers between worlds are weak and ceremonies are held to maintain and/or recreate the world.

Throughout the empire the preparations actually begin anywhere from four to ten days before the start of the first Sacred Week. Starting on Mourning Day, most hierarchs and other officiators go into seclusion, performing private rites, participating in rites at Glamour, and in general getting ready for the grandiose public celebrations. Their absence is not absolute—if a dire need arises, those not involved in the Imperial Rites will break their preparations. But in general their absence is considered to be a consequence of the Sacred Time.

### The Public Rites

The first week of a new year is full of grand public ceremonies. These often last for most of a day and much of the night. Each day is dedicated to a portion of the Goddess' life. Ceremonies and rituals, as well as plays, general storytelling, reenactments, and many minor customs, recount the events of the living Goddess and Her followers each day. The details vary from place to place, but in general they follow this pattern.

#### Living Day (Zayday/42)

Living Day takes place on the last day of the old year. In the morning are plays and stories of the Six Mothers during their Preparation Periods, each depicting their time when they were separate from each other. We see the plays of the people, all of them concurrent and done at different parts of the city or other sacred grounds which are being used.

Around noon the Six Mothers gather together and perform rites that depict their unification and a form of the ceremony they used to create the Goddess. The rites are not without danger, for the Mothers are attacked by prisoners taking the part of the Brass Guards, and they will be given their freedom if they perform well (and perform well means to be serious in their attempts to kill the participants and to leave all the spectators alone.) The rites climax with the appearance of the Four Young Elementals and, finally, Teelo Estara. Animals sing.

There follows nine ritual scenes in three sets, each of them being one scene of struggle, one of love, and one of learning. These continue late into the night.

#### Starting Day (Veriday/1)

A tent, or the similitude of one, is raised in the center of the worship area. This will become the tent from which Teelo Estara departed when she began her heroquest. Worshippers gather inside, if it is large enough, or around it if not. Many of them will stay there for the whole week of ceremony.

The rites begin when Teelo Estara meets the Big Guy, the entity of the primitive Green Age who was her first lover. It continues with the birth of Homura, her first child who kindles her consciousness and then departs.

We also witness the wandering of the Tribe of Women and their meeting and early encounters with the Sons of Thunder. These are comedies, less ritual than a series of stories about the difficulties of men and women understanding each other. They continue far into the night.

#### City Day (Lesilday/1)

The ceremony starts with a blessing of the people present and of the place where the rites are and then enters into the story of the foundation of the mythical city of Mernita. The main character is Teelo Lesilla, who makes a speech (in some places she sings an operatic solo) about her desire to be whole. It concludes with the famous Wish Lullaby, when nearly everyone joins in on this little everyday song of love that is sung over babies across Peloria.

Next is a reenactment of the rites when She attempted to regain her wholeness, which resulted in her being born as a mortal being. The infant speaks and says, "We are all Us."

A complex dance follows, during which a narrator explains the descent and genealogy of many beings from the Mernita Cycle of legends. A part of this is the "sorting," when people recognize their talents and abilities. During the proceedings, the members of the congregation introduce themselves to the folk nearby and explain to these neighbors what their talents and powers are.

At the end of this, which takes hours, is the naming of the Cerulia and the Demiska of the rite, being the most and the least powerful women present, chosen from the congregation.

The Demiska is treated regally for the rest of the day, given expensive ritual clothing to wear, waited upon by servants, and fed delicacies. From her throne she watches the "Stories of the Blue City," which are plays about city life, often comparing city and rural life, generally at the expense of one, then the other. The Cerulia appears in these plays as the Queen of the City, alternatively wise and foolish.

After sunset is the story of the first choosing of an Emperor. He glows so brightly that the site is as bright as day. He is taken out of the play and married to the Demiska representative, and the night ends with a great feast. The Demiska and the Emperor retire to privacy to reenact the wedding night.

#### Sorrow Day (Gerraday/1)

In the first story of this day we see the sorrows of the widow. The cults of the Underworld come forth to reveal their inhabitants and servants, generally a frightening, though hopefully harmless, morning and afternoon. Teelo Gerra is seen wandering among them, naming them and having her servants, goods, and powers taken away by them. A sacred space is created amidst them called the Internal Dome, ruled by Lord Inside.

At last Gerra finds and takes refuge in the Internal Dome. She is admitted after proving her mathematical prowess. Everyone is served a large but simple meal, after which Teelo Gerra, along with everyone in the audience, is set to cleaning up the entire ceremonial area. When the area is thoroughly swept, mopped, and purified, the ritual in the center continues. We see cruel overlords ceremonially dismember Teelo Gerra. As the ceremony continues, the area in the dome gets darker and darker. When a worshipper is unable to see what is going on, she goes to sleep.

#### Liberation Day (Rashoday/1)

Before dawn the rites commence. Lord Inside holds a trial and then punishes Teelo Gerra (unfairly, as the chorus acknowledges). She is tied to a stake and sings a mournful lament that makes almost everyone in the audience remember their own sadness and pains. Everyone weeps. The

Internal Dome is destroyed, and a horde of darkness things punishes the tormenters of Gerra, but this almost never brings relief to the audience. Teelo Gerra continues the paean of pain, often lashing herself mercilessly. Many in the audience do the same. At last Blaskarth appears, the Great Death, and all go silent and numb.

Around noon sounds of battle surround the ritual area and continue through most of the day. In the center the passage of Yanafal Tarnils is shown. He fights Ak, the Carmanian God of Death, whose wasp head afterwards remains attached to his hip. He at last finds Teelo Rashorana, and they talk. He explains how Her people are being slain. At last, with the words, "It is your fault," the multi-armed goddess Taraltara appears. Yanafal kills himself as an sacrificial exchange to free Teelo Rashorana.

Taraltara offers to send Teelo Rashorana back to life along with whatever worthy individual she selects to accompany her. Danfive Xaron and Teelo Norri appear, and many others. Anyone from the audience who wishes to be blessed is encouraged to come to the center to be chosen. Many do. They all clamor, "Choose me!" Rashorana walks among them, looking at each.

But at last Teelo Rashorana chooses Taraltara, the Great All, and through a series of very rapid magical moments the "We are all Us" moment arrives. Everyone present who is a Lunar and who has been participating as well as possible experiences this. It is around midnight. The sounds of battle stop at last.

#### **First Blessing Day (Ulurday/1)**

This day celebrates the life of Teelo Imara after her return at the Battle of Reparture. We see Her organization and defense of the empire through the liberation of the Tripolis. Around noon the Good Sun, named Yelmgatha, is enthroned. The Battle of Four Arrows of Light is always enacted. The Goddess' local activities of importance are also presented. The action alternates between vivid ritual reenactments and more calm preaching and blessing. By the end of the day, a feeling of pleasant calm and unity with the crowd blesses everyone.

#### **Homage Day (Nathaday/1)**

The day starts with the ceremonial presentation of Teelo Imara to the crowd, which joyfully acknowledges Her. They remember their feeling of unified bliss from the night before. She blesses them.

Historical scenarios are presented, each of which ends with the homage of a god or goddess to Teelo Imara. The first homage is paid by the audience, the loyal followers of the Red Goddess. Then stories follow, each ending with an immortal giving homage. First are the deities and spirits of Rinliddi, then nomad and other foreign visitors. The historical conquest of Dara Happa is shown, with the gods of Dara Happa paying homage to Her. In addition to the historical representatives, all the cults of the city show up.

A long introduction of the figures of foreign immortal enemies is a prelude to the Battle of Castle Blue, which is presented as a series of duels that are a combination of combat and dance. This too ends with the combatants all paying homage to the Goddess. At the end a great feast is given in which everyone participates.

#### **Dance Day (Zayday/1)**

This is a day of celebration, joy, and dancing. People participate or observe the Dance of Children, the Dance of Fowls, the Sword Dance, the Miller's Dance, the erotic Courtesan's Dance, the staid Scholar's Dance, and many, many more. The leaders of these remain in the ritual performance area, and at the end of the day they all participate with Teelo Imara in reproducing the magnificent Ascension Dance, at the end of which the Goddess ascends into the air amid the applause and acclaim of all participants.

The bright light of the Full Moon shines overhead, the final feast is shared out, and after much cheer and visiting, the participants return to their homes late at night.

#### **The Imperial Rites**

The last week of the year is also the first week of Sacred Time and is when the Red Emperor and his associates conduct a series of special ceremonies that keep the empire and the cosmos intact. These are not public rites, though often members of the public may attend them.

The rites are risky. Since the Lunars have equal respect for both life and death, their ceremonies can result in the victory of Death for the year (unlike, for example, the Orlanth ceremonies, wherein the storm god is [almost] always victorious over his deadly foes). Despite the philosophical equalities, most Lunar citizens favor the forces of Life. Thus, even skeptics are careful during the holy weeks of Sacred Time. The Imperial Rites occur wherever the emperor is. If he is not in Glamour, a stand-in officiates there while he performs the rites in a different location. However, he is usually in Glamour. In the capital, the Annual Rebirth Ceremony is held at the Monument to Time, a steep seven-stepped pyramid that stands in the center of a great amphitheater.

The emperor and his closest advisors lead the principle magical act on a platform atop the pinnacle. Hierarchs lead secondary rites on the lower levels. Officials, chosen ones, and the other elect few who obtain such an honor watch from these steps. The circular coliseum holds a thronging mass of thousands who gather to participate.

During the first six days of the Lunar celebration, the Red Emperor or his local stand-in receives gifts from a representative of the six directions in the morning. These gifts often include annual tribute, symbolic gestures, friendship presents, and honorary tokens. They also always include a ritual item used by the emperor during the ceremonies that day. On the fifth and sixth days, the emperor receives presents from Below and Above respectively, celebrating the invisible worlds around which the others revolve.

From the South, for instance, the emperor receives a necklace of animal hearts, each killed that year and prepared in a certain way to become a magical jewel. During the ceremony of the South, the emperor must forgive someone, often a personal enemy of his, and the magic of the hearts will give him the power to do so and also protection against that foe in the future.

At dawn of the seventh day, he reveals his Annual Staff, a hardwood stick that he must hand-carve each year, placing into it his plans for the upcoming year, his aspirations, and his secret methods to obtain success. At sunset of the seventh day, the last of the Guests from Above hands him a key made of light, and the emperor dissolves his body, leaving the Annual Staff suspended in the air until his return. Surrounding the floating staff are his most intimate friends,



relatives, and trusted staff members. They encircle the floating staff and pray to grant their magical support to their beloved leader as he traverses the magical planes. Certain among them in ritual turn rise and address the crowds gathered outside the circle, explaining the routes and rites that the emperor is experiencing.

By midnight, if all is successful, everyone loses contact with the emperor. Usually a stupor passes over the entire assembled crowd, most of whom simply collapse on the spot. Contact with him is lost. Sometime close to sunset on the seventh day, the emperor returns.

No one knows what happens to the emperor while he is gone. Special rites aid his return and gain good will and luck for the year. It is believed that he reports to the Egi who created him. During this time even a small slip can cause great errors, and if the sum of errors is too large among all participants, then the year can, despite all else, be bad. However, the emperor has always returned, and so the rites have always been a perfect success.

During the seven days, secondary rites are held upon the pyramid, including rites honoring the Young Elementals. Occasionally, special ceremonies are performed, whose purpose is not understood and whose participants are unknown.

## The Calendar

### *Calendar Notes*

*Italics* indicate events noted in the text that are not holy days.

① A Moon Rune marks the Great Moon Days, celebrated by all members of the Lunar Way throughout the empire and Provinces.

\* Three holy days are marked with an asterisk. Each appears to have seven holy days in a row, but in fact each occurs on only one day. Each is celebrated on a different day, depending on the day a particular phase of the Moon is visible—Dying Moon for Mourning Day, Empty Half Moon for Cutting from Nowhere Day, and Full Moon for Anticipated Moon Day. Thus, Mourning Day is celebrated on Gerraday in Dragon Pass but on Veriday in Torang. The day that is **CAPITALIZED** is the day it is celebrated in Glamour.

† Denominations marked with a dagger are not described in this book but can be found in *Barbarian Adventures* (Taral Kuvindas), *Imperial Lunar Handbook, Volume 1* (Aronius Jaranthir, Moon Bear, Provincial Church), and *HeroQuest* (Hensshelek, Provincial Church, Selven Hara).

[X] A number in brackets indicates the number of Great Moon Days within that month (or that week of Sacred Time). Most months have one or two of the universal holy days of the Lunar Way, but the last month of the year has four great holidays, which lead into the first Sacred Week at the end of the year.

### Times of Her Life

This book uses several terms that are new to describe the time that the Goddess was alive on the world. These are called Her Teelo Estara time and Her Teelo Imara periods but are also broken into smaller segments.

**Preparation Period:** The time before the birth of Teelo Estara, during which the Seven Mothers prepared themselves for her return. Individually, these include:

**Danfivex Xaron:** Slippery Mister Period

**Deezola:** Mountain Fox Raider Period

**Irippi Ontor:** Foot Book Period

**Jakaleel:** Free Mountain and Lunar Hunt Periods

**She Who Waits:** Ulurda Calls Her Prey Period

**Teelo Norri:** Just a Girl Period

**Yanafal Tarnils:** Ram Gang, then Mountain Fox Raider

**Renativity:** A word describing the most recent birth of the Goddess. At this birth She first became apparent as She Who Waits and then became manifest as Teelo Estara.

**Bold Rebel Period:** The first eight years of Teelo Estara's life, during which First Blessed was founded and She gathered power for her transformation.

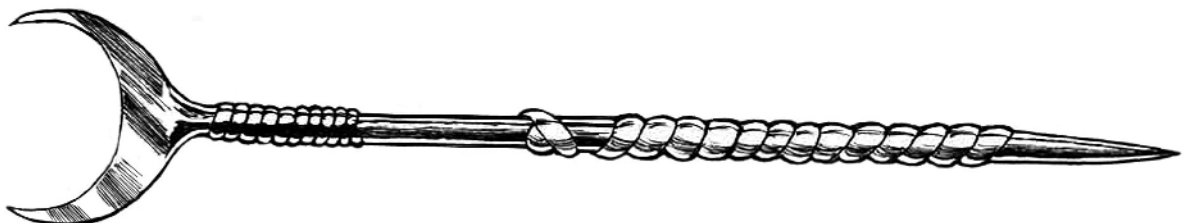
**Departure:** When used as a proper noun, it refers to the time when Teelo Estara left the world to start her heroquest, telling her supporters She would return in either seven days or seven weeks. This began the two-year Long Red Night.

**The Long Red Night:** The period during which Teelo Estara is absent from the world of the living (0/8 to 0/10).

**Reparture:** The return of the Red Goddess in the form of Teelo Imara, the Living Goddess. She rode atop the magnificent Crimson Bat and saved the lives of Her worshippers. This is often called the Battle of Reparture, though foreigners call it the First Battle of Chaos.

**Cruel Secrets:** Term sometimes used to describe the Reparture. It is named because two of the Seven Mothers were killed during the Battle of Reparture so that their secrets could be revealed.

**First Blessing Period:** The time that Teelo Imara was alive in the world (0/10 to 0/27).



Month	Week	Veriday (Godsday)	Lesiliday (Freezeday)	Gerraday (Waterday)	Rashoday (Clayday)	Ulurday (Windsday)	Nathaday (Fireday)	Zayday (Wildday)
Sacred Week 2	1	Starting Day <i>New Year's Day</i>	City Day	Sorrow Day	Liberation Day	First Blessing Day	Homage Day	Dance Day International Market Day ☞ Engborn the Trader
	2		<i>SPRING EQUINOX</i> Creation Day ☞ Aggatarallara Gladiator Day ☞ Grevlar					Seventh Place Ritual Day
	3	<i>Fifteens Day</i>	Wedding Day ☞ Felkenna	Corn Day ☞ Alanthor, ☞ Dakkasinoda				
Month of Glamour [2]	4	Lovers Day ☞ Verithurusa		Boosting Day ☞ Dakkalesilla				
	5						Dog Day ☞ Cwurl Toran	
	6	Glamour Day						
	7			Love Day ☞ Senthara		<i>First Fruits Day</i>		
	8	Animal Day ☞ Oskrascota Red Manimat Day ☞ Arimtasus	Mother's Day ☞ Lesilla		Sevining Day ☞ Rashorana ☞ She Who Waits			
	9				Travel Beyond Day ☞ Valare Addi			

Month	Week	Veriday (Godsday)	Lesilday (Freezeday)	Gerraday (Waterday)	Rashoday (Clayday)	Ulurday (Windsday)	Nathaday (Fireday)	Zayday (Wildday)
Month of Anticipation [3]	10		Departure Day					
	11		Taking the Outside In Day ☞ Deezola				SUMMER SOLSTICE Husband Day ☞ Asytex	
	12						Officer Day ☞ Fereshor	
	13			7-Thrusts Day ☞ Ipharia Elnestratos	Transformation Day ☞ Eyzaal		Stones Talk Day ☞ Uranafus	Birth Blessing Day ☞ Teelo Norri
Month of Ascension [3]	14	Red Falcon Day ☞ Undrendum	Return Day	Anticipated Moon Day * ☞ Zaytenera	Anticipated Moon Day * ☞ Zaytenera	Anticipated Moon Day * ☞ Zaytenera	Anticipated Moon Day * ☞ Zaytenera	Anticipated Moon Day * ☞ Zaytenera
	15	Anticipated Moon Day * ☞ Zaytenera	ANTICIPATED MOON DAY * ☞ Zaytenera				Moon-reed Day ☞ Vargar	Ascension Day ☞ Rufelza ☞ Cerise Church
	16		Bright Sun Day	Celestine Games Chariot Day ☞ Gortania	Celestine Games	Celestine Games		
	17					Grand Sable Conversion Twins Day ☞ Star Twins		

Month	Week	Veriday (Godsday)	Lesilday (Freezeday)	Gerraday (Waterday)	Rashoday (Clayday)	Ulurday (Windsday)	Nathaday (Fireday)	Zayday (Wildday)
Month of Zenith [1]	18						Chaos Day ☼ Tafamarulf	
	19			Reaching Moon Day ☼ Yara Aranis				
	20		Victory Day					Let it Be Written Day ☼ Irippi Ontor
	21		Spirit Day ☼ Jakaleel the Witch, ☼ Five Spirit Moons		<i>AUTUMNAL EQUINOX</i> White Light Day ☼ Nysalor	Red Earth Day ☼ HonEel		
Month of Change [1]	22			Calibration Day ☼ Kana Poor		Hunting Day ☼ Ulurda Taral Kuvindast†		
	23			Set Off Day† Selven Hara†		Queen Day ☼ Davadeezola		
	24		<i>Akindling Day</i>		Great Friend Day† Aronius Jaranthir†			
	25							



Month	Week	Veriday (Godsday)	Lesilday (Freezeday)	Gerraday (Waterday)	Rashoday (Clayday)	Ulurday (Windsday)	Nathaday (Fireday)	Zayday (Wildday)
Month of Descent [1]	26						Final Count Day† Henshelek†	
	27	Renativity Day ᄒᄒ Sedenya ᄒᄒ Provincial Church†			Egg Day ᄒᄒ Otarshkanar Wyrn-tamer			
	28			Silken Dance ᄒᄒ Fjordaur				
	29	Moon-bow Day ᄒᄒ Chaghatishi				Harmony and Humility Day ᄒᄒ Makabaeus		
Month of Moonset [1]	30		Both Eyes Open Day		<i>Great Feast Day</i>		Mask Day ᄒᄒ Takenegi	
	31		Red Smoke Day†	Handout Day ᄒᄒ Pinugia			<i>WINTER SOLSTICE</i>	
	32		Spell Day ᄒᄒ Jakaleel the Spindle Hag	Dark Night of the Soul ᄒᄒ Danfive Xaron				
	33							

Month	Week	Veriday (Godsday)	Lesilday (Freezeday)	Gerraday (Waterday)	Rashoday (Clayday)	Ulurday (Windsday)	Nathaday (Fireday)	Zayday (Wildday)
Month of Suffering [1]	34		Irin's Day ☹ Irin School					
	35				Great Bat Day ☹ Blaskarth			
	36	Founders' Day ☹ Hwarin Dalthippa		Suffering Day ☹ Gerri			Dream Day ☹ Merasedenya	
	37	Day of Heroes ☹ Yanafal Tarnils				Bodyguard Day ☹ Urangar Vorderos		Meeting Day
	38			New Paths Day ☹ Borovich, ☹ Hechkoth	Sister Day		Balancing Day ☹ Oskholoveth	
Month of Balance [4]	39		World Fair Day ☹ Etyries			Clear Day		
	40				Great Story Day ☹ Daretyries	Mourning Day*	Mourning Day*	Mourning Day*
	41	Mourning Day* Cutting From Nowhere Day* ☹ Natha	Mourning Day* Cutting From Nowhere Day* ☹ Natha	Mourning Day* Cutting From Nowhere Day* ☹ Natha	Mourning Day* Cutting From Nowhere Day* ☹ Natha	Cutting From Nowhere Day* ☹ Natha	CUTTING FROM NOWHERE DAY* ☹ Natha	Cutting From Nowhere Day* ☹ Natha
	42	East Day ☹ Young Elements (Dark)	West Day ☹ Young Elements (Water)	South Day ☹ Young Elements (Earth)	North Day ☹ Young Elements (Sky)	Below Day ☹ Young Elements (Moon/Below, also Air)	Father's Day Our Father Above Day ☹ Young Elements (Moon/Above)	Living Day Uncovered Secrets Day ☹ Engborn the Trader
Sacred Week 1 [1]								



# LUNAR IMMORTALS

Sereteelo is a House Mother in a Teelo Norri poorhouse in Rinliddi. Her nightly sermons open with a speech like this one.

*"I am Mother Sereteelo, formerly called Buranda of the House of Garvandar.*

*"I remember first the boredom of the classroom, where Master Brown taught me the figures and signs of maths.*

*"I remember looking upon a sick woman with open sores, who was weeping and dying in the streets of Hargoth, whose children sat dumb beside her upon a pile of trash.*

*"I have looked upon Her Face, pale innocent First Mover, who is poured forth from the cup of Teelo Norri at Moonday."*

While all followers of the Lunar Way pay homage to Sedenya, most choose also to look to more human and knowable deities, many of whom were once mortals and whose lives offer examples and hope to their worshippers.

## Other Lunar Denominations

Magic keywords for several Lunar immortals are available in other books. These include Taral Kuvindas (*Barbarian Adventures*); Aronius Jaranthir, UrruYoo and the Moon Bear, and the Seven Sisters Society (*Imperial Lunar Handbook, Volume 1*); Saint Henshelek and Selven Hara (*HeroQuest*); and the Provincial Church of the Seven Mothers (in both *Imperial Lunar Handbook, Volume 1* and *HeroQuest*). Others are available on the Issaries, Inc. web site or will be published in future volumes.

## Amulets

Lunar charms, fetishes, and talismans are all subsumed under the term "Amulet" in the denomination descriptions below. All denominations include amulets of some sort in their regalia, even if their only magic consists of affinities and feats, which do not need physical "homes" for their magic.

## Holy Days

In the denomination descriptions below some of the holy days are the same as the Great Moon Days, mentioned on page 39. When so, they are marked in **boldface type**.



## Not Immortal

Not everyone who tries succeeds at obtaining immortality. Nor does everyone who might make it try. Here are some of the notable individuals remembered by Lunars as "not immortal."

**Barnado:** He was a famous taxi worker, who bore thousands of passengers through the streets of Glamour without complaint, no matter how fat they were or how little they paid him. He dreamed of being a god for all the unfortunates who had his job. He tried but failed to return.

**Bas:** He was a great leader among the Weeders, the poor river folk of the Oslira and its tributaries. He tried to imitate Vargar, but on his immortality quest several demigods ambushed him. His worshippers believed the attackers were Yanafal Tarnils, Irippi Ontor, and Vargar. No Weeder has ever tried to be a Lunar deity since then.

**Davarufelza:** He was a famous orator and demagogue who garnered a huge following when he resisted Sheng Seleris. With a great ceremony he got to the Other Side and received the blessings of Sedenya, yet he failed to return because Sheng Seleris butchered his worshippers, nearly exterminating the denomination of Rufelza in Raibanth for decades.

**Deneskerva:** She established a temple to Nysalor in 1/35 upon the instructions of Takenegi. She established the Sisterhood of New Consciousness that taught secrets of the Goddess to whomever could know them. Yet she never sought immortality, saying, "I do not chase insubstantialities."

**Greya Stoneshaper:** Greya was famous for resisting HonEel during her lifetime but even more for being the author of *She Blesses Who Reads This*. People often pray to her to help the victims of human sacrifice. She never became worshipped as an immortal, for she never tried.

**Seneth Dara:** He was a famous warrior, a leader against barbarians of the south. He tried to become a god to fight them, but their defenders caught and killed him on the Other Side.

## Sedenya

*Great Immortal of Lunar Powers*



Sedenya is the infinite power that underlies and is manifest as the reincarnating Moon. Since Creation She has been killed or died many times, but She has always been reborn in a different body, sometimes mortal, sometimes as goddess, spirit, or essence, and sometimes as none of those but as the special being that She is. She has had seven immortal forms, each manifesting a different power of cyclicism and a different stage of Her life. In Her current form, She is Natha the Red Moon, returned to life to bring balance and Justice back into the world. Her living form is what most people worship, although they sacrifice to other forms when Her former powers are needed. Sedenya in Her various aspects is widely worshipped by intelligent, concerned, and thoughtful people; by professionals engaged in tasks directly related to one of Her specialties; and by citizens seeking the more subtle benefits of the Lunar Way.

Sedenya is an old name, known to many Dara Happans and in general was used to describe Her in previous mythic ages. Sedenya was realized by Teelo Estara, the Living Goddess, and now the name Sedenya is used as a neutral and inclusive term in modern Peloria when Lunar denominations wish to include each other.

Sedenya receives no direct worship, being rightly considered too distant to answer a worshipper's prayer. She is worshipped through Her many masks. She is the ultimate goal of the Lunar Way, and worship of any Lunar immortal provides Her with collateral worship as well.

*Great Secret: Achieve Moon Palace* (The hero travels to the Moon to live with Sedenya and is taken out of play. Depending on the method used to achieve such bliss, he or she may be worshipped as an immortal.)

### The Footstool

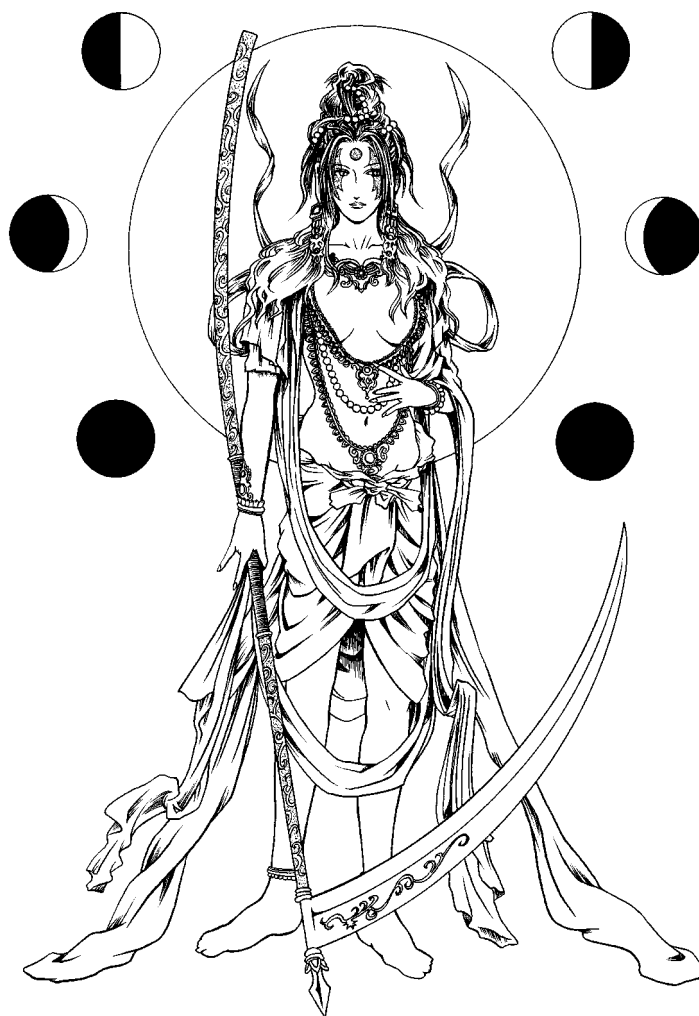
A ruler's feet are normally the only part that may be touched by an especially-honored follower, who may be allowed to touch them or (in truly extraordinary circumstances) to kiss them in order to both honor the leader and to gain from the contact. Most individuals are not allowed to come so close but may touch the footstool, which is special because it is a part of the world that has been touched by the ruler. Thus, the footstool is normally the closest that anyone can actually come to satraps or emperors. It is the place where the Above and Below meet.

The Moon is Sedenya's Footstool. That is, it's the closest that anyone can actually come to the Great Being who is being honored. This is a metaphor to indicate the truly lofty reality of the Great Being Sedenya, since the Moon, the highest contact and concept that is accessible to the living, is in truth only the lowest part of the Great Being that finite mortals seek to understand.

The Great Being visible in the Throne Room, of course, rests Her Feet on a footstool there. Many people think that is what philosophers speak of when they mention Her Footstool. But the Moon is Her true footstool.

*High Holy Day: Renativity Day* (Veriday/27) celebrates the rebirth of the Red Goddess. On this highest of high holy days, all Lunar worshippers attend daylong ceremonies to the Red Goddess. The story of Her life is retold, from Her birth in the Golden Age to the present day. Statues of the Goddess are draped in new red cloth; the old draperies are cut up with silver scissors and handed out to the congregation as highly prized amulets. A feast is often held afterwards. Gifts to the Goddess of pure red, white, or black animals are bought by the congregation and sacrificed to Her. Dances are performed, perhaps wild or sad, depending upon the location. Her perfect being is venerated or touched upon by meditation. Ostentatious displays of piety are expected.

*Other Side:* Sedenya sits upon her Throne. There She communicates Her eternal wisdom to those who come to visit Her. From the Footstool are exits to the Green Age, Golden Age, Storm Age, and Darkness Age; to the God World, Spirit World, and Essence Planes; to the Sky and Underworld; and to the Inner World.



*Sedenya*

*Altar painting, Temple of the Reaching Moon, Furthest.*



## Aggataraltara

Creation, "Good Chaos"



Some Lunars worship the "Glory of Taraltara," which they call Good Chaos. They worship the source of creation, the place from which all the good of the universe has come.

Worshippers diligently resist obtaining any magic from this worship. Past experience with this has always backfired, revealing that apparently benevolent beings were really warped chaos things, that blessings were delusional error, and that spells were ultimately curses. Nonetheless, sometimes worshippers are offered some sort of magic or power. When this occurs, they must ritually refuse it, for their bliss is in the worship, not the results.

*Entry Requirements:* Love of life, Sense of selflessness.

*Abilities:* Lunar Way of Aggataraltara, Resist Temptation.

*Virtues:* Kindness, Naivete, Selflessness.

*Magic:* None. However, worshippers commonly report a general feeling of pleasure and well being during and immediately after their worship.

*Amulets:* Silver pendants in the form of Aggataraltara's rune.

*High Holy Day:* Creation Day (Lesilday/2) falls on the Spring Equinox. The entire social order is turned upside-down in a festival of the absurd. A "White Emperor" is chosen from the ugly, misfits, and cripples, and his or her word is law for that day. Shopkeepers must pay customers, lovers switch bed-roles, and the poorest folk take on grand titles, while the rich dress up as poor shepherds or beggars. Bonfires burn at night, lighting the revelry until midnight, when Order is restored.

*Other Side:* Aggataraltara can be visited at the Ruins of Isolation, whose remains lie shattered in the Cut.

*Other Connections:* Many informal connections between worshippers and various White Moon organizations exist, but they are unofficial.

*Radiance:* None.

*Disadvantages:* Considered by many to be, at best, a denomination for idiots and fools or, at worst, a front organization for the Cult of Jikarvez.

## Alanthor the Destroyer

Raider and Plunderer



Alanthor was an enemy spirit who was enlisted into the service of the empire. HonEel conquered him to rescue Dakkasinoda, the Corn God who had been killed and taken away by Alanthor. HonEel dragged him to the Moon in psychic chains. Now Alanthor can be summoned and sent against the enemies of the empire who deserve to have their crops fail and their people starve. Worshippers are people who wish harm on others but want to channel it in a socially responsible manner. The denomination is counted as one of the Old Gods. The denomination is small and specialized with virtually no dedicated worshippers, save those who are working towards bigger things. Worshippers wear a bronze slave collar inscribed with runes and with a length of chain hanging off with a link for each sacrificial battle he has won or enemy god he has killed during his work.

*Entry Requirements:* Desire to harm other for the greater good of the Empire



## Alanthor the Destroyer

Attack Landscape Being 10<sup>W</sup>4, Desiccate Ground 16<sup>W</sup>5, Destroy Crops 12<sup>W</sup>5

*Abilities:* Lunar Way of Alanthor, Moon Eye, Novitiate of Alanthor *or* Ordinate of Alanthor.

*Virtues:* Harmful Intent (controlled by social passion).

*Spirits:*

☉ Alanthorites (13 to 5<sup>W</sup>2). Destroy Roots, Rot Flower, Shred Leaves, Suck Water from Ground, Wither Seed.

☉ Devourers (4<sup>W</sup>2 to 12<sup>W</sup>3) Consume Daimon, Drink Essence Dry, Feed on Spirit (Devourers normally only have one ability)

*Amulets:* Alanthor's fetishes are made of desiccated earth held in withered leaves and grain stalks.

*Secret: Summon Alanthor Ritual* (The spirit Alanthor is summoned into the Middle World in a week-long ritual. Normally he is embodied in a black boar, though he can be summoned into any animal or even into a human volunteer. The embodied spirit is then sent into the lands of the empire's enemy to lay waste to the ground and crops. Alanthor attacks landscape beings that provide fertility or guard the land.)

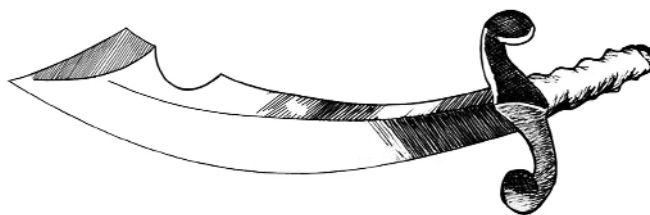
*High Holy Day:* Corn Day (Gerraday/3), which celebrates the time when Alanthor was revealed to be the same as Dakkasinoda. The rites of dedicated worshippers of Alanthor are always held separately from the rites of those who worship Dakkasinoda.

*Other Side:* Alanthor's immortal residence is in the Carmine Enclosure. However, he is allowed to wander freely about the Moon, though always in chains. He is attended by his followers, the Alanthorites, likewise chained to keep them from harming the Moon but otherwise free to enjoy the delights of Rufelza. Few Lunar immortals welcome him into their palaces, however.

*Other Connections:* Alanthor is part of the Lunar Way of Dakkasinoda. He or a follower is summoned to the ritual combat each springtime on Corn Day.

*Radiance:* HonEel

*Disadvantages:* Worshippers are generally feared by all commoners.



# Arimtasus

The Red Manimat



Rufus, the first Takenegi, bound all the lands and peoples of the empire to himself in many ways, sometimes by war or through justice, with compassion or in common experience. In his Era of Love he practiced more direct ways of winning the hearts of his subjects.

Darjiin has always had its own proud and stubborn traditions. The Manimati were remembered as their legitimate indigenous rulers. The emperor recognized the power of a tradition that had continued despite centuries of Dara Happan oppression and applied himself to their ways, myths, and rites. Six times he participated in the Heron Dance, offering himself to SurEnslib, but he was never eaten; six times he wooed Black Ruvallena, the Heron Mother's high priestess, and eventually she consented to be his Darjiini wife. On the night they conceived Arimtasus, they danced the long-suppressed Water Marriage Fire Rites. The power of the ancient Darjiini Manimati kingship became vested in their unborn son.

When Arimtasus was born, the nine Pulsar Herons blinked into the heavens above his cradle, the spirits of the Erinflarth sang his lullabies, and the shades of dead Manimati formed his honor guard. Arimtasus was raised in traditional Darjiini manner to be a swimmer, singer, hunter, and lover. He knew all the Darjiini myths and yet was infused with the philosophy of his father. He was Takenegi's emissary to the Darjiini, binding them tightly to the new order and showing them how Sedenya's Way encompassed their way. Arimtasus relied upon the Goddess' magic to protect him, and he made himself a little cabin by a marsh on the Moon during his worship.

Beloved by most Darjiini, Arimtasus was resented by the Dara Happans, who feared the revival of Darjiini sovereignty and disputed the concept of Manimatihood that he represented. Assassins from Alkothi tried to kill him three times. The first group died from the bite of a hundred river snakes, the second fell to the shadowy blades of dead Darjiini kings, and the third was blinded by the scarlet radiance that Arimtasus released. Then, one day while boating, the Darjiini crocodile god swallowed him, boat and all, and sank again to its lair. Yet, Arimtasus returned whole and immortal. After that, no one opposed him. Even now, however, the name of Arimtasus is enough to excite a Darjiini or enrage a Alkothi.

**Entry Requirements:** Be Darjiini-born.

**Abilities:** Darjiini History, Lunar Way of Arimtasus, Moon Eye, Novitiate of Arimtasus or Ordinate of Arimtasus, Spirit Face.

**Virtues:** Darjiini Nationalist, Lunar Zealot.

**Spirits:**

♣ **Blue (or Old) Manimati Spirits** (Assert Authority over Darjiini 18 to 10♣, Know Darjiini History 20, Raise Darjiini Spirits 18, Resist Alkothi 18, Trounce Dara Happans 20).

♠ **Red (or New) Manimati Spirits** Blinding Lunar Light 15, "We Are All Us" 15 to 2♣, Woo Darjiini 20.

**Amulets:** Arimtasus amulets are generally made out of gold or silver jewelry for city dwellers; or beautiful natural material, such as reeds and rice stalks, for the marsh dwellers.

**Secret:** **Water Marriage Fire Rites** (Provides a bonus equal to 1/4 the secret's rating to any actions asserting authority over Darjiini or defining Darjiini myths and history.)

**High Holy Day:** Red Manimat Day (Veriday/8). (This is the same day that non-Lunar Manimat ceremonies are held.) Worshipers of Manimat and Arimtasus in Darjiin hold friendly contests to determine social status of their respective cults. Red and Blue dyes are poured into fountains and remain un-mixed. Wagons are decorated with religious themes and dragged through the towns and countryside.

**Other Side:** Arimtasus dwells in a rude but sturdy fastness of the Red Wall Fort, outside of the Scarlet City.

**Other Connections:** The Arimtasus Practice is distinctive, for it fits

within both the SurEnslib Tradition of Darjiin and also the Lunar Way. Blue Manimati spirits are non-Lunar and are not subject to the Lunar Phases.

Red Manimati spirits are Lunar and are cyclical. Both types of spirits can be contacted by Lunars and non-Lunars alike. Non-Lunar worshippers of Arimtasus worship him as a Majestic Spirit, substituting *Worship Arimtasus for Lunar Way of Arimtasus* and *Practitioner of Arimtasus for Novitiate or Ordinate of Arimtasus*.

**Radiance:** None.

**Disadvantages:** Members of this practice generally face prejudice and persecution at the hands of Dara Happan conservatives, particularly those from Alkothi.



Red Manimat, portrayed after the third attempt on his life

## Asyrex

*Him Indoors, The Good Husband*



The Good Husband was an ancient but minor practice of the Thrighunith Tradition, largely confined to Maura, the hilly countryside between Carantes in eastern Oronin, Katchari on the Katchari River, and Dikor. When the Lunar armies marched nearby, the leader came to Teelo Estara and shared his secrets of their practice. She saw that he worshipped Asyrex, her first lover from her earliest lives. She placed the people under her protection.

Asyrex' creed is of simple familial cooperation, of equality, and of eschewing traditional masculine pursuits, such as fighting and drinking in favor of quiet and considerate fellowship. It won the approval of Darsenite pamphleteer Veligu Virti. Her writings, in turn, came to the attention of Great Sister early in the Third Wane, and her mischievous but well-received *Goodman Encyclical* brought the practice to wider knowledge and gave it a distinctive Lunar dimension. Worshippers are now found across the empire.

Its basic belief is that a man's role is to protect and care for his family and community and that this should be done in an open-minded spirit of consideration and communication.

**Entry Requirements:** The desire to be a good husband and community leader.

**Abilities:** Avoid Fight, Good Listener, Lunar Way of Asyrex, Moon Eye, Novitiate of Asyrex *or* Ordinate of Asyrex, Work Hard.

**Virtues:** Calm, Considerate, Nurturing, Vigilant.

**Spirits:**

✧ Community Spirits (Calm Neighbors 18, Cheer Up Community 15, Co-Ordinate Group Activity 20, Get Maverick Excluded 20, Neighborhood Watch 15 to 5W, Sense Disruptive Presence 18, Sing-Song 20 to 10W).

✦ Good Husband Spirits (Avert Dispute 20, Cheer Up Family 18 to 10W, Handyman 20, Light Fire 20, Satisfy Wife 18 to 10W, Spirits of the Home 15 to 20).

**Amulets:** Amulets are incorporated into sturdy, practical items, such as a leather belt or an occupational tool.

**Secret:** **Happy Home** (Provides a bonus equal to 1/4 the secret's rating to any actions promoting health, harmony, and happiness within the family home.)

**High Holy Day:** Husband Day (Nathaday/11) falls on the Summer Solstice. On this day, fathers and husbands are honored by their families. Most places hold large outdoor feasts with games and contests. Often wives prepare a special dinner for their husband, including his favorite foods.

**Other Side:** The Good Husband's Hut, freshly painted and well-built, lies within New Mernita.

**Other Connections:** "The Good Husband" is a common form of spirit practice, with similar practices throughout the world. Any sharing is, however, informal.

**Radiance:** Lunar Carmanian Church.

**Disadvantages:** Members of this practice often seem fair game to bullies.

## Blaskarth

*The Cosmic Death*



The death goddess of Rinliddi is Huvaran, Bat of Death, the Great Traitor of the birds. It is the Death that most people know. Yet there is a greater death too, capable of sending even immortals into oblivion, casting them outside of all reality, into the maws of the chaos that preceded cosmos. It is called Blaskarth in Rinliddi and is known to most as a horrendous being of entropy. This power to end Glorantha is seen by all beings of the cosmos as the power of chaos. Sedenya's loosing of this power of cosmic annihilation into the world is one of the reasons the entire Cosmos mustered to fight against the New Moon.

It is said that Teelo Estara "slew and devoured the God of Death, then from her own body drew forth the unnatural creature, her steed." The mythical meaning of this is obvious: the Overseer of the Cycle of Life and Death naturally overcame this single force, so that now Life births Death, and Death births Life. The method of her slaying it varies, sometimes being a combat, sometimes a devouring, sometimes an absorption, and sometimes a compassionate acceptance.

In any case, Blaskarth now regularly receives propitiatory sacrifice across the empire. A few priests, twisted to serve Death in life, oversee the temple. They sometimes sacrifice prisoners, criminals, the occasional innocent, or even the eldest son or daughter of the reigning local noble house. Likewise, at the end of each rite the entire priestly staff leaps into the Maw of Death, whose gates then swing shut. Shortly afterwards they reappear, proving the power of the Goddess to overcome Death.

Note that the affinities of Emulate Bat and Otherworld are available only to ordinates of the denomination.

**Entry Requirements:** Dedication to Death. Acceptance by the Crimson Bat.

**Abilities:** Lunar Way of Blaskarth, Moon Eye, Novitiate of Blaskarth *or* Ordinate of Blaskarth, Resist Fear, Ride Bat.

**Virtues:** Relentless, Somber.

**Affinities and Feats:**

☞ Emulate Bat (Acid Breath Cloud, Blast Mind, Chaos Shriek, Drain Energy, Grow Fangs, Many Eyes, Sprout Bat Wings) (Available only to ordinates)

☞ Mastery of the Bat (Command Bat, Commune with Bat, Guide Bat, Enrage Bat, Quiet Bat)

☞ Otherworld (Bind Spirit, Call Red Bat ritual, Deconstruct Essence, Defend against Magic, Terrorize Daimon) (Available only to ordinates)

### Gods of Death

Many forms of death exist and are known in the empire. Philosophers know them to be many masks of the same power that can sever the physical, mortal portion of Life from its immortal parts. Here are some of the names by which it is known in the empire:

Ak (Pelanda): The "Terrible Wasp."

Bijiif (Dara Happa): "Keeper of Bones."

Hum'akt (Carmania): "Lord of Severance."

Huvaran (Rinliddi): "Bat Goddess."





## Subdenomination of Blaskarth

### The Crimson Bat *Steed of the Goddess*



A horrific manifestation of Blaskarth exists in the world. Teelo Estara rode upon this steed into the mundane world. At Castle Blue the Crimson Bat gained a semi-permanent state of reality in the physical plane after the long fight. It exists to travel about and reminds everyone of the Goddess' great power.

This demon prowls the provinces and neighboring lands for food. Each week it requires about 25 living or recently deceased humans or more non-sentient beings, devouring the bodies and souls and leaving nothing behind. The emperor has forbidden feeding the Bat from within the Heartlands of the empire, but citizens there still fear it and dread its coming. Many battles have been won by the Bat's appearance, and just the rumor of its presence can create a panicked retreat.

The Bat is tended by a twisted band of humans, who worship Blaskarth and revere the Bat as their guardian. However, many people periodically give propitiatory worship to the Bat, even if it is far away, in the hopes that it will never come any closer.

*Holy Days:* The Crimson Bat must be fed every Lesilday, the day that Teelo Imara returned to the Mortal World on its back. If it is not fed enough or if the feeding is missed, its hunger doubles every day. As its hunger increases, the Bat becomes increasingly difficult to control and may devour whole towns to satiate itself. If it still has not been satiated by the following Veriday, it erupts into an uncontrollable feeding frenzy, loses solidity, and fades from the Mortal World.

*Other Side:* When the Crimson Bat is absent from the world, it returns to nest at Bat's Roost in the Howling Cliff, a cavern in the much larger Bat Pen.

*Disadvantages:* Feared by the imperial population, hated by all others, and shunned by more fashionable Lunars. Worshippers are subject to the Lunar cycle except when within the radius of the Glow Spot (see boxed text) and are tainted with chaos.

*Amulets:* Bat-shaped medallions or embroidery.

*Secret:* **Personal Glow Spot** (The worshipper acts as a Glow Spot, affecting himself and anyone he is touching. All Lunar magics gain the benefit of the Full Moon)

*High Holy Day:* On Great Bat Day (Rashoday/35), all Lunar worshippers participate in propitiatory rites at the nearest temple. Once inside, they face a normally-hidden staute of the Bat. Its yawning mouth swings open and, with fervent prayers for protection, the fearful worshippers toss their offerings into the gullet-like pit that is revealed. Blaskarth is also mentioned in the Bat Feeding rituals held every Lesilday.

*Other Side:* Blaskarth roosts in a cavern deep within the Bat Pen, overlooking the Gridelan Sea. This cavern is also under the throne of Sedenya.

*Other Connections:* Blaskarth is a manifestation of imperial power and authority, and the denomination is protected by the emperor. The Rinkliddi cult and Lunar denomination officially respect the other's perspective but have little contact.

*Radiance:* None. The denomination is under the direct control of the emperor.

*Disadvantages:* No one loves death. Worshippers are shunned, feared, and avoided at all times. Their disruption causes the emperor to generally confine them to their temples, save for special missions. Although it is not directly mandated by the Goddess, the emperor has decreed that no novitiate or ordinate of Blaskarth may worship any other immortal.



# The Crimson Bat

The Crimson Bat is a supernatural entity alive in the Middle World. It is a manifestation of Blaskarth and devours live sentient beings every week. If not fed, it diminishes in size and power while becoming harder to control, but as it feeds, it grows in size and power. It flies through the air with a distinctive slow beat of its wings, which seem insufficient to keep it aloft, emitting its terrible, maddening Chaos Scream that affects everyone within a one mile radius except its denomination members, who are inured to it. It can belch forth a cloud of acid, squeeze chaotic blood from its numerous eyes, or knock down people and buildings with the wind from its wings. Its sheer size is also devastating, such as the time it crushed Runegate simply by landing atop it. It rarely targets a human-sized target unless it is actively feeding, as a mere human is too small to worry about, although one of the bat's three long tongues or the tentacles that surround its mouth may casually sweep any unfortunate passer-by into its maw.

It is so full of Lunar power that it emanates a ruddy Lunar radiation, and the area about it is called the Glow Spot. This gives all Lunar magicians the benefit of the Full Moon within twelve miles, no matter what current local phase of the Moon may be. It also absorbs any and all magic cast at it or any of its followers who ride upon it. Anyone casting any sort of magic directly on the Bat or anyone physically touching the Bat simply suffers a Marginal Defeat. In war, the Bat feeds on the souls and bodies of the enemy, but during peace-time it prowls the fringes of the empire, hunting innocent prey or being fed criminals, foreigners, and similar undesirables. Not surprisingly, the Bat is at once a potent weapon in Moonson's arsenal and also a powerful argument for those who claim that the Lunars are blind to the horror and evil of chaos.

The Bat is also the guardian of the Blaskarth denomination, who fly on its back during military campaigns and when traveling on their "Feeding Tours." The entire complement of the denomination of Blaskarth normally rides the bat along with the Bat Guard heroband, soldiers who have joined the denomination as physical guards.

**Significant abilities:** Absorb Magic, Glow Spot, Ill-tempered 9W3, Large 5W5 to 15W7

**Attacks:** Acid Cloud 4W, Bite 18W4, Chaos Scream 15W4, Chaotic Eye Spit 12W2, Stomach Acid 15W6, Tentacles 5W, Tongue Sweeps 10W2, Wing Buffet 13W4


**Method:** Manifestation.


**Form:** A giant, crimson bat with multiple long tongues, tentacles around its mouth, dozens of eyes all over its body, and other chaotic details. At its smallest it is 20 yards from head to tail with a 90 yard wingspan, but it has grown to as large as half a mile long with a wingspan to match when fed sufficiently, usually during wartime.


**Communication:** The members of the band can understand the screams of the Bat.


**Guardian Requirements:** Follow the orders of the officer in command. Work for the good of the empire by serving the Bat. Wear clothing soaked in the blood of its eyes.

**Functions:** The Bat itself makes use of some of these abilities, either under the control of its worshippers or (especially when uncontrolled) on its own. Any Blaskarth worshipper can attempt to control the Bat using his or her Bat Mastery ability.

 **Awareness—Many Eyes 12W2** – The Bat can see any form of being: mortal, spirit, essence, daimon, chaos, dragon, demon, etc.

 **Blessing—Guard from Bat** – Members of the unit are immune to most attacks of the Crimson Bat. They may still be swept up by the tongues or tentacles by accident.

 **Defense—Absorb Magic** – Any magic cast at a member of the unit who is touching the bat is protected by the Bat's Absorb Magic ability.

 **Moon—Glow Spot** – The Bat produces a Glow Spot that affects all Lunar magic as if the Moon were full.

## Controlling the Bat

The Mastery of the Bat affinity is used to control the bat. Novitiates are only allowed to attempt to control the bat under the strict supervision of a full complement of senior ordinates. Only one person may control the bat at a time. He is normally augmented by the other ordinates. The bat uses its Ill-tempered (9W3) to resist control. Under normal situations, the normal complement of ordinates is able to maintain complete control over the bat and need not roll. But if the bat is injured; the current controller is killed or loses his concentration; or anyone not of the denomination, the Bat Guard, or a direct Descendent of the Moon rides it; the bat will attempt to break control. Loss of control means that the bat reverts to its wild state. It may run amok in the countryside, fly in a straight line until it reaches the edge of the world, or simply create a rift in the Otherworld Veil and slip through. In any event, it eventually passes back to its Otherworld home on the Moon. The rituals to re-summon the bat are long and arduous, requiring three to seven years to complete and the personal attendance of the emperor at their culmination on Great Bat Day. At the climax of the ritual, the current Head Hierarchy of the Blaskarth denomination is fed to the Bat, and a new Head Hierarchy is chosen.

## Eaten by the Bat

The bat is able to unhinge its jaws to swallow anything up to 2/3 its own size. The tongues and tentacles are used to sweep up large masses of food. Anything eaten by the bat is divided into its constituent parts – mortal meat, spirit, essence, soul, etc. and attacked by stomach acid. Each part is digested individually, and the being disappears from the world.



## Borovich of Derfik

*Who Makes New Ways*



Borovich was an early Vanchite convert to the Lunar cause. She had been a ritual ceremonialist in the Vanchite religion and shaped several large-scale rituals that the Vanchites still use today. She developed Lunar heroquesting as well; mapping the probability paths in every age, and is still called the “wild journeyer.” She loved to travel to the Late Solar Age best, and from those she is also called “Murharzarm’s Shadow.” With precision and care she arranged each quest, including her own immortalization.

Heroquesting is an extremely dangerous art with many hidden ramifications and deferred consequences, and the Lunars know several versions of the God Learner history. But heroquesting is such a potentially powerful tool that the emperor himself supports this denomination to help to reshape the mythic landscape of Glorantha. Membership starts with work, allows advancement to being a student, and then may warrant promotion into the Limbic Class. Education is rigorous and requires difficult, often-tested advancement to pass through the “Seven Limbic Ranks,” from supporter to helper to porter to worker to doer to assistant to leader. The best leaders explore the hero planes, and the organization as a whole assists to power any official mission as ordered by the emperor.

**Entry Requirements:** Education or the wish for education, magical abilities, heroquesting attitudes.

**Abilities:** Knowledge of Foreign Rituals, Lunar Way of Borovich, Moon Eye, Novitiate of Borovich *or* Ordinate of Borovich, Read Buserian Code, Read Lhankor Mhy Text, Read Malkioni Magical Text, Read New Pelorian, Well Educated, Write New Pelorian.

**Virtues:** Curious, Daring, Imaginative, Patient, Think Big.

**Affinities and Feats:**

∞ Borovichite Rituals (Alter Ritual, Block Ritual, Ease Access to the Hero Plane, Hinder Access to the Hero Plane, Influence Heroquest, Understand Ritual—These are all subject to a D+5 to D+30 and up difficulty, depending on the nature of the ritual or heroquest, the power of those involved, and the extent of the changes being attempted.)

**Grimoire:**

① **The Moon Shines in All Worlds** (Bash Spirit, Blast Enemy’s Mind, Divert Spell, Enchant Silver, Identify Runic Powers, Identify Otherworld Region)

**Spirit:**

∞ Oneage Spirits (These spirits allow the members (only) to merge their one, single Amulet with a part of their body. A metal ring would continue to be like a metal ring in every way, but it would be a part of the wearer if this spirit merged them.)

**Amulets:** Borovichite Amulets are all put into a single silver object – often a pendant, ring, or other piece of jewelry.

**Secret:** Peerless Understanding (Gives a bonus of 1/4 of the secret’s rating to any attempt to understand any concept or idea.)

**High Holy Day:** New Paths Day (Gerraday/38). A Propitious day to begin heroquests. Many temples of the Mansion of the New Way spend months planning their New Paths Day quests, and there is great

competition between heroquesters to get sponsorship for their particular quests. A pure-white lamb and a pure-black goose are sacrificed to Borovich; the skin of the one and the feathers of the other are then made into vellum and quills with extraordinary powers.

**Other Side:** The Borovich Hall is located in the Ruby City.

**Other Connections:** Borovich is closely associated with Hechkoth of Vistur, for both have similar philosophies, goals, and magic. Worshipers of the two immortals often become friends and research partners.

**Radiance:** Mansion of the New Way.

**Disadvantages:** Continued proximity to the Other Sides and Hero Plane often weakens the barriers around worshippers so that unearthly creatures haunt members and occasionally break through.

## Cerise Church

*The Lunar Church*



Emoxitles, a Holayan scholar, wrote *The Cerise Book* as an account of his magical exploration of the nature of Sedenya. He discerned secrets of the Lunar Way by understanding its order, place, and number. The result is a wizardly form of the Lunar Way, which demonstrates how Sedenya, the Supreme Being, transcends the accepted boundaries of life and magic.

The Cerise Church works throughout the empire but is strongest in regions where its proselytizers have been accepted for their wizardry. Its wandering preceptors, commonly called “Cerisians,” are generally poor and humble and help the common folk. It has about 200,000 members, mostly in the north and west of the empire plus parts of Fronela, but it has little formal organization, with few hierarchs and preceptors that largely operate autonomously. Thus, there is no significant Chain of Veneration.

The Church has three sacred texts, but preceptors prefer to use *The Twelve Hundred Names of Rufelza*, also called the “Easy Red Eye Grimoire.” Emoxitles’ second and simplest work, this addresses practical issues relevant to peoples’ day-to-day lives, explained through parables and memorable proverbs. These can be used as blessings.

“Moon Readers” are preceptors who tend to be more settled and a little more elitist and aloof, grappling with the deep secrets of Emoxitles’ most impenetrable work, his *Annotated Seven Steps of Life and Birth*. This scripture exhorts its readers to “Bend your Will past the Mask, behind where the eyes of the Ultimate peer.” Disputes and discipline among the Moon Readers are settled by the twenty-one Blindfold Preceptors.

**Entry Requirements:** As determined by the hierarch.

**Abilities:** Lunar Way of the Cerise Church, Moon Eye, Novitiate of Cerise Church *or* Ordinate of Cerise Church.

**Virtues:** Egalitarian, Inclusive, Seeking Understanding.

**Scriptures:**

**The Annotated Seven Steps of Life and Birth**

④ **Common Blessings**—Be Aware, Become Something Better.

✧ **Special Blessings**—Bless Birth, Bless Death, Bless New Undertaking, Bless Rebirth.

⚡ **Curses**—Curse Pessimist.



### The Cerise Book

- ① Common Blessings—Bless Congregation, Find Peace, Learn from Life, Renew Faith.
- ✂ Special Blessings—Bless Change, Bless Family, Bless Home, Bless Marriage, Confirm Adult, Consecrate Relic, Dedicate Infant, Forgiveness, Lead Prayer, Leave Sorrow Behind, Make Just Atonement, Name Child, Renewal, Resist Divine Magic, Resist Spirit Magic, Take Just Revenge.
- ⚔ Curses—Curse Apostate, Curse Betrayer, Curse Food Hoarder, Curse Murderer, Curse Thief, Excommunicate Sinner.

### The Twelve Hundred Names of Rufelza

- ① Common Blessings—Bless Worker, Comprehend Common Cause.
- ✂ Special Blessings—Bless Food, Bless Friends, Bless Mob, Feel Unity, Resist Deference.
- ⚔ Curses—Curse Oppressor.

**Amulets:** Amulets of the Cerise Church tend towards red and white or silver in the form of the Cerise Church or Sedenya runes. This may be painted on the worshipper's body, worn as jewelry, embroidered on clothes, or carved into the worshippers flesh in a form of ritual scarification.

**Secret:** *Visit Solace* (Upon death the virtuous worshipper visits Solace, a heaven, and then from there goes back through the Cerise Chapel to the Moon.)

**High Holy Day:** The high holy day of the denomination is **Ascension Day** (Zayday/15), which marks the Glorious ReAscent of Teelo Estara as the Red Moon.

**Other Side:** The Cerise Chapel is a node on the Red Moon. The Cerise Chapel connects to the Footstool on the Moon.

**Other Connections:** There are few orders unique to the Cerise Church, but one of them is that of Saint Henshelek (See *HeroQuest*, page 168). Instead, the comparatively few orderlies generally worship one of the many saintly orders from other Churches that are recognized by the Cerisians.

**Radiance:** Ruby Religion.

**Disadvantages:** Seen as "common" and plebian.

## Chaghatishi Moon-Bow

*Arrows-from-the-Sky*



Chaghatishi was among the Char-un warriors who surrendered at the Battle of Five Horses. He adopted the Lunar Way and followed Yanafal Tarnils during the early Lunar wars, although his people initially disapproved. They were willing to worship the "new terror," as they called Teelo Estara then, but their traditional ways required that the tribe remain together. A person going off to follow her was akin to voluntary outlawry. Yet he learned Her Ways, and he heroquested to find his own magic. When he returned to his tribe, by then settled in Erigia, he bested all his opponents and became their war chief. He rejuvenated the tribe's worship of the Goddess and often visited the Gods War. He led his warriors in many campaigns and proved his magic against the people of Kitor, defeating their champion in single combat and slaying three magi with a single pull of the bow. At the Five Serpents Battle against the rebellious Alkothi



*Hetman Buruligi of the Char-un, hierarch of Chaghatishi, is forbidden to enter the Heartlands of the Empire*

during Jannisor's War, he proved his immortality. The Alkoth berserkers hurled poisonous serpents which swam through the air for a great distance, and only Chaghatishi's men did not flee. Five of the monsters attacked him, but he killed them all, and his men destroyed the rebellious Alkothi.

Chaghatishi was met in a dream by Yanafal Tarnils when he was 112 years old, and the next day he mounted his horse and rode off to meet the Red Shadow, a monstrously huge, empty man-shape that was approaching his village. He rode into it and exited on the Moon, where his worshippers can still visit him.

**Entry Requirements:** Ride 17. Preference is given to Char-un

**Abilities:** Horse Archery, Lunar Way of Chaghatishi, Moon Eye, Mounted Combat, Novitiate of Chaghatishi or Ordinate of Chaghatishi, Oratory, Scimitar and Shield Fighting, Steppe Tactics, Trick Riding.

**Virtues:** Combative, Flexible, Ruthless.

**Affinities and Feats:**

- † **Combat** (Charge of the Ram, Cleave Spirit, Empower Bow with Death, Enchant Silver Bow ritual, Stand Against Many, Strike Ghost, Three Arrow Pull)
- ✦ **Steppe Warfare** (Dancing Horse, Find Sustenance, Hawk's Eye, Hide from Spirit, Tireless Mount)

**Amulets:** The most common amulet is the worshipper's bow, quiver, or thumb-ring.

**Secret:** *Spirit Warrior* (This ability allows the worshipper to combat or treat with spirits as an animist: it can stand in for Spirit Face or Moon Eye and negates alien world modifiers when dealing with spirits and their otherworld.)

**High Holy Day:** Moon-bow Day (Veriday/29). Ritual races are run between Chaghatishi worshippers and a variety of other contestants, including Pentans, Sable Lancers, and Wind-Runners. Portents and omens for the upcoming year depend on the outcomes of these races. The Golden and Jade Year-Stallion is presented to Chaghatishi with fanfares of auroch horns, accompanied by horse-hoof clappers and bone flutes.

*Other Side:* Chaghatishi's Yurt is moved around but is always close by Yanafal Tarnils' New Fort, and there his worshippers ride the great red-sky horses and fill the air with blazing arrows.

*Other Connections:* The denomination of Chaghatishi remains on good terms with the native religion of the Char-un.

*Radiance:* Army of the Moon.

*Disadvantages:* Even non-Char-un members are assumed to be blood-thirsty, ravening horsemen.

## Cwurl Toran

Master of Hounds



Cwurl Toran was a hero of the Jajalorings, a champion of Jagagappa Hunter, and a warrior prince in the hills of Kerikor. He lived in the Third Wane, when his people were being actively converted to the Lunar Way. He neither challenged nor embraced the new ways but simply withdrew to his hillside fastness to breed his mighty hounds and hunt in melancholy splendor.

One day he followed his pack and rescued a stranger from a treacherous ambush. Cwurl afterwards nursed the stranger back to health over a long, confined winter. The stranger, Nestor naKeretaxos, taught him about the Lunar Way, showing it was not a religion of chaos, conquest, or repression. Although the tales of heroquesting excited and intrigued him, Cwurl planned to remain in his wilderness when naKeretaxos departed. However, his hounds set up such a baying and howling that Cwurl Toran was alarmed. When his lead dog broke free and ran after the Lunar scout, Cwurl decided to follow, just to see what the dogs were saying. They entered the empire.

Cwurl Toran worked first to help feed the advance forces of the Lunar Army. He then scouted for them and later participated in a few battles. But he found himself listening intently to the teachings and participating in the ceremonies and at last decided to initiate. His lead dog led him into the worship of Yanafal Tarnils. The same dog led him to new teachers (to whom he traded pups in exchange for instruction), whose input convinced him to undertake the dangerous effort of becoming a god. However, he was refused by the Illumination Examiners. Nonetheless, Cwurl Toran followed his dog to a weak place in the Barriers and entered into the Otherworld. When he was in trouble, the many dogs he had given away or traded all went to their owners and begged them to help. Those who did aid him were his first worshippers, and their efforts brought him back to the world. Cwurl Toran had proved himself a Lunar Servant, thanks to his lead dog, which proved itself to be a Lunar animal.

Toran's dogs, loyal, trained, and always thinking of the pack, are now extensively bred as war dogs, though also for hunting or fighting in many aristocratic houses. Mirin's Cross is famous for its temple that provides "dog squads" to support the local garrison in law enforcement. Sairdic units, such as the Silver Shields, also have packs that help the unit.

*Entry Requirements:* Have a genuine affiliation, respect, and love for dogs. Preference is given to Kerikori hillfolk.

*Abilities:* Breed Dog, Hunting, Keep Up with Pack, Lunar Way of Cwurl Toran, Moon Eye, Novitiate of Cwurl Toran or Ordinate of Cwurl Toran, Train Dog.

*Virtues:* Dogged, Fearless, Flexible, Friendly.

*Affinities and Feats:*

▼ **Canine Help** (Bite Spirit, Jaws of Death, Run, Stand Against Many, Terrify Ghost)

⚔ **Dogmaster** (Calm Hound, Command Hound, Summon Hound, Tireless Lope, Understand Hound)

*Amulets:* Dog's teeth or claws, bound in red or black thread.

*Secret: Vengeance of the Pack* (The hero can call on the dogs of Cwurl Toran to aid him in times of great peril. This appears as a pack of slaving dogs acting as a single retainer with a "Pack of Dogs" ability equal to the secret's rating. However, after each summoning of the dogs, the worshipper must sacrifice a deer, a wolf, a horse, and two cows.)

*High Holy Day:* Dog Day (Nathaday/5), when all dogs are allowed to eat at the same table as their human companions and each dog is gifted with a new collar. A cat painted in blue and white stripes is released, and the dogs are set to the hunt. The dog that kills the cat is often magically rewarded by Cwurl Toran.

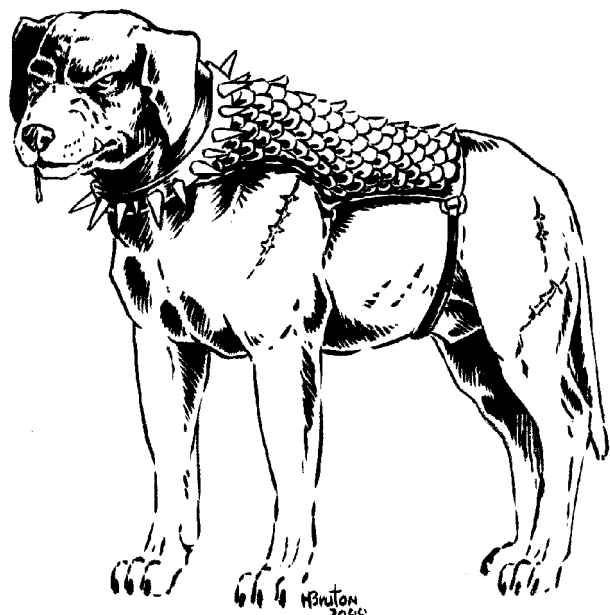
*Other Side:* Cwurl Toran's Three-Fold Kennels are inside Yanafal Tarnils' New Fort, and his worshippers and dogs patrol and guard it and the Fields of Conflict.

*Other Connections:* The teachers (and their followers) to whom Cwurl Toran gave puppies are usually friendly to members of the denomination.

*Radiance:* Army of the Moon.

*Disadvantages:* Novitiates and ordinates smell like dogs to animals of all kinds, with appropriate reactions. The *Canine Help* affinity and its feats can only be used on or to aid dogs.

*Miscellaneous Notes:* Typical hounds can be found in *Anaxial's Roster*, pages 43-44



*Pig-Killer, a noted boar hunter*

## Dakkalesilla

*The Farmer's Friend*



Dakkalesilla was named Fenemena in her early life. She wished to feed her children during a terrible winter. She prayed to Lesilla, who answered her prayers with a song and a sacrifice that would make the plants grow even though the season was late. The prayers were later discovered to be useful any Gerraday that they were used, and so they are now a part of the spring planting rites every year. (Because the rites must be performed on a Gerraday, their effectiveness outside the empire is often reduced, depending on the phase of the Moon; in Dragon Pass, for example, Gerraday is Black Moon Day, when Lunar magic is at its weakest.)

Fenemena took the name Dakkalesilla when she set upon her immortality quest. Her foes were other fertility deities who wished to keep their own power, but she overcame them and returned to the arms of her family and followers.

**Entry Requirements:** Farmer who has worked at least 5 years as an adult

**Abilities:** Lunar Way of Lesilla, Moon Eye, Novitiate of Dakkalesilla *or* Ordinate of Dakkalesilla, Sing.

**Virtues:** Familial, Hard Working.

**Affinity and Feats:**

- ☯ **Crop Blessing** (Bless Crop ritual, Dry Earth, Fend off Crop Pest, Moistened Earth, Strengthen Stem, Warm Earth)

**Spirits:**

- ☯ **Crop spirits** (Boost Growth 7 to 13<sup>1</sup>, Destroy Insect 12 to 19, Stave Off Hunger 17 to 17<sup>1</sup>2.)

**Amulets:** Dakkalesilla's Amulets are made of plant stems, leaves, and flowers woven into intricate shapes. They remain as fresh as the day they were plucked.

**Secret: Go Without Food** (Allows the ordinate to go without any sustenance except necessary liquids for between seven to twenty-one days each time it is invoked, depending on the secret's rating and the victory level achieved by the worshipper.)

**High Holy Day:** Boosting Day (Gerraday/4). This day marks the last day of planting. The Bless Crop ritual is performed over the fields, which are further sanctified by the consecrated coupling of the Queen of the Fields and Lord Sky, two youngsters chosen for this sacred event by their proven adherence to the local customs over the past year. Children begotten in this ceremony are always given over to the denomination to raise as preceptors.

**Other Side:** After death, Dakkalesilla's worshippers go to the city of New Mernita on the Moon, where they are blessed with an after-life of relaxation.

**Other Connections:** Dakkalesilla is considered to be as if it is a part of the Way of Lesilla, although its rites and organization are completely separate.

**Radiance:** Mansion of the New Way.

**Disadvantages:** Rites can be done only on Gerraday.



## Danfive Xaron

*"The Penitent"*



Danfive Xaron was a bloodthirsty outlaw of Rinliddi, who preyed upon refugees and the defenseless during the Carmanian occupation. Yanafal Tarnils captured him as Deezola and her compatriots prepared the great magical ritual that they hoped would turn back the Carmanian tide. A key component of the ritual was a human victim, whom they called Bridge for the Seeker. Thus, however unwilling, Danfive Xaron is one of the Seven Mothers, and his partial success in the ritual resulted in his immortality. His spirit remained in the Suffer Plains of Hell until Her Enlightenment, before the Reparture. Afterwards he lived under Her protection.

Danfive Xaron lived a life of fear and confusion at first. He tried to escape, but She sent only a horse after him, and he meekly mounted it and returned. He felt humiliated, then humble, and, finally, thankful that he was not in that tortured Suffer Plains anymore, and he began a life of penance and repentance. He eventually saw the Lunar Light of transformation and freed himself from himself, an example for other miscreants to emulate and venerate. In his old age, he asked Teelo Norri what more he could do, and she recommended the Full Seven Rites. "I have lived through Hell," he said, "And for others I will do it again." He was successful, and upon his Reparture he founded the Penance Corps, which became his denomination.

Since his enlightenment, Danfive has fulfilled the role of Gate Keeper, Savage Guardian, and Night Watchman for the Seven Mothers and is worshipped as the God of Penance. Many temporary worshippers are ordinary folk who have done wrong, perhaps something petty or not, who seek to atone for their errors. They pray and sacrifice for forgiveness and purification and generally get it. Those folks do not join the denomination. They just pray and sacrifice for help.

His most notorious and visible followers are found in the Penitentiaries. They are criminals and sinners who have

### Danfive Xaroni Slave Regiments

Many prisoners accompany the Imperial Army as penal units to augment whatever impressed labor is available locally. They are used to dig, to carry, as bait or decoys, or whatever the commander needs. Thousands accompany every army and may even be given regimental name or official designation, such as "Penal Battalion 17." However, some units of Danfive Xaron criminals are actually given arms and allowed to fight to earn their liberation, including:

**The Chained:** The Chained go into battle with each man chained to the prisoners next to, behind, and in front of him. Thus, they are unable to run after they incur any losses and so are used to hold ground. Members of this unit are taken from volunteers who have survived at least five years in the denomination.

**Lost Company:** The Lost Company consists of fully-armed slaves dedicated to the empire, made up of Atoned penitents who have proven themselves in The Chained and who wish to remain in the denomination.

thrown themselves upon Sedenya's mercy, seeking to purge their wickedness through penitence, mortification, labor, and humility. Joining is a voluntary choice — captured criminals rarely have the opportunity to enter the denomination; most are summarily executed or otherwise punished.

The worshipper surrenders his or her old life, property, and even name, serving the empire in work camps or penal regiments. Escaped slaves may also try to join as a desperate route to freedom.

The Penitentiary is a relatively small denomination — only a small proportion of all criminals embrace his pitiless ways. Most worshippers are novitiates; the few ordinates control the novitiates in their labors. Conditions are harsh for all members of the denomination, even those who administer it. There are many regulations that each penitent must observe, with penalties ranging from stoppage of rations or extra work to blinding, castration, mutilation, or the worst punishment — dismissal from the denomination back into the arms of the secular authorities.

**Entry Requirements:** None, but only fools or idiots would join if they did not commit a dire crime or sin before they surrender to the denomination.

**Abilities:** Endure Pain, Lunar Way of Danfive Xaron, Moon Eye, Novitiate of Danfive Xaron *or* Ordinate of Danfive Xaron, Self-flagellation.

**Virtues:** Penitent, Subservient, Tormented.

**Flaw:** Feared.

**Affinities and Feats:**

☒ **Endurance** (Deny Self, Ignore Hunger, Labor Tirelessly, Withstand Torment) (Available to ordinates only)

☒ **Penance** (Enforce Self-Discipline, Expel Hostile Spirit, Lash Self, Resist Temptation)

**Amulets:** Danfive amulets are always the fetters and chains that bind them.

**Secret: Atonement** (Each Dark Night of the Soul, the ordinate may pit this secret against a resistance based on the crimes he committed: success indicates that the Goddess has been merciful. The character may leave the denomination and join another Lunar temple, return to normal society, and make a new life. His brands and other symbols of mortification will disappear. Typical resistance would be 10W2 for murder or rape, 5W3 for tax evasion or treason. The only augmentations acceptable are denomination Virtues. After they leave the denomination, they may use their secret as an augment to resist falling back into a life of crime.)

**High Holy Day:** The Dark Night of the Soul (Gerraday/32) is a time when all of Danfive's worshippers are forced to face their sins and failings.

**Other Side:** Danfive Xaron's brooding Prison is an iron planetoid over the Moon. From it worshippers can

pass through the Door of Acquittal into Sedenya's Throneroom.

**Other Connections:** Danfive Xaron is one of the Seven Mothers. Joining Danfive Xaron automatically confers Lunar citizenship but with criminal status until released from penance. Thus, one gains protection from the secular authorities by being subjected to the worst of secular institutions—the prison system.

**Radiance:** Seven Mothers Council.

**Disadvantages:** Xaroni are branded, easily recognizable, and at best feared and excluded, at worst hated. The mortality rate is extremely high. Xaroni also acquire a geas, a divine taboo based on their crime. Thus, murderers generally acquire the geas Never Harm Lunar Citizen, rapists Celibate, and tax-evaders Own Nothing. Xaroni who knowingly break a geas or turn their back on the denomination become wanted fugitives, and they are cursed with the Nightmare Scourge. Achieving Atonement does not remove the geas.



## Danfive Xaron

"The Keeper of the Gate"



A very small aspect of Danfive Xaron, the Keepers of the Gate are required for all major Lunar and imperial rituals. Members of this denomination are bound by even more stringent geases than normal penitents, as they are not able to Atonement as Penitents are. Members have their entire life mapped out for them, including learning the Defend Otherworld Gate secret, which is the reason for their existence. This is a separate denomination from Danfive Xaron the Penitent.

**Abilities:** Maintain Watchfulness, Moon Eye, [Weapon style] Fighting.

**Virtues:** Dedicated, Steadfast.

**Affinities and Feats:**

☒ **Otherworld Combat**

(Blinding Light of the Moon, Coruscating Beam of Truth, Dread Not, Imbue Weapon with Power of Faith, Stand Fast in Face of Death)

**Amulets:** A mask of Danfive the Gatekeeper.

**Secret: Defend Otherworld Gate** (The hero suffers no Otherworld Penalties when defending a magical gate or other entry point into any Otherworld as long as he does not leave the area of the gate.)

**Holy Days:** The Gatekeepers are part of all major religious ceremonies that include Otherworld travel.

**Other Side:** The Iron Prison. (see above)

**Other Connections:** This is the Rebirth Ritual aspect of Danfive Xaron and is required for the continued existence of the empire.

**Radiance:** Seven Mothers Council.



## ☾ The Seven Mothers ☾

The Seven Mothers brought Sedenya back to Glorantha. When Peloria was in the grip of cruel Carmanian overlords, four conspirators came together in Torang to recreate “the worst thing that could happen to Carmania.” Their quest took the form of summoning back an ancient goddess, only dimly remembered, who had been dismembered during the Gods War. The original four were Queen Deezola, Irippi Ontor, Jakaleel the Witch, and Yanafal Tarnils. Two others were pressed into the ritual: the bandit chieftain Danfive Xaron, a captive; and the innocent child Teelo Norri, hauled in off the street at random. The seventh is only known as “She Who Waits,” a mysterious figure who led them through the Underworld. In 1220, they brought back the spirit of the Goddess, who incarnated in Her new body, thereafter known as Teelo Estara. In 1247, Sedenya regained Her immortality.

The Seven Mothers are worshipped in several different ways. At the margins of the empire, the Provincial Church works to bring the first light of the Goddess to the heathen. Rather than confuse outsiders with the full variety of Lunar theology, it offers a simple introduction through worship of the Seven Mothers. Just as they were responsible for Sedenya’s advent, so too do they bring Her words to outsiders. This cult is described in *HeroQuest*, page 112. As members of the Provincial Church gain in their understanding of the Lunar Way, though, they may be initiated to worship one of the deities. Thus, heathen warriors can turn to Yanafal Tarnils, just as healers and wise women can find a fitting new patron in Deezola.

Within the empire, however, the crass but necessary simplifications of the Provincial Church gives way to a complex and bewildering theological array. With the exception of She Who Waits, each of the Seven Mothers has become an immortal and is worshipped in one or more different ways.

## Daretyries

*Voice of the Goddess*



Daretyries once said, “Everyone needs to hear!” She devoted her life to her cause and earned herself worshipped immortality by learning every story she could about Sedenya and the Seven Mothers. She compiled several books, including *The 99 First Stories*, all narratives of Her life; and *Them Before Her*, the stories of the Seven Mothers before their conspiracy. But her most important work, *The Road to Liberation*, was magical, which helped her upon her own heroquest and return. Priestesses of this denomination are often found in the Seven Mothers Temples, Teelo Norri temples, and palaces and on the streets.

*Entry Requirements:* Feel the calling to missionary work.

*Abilities:* Good Ear, Lunar Way of Daretyries, Make Good First Impression, Moon Eye, Novitiate of Daretyries *or* Ordinate of Daretyries, Oratory, Ride, Scan Terrain, Speak [Language], Talk Easily to Strangers.

*Virtues:* Articulate, Curious, Empathic.

### *Affinity and Feats:*

- ✦ **Communication** (Communicate with Anyone, Penetrating Voice, Perceive Meaning, Question Assumption, Shake Prejudice)

### *Grimoire and Spells:*

- ✦ **The Road to Liberation** (Defend against Daimon, Defend against Essence, Defend against Spirit, Find Way in Essence Plane, Find Way in God Plane, Find Way in Spirit Plane, Rite of Lunar Purification)

### *Spirits:*

- ✦ **Story Spirits** (Each spirit is like the memory of a story: How to Be Good, The Animal Song, The Secret Gate, etc. Some are tales of failed hero questers, whose stories are often useful for hero questers to know.)

*Amulets:* Daretyries worshippers put their Amulets on intricately carved walking sticks.



**Secret: Tongue of the Goddess** (Gives a bonus equal to 1/4 of its rating to any ability used in the course of attempting to communicate with anyone. This can also allow limited communication with beings with whom real speech is not possible, such as animals and simple spirits.)

**High Holy Day:** Great Story Day (Rashoday/40), when worshippers retell the epic legends and myths of the Goddess from sunrise to sunset, taking neither food nor drink during that time.

**Other Side:** The House of the Voice is in Hero City.

**Other Connections:** Dareturies has close connections with the Way of Etyries.

**Radiance:** Mansion of the New Way.

**Disadvantages:** None in particular.



## Davadeezola

*The People's Queen*

Deezola, one of the Seven Mothers, was a ruler but became immortal as a healer. Her dynasty remained to rule Torang. Her granddaughter, seeking divine help to rule, obtained powers of rule that her grandmother had had and, to complete the family power, walked on the Otherside to make them accessible to others. She is now worshipped by women rulers everywhere in the empire.

**Entry Requirements:** Member of a Lunar denomination, female, in a position of social authority.

**Abilities:** Administration, First Aid, Lunar Way of Deezola, Moon Eye, Negotiate Agreement, Novitiate of Davadeezola *or* Ordinate of Davadeezola.

**Virtues:** Commanding, Compassionate, Confident.

**Affinities and Feats:**

- III **Build Community Spirit** (Calm Passions, Find Community Guardian ritual, Find Compromise, Reach Consensus, Soothe Emotion, Stop Argument)
- II **Social Command** (Impress with Presence, Inspire Follower, Know Needs of the People, Regal Aura, See Both Sides, Shame Dissenter, Speak Well)

**Amulets:** a crown or similar piece of ceremonial regalia denoting Queenship.

**Secret: Harmonious Authority** (Gives 1/4 its rating to any attempt to assert legitimate authority or reach a negotiated settlement.)

**High Holy Day:** Queen Day (Ulurday/23). The queen parades through the streets of her town or city, her path strewn with red and white petals. Most queens provide a feast for the townsfolk, provide some with new clothing, pay the taxes for the entire town for one day, or otherwise provide largesse to the people.

**Other Side:** The Harmony Throne Palace is in Hero City.

**Other Connections:** Davadeezola is part of the Way of Deezola, although its rites and powers are separate from those of her grandmother.

**Radiance:** Mansion of the New Way.

**Disadvantages:** As they are involved in politics, members are often considered fair game for dart competitions.

## Deezola

*"The Binder Within"*



Queen Deezola was a reluctant ruler of Torang in Rinliddi, a famed healer and Earth Priestess, and a noted patron of the arts. She took her father's seat after he was slain by Carmanians. As Carmanian oppression mounted, the peasantry turned to their lords for help. Deezola gave what aid she could to the rebels, including going among them personally with her healing touch.

Deezola's unproductive rebellion and her personal witness to the widespread suffering convinced her to undertake radical measures. She secretly assembled a band of equally skilled and desperate people and performed the "Forbidden Rite of Goyo," also called "Out of Hell" and "Nysy's Last Gasp." In the rite she was the Keeper of Vows, Avenger of Wrongs, and the Unshakable One, and her band is now called the Seven Mothers of the Goddess.

Deezola led her city during the Bold Rebel Period. She was the reigning noble among the many dukes of Rinliddi, and Teelo Estara upgraded her title to Queen. When Teelo Estara journeyed to the Other Side during the Long Red Night, Deezola went every day to prayer, and she continued to supply the sacrifices when so many others had grown discouraged. In the Reparture, or First Battle of Chaos, when the Carmanian knights crashed through the defenders and



*Deezola, who knits the ragged world into Peace*



## Erana Halfmoon

*The Sidewise Thinker*

Erana was a wise woman from Darsen who came to Rinliddi when she heard about Teelo Estara. She was convinced and became a follower of Teelo Estara during the Bold Rebel Period. She served her Goddess as astrologer, path reader, and a teacher. Instructed by Irippi Ontor, Erana proved her own knowledge and quickly became greatly skilled in all aspects of Sky lore. She undertook an abortive Self Voyage during the Great Blessing Period but did not Seven at that time. When Teelo Imara prepared for her Apotheosis in 1247, Erana was instrumental in setting out the sacred star circle for the ceremony. After the rise of Rufelza, Erana served Moonson by aiding the city planners of Glamour to follow the star course. She also guided Kana Poor to his revolutionary thesis of Cyclical Time that served as the foundation of the Chronomancer College.

Just before the terrible Jannisor Rebellion, Takenegi Moonson asked Erana Halfmoon to journey to the Sky and identify the unknown Southpath beings that had been interfering in his magical designs for the empire. Erana found her way to the goddesses' fires, defeated the interfering star folk, and solved puzzles of light and symmetry. She traveled back through the Ages of the Sky to view the first appearance of the Twinstars and further back to discover their heritage, learning that they were in fact daughters of an earlier incarnation of Sedenya. Thus, did she bring Erelia and Verelia into the Lunar Way. This was her true Self Voyage. Erana was a great traveler and visited all the celestial bodies in her life. During the false rule of Sheng Seleris, she hid at first, as did many others, but then she aided her emperor in his quest for weaknesses in the powers of the Stellar Warlord's impressive magics, ultimately pointing to the secret game moves that allowed the emperor to defeat his foe. For her key role, Erana became one of the New Egi. She is now worshipped by any Lunar who wishes to visit the sky and learn its mysteries through non-Solar means.

**Entry Requirements:** Must pass the denomination's examination of intelligence and adaptability.

**Abilities:** Know Stellar Myths and Paths, Lunar Way of Erana Halfmoon, Moon Eye, Novitiate of Erana Halfmoon *or* Ordinate of Erana Halfmoon, Predict Course, Sense Connections.

**Virtues:** Adaptable, Curious, Passionate, Stubborn, Studious.

**Affinities and Feats:**

■ **Sideways Thinking** (Comprehend Motive, Find Connection, Predict Possibilities, See Weakness, Sense Alternative)

○ **Starwalking** (Avoid Solar Powers, Sail Sky River, Sense Sky Guardian, Star Step)

**Grimoire and Spells:**

☉ **The Stars in their Courses** (Find Current Position of [Stellar Object], Identify Stellar Object, See [Stellar Object]'s Skypath, Sky High Sight)

**Amulets:** Erana's amulets are made from anything the hero wishes. The connection between the amulet and any magical properties it may have are known only to the hero.

**Secret:** **Stimulate Lateral Thought** (Gives a bonus of 1/4 of the ability rating to non-intuitive problem solving)

into the sacred site, they slew Deezola. But when Teelo Estara reappeared, Deezola rose from the dead and made her way among the wounded, ignoring her own suffering.

Afterwards, though skilled in statescraft and proud of her role, she grew increasingly dissatisfied with her purpose as leader. She left it more and more to her husband Banterus and later entirely to their son Aggaestara. She undertook the Full Seven Rites in order to provide the healing arts and virtues of the Lunar Goddess to the world. She died at the age of 87, and her body disappeared from its funeral bier, while her soul flew to the Moon in the form of a crimson-throated dove. Since then, Deezola has been worshipped as a patron of healing and healers.

**Entry Requirements:** A call to the healing arts.

**Abilities:** Chirurgery, First Aid, Herbalism, Lunar Way of Deezola, Moon Eye, Novitiate of Deezola *or* Ordinate of Deezola, Recognize Illness, Restrain Patient.

**Virtues:** Compassionate, Dedicated.

**Affinities and Feats:**

III **Heal Body** (Cause Sleep, Ease Pain of Wound, Ensure Peaceful Death, Heal Dying, Heal Injury, Stop Bleeding)

III **Heal Soul** (Heal Septessence, Help Others Disregard Flaw, Help Others Let Go of Past, Help Others Overcome Fear, Help Others Overcome Prejudice)

**Formulary and Spells:**

III **The Radiant Light of the Goddess** (Calm Mind, Cast Out Spirit, Forget Cares, Hide Memory, Restore Memory, Soothe Anger, Stop Worrying)

**Spirits:**

□ **Healing Earth spirits** (Healing Mud 17 to 12♣3, Set Bone Like Rock 12 to 15♣2, Sleep like Earth 13♣ to 7♣2)

**Amulets:** Deezola amulets are generally understated jewelry or designs woven into or embroidered on clothing.

**Secret:** **Empathic Healing** (Heal any type of wound or injury without an improvisational modifier. The wound is completely removed but must be assumed in full by the healer or another willing party, who cannot be healed by the healer's other magic. Even death can be reversed in this manner as long as the victim is still whole and someone is willing to die in the place of the victim.)

**High Holy Day:** Taking the Outside In Day (Lesilday/11) is a time for Deezola's worshippers to purge their own pains and take on and heal others' problems, worries, and woes.

**Other Side:** Deezola appears in both the Three-spine Tower in Ruby City and a wing of the Hospital. Her worshippers may freely pass between these sites or leave them to enter Sedenya's Throne or travel on the surface of the Moon.

**Other Connections:** Deezola is one of the Seven Mothers and has close connections with the worshippers of her granddaughter, Davadeezola.

**Radiance:** Seven Mothers Council.

**Disadvantages:** While not strictly forbidden, followers are discouraged from learning or using weapons or harmful magic.

*High Holy Day:* Erana does things differently, sideways. She has no a single, fixed holy day. Instead, each year she chooses a different day to be the Annual Project, and her worshippers seek to create the best hypotheses about what is significant and symbolic about that date. Prediction accuracy is subsequently matched against results, indicating who seemed to be most accurate to know the future.

*Other Side:* Erana Halfmoon lives in the Cosmological Conceptarium in Hero City on the Moon. She engages her eager students in lectures of stunning insight when they ascend to her lecture hall on holy days. Erana is also always present at the Egi Council, aiding Moonson in his daily tasks.

*Other Connections:* Followers of Erana Halfmoon often have friendly rivalries with other academics. Occasionally these rivalries become less than friendly. Followers of Erana are sought out by academicians who have reached dead-ends in their own research.

*Radiance:* Lunar University.

*Disadvantages:* Disliked intensely by worshippers of Solar cults, who see Erana as usurping Buserian's powers.

## Erelia and Verelia

### The Star Twins



The Star Twins are a pair of celestial Lunar deities who traverse the sky and the underworld, visible as a pair of small planetary bodies on the Southpath. In the First Wane, the barbarian leader Jannisor assaulted the empire and carved a path of destruction all the way into the wondrous city of Glamour. Erana Halfmoon traveled to the sky and revealed to Erelia and Verelia their Lunar Selves, so they helped the Goddess, and Jannisor was destroyed. Erelia revealed her Eloquence and showed the Sable Army their true Lunar selves, while Verelia distracted the leader, Jannisor, who was subsequently killed. This encounter is now called the Great Sable Recognition.

Not all of Glorantha recognized them as Lunar deities. Prior to their conversion by Erana Halfmoon, they were believed by many to be the children of either Nysalor or Gbaji and were called Saapur and Marada or Tanangar and Erestapagar. They were occasionally sacrificed to under these and other names, such as Bosjerina and Injerina, the Bad Sister and Good Sister of Dara Happan myths, usually without success. (Once, a sacrifice to them as Bosjerina and Injerina brought great benefits to the worshippers, but it could never be duplicated. The first sacrifice to Dergi and Pur was also greatly successful, as was the second, but the third sacrifice backfired so badly that they became known as Dergi and Pur, "the Traitor and Liar.") No one had dared a sacrifice to them in Dara Happa for centuries before their conversion.

Even before the rise of Rufelza, they exhibited a cyclic nature. Verelia pulsed from white to yellow and back again every ten days, while Erelia pulsed from white to "invisible" and back again every seven days. (Only the Buseri knew that she actually turned black, rather than invisible.) Once the Goddess rose, Erelia's pulsations changed, so that now she changes from white to red and back again in a cycle opposite that of Rufelza (i.e., she is red when the Red Moon is black, and white when the Moon is full).

The Twin Stars are unusual in that they provide two secrets to worshippers. Rather than selecting one or the other, however, ordinates of the Star Twins are able to learn both secrets, an exception to the normal rule that limits a person to a single secret in their lifetime. The ordinate may select either secret to learn first, then may learn the second when he has progressed in his understanding of the Star Twins (see Secret Requirements, below).

*Entry Requirements:* Preference is given to natural twins. If not a natural twin, the applicant will be assigned a "twin," either another applicant or a worshipper who recently lost her twin.

*Abilities:* Lunar Way of the Star Twins, Moon Eye, Novitiate of the Star Twins *or* Ordinate of the Star Twins.

*Virtues:* Appreciate Local Customs.

*Affinities and Feats:*

- ♂ **Speaker to Barbarians** (Captivate Crowd, Comprehend Barbaric Tongue, Impassioned Speech, Overcome with Lust, Sense Barbaric Sentiments)
- ① **Binary** (Communicate with Twin, Enhance Twin at Distance, Look Like Twin, See Through Twin's Eyes, Sense Location of Twin, Two Are One)

*Spirits:*

- ① **Planet spirits** (Hide in Darkness 12 to 17<sup>W</sup>3, See in Darkness 15 to 14<sup>W</sup>2, Star Walking 12<sup>W</sup> to 12<sup>W</sup>3, Stay on Path 2<sup>W</sup> to 15<sup>W</sup>)
- ① **Twinstar spirits** (Create Temporary Reality 17 to 5<sup>W</sup>2, Ignore Distractions 13 to 7<sup>W</sup>, Reveal Secrets 10 to 13<sup>W</sup>2, Seduce 16 to 18<sup>W</sup>)

*Amulets:* Silver jewelry, which pulsates with light on the same schedule as one (sometimes both) of the Star Twins.

*Erelia Secret: Deadly Distraction in Crisis* (This ability can be used against an enemy to impose a penalty equal to 1/4 the secret's rating.)

*Verelia Secret: Eloquence with Barbarians* (This ability can only be used on non-imperial subjects. It gives the user a bonus equal to 1/4 the secret's rating in any non-violent dealings with "Barbarians.")

*Secret Requirements:* To learn either secret, the ordinate must know one of the Star Twins' magical abilities, *Sedenyic Philosophy*, and either *Moon Eye* or *Ordinate of the Star Twins* at 1<sup>W</sup>2 each. To learn the second secret, the ordinate must also know a second magical ability and the other of *Moon Eye* or *Ordinate of the Star Twins* at 1<sup>W</sup>2 each. Thus, to possess both secrets the ordinate must have a total of five abilities at 1<sup>W</sup>2 each.

*High Holy Day:* Twins Day (Ulurday/17) is a celebration of the Twins' victory at Glamour, known to much of the empire as the Grand Sable Conversion. It is marked by huge military parades around the capital and other major cities, with each unit cheering the Twins as they pass the main city gate. Worshippers of the Twins wear red turbans that day and are greeted with deference wherever they go.



*Other Side:* The Star Twins' palaces are their planets in the Sky Realm. However, on the Moon the Hero City is their lunar residence, the Twin Palace, which has two rooms that are simultaneously there and in their celestial homes. From it worshippers may exit to the Sky or the Underworld (depending on the planets' current location), into the Hero City on the Moon, or into the Golden Age. After death, worshippers join the goddesses in their joyful service to Sedenya and are served by the souls of all the barbarians that they converted to the Lunar Way.

*Other Connections:* This denomination is actively supported by the emperor, especially as an aid to the proselytizing of the Provincial Church. Its small size means that they are an adjutant rather than a competitor to the Seven Mothers. This denomination is respected by the Sable Riders of the Hungry Plateau but are not usually directly worshiped there, although they are popular among the newly-converted Sable Riders of Prax.

*Radiance:* New Flock.

*Disadvantages:* The Binary affinity only works with the worshipper's twin, natural or assigned. If the twin is killed, the surviving twin loses use of the Binary affinity until she gains a new "twin". Many leave the denomination rather than be assigned a twin in that case.

## Etyries

*Herald of the Goddess*



Etyries began as a merchant, but when she heard the animals sing, she went to the source of the sound and was one of the first humans to see the newborn Teelo Norri, and she immediately converted to the Lunar Way. She gave the first gifts to her, an infant in a cradle. She was an avid student and quickly understood the message of compassion and freedom. During the Bold Rebel Period she wandered the lands, spreading the goddess' message of liberation so that many came to Her and joined the rebellion against the empire. She would bring gifts of food and freedom to the slaves and bring them back to Torang to hear the goddess' message.

Etyries developed abilities to traverse difficult physical and spiritual terrain to travel deep into Carmanian lands, sharing the good news of the birth of the goddess. She made many covert converts who served as sources of information about Carmanian movements and who grew to be a resistance movement that harassed their communications.

During the Long Red Night, when the Carmanian armies poised to crush the lands of the Goddess at the First Battle of Chaos, the Seven Mothers gathered to seek her and guide her back to her people. They called the greatest pathfinders in the land to scour the Otherside for signs of the goddess. Etyries volunteered, left the prayer circle, and entered the Other Side. She found the trail of the Goddess but was unable to follow it far. She returned to tell the Mothers. Her information convinced Yanafal Tarnils to undertake his quest, swearing to "...go where no peddler is expected to go."

During the Great Blessing Period, Etyries sat at the feet of the Goddess to learn why she had not been able to find Her on the Other Side. She was a great student and learned many secrets, and she was the first person to undertake the Self

Voyage. She succeeded when she went to the Pit of Challenge and returned with the Words of Wisdom. She was challenged by many, who denied her accomplishments, and because she spoke with the Voice of Rufelza, she proved her immortality. She taught this to others, so they could also undertake the rite. Thus, she created the core rite where immortality is proven.

Afterwards Etyries traveled among many people and places and used the mysteries of the Lunar Way to bring these people together and to show them how to communicate and trust each other. Etyries used to sit in a place in the open and hold forums as the Goddess had done. She established the Wisdom Trade, wherein people could learn from her and each other. This method formed the basis for other trade, which Etyries Engborn used to promote trade.

Etyries departed the world during the Second Wane. Since then, her worshippers have divided themselves into three subdenominations—Communicator, Pathfinder, and Trader—depending upon their abilities and specialties.

*Entry Requirements:* The successful applicant must take three tests: bargain successfully with a member of the denomination; be taken into the wilderness and find her way back to the temple within a stated period of time; and hold a conversation in at least three different languages. An applicant need not pass the test perfectly if she shows trainable potential.

*Abilities:* Lunar Way of Etyries, Make Good First Impression, Moon Eye, Novitiate of Etyries *or* Ordinate of Etyries, Read Map, Ride, Scan Terrain, Speak [Language], Staff Fighting.

*Virtues:* Adventurous, Curious.

*Affinities and Feats:*

- ☞ **Discovery** (Encourage Trust, Find Hidden Paths, Interpret Spoken Language, Learn Local Gossip)
- ☞ **Travel** (Calm Pack Animals, Detect Ambush, Endurance, Read Trail)

*Amulets:* Etyries worshippers carve the runes of her denomination into all their travel gear.

*High Holy Day:* Worshippers of Etyries from across Glorantha join in a single, otherworldly exchange of goods and news for The World Fair (Lesilday/39).

*Other Side:* Etyries' Emporium is on the outer edge of the Cerise City. Here worshippers plan, equip, and set out on their expeditions of Otherworld trade and exploration.

*Other Connections:* Etyries has ties to most Lunar ways, for her worshippers travel the empire and surrounding lands and bring news and needed goods to Lunar temples. Etyries is closely associated with the Seven Mothers, especially in the Provinces. Her worshippers are welcome at most Seven Mothers temples and may call upon them for aid.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Members of the denomination, especially the Engborn subdenomination, are often at odds with the Solar Lokarnos cult. A number of Dart Wars have been fought between rival trading groups. As a result, members of the denomination are usually viewed unfavorably by Solar traders and administrators.

## Subdenominations of Etyries



### Etyries the Trader

Etyries traded knowledge for wisdom, and that is the message of the subdenomination of Engborn the Trader, also called, outside of the denomination itself, Etyries the Trader. Engborn was a barbarian merchant from the provinces who became a personal friend of Etyries. She converted to the Lunar Way and, true to her original worship, sought more material goods. When she became immortal, she applied the magic she gained to that end, and now she is the patron of most Lunar merchants.

**Abilities:** Evaluate Trade Goods, Haggle, Keep Accounting Records, Load Pack Animal, Ordinate of Engborn the Trader, Smooth Sales Patter.

**Virtues:** Entrepreneurial.

**Affinities and Feats:**

✦ **Trade** (Assess Others' Wealth, Convince Buyer, Convince Seller, Enchant Silver ritual, See True Value, Ward Marketplace ritual)

✧ **Travel** *additional feats:* Secure Trade Goods, Sense Direction of Nearest Market.

**Amulet:** A counting-book and/or quill pen

**Secret: Equal Exchange** (Gives a bonus equal to 1/4 of the secret's rating to any ability used in the course of attempting to get a fair or equal exchange of any kind—goods, services, information, etc.)



*Etyries Blesses a Lord. Note that the actual blessings, the poured liquid, goes directly to the worshipper, while the silver coins are just a distraction.*

**Holy Days:** Worshippers of Engborn the Trader celebrate her Self Voyage on Uncovered Secrets Day (Zayday/42) and her immortalization on International Market Day (Zayday/1). Outside of the Heartlands, these rites are often greater and better attended than the local World Fair Day rites, leading many non-Lunars to believe that they are the high holy days of Etyries herself.

**Other Side:** Engborn's Crossroad is in the center of the Cerise City on the surface of the Red Moon. After death, her worshippers join her and travel across the Moon, visiting every place and trading their immortal goods between residents while they await their turn to enter the Rebirth Chamber.



### Etyries Communicator

This is the subdenomination for those who dedicate themselves to following Etyries in her role as communicator and herald.

**Abilities:** Good Ear, Ordinate of Etyries Communicator, Oratory, Talk Easily to Strangers.

**Virtues:** Articulate, Empathic.

**Affinities and Feats:**

✦ **Communication** (Communicate with Anyone, Penetrating Voice, Perceive Meaning, Question Assumption, Shake Prejudice)

**Amulet:** Most Communicators wear distinctive clothing.

**Secret: Tongue of the Goddess** (Gives a bonus equal to 1/4 of its rating to any ability used in the course of attempting to communicate with anyone. This can also allow limited communication with beings with whom real speech is not possible, such as animals and simple spirits.)



### Etyries Pathfinder

Etyries was never one to keep to the safe and well-known route; she gloried in finding new ways, both to travel and to live. This subdenomination is for those who would explore both Glorantha and their own lives in the name of the Goddess and out of a sheer passion to find out what lies beyond.

**Abilities:** Draw Accurate Map, Find Way Through, Load Pack Animal, Ordinate of Etyries Pathfinder, Remember Route.

**Virtues:** Wanderlust.

**Affinities and Feats:**

✧ **Explorer** (Accurate Memory of Path, Identify Easiest Path, Identify Safest Path, Predict Danger on Route)

**Amulet:** a map case and pens.

**Secret: Find New Road** (Automatically find a new route between two known places, whether through a forest or out of a cell—this does not mean that it will necessarily be an easy one, only possible.)

## Heroes of Etyries

### Alkun the Merchant

Alkun found the magic of Etyries to be inadequate for his task as a merchant. He petitioned his Goddess for help, and she instructed him to undertake the Self Voyage. He entered upon it from her Emporium in the Otherside, and he overcame the rival god called in the rituals My Trade.

Alkun's hero denomination is for the regular merchants and storekeepers of the empire, who draw their satisfaction from meeting demands and accruing profits in the name of Etyries the Trader.

*Abilities:* Bookkeeping, Lug Goods, Predict Demand, Remember Stock.

*Virtues:* Contented.

*Affinities and Feats:*

☞ **Discovery** *additional feats:* Spot Thief.

⚡ **Trade** *additional feats:* Entice Buyer, Secure Shop.

### Orvenus Speak-the-Words

Orvenus was a Carmanian hazar, a dedicated and unswerving warrior, until he heard the words of the Goddess. He renounced his old faith and ways and became an indefatigable and fearless missionary, taking those words to the unenlightened wherever they were, from palaces to mud huts, from uz caves to Heortling steads. Frustrated at being unable to perform flawlessly, he undertook the Self Voyage and found himself challenged by the demon called You Don't Know. He proved that he did know and returned with new feats to help in the missionary task.

Worshippers of Etyries can only learn Orvenus' secret if they have never learned another secret before. They must already be an ordinate of one of Etyries' other subdenominations, usually Etyries Communicator, but may learn Orvenus' secret instead of the subdenomination secret as long as he knows either the Communication or Discovery affinity at 1<sup>W</sup>2 or better.

*Abilities:* Clear Voice, Preach, Scimitar Fighting, Sincerity, Stamina.

*Virtues:* Passionate, Persistent.

*Affinities and Feats:*

⚡ **Communication** *additional feats:* Influence Emotions, Share Belief.

☞ **Discovery** *additional feat:* Understand Foreign Faith.

*Secret:* Heroform Orvenus (*Significant Abilities:* Convince Other 5<sup>W</sup>2, Fearless 3<sup>W</sup>2, Oratory 12<sup>W</sup>3, Sincere 19<sup>W</sup>2)

## Eyzaal

*The Entropic Alchemist*



The new faith of Irippi Ontor attracted many minds of great vision and clarity. None were more imaginative and unconventional than Eyzaal of Elz Ast. The knowledge of the world was laid at his feet in the great universities and libraries that sprouted in the great intellectual ferment caused by the rise of the Goddess. Eyzaal saw possibilities beyond the widest horizons. His minor thesis explored the integration of entropy—an aspect of chaos manifestation—and the Material Plane. His major thesis concerning the nature of the universe and the effects of entropy on the God Plane or the nodal net so disturbed his priests that he was officially cautioned. Ignoring their conservative advice, Eyzaal went on to perform private experiments concerning integration and the energies resulting from such activity. During this period he met and befriended Makabaeus and other sorcerers, finding that their beliefs made more sense to him than the theism of Irippi Ontor. He abandoned other immortals in favor of a pure sorcerous approach to the Lunar Way.

Eyzaal became infamous for his experiments and ideas. He eventually gained imperial funding and support from Takenegi Venerabilis after he sent the emperor some delightful exhibits for the Hideous Zoo. In 6/29, Eyzaal completed his greatest act of transformation before his gathered followers. He infused himself with entropic energy using his new Entropy Injector and rose to a higher plane of existence, one with energy and the node for his School. The node is on the Moon.

The School enjoyed its greatest support from the Emperor Reclusus, who was so intrigued that he led the first of many expeditions into such chaos strongholds as Dorastor to collect samples for experiments. Reclusus also initiated the



*Lunar Alchemist. Working with herbs, refined animal parts and exotic minerals is natural for the alchemists. Not all worship chaotic Eyzaal.*

Lory Island project in the hope that it could provide a future source of power for larger Temples of the Reaching Moon and an extended Glowline. Despite this support, the emperor has never allowed the School to operate autonomously; in fact, the Ruby Religion Radiance was originated by the emperor partly to keep an eye on the School.

The main chapter house of the School is perched on the inner rim of the Crater, reachable only by a very narrow road passing beneath the rim. There are also a heavily guarded chapter house on Lory Island off of the coast of Joranit, where strange and secret experiments are undertaken, and a small research site at the fields where the Nights of Horror was fought, which investigates the effects of the huge discharges of Entropic energy there.

The School selects people at an early age, usually from a low bloodline but with high intelligence, and trains them at the School's expense. They consequently tend to be fanatically devoted to the School and to Rufelza. Eyzaal sorcerers are infamous for their experimental methods and the unforeseen and often disastrous side-effects of their research. Ten or twelve deadly, devastated sites across the empire mark their failures. Most outsiders regard their experiments as "dealing with chaos." Their ignorance is to be pitied but often leads to unfortunate violence against Eyzaalists.

*Entry Requirements:* Must have an open mind and not be squeamish about projects that are good for the empire but may involve dire human cost.

*Abilities:* Alchemy, Lunar Way of Eyzaal, Moon Eye, Novitiate of Eyzaal *or* Ordinate of Eyzaal, Read New Pelorian, one specialized [Research Skill] (e.g., Extrapolation, Mathematics, Vivisection, etc.), Think the Unthinkable, Write New Pelorian.

*Virtues:* Experimental, Ruthless, Unsentimental.

*Grimoires:*

❧ **The Book of Entropy** (Accelerate Decay, Contain Entropy, Drain Energy, Open Entropic Portal, Reflect Entropy)

Y **The Book of Fearless Investigations** (Certainty when Challenged, Dismiss Assumption, Dissect, Feel No Fear, Render Into Component Parts.)

⌘ **The Book of Integrations** (Combine Matter, Control Material, Entropy Reaction, Infuse with Strength, Integrate Differences)

*Amulets:* Eyzaal's amulets are made of silver and crystal vials filled with caustic, corrosive, or chaotic liquids and powders. Smashing an Eyzaal amulet is not recommended, though it has been used as a means of last resort.

*Secret: Infuse Chaos* (Using laboratory procedures and rituals, the hero is able to infuse a test subject with entropic energy. Success may be as varied as granting a single Chaos Feature to completely warping the subject and turning it into a ravaging monster. So far there is no known method to accurately predict what using this secret on any particular subject will do.)

*High Holy Day:* Transformation Day (Rashoday/13) commemorates the day that Eyzaal stepped into his Last Circle and created his node, from which he never returned to the Mortal World.

*Other Side:* Laboratory Node, on the Moon Hellbore.

*Other Connections:* The School receives imperial patronage, and all members and facilities are heavily guarded by imperial troops.

*Radiance:* Ruby Religion.

*Disadvantages:* Disliked by everyone who cleaves to the old ways and who believes, contrary to the illustrated pamphlets distributed at the School's expense, that Entropy is somehow "bad." Eyzaal sorcerers are prone to falling prey to various entropic beings or overly successful experiments.



## Felkenna

*The Faultless Wife*

Takenegi Rufus romanced many women, all of whom (except Alvi Tran) he won. So too, many wooed him. Most he turned aside with gentle grace and mannered resolution, for what they sought was not him but the power, security, and majesty that he represented. Among all these stories, however, the romance of Rufus and Felkenna is famed across Peloria.

As soon as she saw him, this Dikorian peasant girl knew with utter certainty that she was right for him and he for her. Three times she tried to approach him and catch his eye, each time to be turned aside by guards or courtiers. She realized that to be worthy she needed to Know, and so she set herself to learn everything of the Lunar Way. She studied, practiced, worshipped, and purified herself. In her efforts, she decided mortal pursuits were worthless, and she wished instead to become a member of Sedenya's heavenly host. She presented herself before the Goddess after many years of effort. When she was approved, Sedenya Herself asked, "Would you stop now? Or find a greater Glory?" She returned to the world.

One day, as the emperor's procession passed in triumph through Yovuth, his horses reared. Bodyguards leapt to defend their charge, soldiers cursed, and onlookers cried out with alarm and surprise. Yet Rufus raised a hand, and all were still and silent. Then he stretched it to the young maiden where she stood in his path, silent and unassuming. She took it, stepping into his chariot and his life. He dismissed his concubines and courtesans, and for 49 years he and Felkenna lived together in bliss. She bore to him the Felkennite Triplets, each of whom later ruled a city in Dikoria.

Now Felkenna is worshipped across the empire as an alternative role model to the meek and passive women of the Solar order. She is both lover and mother, passionately forward and also gently nurturing. Indeed, many women who still follow the more traditional role also keep one of the distinctive flat disks of red aventurine that are her symbol as a secret sign of hidden depths and passions.

## The Heavenly Host

Many men and women lead holy lives, pious while still fulfilling their everyday obligations. Many of these are blessed after death by being invited to join into the Heavenly Host of the Moon, where they bask in the presence of Sedenya. In her Throne Room they sing Her praises, serve the court, and otherwise enjoy a life of bliss before they are reborn.

During life, some people set out to join this host, dedicating their lives to it alone. If they have no other duties or obligations and are thus able to dedicate their lives to this, then many qualify and become one of this anonymous yet blessed host.



*Entry Requirements:* Open only to women.

*Abilities:* Assess Character, Feminine Wiles, Know Family's Ways, Lunar Way of Felkenna, Moon Eye, Novitiate of Felkenna *or* Ordinate of Felkenna, Nurture Children, Teach Children.

*Virtues:* Caring, Maternal, Passionate, Sensuous.

*Affinities and Feats:*

✕ **Lover** (Aid Contraception, Arouse Passion, Catch Man's Eye, One More Time, Scrub Up Nice, Sense Lover's Compatibility)

✕ **Mother** (Aid Conception, Bless Birth, Dry Tears, Find Own Child, Heal Child's Hurt, Heal Own Husband's Hurt, Sense Mischief)

*Amulets:* Most Felkenna worshippers embroider their clothes with good-luck runes. Some go so far as to weave them into their cloth.

*Secret:* **Family Blessing** (The worshipper may ignore multiple target penalties when casting magic upon members of her immediate family.)

*High Holy Day:* Wedding Day (Lesilday/3) commemorates the day on which Felkenna and the emperor were married and is the most popular day for weddings for Lunar citizens.

*Other Side:* As befits the favorite wife of Takenegi Rufus, Felkenna has the large Beautiful Villa in Glamourela outside the city, whose rambling grounds are full of sheltered groves for lovers' trysts, clearings in which children can play, and flower beds in which grow healing and beautiful plants and herbs.

*Other Connections:* Felkenna has many connections to the various "Husband Cults" of the Empire. Worshippers are prized by their husbands.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Worshippers are seen as forward wantons by prudish Solars.

## Fereshor

*The Polemarch*



Fereshor served Yanafal as an adjutant during the campaigns to liberate Dara Happa from the Bull Shah. He created the first officer school in the empire, and his treatise on the Goddess' victories is still taught in the university in Torang. His theories in military magical coordination predicted the vexilla, a military unit formed of sub-units from different regions in the empire. He discovered the vexillan lares, illuminated Lunar beings that could ignore religious distinctions and coordinate magic within mixed military units. Gidlo of Our Lady's House was the first commander to actually implement Fereshor's theories to produce what is now recognized as the modern vexilla.



*Signifer of the Full Moon Corps*

Fereshor underwent his Self Journey after the defeat of Jannisor. His courage and faith were tested in both the Underworld and against hordes of Storm daimones and Horse spirits. He bravely led a band of Lunar heroes that trained in his methods, eventually proving the truth of his way. These heroes became the first recipients of vexilla lares, and from them is descended the current system of vexilliae used throughout the empire.

*Entry Requirements:* Military experience, Tactics 17.

*Abilities:* Army Tactics, Evaluate Terrain, Lunar Way of Fereshor, Moon Eye, Novitiate of Fereshor *or* Ordinate of Fereshor, Oratory.

*Virtues:* Analytical, Combative, Confident, Flexible.

*Affinities and Feats:*

✞ **Army Support** (Block Magic Scout, Coordinate Magic, Destroy Enemy Morale, Perceive Friendly Strength, Raise Courage, See Enemy Weakness)

† **Personal Combat** (Charge of the Ram, Empower [Weapon] with Death, Stand Against Many, Strike Ghost)

⚔ **Polemarch** (Invoke Obedience, Mask of Command, See from Above, Send Command)

*Grimoire:*

✞ **Magical War, On the Making of** (Assume Command of Vexilla, Enchant Silver ritual, Transfer Command of Vexilla ritual)

*Amulets:* A silver scimitar.

*Secret:* **Summon Vexilla Lares ritual.** (The hero may perform the ritual to summon a lares and create a vexilla.)

*High Holy Day:* Officer Day (Nathaday/12). Regiments parade the colors, sacrifice to the lares or Regimental Guardian, and remember the Honored Dead.

Military Parades are held in major cities.

*Other Side:* Fereshor's worshippers join him at Polemarch Hall in the New Fort after death.

*Other Connections:* This is a denomination of officers, closely connected to Yanafal Tarnils. All vexilla were created by members of this denomination, and members know the rituals to regain control of a lares should they deem it necessary.

*Radiance:* Army of the Moon.

*Disadvantages:* Members of the denomination are enemies of Storm and Horse. Enemies with magical perception can see this enmity and often will attack the Fereshori in preference to other targets.



## Fjordaur

God of Holy Murder



Fjordaur was a follower of Ratakar, the Pelandan Murder God, son of JagaNatha. Before the Goddess, Ratakar was primarily worshipped by the peasants of Pelanda, whose secret cult defended them from nobles and anyone else who would wrong them. He was a vengeful god, who had learned to kill with his hands after Ganesetarus had stolen his Death Dart. The cult was always small and very secretive.

Fjordaur was a leader in the cult who sensed a great threat in the new goddess, came from the shadows, and served the Carmanian Shahs Bisodakar and Yanistar in their battles against Teelo Estara. When Teelo Estara entered Raibanth, Fjordaur used Ratakar's Dance of Night to secretly enter the goddess' bed chamber and laid his massive hands upon her neck. But when she turned to him, he saw his god's mother, JagaNatha, staring back at him and then realized that Ratakar was a son of Sedenya and that he could no more slay Rufelza than slay his own god.

Fjordaur fell to his knees and begged for mercy and, when forgiven, worshipped her. He joined the Lunar Way, and he set about serving his new Goddess with a fervor. Fjordaur ranged the length and breadth of the empire's new lands and throughout Carmania, throttling the Goddess' foes. He was fanatical, undertook the Self Voyage, and was sent back to fulfill it, so he entered his own former secret temple to convert his fellows, and after the battle they were either Lunars or dead. He effectively destroyed that cult and replaced its god with himself.

When the Assassin's Wars was instituted, Fjordaur trained new a new core of assassins to serve the empire. When the Moon rose, he found that he could walk secretly through the moonlight easier than he could ever walk through the darkness.

Fjordaur left the world and ascended to the Moon after throttling Barsemus, the False Heiropant, during the Blood King's War. He is now worshipped by a small denomination of assassins and ritual murderers, who slay people to appease their god and his mistress.

His followers disguise themselves as innocent itinerants, concealing their true nature behind a visage of disguise and falsehood. They are encouraged to learn and practice a trade, such as entertainer, merchant, or courtesan to lull their victims and travel the countryside in peace.

**Entry Requirements:** A strict vow of secrecy and obedience.

**Abilities:** Disguise, Lunar Way of Fjordaur, Moon Eye, Novitiate of Fjordaur *or* Ordinate of Fjordaur, Prepare Ambush, Strangle, Strong Hands.

**Virtues:** Fastidious, Ruthless.

**Affinities and Feats:**

- † **Arms of Death** (Crushing Hold, Grasping Hands, Grip of Iron, Slippery Skin)
- ① **Moon Dancer** (Climb Moonbeam, Dazzle with Moonbeam, See in Moonlight, Unseen in Moonlight)
- ⚡ **Voice of the Deceiver** (Alter Stance, Change Voice, Innocent Visage, Who Me?)

**Amulets:** Tattoos which are normally hidden under their clothes.

**Secret:** **Stop Breath** (Can be used during any strangling attack. If the target is reduced below 0 AP, it dies.)

**High Holy Day:** Fjordaur's grim worshippers dance The Silken Dance on Gerraday/28. Scores are settled, religious hierarchies cleansed, and the skill of all worshippers are tested in a night of ritualized and often fatal re-enactment and hide-and-seek.

**Other Side:** Rufelza raised a house for Fjordaur on the shrouded Island of Death in the Ocean of Despair upon the Red Moon. There, he and his followers practice their arts and perfect their skills upon those of his followers who failed in death. His followers come to this place of perfection after death, willing to endlessly kill or be killed for his glory.

**Other Connections:** Sanctioned by imperial authority and the all-inclusiveness of the Goddess, where even Murder has its place. His denomination is often hired by those who wish ritual killings done without drawing blood.

**Radiance:** Lunar Carmanian Church.

**Disadvantages:** Mistrusted by many, obviously.

## Gerra

The Suffering Black Moon



Sedenya became Grief, persevering through oceans of suffering, battling over mountains of pain. As the source of suffering, she can inflict it, and with her chant "To live is to suffer, but to suffer is not to live," she releases it. For those caught between the start and ending of grief, she provides endurance, the hope that pain will diminish with time, and the message that the future might be better.

**Abilities:** Endure Pain, Feel Others' Pain, Lunar Way of Gerra, Moon Eye, Novitiate of Gerra *or* Ordinate of Gerra, Retain Dignity, Rise Above Grief.

**Virtues:** Empathic, Stoic.

**Affinities and Feats:**

- ① **Moon** (Cut Otherworld Entity, Defend against Magic, Enchant Silver ritual, Recognize Open Way, Return to Moon from Otherworld)

**Scripture:** *To Live is to Suffer*

- ✂ **Special Blessings:** Be Brave, Cope Without Rest, Healing Tears, Ignore Pain, Make Aware of Suffering, Take On Others' Pain.

**Spirits:**

- ☹ **Grief spirits** (Anguish of Loss 18 to 10W, Heart Breaker 15-5W, Inconsolable Grief 12W to 5W2, Little Hope 9 to 17)

**Amulets:** Gerra amulets are normally broken and tattered bits of old finery.

**Secret:** **Suffering is Not Life** (Gerra teaches not only how to bear pain in silence but when to release it. This can be used to aid others' attempts to bear pain or reversals stoically or as an attack, bringing up another person's hidden and buried suffering and sadness to the surface in a fit of screaming, tearful anguish. While cathartic and personally liberating, it can also be inconvenient in, for example, the midst of a battle.)

**Secret Requirements:** *Sedenyic Philosophy*, the *Moon Affinity* or *To Live is to Suffer* Grimoire; and one ability specifically related to a personal tragedy experienced by the ordinate, all at 1W2 each. This last ability could be a personality trait, a physical disability, or even a relationship.



## Glamour

### City of Living Dreams

Glamour was raised by the Red Emperor in one night, created of Moon stuff and world stuff in equal measures. The city itself, every rock and roof and gutter, is part of the body of the powerful “nymph” of the city. Buildings are her organs, towers are her eyes, and plazas her ears, while the Glamorous Living Police are her fingers and her toes. Her mere existence is her Blessing, always given.

*Magic:* The “Nymph of Glamour” functions as the guardian for the city and receives adoration and all other forms of worship from all citizens of and visitors to that great city, but she provides no other magic.

*High Holy Day:* **Glamour Day** (Veriday/6) commemorates the day the Red Emperor first led the High Initiates in the Dance of Returns and thus “drew upon the world the plans and dreams where they could live.”

*Other Side:* Glamour exists both on Glorantay (the Surface World) and on the surface of the Moon.

*Other Connections:* The city of Glamour is the First Inspiration of Moonson



## Gortania

### The Lucky Charioteer

Gortania is the patroness of Lunar charioteers. She was Great Sister's charioteer in the Second Wane and began racing to show up the Dara Happans. She introduced her own magic which allowed her to change the track during the race. Through the Goddess's blessings, she never lost a race and gained the nickname, “the Lucky.” To achieve immortality, she defeated the chariot of the Sun in a race. Gortania is worshipped by chariot drivers and racers across the Heartlands, as well as some gladiators who see her as the Goddess of Victory.

*Entry Requirements:* Place within the top three finishers in at least three chariot races.

*Abilities:* Dance on Chariot, Lunar Way of Gortania, Moon Eye, Novitiate of Gortania *or* Ordinate of Gortania, Race Chariot, Spectacular Balance.

*Virtues:* Competitive, Confident, Playful.

*Affinities and Feats:*

♂ **Charioteer** (Firm Footing, Speed Chariot-team, Steady Chariot, Unflagging Endurance)

♂ **Mutatus** (Shift Obstacle, Smooth Ruts, Subside Earth, Wheelbreaker)

*Amulets:* Most often a piece of leather armor, such as an armguard.

*Secret:* **Lucky Racer** (The secret provides a bonus of 1/4 its value to augment any ability used in a competition where the ordinate has successfully used her Charioteer or Mutatus affinity.)

*High Holy Day:* Chariot Day (Gerraday/16) is the opening day of the Celestine Games, when Gortania receives a great sacrifice from the hand of the emperor himself.

*Other Side:* Gortania's chariot is her holy place, and she gallops about the Moon, racing her worshippers in their own chariots. She is often found at the Arena on the Moon.

*High Holy Day:* On Suffering Day (Gerraday/36), Gerra's worshippers fast all day, forgive those who have wronged them, and ask forgiveness from those they have wronged.

*Other Side:* The Island of Grief is a large, barren, rocky island on the Moon, almost indistinguishable from the waters of the Ocean of Despair. On the island is the City of Sorrows, filled with people who are never sad. In the exact center of the city lies Gerra's Pit, a dark spot visible even when the shadow covers the Moon. This deep, four-sided pit has many steps leading down to the bottom. After death, the Blessed Ones of Gerra live in perfect bliss at the bottom of this “inverse pyramid.”

*Other Connections:* Gerra is a face of the Moon. Worshippers sometimes can be found ministering to Danfive Xaroni or staffing their Hospitals for Incurable Grief.

*Radiance:* Great Moon Radiance.

*Disadvantages:* Worshippers are both pitied and feared by those around them. Few have a normal life.

## The Inspirations of Moonson

Four times since his creation, the Red Emperor has been inspired to bring forth a phenomenon of previously unknown wonder. These are called the Inspirations of Moonson.

The First Inspiration was the city of Glamour. Takenegi foresaw the need for a new imperial capital. After Rufelza ascended to the heavens, he and a coterie of wise folks laid out the city, which grew of its own accord upon the rim of the Crater and around the base of the Bridge that led to that high city. Subsequently the Lower City was built about the Tower of Stairs, which leads to the arching Silver Bridge that links to the Upper City.

The Second Inspiration was Yara Aranis. When Takenegi was beset by his Other, the demon Sheng Seleris, he needed a divine ally to weaken the foe. Takenegi allowed himself to be defeated and cast into the Pentan Hell, where he seduced the worst demon of their pantheon. Yara Aranis was their child, who is now worshipped in the Temples of the Reaching Moon across the empire.

The Third Inspiration was HonEel. Takenegi foresaw that a mortal being was needed to rejuvenate the empire after the extensive depredations of Sheng Seleris. He married and lived humbly with a mortal woman in Doblian, and when she was pregnant, he left her and continued his struggle against Sheng Seleris. HonEel sought him out, accomplished her tremendous deeds, and improved the empire before she obtained true immortality through her Self Voyage, and she is now widely worshipped.

The Fourth Inspiration is JarEel the Razoress. She is the daughter of Jurestina, a noble of the lineage established by HonEel. JarEel is living now, a young woman of extraordinary abilities and tremendous potential magic. She has yet to prove herself completely, but the potential of her powers promises great deeds yet to come.

*Other Connections:* By virtue of their similar entertainment, she is associated with Grevlar the Gladiator.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Gortanians also face the disapproval of Dara Happans. However, they are favorites of Lodrilites, who are amused by anything that shames their overlords.

## Grevlar

### The Unconquered Gladiator



Born a Brolian, Grevlar was sold into slavery after his family was slaughtered by raiding Carmanians. He was brought to Glamour, where he worked as a laborer building many of the fine new additions to the imperial arena. For years he worked, doing great labors, until he reached manhood and stood tall and as broad as an ox.

He was taught to fight in the arena and quickly mastered many styles of combat. Grevlar was pitted against a wide variety of opponents, including Ardash the Archer, who shot so swiftly that Grevlar had four arrows in him before he cut off his foe's head. He defeated Teurneik Thick-as-a-Bull, who was so strong he used the axle of a war chariot as a bludgeon. The Oozing Moth, Binr the Scorpionman, and all else fell before his weapons. The empire sent him to the Sky World as their champion in the Celestial Games as part of the Heavenly Compact that guarantees the emperor's position on the Star Light Council.

Over time Grevlar became more civilized, though no civilized softness could quench the flame burning in his barbarian soul. Grevlar was highly respected by the other gladiators, for he was the best and time and again refused his freedom, as long as he could still be the Champion of the Goddess. When Sheng Seleris invaded the empire and laid siege to Glamour, Grevlar mustered a warband of gladiators, freed from the arenas for the emergency, to stand on the walls against the peak of the Selerian assault. Sheng Seleris breached the walls, and the horde poured into the break, but Grevlar held them off, piling the heroes of Pent up around him until no spear could reach him over their corpses. Sheng cast such power at him, the worlds themselves opened the moment for immortality. Grevlar's might was so great and his will so unquenchable that he attained immortality at the moment of his triumph, when he threw Sheng Seleris himself back from the walls. As a reward, the emperor brought him to the Moon, and the portion that he defended was not plundered by the evil hordes. Grevlar is now worshipped by gladiators and many dart competitors. So many of his worshippers survive their stay in the arena that his denomination is spreading outside of the arena and is becoming a general warrior's denomination. The denomination is now even fashionable among young Lunar nobles, who form colorful gangs that flex their oiled muscles and practice their barbaric accents to prove their manliness.

*Entry Requirements:* Survive at least three fights in the arena.

*Abilities:* Identify Enemy's Weakness, Lunar Way of Grevlar, Moon Eye, Novitiate of Grevlar *or* Ordinate of Grevlar, two [Weapon] Fighting *or* [Fighting Style] abilities.

*Virtues:* Canny, Determined, Fearless.

*Affinities and Feats:*

✱ **Challenge** (Aura of Invincibility, Command Respect, Discern Foe's Tactics, Shame Foe into Single Combat)

† **Personal Combat** (Barbaric Rage, Flickering Speed, Hands of Stone, Mighty Strike, Obdurate Hardiness, Penetrate Defense)

*Amulets:* Prominent, bold tattoos.

*Secret:* **Indomitable Will** (Gives 1/4 of its value to enhance any ability used in a contest where will and perseverance are required. It can also be used directly in any appropriate contest, such as to defend against a magical attack.)

*High Holy Day:* Gladiator Day (Lesilday/2) is the day he defended Glamour and obtained immortality. It is a celebration of life over death. It is a day of reckless challenges, unfettered revelry, and outlandish boasts. However, every other drink must be poured away as libation for the souls of dead worshippers, and every promise made or challenge accepted must be attempted by next Gladiator Day on pain of Grevlar's displeasure. And no one wants that.

*Other Side:* Grevlar has a palace in the Arena. Here he trains spiritual gladiators for the entertainment of the Moon-folk. From the Arena, worshippers may reach Sedenya's Throne. After death Grevlar's worshippers fight in the Eternal Arena on the Moon—as they wish—where they are fêted as heroes.

*Other Connections:* Supported by the emperor to provide more willing and entertaining contests. Because of their similar entertainment, he is associated with Gortania the Charioteer.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Regardless of their in-arena appeal, worshippers are often considered little better than animals or jumped up slaves.

## Hechkoth of Vistur

### Who Walks New Roads



Etyries traveled deep into the Otherworlds, crossing boundaries meant never to be transgressed and making paths where none should be. Hechkoth followed her example in venturing into the Otherworlds to find new truths, explore heroquests, and play his part in shaping the lands of myth. Those who join this denomination often work with followers of Borovich of Derfik.

Hechkoth's Self Journey took him to all three Otherworlds plus the Underworld. In his travels he did not bear a weapon at all, trusting to his glib tongue and expertise in the wilderness to aid him. He negotiated his way past the Three-armed Statue at the Pass of Copper and outran the Wind Hounds of Seraf. He was almost killed by the Whale-serpent of the Deep, but his friendship with the Blue Sprites of Glandreth allowed him to evade that danger.

*Entry Requirements:* An adventurous but peaceful nature; wanderlust and curiosity.

*Abilities:* Lunar Way of Hechkoth, Moon Eye, Novitiate of Hechkoth *or* Ordinate of Hechkoth, [Otherworld] Knowledge, Speak [Language], Understand Implications of Deeds.



## HonEel

Maize Warrior

HonEel was born in Doblian during the Seleric years. She orchestrated the liberation of her homeland from the nomads and boldly presented herself before the emperor at Moonson's reinstallation in Glamour. She proved that she was his daughter and returned Doblian to his suzerainty. Her imperial blood gave her some great powers, but her own immortal energy and transformative consciousness made her great.

She performed too many deeds to name here. She turned the Sylilan Telmori into full wolves, incapable of turning into humans. She went to the Sky and discovered maize, introduced it to the empire, and watered her crop with the blood of her foes. HonEel masterminded the colonization of the lowlands of Oraya. Triumphant HonEel conquered the enemy kingdom of Tarsh, where she integrated the Lunar Way into the native Earth goddess' worship, seduced the king of Tarsh, and bore a child by him. Thus, she expanded the empire in the west with Doblian, east with Oraya, and south with Tarsh. Her mortal body died at the Nights of Horror with most of the nobles and heroes of the empire, but her soul lived on and is now a goddess.

HonEel is a woman's goddess with strong worship in Oraya and wherever maize is counted as a blessing. Most of her worship is found in eastern First Blessed and Oraya. She is also worshipped in Tarsh as the founder of the ruling Dynasty, in Doblian as its Liberator, and by dancers and courtesans across the empire.

*Entry Requirements:* Open to women only.

*Abilities:* Dance, Know Myths of [Homeland] Earth Entities, Lunar Way of HonEel, Moon Eye, Novitiate of HonEel or Ordinate of HonEel.

*Virtues:* Determined, Kind, Loyal.

*Affinities and Feats:*

- ❑ **Red Earth** (Bless Animal ritual, Bless Maize ritual, Make it Grow, Protect from Drought ritual, Return to the Earth)
- ❖ **Self Journey Dance** (Dance of Slaying, Dance Otherworld Path, Defensive Dance, Impress Otherworld Denizen)

*Amulets:* Silver jewelry.

*High Holy Day:* Worshippers spend the Autumnal Equinox (Rashoday/21) aiding in harvest rituals. The next day is Red Earth Day (Ulurday/21), when all of HonEel's worshippers carry out the dances and bloody rites that honor her.

*Other Side:* HonEel's Mansion of Triumph is a crimson orb that hovers far over Ruby City. From the Mansion, worshippers may reach Sedenya's Throne or her Victory Portal, a little place in Ruby City. After death, HonEel's worshippers dance and cavort in her Palace and lounge around the Ruby City, although they remember their goddess's humble beginnings and periodically return to the work the lunar maize fields.

*Other Connections:* HonEel is the Third Inspiration of Moonson (see page 71).

*Radiance:* HonEel.

*Disadvantages:* HonEel's worship as Maize Mother always includes human sacrifice, which many consider to be barbaric and savage.

*Virtues:* Adventurous, Curious, Fearless.

*Affinities and Feats:*

- ❖ **Befriend Being** (A Favor Promised, Friend Of A Friend, Recall Past Relationship, What I Can Do For You)
- ❖ **Pathmaking** (Evade Pursuit, Forestall Ambush, Mark Trail, See Easiest Passage)

*Grimoire:*

- ❖ **Unknown Paths** (Draw Otherworld Map, See Clearly in [Otherworld], Speak with [Otherworld Denizen])

*Spirits:*

- ❑ **Safe Journey spirits** (Breathe for Me 18, Clean Water 6 to 13<sup>W</sup>2, Far Warning 17 to 12<sup>W</sup>, Light the Way 15 to 15<sup>W</sup>)

*Amulets:* Amulets of Heckkoth are usually worked into their traveling gear: walking sticks, cloaks, etc.

*Secret:* **Cosmic Wanderer** (The ordinate never suffers any alien world penalty in whichever world he may walk as long as he is alone or only in company with other worshippers of Heckkoth.)

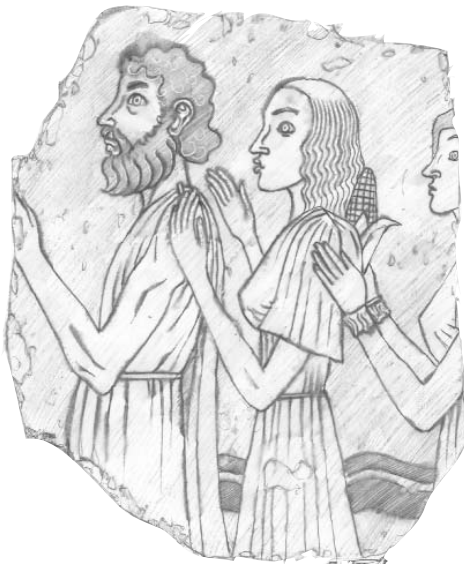
*High Holy Day:* Heckkoth's high holy day is New Paths Day (Gerraday/38). All worshippers of Heckkoth who are able gather in Heckkoth's Map Room to feast and tell of their Otherworldly exploits. Appropriations and disbursements are made for the upcoming travels, with the greater amounts going to those who have spread the borders of knowledge the most.

*Other Side:* The Map Room is a mansion located in the Ruby City.

*Other Connections:* Heckkoth is closely associated with Borovich of Derfik, for both have similar philosophies, goals, and magic. Worshippers of the two immortals often become friends and research partners but rarely quest together.

*Radiance:* Lunar University.

*Disadvantages:* Worshippers are forbidden to learn or carry weapons.



*Maize Procession. Portion of a Tarshite wall painting, showing a woman carrying maize in on of the seasonal ceremonies.*

## Subdenominations of HonEel

### Dakkasinoda and Dakkahoneel

*God and Goddess of Maize*



HonEel once journeyed into the Other Side and engaged an elf-lover, Sinoda, who had been murdered by Alanthor. Her twin children, maize beings, are worshipped both together and separately. Her son Dakkasinoda and her daughter Dakkahoneel are the dying and reborn immortal beings who are present in the seeds that grow into maize. They, the Bearers of Life, require human blood to live. The emperor once tried to stop the bloody maize rites, but the corn wouldn't grow. So he licensed the Dakkasinoda subdenomination of HonEel to be the only sanctioned lunar denomination that practices human sacrifice.

*Abilities:* Aldryami Lore, Know Plants, Lunar Way of Dakkasinoda, Ordinate of Dakkasinoda.

*Virtues:* Earth Lover, Hard-working.

*Affinities and Feats:*

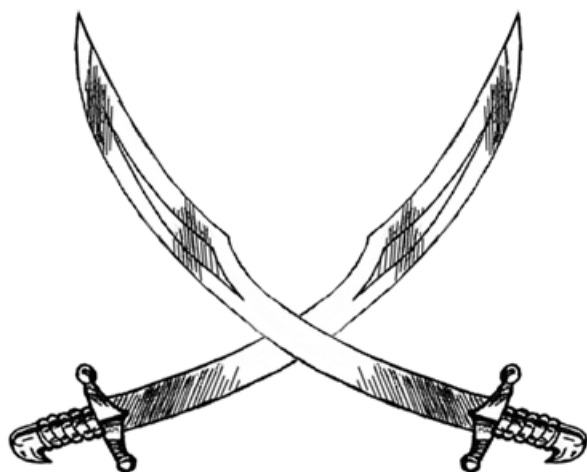
- ☿ **Bless Maize rituals** (Bless Fields with Blood ritual, Protect Maize from Mold ritual, Protect Maize from Pestilence ritual, Protect Maize from Vermin ritual, Sacrifice Dakkasinoda to Alanthor ritual)
- ☐ **Red Earth feats** (Kill Weevil, Summon Corn Scorpion)

*Amulet:* A stylized head of corn.

*Secret: Bless Maize Field* (This secret must be used in conjunction with a Red Earth or Bless Maize ritual. It augments the ritual and also allows the ordinate to ignore area penalties when blessing a field of maize. The rite requires the sacrifice of a human, whose blood is sprinkled upon the fields.)

*Holy Day:* Dakkasinoda was born, died, and was reborn on Corn Day (Gerraday/3). His bloody Corn Rites are ritual ceremonies in which champions try to defeat Alanthor the Destroyer. The usual combatant adopts the guise of the protective corn scorpion. One of the combatants is always slain, and the crops are extremely bountiful afterwards. At times, the slain are prisoners or even innocent victims.

*Other Side:* The Red Maize Fields cover vast tracts of HonEel's mansion.



*Other Connections:* In some regions of Naveria, Dakkahoneel is one of the Four Bounties and worshipped alongside of Oria the Blessed Earth, Basekora the Bountiful, or Esrola the Earth Mother.

*Disadvantages:* Requires human sacrifice to attain maximum possible results. Fortunately, prisoners and other undesirables suitable only as fertilizer are not in short supply in the empire.



### HonEel the Dancer

HonEel was famously sexual. She freed Doblian from the horse barbarians by using her beauty and dance to instigate fighting between the warlords. Her sensual conquests only began there. While conquering Oraya, she married the Sun and bore him twins. In Tarsh, HonEel seduced the king and left him an heir. She even seduced her father, Takenegi, and established the BashaEel dynasty, including the infamous "silver privates" in Silver Shadow. She is worshipped by courtesans for her seductive beauty and entrancing dance. However, HonEel's inevitable blood thirst can interfere with love, and so most courtesans now worship the much safer Senthara instead.

*Abilities:* Flirt, Graceful, Ordinate of HonEel the Dancer, Seduction, Sensual Dance.

*Virtues:* Coquettish, Empathic.

*Affinities and Feats:*

- ☐ **Red Earth feats:** Make Beauty Poulitice, Make Love Potion
- ☿ **Seduction** (Cause Jealousy, Dance of Allure, Foster Infatuation, Mask of Desire, Seduce Noble)

*Amulet:* Powders, blushes, kohl, and other makeup.

*Secret: Divine Seduction* (Gives 1/4 of the ability's rating as an augmentation to attempts to seduce anything.)



### HonEel the Triumphant

HonEel led the settlement of the Redlands, establishing the Satrapy of Oraya. This denomination is primarily worshipped in Oraya, where she is the Goddess of Rule and Triumph. No satrap can sit on the Throne of Ears without her blessing.

*Abilities:* Convince, Oratory, Ordinate of HonEel the Triumphant, Withering Glare.

*Virtues:* Indefatigable, Strong-Willed.

*Affinities and Feats:*

- ☿ **Self Journey Dance feats:** Dance of Rule, Victory Dance
- ☿ **Triumph** (Aura of Authority, Overcome Opposition, Rally Community, Rebuff Spirit of the Steppe)

*Amulet:* A silver circlet.

*Secret: Anoint Leader* (Gives 1/4 of the ability's rating to augment any legitimate leader or ruler of the ordinate. This secret is also used in the great rituals to sanctify a new Satrap of Oraya.)

## Hwarin Dalthippa

*The Conquering Daughter*



Hwarin Dalthippa is a daughter of the emperor and Davanatha, a former serving woman of the Natha Temple in Anmoli. She was raised amid splendor and wealth, but she eschewed those after her First Menstruation rites. For a time she studied to be a priestess, but at her akindling she decided her life was to be elsewhere. After various jobs, she was part of the Southern Exploratory Force, where she rose to prominence, based upon her intelligence, power, and imperial connections, despite her efforts not to exploit them.

She led the colonization of Rist after the Moonburn stripped it of life and placated the earth spirits there. She married Ingkot Axe-and-a-Half, the most powerful chieftain among the Sylilans. Though it began as a political affair, it became a love story full of genuine affection. His clans embraced the Lunar Way, and together they subdued all of Sylila and defeated invasions from Dara-ni and Vanch.

After the wars Hwarin oversaw the rebuilding and replanting of the land. She directed the institution of Lunar ways and imported the skills of craftsmen to transform Sylila to imperial splendor. She even invited Iphigios, the foremost Carmanian artist, to the land to design her new capital city and its Temple of the Conquering Daughter. She petitioned the imperial bureaucracy to integrate Sylila into the empire. She asked her only favor of her imperial father, and so her land achieved the honor to become a Lunar satrapy.



*A battle-sister of Hwarin Dalthippa rests after a long day of guarding Hwarin's Well*

The sultanate's barbarian troubles continued, and tragedy struck her house. A great and powerful hero, Gwythar Longwise, organized an alliance of barbarians, and with ancient rites and sacrifices, they got a River King spirit, Bold Vareleus, to ally with them. It killed her son first, and then it drowned Ingkot. A mighty wave rose from the river, bearing her husband's dead body at its fore, and assaulted the half-finished city of Jillaro and its temple. Bold Vareleus was killed by the guardian goddess of the city, and the river returned to its banks.

In response, Hwarin launched her Daughter's Road campaigns. She set out from Jillaro, wearing the Red Mask of War and marched into the barbarian lands. A stone road, like a bridge set upon arches, raised itself before her, forming before her from nothing. An army marched below, while her household of heroes was a few steps behind. The enemy opposed her at Mirin's Cross, where Gwythar had dwarves from Imthir raise a wall with machines and a hundred storm priests raise a tornado to try to pluck her from the bridge. All were crushed, and Gwythar was enslaved as a guardian for the bridge. She finally stopped only at Filichet, where forty barbarian chiefs meekly surrendered. The chiefs, their wives, and children were all sent into slavery, and the city was plundered. That is the Greater Road. She launched another campaign and raised another sacred road into Vanch and Imther, bringing those regions into her control with the Lesser Road. (Eventually, they too entered into the empire as provinces.) Those campaigns brought her the title of Conquering Daughter.

Beautiful, rich, and powerful, she was subsequently wooed by many but refused all advances. She ruled wisely and generously, but melancholy often drove her to spend time alone without either physical or magical guards. In 3/3 (1358 ST) Hwarin was slain by the assassin known only as No Print, because he left absolutely no trace of his passing. Her body was thrown into a crevice at the edge of the city, which was afterward called Hwarin's Well. Her followers go to the temple there to receive oracles, if they can brave the terrors of the pit.

*Entry Requirements:* Open to Sylilan patriots.

*Abilities:* Don War Paint, Lunar Way of Hwarin Dalthippa, Moon Eye, Novitiate of Hwarin Dalthippa *or* Ordinate of Hwarin Dalthippa, Recognize Barbarian's Weakness, Ride, Two Axe Fighting.

*Virtues:* Dedicated to Sylila.

*Affinities and Feats:*

▲ **Build** (Bless Building ritual, Bless Tools ritual, Fine Design ritual, Flourishing Garden ritual, Strong Wall ritual, Sure Hand, Tough Gate ritual)

† **Conquer** (Overawe Barbarian, Red Mask of Terror, Sense Weakness in Foe, Slashing Sword Blow, Trample Barbarian)

# **Steward** (Bless Family ritual, Command Household, Household Harmony, Manage Household)

*Amulets:* Clothing with the bridge motif embroidered around the hem.

*Secret:* **Great Builder** (Gives 1/4 of the ability's rating to augment any act of construction, providing a permanent bonus to some aspect of it, such as strength to a rampart or range to a siege engine.)

*High Holy Day:* Hwarin and her husband Ingkot are worshipped on Founders' Day (Veriday/36, or Godsdlay/Harmony Week/Storm Season in the native Theyalan calendar), a solemn yet joyous festival celebrated throughout Sylila.



## The Irin School

*The Chaos Hunters, Keepers of the Order*

Irin was a serious and concerned young man, who was alarmed when broos and their allies began appearing in nearby lands. He studied hard, and he found the best ways to combat them. He joined the Lunar Way to expand his knowledge and discovered the truth therein. He formed a self defense band that grew to be a small army. He skirmished regularly with the fetid hordes of the Mad Sultan. The Mad Sultan went to Dorastor and raised a chaos army to destroy him, but during the subsequent disturbance, Irin undertook the immortality rites. He wanted to ensure that his magic would not be lost. On the Other Side, he conquered Bei, the Son of the Devil, and returned with the secret to resist chaos. Temples and schools to him are now found throughout the empire.

**Entry Requirements:** Righteous, member of any Lunar denomination.

**Abilities:** Chaos Lore, Lunar Way of Irin, Moon Eye, Novitiate of the Irin School *or* Ordinate of the Irin School, Read New Pelorian, Write New Pelorian.

**Virtues:** Proud, Unyielding.

**Affinity and Feats:**

☛ **Resist Chaos** (Courage, Detect Chaos, Encourage Steed Against Chaos, Fight Broos, Fight Chaos)

**Grimoire and Spells:**

△ **The Book of Order** (Augment Against Chaos, Identify Chaos, Lawspear, Make Strongheart Drink ritual)

**Amulets:** Amulets of the Irin School are small strips of paper inscribed with runes and worn in phylacteries.

**Secret: Resist Chaos** (This secret, called the "Head of Bei" by worshippers, gives a bonus equal to 1/4 of its rating to any ability used in resisting chaos in any form.)

**High Holy Day:** On Lesilday/34, worshippers celebrate the day that Irin returned from his heroquest bearing The Book of Order. It is a day of guarded rest for the war-weary chaos hunters.

**Other Side:** Members of the Irin School retire upon Death to the Resting Place, which is in Hero City.

**Other Connections:** The Irin School is generally supported by imperial institutions, which find their particular skills useful in times of emergency.

**Radiance:** Mansion of the New Way.

**Disadvantages:** Irin School Inquisitors are feared by the innocent as well as the chaotic. Some terrible slaughters have been attributed to their single-minded purpose.



**Other Side:** Hwarin's Palace of Sculpture is a separate orbiting body that hovers over the Occluded Sea. From this magnificent palace, her worshippers may exit to Sedenya's Throne or onto the surface of the Moon. In the Palace, worshippers of Hwarin Dalthippa enjoy the Hall of Statuary, the Hall of Heroes, and the Hall of Peace.

**Other Connections:** Hers is the denomination of the ruler of Sylila and many of the noble families and thus is extremely influential in the satrapy.

**Radiance:** None. The denomination is under the direct control of the emperor.

**Disadvantages:** Seen as "provincial" by many in the empire.

## Ipharia Elnestratos

*Regimental Deity of the Silver Shields*



The Silver Shields are a Heartland Corps unit of hypaspists: partially armored foot soldiers trained both as javelin-armed skirmishers and to fight in the melee. Ipharia was originally a tribune of a regular unit whose heroquest turned their shields the gleaming silver which gave them their name.

For more information on the Silver Shields, see *Masters of Luck and Death*, page 18. (Note that all worshippers of Ipharia must be members of the Silver Shields unit, and thus also gain the benefit of the Silver Shields Keyword.)

**Entry Requirements:** Belong to the Silver Shields.

**Abilities:** Hypaspist Tactics, Lunar Way of Ipharia Elnestratos, Moon Eye, Novitiate of Ipharia Elnestratos or Ordinate of Ipharia Elnestratos, Sedenyic Philosophy.

**Virtues:** Adaptable.

**Affinity and Feats:**

† **Hypaspist** (Dodge-the-Arrow, Gleaming Shield, Quick and Nimble, Screaming Javelin, Wait Unseen).

**Formulary:**

**The Rule of Ipharia** (Far Javelin Throw, Hear Commands, Sharpen Spear, Strengthen Shield).

**Amulets:** Ipharia's amulets are the shields used by the troops

**Secret: Ipharia's Seven Thrust** (The hero may ignore multiple-opponent penalties in combat)

**High Holy Day:** 7-Thrusts Day (Gerraday/13), when Ipharia struck down Thoravar Copper-hand and his entire warband with seven thrusts of her spear.

**Other Side:** The Immortal Barracks of the Lunar Army is beside the Fields of Conflict.

**Other Connections:** The Silver Shields also worship Hwarin Dalthippa, Jajagappa, and Odayla the Bear in addition to Ipharia Elnestratos. Recruits of the Silver Shields are expected to join the Lunar Way, and regimental preceptors are taught the Lunar Way and Revere abilities for Sedenya, Hwarin Dalthippa and Ipharia. Jajagappa and Odayla worship is lead by non-lunar regimental priests.

**Radiance:** Army of the Moon.

**Disadvantages:** The standard disadvantages of being a soldier.

## Irippi Ontor

Master of Secrets



When Irippi Ontor was young he was a star priest of Buserian working in the Great Library in Yuthuppa. Cast from the order on charges of heresy, but really for his support of the ousted Satrap Lantafar. Harried from the city by a mob, he fled to the lands of Velthil. There he became the advisor for a series of warlords and rebel leaders. It was through these contacts that he formed the Seven Mothers.

Irippi Ontor was able to study the myths of various cultures, root out the secret meanings, and then meld them into something new, empowering the ritual of the Seven Mothers and many Lunar heroes throughout the history of the empire. This voracious thirst for knowledge and learning characterized everything Irippi Ontor did. Before the great Battle of Four Arrows of Light, Irippi Ontor had a premonition of his own doom. He taught his secrets to his closest followers and bade them spread his knowledge to all who sought it. At the same moment that he fell to the Hammer of the Sky, the institution that would later grow into the Imperial University was founded in Torang.

Irippi Ontor is the First Arrow of Light, the piercing knowledge of the Goddess that comes without warning to change ignorance into understanding. He is worshipped by those who can read, those who wish to read, and those who dare to inquire into the forbidden, the frightening, and the



Irippi Ontor. He is making two gestures, the right hand means "Learn," the left means "Keep Secrets."

unknown. In the ritual enacted by the Seven Mothers, Irippi Ontor was called the "Brown Man," and many of his followers become so-called Brown Sages. From his ranks came worshippers who developed their own more specialized powers, such as Hechkoth of Vistur or Borovich of Derfik.

*Entry Requirements:* Education or the wish for education.

*Abilities:* Instruction, Lunar Way of Irippi Ontor, Moon Eye, Novitiate of Irippi Ontor *or* Ordinate of Irippi Ontor, Read New Pelorian, Well Educated, Write New Pelorian.

*Virtues:* Curious, Imaginative, Meticulous, Pedantic.

*Affinity and Feats:*

✧ Literacy (Memorize Document, Protect Document, Read Buserian Code, Read Lhankor Mhy Text, Read Malkioni Magical Text)

*Formulary and Spells:*

✧ **The Secrets of Identification** (Identify Runic Power, Read [Foreign Language] Writings [D+5 to D+30 for degree of difficulty], Read Item's History, Recognize [Otherworld] Region, See and Hear Historical Events [D+10 to D+50 depending on how far in the past])

*Grimoire and Spells:*

Y **The Light of Knowledge** (Banish Confusion, Blinding Ray of Truth, Read Through Lies, Revealing Insight ritual)

*Amulets:* Worshippers of Irippi Ontor normally use writing implements (pen, brush, or stylus) as amulets.

*Secret:* **Bedazzle Enemy God** (Can be used on its own or as an augment to resist any entities from the God World or foes using theist magic.)

*High Holy Day:* Irippi Ontor's high holy day is called Let It Be Written Day (Zayday/20), when worshippers celebrate his bright apotheosis at the Battle of Four Arrows of Light. This is also the day that the Imperial University opened and is a student holiday.

*Other Side:* Irippi Ontor's Inkwell is a huge library that stands near the Lunar Wood on the Red Moon. His followers meet him there and spend their time between births studying secrets and powers to help them in their next life. Worshippers can exit from the Inkwell to the surface of the Moon or to Sedenya's Throne.

*Other Connections:* Irippi Ontor is one of the Seven Mothers.

*Radiance:* Seven Mothers Collective.

*Disadvantages:* Often seen as elitist, Irippi Ontor worshippers often *do* have attitudes of superiority towards followers of other academic entities.





## Jakaleel, From Dark Tradition

Seeker in the Darkness



Jakaleel was a powerful underworld shaman long before she joined in the conspiracy of the Seven Mothers. She was one of the leaders in the ancient Before Dark Tradition. Even though she was instrumental in the rebirth, Jakaleel was at first hesitant of Teelo Estara. She even departed from her for a while during the Bold Rebel period. During that absence, Jakaleel discovered the truth of the Lunar powers that were strong within her original tradition. She brought those to light and declared they were superior and separate from all the other entities of the tradition. She was challenged by others in her Tradition who hated or feared the Moon, and in a great conflict Jakaleel defeated them with her Proof of the Moon. This action immortalized Jakaleel, for she proved her inner powers were Lunar, convinced others, and revealed the way for worshippers to emulate her ways. Thus, Jakaleel became the first and most powerful shaman of the Moon powers and an immortal. As a discernable, though integral, part of the old Before Dark Tradition, Jakaleel calls hers the From Dark Tradition.

When Jakaleel departed from her physical form, she had to make a choice whether to live in the Underworld or in the Moon. She naturally chose the latter, and she had to shed all her other Underworld spirits and beings. They all fled and collected back in the Twenty-three Delayed Realm in the Underworld. They are still there and accessible to shamans of Jakaleel as well as others of the Before Dark Tradition.

The original Underworld Tradition still exists, outside of and separate from the Lunar organization. The hags of that tradition still have access to lunes, as Jakaleel promised them in the Proof of the Moon, just as Jakaleel still has access to all the other Underworld spirits of the Twenty-three Delayed Realm. Those spirits are why she is still called Mistress of Black Magic, Keeper of Vile Secrets, and Source of Misery.

Her mansion on the Moon, the Ghost Palace, has direct access to the Underworld. Down a back hallway are the Hell Stairs that reach down into the Twenty-three Delayed Realm. They end at the Back Patio in a demonic Underworld.

**Core Practices:** Jakaleel Practice, Five Spirit Moons Practice, other Underworld Practices as well, including the Before Darknesses, the Howling Group, the Snatchers, Bana's Demons, four kinds of human ghosts, the "animal ghosts and shadow ghosts," the "kindness and friend" spirits, and the Ticking Spirits. Only the strictly Lunar Practices are included here.

**Great Secret:** same as Jakaleel Practice.

### Five Spirit Moons Practice

*Moon Eyes of the Goddess*



The Five Spirit Moons Practice existed before Teelo Estara. A class of strange beings lived in the Twenty-three Delayed realm that the hag shamans used with great success, in large part because they were unclassifiable to most people. Jakaleel discovered their true nature.

They are the most magically conservative denomination in the Lunar Way. They shun all magic except that which is like normal shamanic magic. Jakaleel is their Great Spirit. They explore the Moon as an extension of the Spirit World and often prefer Jakaleel's own spirit demesne, the Twenty-three Delayed Realm, over the Moon. Despite this separatism and conservative purity, these spirits are Lunar Beings,

subject to all the lunar phases but contactable by many outside the From Dark Tradition.

During worship a face with five eyes appears to gaze upon the dancers. Powerful hags sometimes have three special eyes. Most worshippers try to befriend spirits of all five of the Moon Eyes, as they are called, during their lives.

**Entry Requirements:** Membership of the From Dark Tradition Radiance, give up all magic that is not animist in form, even if you have concentrated magic on the Lunar Way.

**Abilities:** Lunar Way of the Five Spirit Moons, Moon Eye, Novitiate of the Five Spirit Moons *or* Ordinate of the Five Spirit Moons, Sense Way in Darkness.

**Virtues:** Mysterious.

**Spirits:**

- **Full Moon spirits**—Sedate manifestations of the Divine Intellect (Expose Prejudice 20, Spread Understanding 20).
- **Half Moon spirits**—Spirits of vengeance and balance (Sharp Edge 14 to 5L, Turn Attack 12 to 20).
- **Hollow Moon spirits**—Mind-bending, insanity causing manifestations of Jakaleel's Black Moon power (Induce Madness 15 to 10L, Question Assumptions 20).
- **Waning Moon spirits**—Virtuous manifestations of innocence and fertility (Fertility Blessing 12 to 20, Fortitude 17, Honor 17, Loyalty 18, Night-Time Healing 10 to 5L).
- **Waxing Moon spirits**—Wild and passionate hunters (Baffle Prey 10 to 20, See Trail 12 to 4L).

**Amulets:** Five Spirit Moon amulets are normally made of bone, preferably human, inlaid with silver or moon rock and bound with cords or ribbons.

**Secret:** **Lay the Dead to Rest** (If a ghost receives any level of defeat when resisting the secret, it goes to its proper afterlife or Otherworld and will not return to bother the living in the future. The normal alien world penalty (see *HeroQuest*, page 198) does not apply to the secret, which is equally effective against soul, spirit, essence, and septessence ghosts.)

**Secret Requirements:** Moon Eye or a relationship to a Five Spirit Moons Lunar consort; *Ordinate of Five Spirit Moons*; and *Sedenyic Philosophy* at 1L2 each.

**High Holy Day:** Spirit Day (Lesilday/21) with separate rites to each of the Five Spirit Moons, beginning with the pre-Dawn mourning for the original Full Moon. As the Waning Moon gives way to the Hollow Moon at noon, worshippers begin the hopeful rites of the Waxing Moon, culminating in the revelry for the Half Moon that lasts the entire night.

**Other Side:** The five types of lunar spirits reside in the (now called) Lunar Zone of the Twenty-three Delayed Realm in the Underworld between the Brightblood Spot and Sleeping Borta.

**Other Connections:** Although the Way of Jakaleel the Witch is separate from the Way of the Five Spirit Moons, the two are so dependent on each other that even many worshippers consider them to be one and the same.

**Radiance:** From Dark Tradition.

**Disadvantages:** May only use Animist magic, even if this means using misapplied worship when contacting Lunar spirits outside the tradition.

## Jakaleel the Witch (Shamanic Practice)

*The Lunar Shaman*



Jakaleel was a powerful shaman and never diverted from that methodology, even after her Illumination and immortalization. She had students whom she guided through their fetch birthing, and they established the practice of teaching Jakaleel's ways. They are shamanic Lunar Ways, done entirely with animist methods.

**Entry Requirements:** Be a practitioner of the Five Spirit Moons Practice and have the capacity to become a shaman.

**Abilities:** Lunar Way of Jakaleel the Witch, Moon Eye, Ordinate of Jakaleel the Witch, Open Moon Gate, Spirit Face.

**Virtues:** Exploratory, Mysterious.

**Spirits:**

✠ **Spirits of the Dead**—13 to 1W2 (Similar to Ancestors, but they are always hostile, and the witch does not have to be related to them to bind them to her service).

**Fetishes:** Jakaleel fetishes are usually made of bone, preferably human, inlaid with silver or moonrock and bound with cords and ribbons.

**Secret: Spindle-Moonling Fetch** (The Seeker's Test is a spirit that awakens a shaman's fetch. When the fetch manifests, it appears as a silhouette of moonlight around the shaman.)

**Secret Requirements:** *Moon Eye* or a relationship to a Five Spirit Moons Lunar consort, *Ordinate of Jakaleel the Witch* and *Sedenyic Philosophy* at 1W2 each.

**Shamanic Abilities:** Sense Spirits of the Dead, Shamanic Escape, Spirit World Travel.

**High Holy Day:** Spirit Day (Lesilday/21) celebrates the seeking, perception, investigation, confrontation, recognition, and integration of the Five Spirit Moons by Jakaleel; the creation of the Twenty-Three Delayed Realm; and the role of Jakaleel in the ascension of the Red Moon, which unites the Spirit World with the Mortal World. Jakaleel the Witch shares her holy day rites with the Five Spirit Moons Practice.

**Other Side:** Jakaleel has the Ghost House in Hero City. From inside, behind several locked doors, descend the Hell Stairs to the Twenty-three Delayed Realm. From their base, beings must cross the demense to reach her most powerful sanctuary, Deep Moon Spirit Hearts. This place is one of many pockets of deeper magic, sometimes darker and sometimes lighter, which only Jakaleel shamans may reach.

**Other Connections:** Jakaleel is one of the Seven Mothers. The Way of Jakaleel the Witch is distinct from that of Jakaleel the Spindle Hag, but both are part of the same immortal, and most outsiders do not realize they are worshipped separately.

**Radiance:** From Dark Tradition.

**Disadvantages:** A witch must remain a member of the Five Spirit Moons Practice. As with other shamans and spirit allies, she can have more than one Lunar Consort, but she cannot have more than one each of Full, Half, Waning, Hollow, and Waxing Moon spirits as consorts at one time.

## Jakaleel Spindle Hag School

*Jakaleel Sorcery*



The precision of the spirits of Jakaleel impressed Tetese, a wizard of Dikoria. She sought and gained attendance at the University and during her studies analyzed the Twenty-three Delayed Realm. She traveled to the Moon and recorded her findings and events as spells, which she assembled into grimoires. At first her teachings were just an amusing court novelty, but after Tetese rescued the court from demons in the Pandarri Incident, she was given grants and established the Spindle Hag School, an organization that reveres Jakaleel using sorcerous methods.

**Entry Requirements:** The desire to emulate Tetese.

**Abilities:** Commanding Voice, Lunar Way of Jakaleel the Spindle Hag, Moon Eye, Novitiate of Jakaleel the Spindle Hag or Ordinate of Jakaleel the Spindle Hag, See in Darkness.

**Virtues:** Mysterious, Grim.

**Grimoires and Spells:**

✠ **The Book of Vile Secrets** (Command [Demon], Command [Monster], Summon [Demon])

✠ **Bringing Out the Dead** (Bind Ghost, Manifest Ghost, Question Ghost, Send Ghost to Final Rest)

● **From Hell** (Blind, Kill Sound, Shroud of Darkness, Walk Unseen in Shadow)

**Amulets:** Jakaleel amulets are usually made of bone, preferably human, inlaid with silver or moonrock and bound with cords and ribbons.



*Jakaleel. The frightening "shaman of the moon" bears her spirit fan and a cursing bone.*

**Secret: Devour Ghost** (The hag may perform a type of tapping on a ghost. If she wins a Complete Victory using Devour Spirit, she may swallow the ghost, incorporating it into her own magic. She may gain or improve a single magical ability known by the ghost, such as Terrorize Mortal or Telekinesis. When she gains the ghost's ability for the first time, it is at the same rating as the ghost had it. If she improves an existing ability, she may add an amount to her rating equal to an Automatic Augment based on the ghost's ability rating.)

**High Holy Day:** Spell Day (Lesilday/32) celebrates day Jakaleel attained Illumination. Demons and ghosts are summoned and bound to the service of Spindle Hags.

**Other Side:** Inside of Jakaleel's Ghost Palace is a side room, and through that an inside spiral turn that leads to the Spirit Node. This connects to the Hell Stairs, which go down into the Underworld.

**Other Connections:** Jakaleel is one of the Seven Mothers. The Way of Jakaleel the Spindle Hag is distinct from that of Jakaleel the Witch, but both are part of the same immortal, and many outsiders do not realize they are worshipped separately.

**Radiance:** Seven Mothers Council.

**Disadvantages:** Spindle Hag worshippers are Demon summoners and ghost masters, thus feared; yet are sought when a troublesome ghost needs to be dealt with.

## Jikarvez, the Devil

*Ultimate Chaos*



There exists a destructive, entropic chaos entity that is responsible for the end of the world in many mythologies across Glorantha. It has many names, such as Wakboth or the Devil, and countless forms and is limitlessly vast, so that it can absorb any chaos entity within its being. Under the name Jikarvez, it is said to be the father of Rufelza, whom it begat upon now-unreachable Taraltara.

Chaos has no formal organization, resists all categorization, and is generally incapable of hiding itself or protecting itself once its powers manifest. It is not just the unknown—it is the Unknowable. This Unknowable is often the reason that people start to worship Jikarvez, for they mistake its Final Result to be the same as the Bliss of Taraltara. They are wrong. Worshippers of chaos inevitably become creatures of chaos. Yet the obscene rites and magic of chaos endure; as the Goddess teaches, they are part of existence, and to deny them is to deny the cosmos. Few beings worship true chaos willingly, but because it spontaneously arises or is imported from vile inhumans in times of desperation or madness, it is included within the Lunar Way. Still, the authorities suppress active “Bad Chaos” cults, which can do no good and whose worshippers and very existence is hated, feared, and loathed by all beings of the cosmos.

Sedenya herself is touched with chaos, for She includes all things within herself. In this book, Her connections to chaos are represented by Aggataraltara, called “Good Chaos” by worshippers (see page 51), and Tafamarulf, direct worship of the Red Moon Chaos (see page 90). Additionally, the Crimson Bat (physical manifestation of Blaskarth, see page 54) is actively chaotic, and worshippers of that being are in constant danger of slipping into the maws of Jikarvez instead of their own barely-contained deity.

No traditional worship of Jikarvez or other chaos things exists. When their powers grow, people make ways to worship and get the magic. Every chaos growth is a manifestation of Jikarvez.

## Kana Poor

*Scribe of Time, Wielder of Age*



Kana Poor the Chronomancer was born in Palbar to poor parents at the very moment that Teelo Estara was born in 1220. Kana Poor was linked to her by invisible bonds, though for much of his life he struggled to discover how.

He ran away from home at age of five to be with “a song that wouldn't go out of his head.” Etyries found him and brought him to Torang. There his piercing questions left the Companions of the Goddess exasperated, amused, and impressed. They brought him to her, and she said, “Care for and trust this boy.” Irippi Ontor took him into his household, and Kana Poor began to study time, which became his obsession. Although he was just a child, he became a key part of the fledgling Lunar magical elite, and he discovered some of their most deadly magical weapons.

During the Battle of the Four Arrows of Light, the Third Arrow was delivered at High Noon and was the Arrow of Pure Sky Light. This was controlled by Kana Poor, who focused the immense and all-pervasive light of the world through a lens of compressed time. The painful brilliance of this searing energy drove back the minions of Carmania with its Truth. Kana Poor spent years preparing for the great ceremony that created the Red Moon. He was responsible for the placement of the phase temples after the creation of the crater and aided the emperor in placing Glamour.

On his 81st birthday, Kana Poor awoke with an epiphany, his entire body covered in a glow of Lunar energies that both terrified and enthralled him. The Goddess spoke through him, and he went to his temple to speak of these things that he now understood. He spoke of the cycle of the Goddess and how Her fortunes rose and fell in a 54-year cycle, called the wane, and announced the end of the First Wane and beginning of the second. He spoke of how Her cyclical changes were reflected in a cosmic history that spanned all time. At first resisted and denigrated by the conservative Stellarists of the Irippi Ontor and Buserian schools, he was taken before the emperor, who decreed him just and true and ordered him to form a new Way devoted to the study of Lunar time and history.

Kana Poor went on to codify the wanes and to predict the future course of the empire and the Goddess in his *Chronomantic Codexes*. Although not always right, sometimes it is uncannily so. This book still creates furious polemics over the eventual fate of the empire, as many White Moon adherents claim that it predicts the fall of Natha, a view hotly disputed by the Chronoconservatives of Glamour. He also defined the moment of time that a cycle began as being based on one's relative position in the light of the Goddess, as predicted by one of his Seven Cyclical Laws, which are the basis of all Chronomantic magics. He created the first Lunar clock from attuned moonrock.

At the end of the Second Wane, Kana Poor declared the birth of the new wane before the emperor and then ascended to the Moon amid a cloud of Lunar energies to the Ruby City, where he lives, teaches, and invents still.



The denomination has great political power. They fulfill several vital functions for the emperor, including blessing his mask after accession and interpreting various auguries to advise him of his options. Naturally, this makes them the target of those who wish to influence the emperor to other courses.

**Entry Requirements:** Must pass the denomination exams for intelligence and sensitivity to time.

**Abilities:** Build Lunar Timepiece, Lunar Way of Kana Poor, Moon Eye, Novitiate of Kana Poor *or* Ordinate of Kana Poor, Oratory, Read Auguries, Temporal Calculation.

**Virtues:** Argumentative, Curious, Enduring, Punctual, Visionary.

**Affinities and Feats:**

✦ **Chronological Calculation** (Find Sequence, Hazard Future, Know Time, Pinpoint Past, Set Clock)

✦ **Chronomaturgy** (Decay Magic, Disorient Time Sense, Remember Past Pain, Time's Light Arrow)

**Grimoire:**

✦ **The Measure of Time** (Compress Actions, Future Echoes ritual, Hold Moment, Premature Aging, Replay Instant (D+20), Slow Aging ritual)

**Amulets:** Some sort of chronometric device, such as a portable sundial or an hour glass.

**Secret:** *Lens of Compressed Time* (The hero may compress time itself to focus his magical energy. He may add a bonus of 1/4 the secret's rating to any use of a magical ability.)

**High Holy Day:** On Calibration Day (Gerraday/22), Kana Poor's worshippers spend the day checking timepieces and the night contemplating their own past and future. However, the preparations leading up to the final rites begin anywhere from one to eleven days earlier, depending on the current year of the wane.

**Other Side:** The Spire of Eternity is in the Ruby City on the Moon. It is the very center of Lunar time, where the souls of the faithful work on fine-tuning Time itself.

**Other Connections:** Kana Poor followers are welcome at the Lunar University as students and lecturers. They are an important part of the imperial bureaucracy.

**Radiance:** Mansion of the New Way.

**Disadvantages:** Their magic is not well known outside the denomination, leading to impossible requests from Imperial officials, such as "Make time run backward," or "Make me young again." Seen as outsiders by the officials of the Lunar University Radiance.



## Lesilla

*The Blue Moon Mother*

The *Song of the Blue Moon* tells us that Lesilla is the incarnated Moon, both as a mortal being and as the living flesh which all people have. The muscles and guts of a person are all part of this goddess. She is the one who gives people bodies, and in that sense all embodied beings are descendants of her. Hence, "We are all children of the Moon." After her first children, the Goddess became blue colored and slowly began to descend from high up in the sky. She had children, she grew heavier, and she came closer to make worship easier. Her children built the huge and beautiful city of Mernita that supplied all the world with beads and baubles. Everyone there was aware of their relationship to Lesilla. Two had special jobs: Cerulia, who was the most in constant touch with Moon Mother and hence the ruler of Mernita; and Demiska, who was least in touch and so held her Sacred Bow.

When the Great Flood destroyed all the bad people, Lesilla drew her land upward, higher than the rushing waters. She proved she was more powerful than the waters. She used the Immortal Grimoire for this, which can only be read by immortals now.

To court her, the Sun Emperor tried every method known, with challenges of friendship, skill, and finally power. She had spoken a challenge poorly, and he shot her in the face with one of her own arrows. The Great Goddess fell to earth upon her own city, shattering it and impoverishing the world.

Lesilla, the Queen of People, was one of several of the wives of the emperor, and her son was a great emperor. Lesilla loved her family and her life and clung to it throughout the degradation of the world. She was stripped of her powers as a queen and went among women as one of them. At that time she was a healer and sang the *Songs of the Limbs*, which even today offer solace and peace to suffering people. Lesilla clung to life through suffering and death until at last her body did die, and a terrible darkness came upon the cosmos. She was, at the end, a blue colored corpse.

**Entry Requirements:** Be an embodied being.

**Abilities:** Lunar Way of Lesilla, Midwife, Moon Eye, Novitiate of Lesilla *or* Ordinate of Lesilla, Wise Decision.

**Virtues:** Forgiving, Maternal.

**Scripture:** (available to all preceptors of Lesilla)

**The Seven Steps of Life and Birth**

① Common Blessings—Be Aware.

✧ Special Blessings—Bless Birth, Bless Child, Bless Corpse, Bless Marriage

**Formulary and Spells:** (This "formulary" of Lesilla is actually a sacred poem, similar to the Lunar Credo (see the *Imperial Lunar Handbook Vol 1*, page 5) but longer, whose verses contain the magic of its spells. The Formulary is only available to novitiates or ordinates of Lesilla)

① **The Eight Steps of Birth/Death** (Aid Conception, Ease Childbirth, Ease Pains of Dying, Final Rest, Heal [Childhood Illness] )

*Grimoires and Spells:* (available to ordinates of Lesilla)

△ **The Cerulean Rule** (Clean Streets, Detect Untruths, Dispirit Mob, Get Home OK, Put out Fire, Quiet Meeting, See Just Solution)

⊙ **Song of the Blue Moon** (Bead Making, Fall Down, See in Dark, Sleep Warmly, Super Fletching, Swim, Throw Rock, Whistle for Dog, Whistle for Child)

*Amulets:* Lesilla amulets are normally blue beads.

*Secret: Blessed Birth* (The child birthed by this secret will be lucky throughout her life. This luck may take many forms, but the child will be extraordinary – perhaps a hero-child, a natural preceptor, or otherwise blessed by the Moon.)

*High Holy Day:* Mother's Day (Lesilday/8) is celebrated by all members of the Lunar Way, who give thanks to Lesilla and honor their own mothers with gifts.

*Other Side:* Lesilla rules the city of New Mernita on the Moon from the Cerulian Palace. Here live many women who served the Goddess during life.

*Other Connections:* Lesilla is celebrated by all parents in the empire. She is worshipped as such by the women of Darsen as well and has been since ancient times.

*Radiance:* Great Moon Radiance.

*Disadvantages:* None in particular.

## Makabaeus

*The Lunar Sorcerer*



Makabaeus was a Spolite sorcerer who discovered a theretofore unknown source of Power. He shared his knowledge, and a small school formed. But the viziers of Carmania declared his order heretical, “an echo of Malakinus.” He and a few companions narrowly escaped by going through their private node and exiting to a new place. They found themselves amidst a jumble of broken hills on the north coast of the White Sea, which Makabaeus believed to be a fragment of a fallen planet or moon. They eked out a grim existence in the Tower of Bleak Despair, hidden from the world, facing horrific weather conditions, magical and physical terrors, aided by a small band of Eolian hunters who thought they were gods.

In 1220 the power of the Node abruptly and unexpectedly increased dramatically. Seizing the opportunity for revenge, Makabaeus dispatched mighty curses and soul-destroying spells against the viziers. He did this several times, always with success. After about a year of this, a stranger appeared, a young girl with a small band of bodyguards, riding upon a great red vulture. Teelo Estara arrived at the Tower and was surprised at the occupation but politely asked for their surrender. Of course Makabaeus refused, and she was filled with righteous wrath at the theft and desecration of her holy power. The Order retreated to their sanctuary and tried to fight, but when they drew on the Node, they saw only the Goddess staring back at them from the vortex of energy. Makabaeus surrendered, groveling in abject defeat. “You are impertinent, ignorant, yet ingenious,” she said. “Perhaps a lesson in humility will aid your understanding?” Suddenly, Makabaeus could not access the nodes or any other source of power.

She made Makabaeus a slave and took him with her as she performed miracles and other godly acts with the power he had so liberally drawn from. He was manumitted by Her when he had learned humility, but he remained as Her

servant and learned more, while she in turn questioned him at length on his knowledge. He learned that his home and the node were a garment which She had cast off in Her descent into the world.

Makabaeus was among the worshippers at the Great Tent who prayed for two years to bring about Her return. He witnessed the Battle of Reparture, after which he began to study Rufelzan preparations for Enlightenment. He worked with the nascent University, both as student and teacher. When Teelo Imara rose as Rufelza, he obtained Illumination and returned to his old Node, then back to the Tower of Bleak Despair. He found that he could draw power from Rufelza directly and, more importantly, how to do it for Her.

He traveled the empire, showing people his new magic and doing good works in the name of the Goddess. He returned to the Tower of Bleak Despair and taught his new disciples what the Goddess had made so plain to him. After the first graduates left the Tower, Makabaeus journeyed to the Moon, where he sits today at the base of Sedenya's Footstool and serves as a guide to his followers. His school is now a key sorcerous element of the Colleges of Magic.

*Entry Requirements:* Imperial Citizenship.

*Abilities:* Endure Persecution, Lunar Way of Makabaeus, Moon Eye, Novitiate of Makabaeus or Ordinate of Makabaeus, Read New Pelorian, Resist Cold, Write New Pelorian.

*Virtues:* Humble.

*Grimoires:* Because of their unrestricted access to most new sorcerous knowledge discovered by the empire, ordinates have access to many independent spells in addition to those found in the school's three grimoires.



*Makabaeus the Sorcerer. The Makabaeus denomination is noted for their particular hairstyle for both men and women.*



- ☉ **The Tome of Bleak Despair** (Heat Rock, Resist Winter, Shatter Ice Demon, Slow Wind, Warm Body)
- Ⅺ **The Tome of Grim Vengeance** (Crush Hope, Curse of Catastrophe, Curse of Discord, Curse of Frail Iron, Curse of Impotence, Curse of Rotten Food, Suck Soul Strength)
- Ⅲ **The Tome of Humility** (Comprehend Rufelza's Love, Ease Suffering, Enhance Understanding, Shrive Pride, Tough with Joy)

**Amulets:** Makabaeen sorcerers put all of their spells into a piece of Rufelza's body, usually mounted on a necklace or a ring crafted to resemble the Red Moon.

**Secret: Energy of the Moon** (The Sorcerer may *Tap* the Moon once a week, resulting in a number of bonus points equal to the secret's rating. These bonus points may be applied to any magical ability. Each bonus point may be used once, then is expended. The bonus points fade in a week, and a new *Tap* must be performed to gain new bonus points.)

**High Holy Day:** Harmony and Humility Day (Ulurda/29) is the day that Makabaeus first met the Goddess in person; that he established his node and thus obtained immortality; and that he finally retired to the node.

**Other Side:** Makabaeus created his Tower of Harmony in the Glad Lands. It is an essence node on the Moon and connects to the Makabaeus Node on the Saints Plane.

**Other Connections:** This is the ranking sorcery school of the empire. When the emperor's agents discover new sorcerous knowledge, it is turned over to the Makabaeen School for approval or condemnation. Thus, they have some connection with every subsequent sorcerous order.

**Radiance:** Ruby Religion.

**Disadvantages:** Makabaeen sorcerers may not *Tap* other than through the *Energy of the Moon* secret.



## Merasedenya

### *Dream and Dreamer*

Merasedenya was always a dreamer, never satisfied with the waking world. She sank into a deep sleep one night and began her Self Journey into the world of dreams. She visited many dreams and dream entities and learned everything that she could from them all. But only after she studied Sedenya's secrets did she learn to bring the dreams she wanted and then the dreams that others wanted, and nightmares for her foes. She combined methods from different systems to find increasingly powerful dreams. Her quest was assisted by dream beings which sought to be more well known, and her return was attended by thousands who had benefited from her magic and wanted to help to sustain it. Now she is the goddess who brings dreams.

As far as anyone can tell, the Dream World is a separate world, which works like an Otherworld but is not attached to any of the real Otherworlds (often called a Short World). Occasionally, however, it is possible to penetrate barriers in the Dream World to find a way to Sedenya's Court atop the Red Moon. The barriers to be penetrated are equal to those of the Otherworlds, with progressively more powerful dreams deeper in, until the Ultimate Dream is found at the Crown.

**Entry Requirements:** Membership in any Lunar denomination.

**Abilities:** Herbalism, Interpret Dream, Lunar Way of Merasedenya, Make Dream Drugs, Moon Eye, Novitiate of Merasedenya *or* Ordinate of Merasedenya, Sing Lullabies.

**Virtues:** Dreamy, Visionary.

**Affinity and Feats:**

- ☞ **Sweet Dreams** (Bring Sweet Dreams, Circle of Safety, Direct Dream, Extend Dream, Prolong Sleep, Relaxation, Wake Safely)

**Formulary and Spells:**

- ☛ **Senna's Book** (Distill Dream Oils, Incantation to Bring on Dream, Make Dream Incense, Protect [Herbs])

**Spirits:**

- ☞ **Dream spirits**—13 to 2W2 (Death Dreams, Erotic Dreams, Family Dreams, Heavenly Dreams, Horrifying Dreams, Power Dreams, Revenge Dreams, Wealth Dreams)

**Amulets:** Merasedenya amulets are bedclothes, pillows, sheets, etc., embroidered with her runes and sprinkled with Dream Oils.

**Secret: Manifest Dream** (Difficulty +15.) (The subject of the dream becomes manifestly real for a length of time in hours equal to the strength of the secret. This is a single being, a small place, a single thing, or an approximate equivalent, if not a being. The subject must be from the Moon, a Lunar subject, or in any way related to the Moon powers.)

**High Holy Day:** On Dream Day (Nathaday/36), thousands of worshippers across the empire gather in her temples, and adherents crowd the streets all about to revel in the extras that spill out of the dream realm. Novitiation allows members to participate in the rites, but ordination is required to consciously affect others. Thus, affluent families in many wealthy regions sponsor ordinates to help them through rough times.

**Other Side:** Merasedenya has a mansion in Glamour called Sweet Dreams. Her worshippers go there after death, a temporary realm to enjoy before they are taken out of it into whatever other fate awaits their beings. Pockets of dreams sometimes cover parts of the Moon.

**Other Connections:** Merasedenya is one of the Cosmic Dreamers, a collection of entities that all access the Sweet Dreams realm (variously named in other religions and cultures, of course, but generally agreed by worshippers to be a single dream realm.) The worshippers commonly work together to alter the flavor of the dreams. The exotic nature of the Lunar Dreams is still novel in many regions.

**Radiance:** Mansion of the New Way.

**Disadvantages:** Scions of the affluent houses often abuse the power of Merasedenya for amusement and sheer escapism.

# Natha

*The Balancer*



Natha is the goddess form of Sedenya. She lived in the God World in this form. Her powers manifest through divine methods and are received by worshippers as affinities and feats.

Natha is the current form of Sedenya, and so the theistic powers dominated her creation. She also appeared many times throughout the Gods War period, and when she appeared to perform the functions of balance or justice, it was as Natha, the goddess. So, when in the Era of Verithurusa the powers of womankind had grown too powerful and arrogant, Natha appeared and freed men by sacrificing the Red King. Later, in the Era of Lesilla, the powers of men became too great, so she came and birthed Ratakar, who spurs men to murder each other, and she took a throne among the gods on Mount Jernotius. She also blesses, as when she kept Anaxial's great ark from sinking and when she threw the Five Century Ring around the Jena Fena during the Darkness.

**Entry Requirements:** Open to any Lunar worshipper.

**Abilities:** Lunar Way of Natha, Moon Eye, Novitiate of Natha or Ordinate of Natha, Remember Who Wronged You, [Scimitar, Sickle, or Scythe] Fighting, Turn from Attack.

**Virtues:** Implacable, Just, Optimistic.

**Affinities and Feats:**

- **Balancer** (Assess Appropriate Restitution, Avenging Fury, Heal Self Beforehand, Heal What I Hurt, Hurt What I Healed, Ignore Setbacks, Perfect Balance)
- ⓪ **Moon** (Cut Otherworld Entity, Defend against Magic, Enchant Silver ritual, Recognize Open Way, Return to Moon from Otherworld)
- † **Nathic Combat** (Cutting Edge, Dance Past Blades, Devastating Riposte, Ruddy Armor, Split Shield in Two)



*Natha the Balancer. Here from a vase is Natha sacrificing the Red King, one of her best-known and most important acts during the Gods War.*

**Amulets:** Red and silver are the colors of Natha. Combat-oriented worshippers tend to use their weapons and armor as amulets, while others may use the various split Moon runes.

**Secret: Achieve Balance** (The ordinate is empowered to right wrongs by taking vengeance and receives an automatic augment equal to 1/4 the secret's rating to any ability used to these ends.)

**High Holy Day:** The entire last week of winter is known as the Week of the Turning Moon and is Natha's holy week throughout the empire, with the greatest festivities and ceremonies on her high holy day, **Cutting from Nowhere Day**. The exact date of Cutting from Nowhere Day depends on the location of the observer, always being the Half Moon Day of the holy week. On this day, worshippers re-enact the patient wait that their goddess endured through reincarnation after reincarnation, before exploding back into the world through an act of assisted magical rebirth.

**Other Side:** The Sanguine Enclosure is a great palace upon the Nathic Plain near the Mountains of Revenge on the Moon. It is surrounded by a wall, which is pierced by seventeen gates; the particular aspect of Natha seen there depends on which gate the petitioner enters. Natha's worshippers join her there after death and enjoy safety, comfort, and indulgence before they are reborn into a world they made better. Worshippers can exit from here to the surface of the Moon, to Sedenya's Throne, or into the God World, where Natha's Fortress can also be found.

**Other Connections:** Natha appeared often in other myths and is associated with them today. Thus, she has a part in the rites of the Red King in Naveria and is part of the Jernotian Council in Pelanda.

**Radiance:** Great Moon Radiance.

**Disadvantages:** None in particular.



# Nysalor

*The White Light*

Nysalor is the best-known early incarnation of Sedenya in Gloranthan history. He lived eight hundred years before Her Renativity, and his teachings were widespread before being exterminated by Arkat the Destroyer, an ignorant and hateful being who set back the appearance of Sedenya for a thousand years.

Nysalor is worshipped by several obscure cults and groups that claim secret knowledge of his rites and ways. In general, however, they practice either twisted and malformed versions of his great work or use made-up rites that take advantage of his obscurity to claim ancient heritage. No one remembers his original and correct rites today, and worshippers all have different dates for his holy day. His real cult is that of Sedenya herself, whose secrets and knowledge he brought to the world in preparation for the true appearance of the Great Goddess.





## When Nysalor Returned

Source: Jannisan Galvannius, Yuthuppa

The Western World rejoiced and said they had won. But, as always, they did not have enough facts to think of everything. They never can. For they had taken the great god, the Knower beyond Knowing, and dismantled him into bits and components that were hidden in impossible places and surrendered to nameless things.

For eons he had no worship, but he did not diminish, and he waited. Many people searched for him, and they prepared the ways for his eventual return. Many people were ready in many ways. Like the god, they were divided up.

The Red Goddess was the one who went and found the pieces, and She was a human like you or me. She communicated with them and brought the fifths and quarters back together again. And when Nysalor was whole again, he was received by many, who were ready for him in their own ways.

Thus, in the end the coming of Gbaji, the Evil One, resulted in your own enlightenment. The apparent destruction of Cosmic Illumination was never destroyed but, in fact, was spread about so that ordinary people like you and I can understand it now too. We should thank Gbaji, the Liberator, for destroying the ancient cadre that held Nysalor to themselves. We should give thanks too to the Red Goddess, who brought him to us all.

So fear no darkness, nor even the Deceiver, if you have the illumination yourself.

## Oskholoveth

The Numberer



Oskholoveth is the least adventurous of the New Gods but perhaps most useful to the empire. He was a hard-working but imaginative clerk who worked his way to be in the emperor's own household. He wrote the *Book of Pencraft* and perhaps more importantly invented double column bookkeeping. Personally unambitious, Oskholoveth was encouraged and then aided by the emperor to undertake his immortality heroquest. Some of his followers are inventors and encyclopaedists, but they are more commonly stewards and administrators throughout the empire.

*Entry Requirements:* Pass the Test of the Thousand Sums.

*Abilities:* Double Column Bookkeeping, Lunar Way of Oskholoveth, Moon Eye, Mathematics, Novitiate of Oskholoveth or Ordinate of Oskholoveth, Read New Pelorian, Write New Pelorian.

*Virtues:* Practical, Scrupulous.

*Affinities and Feats:*

✦ **Documents** (Draw Clear Diagrams, Give Clear Instructions, Perfect Penmanship, Protect Document, Read Blueprints)

✦ **Numeracy** (Add Column of Figures, Find Error in Mathematics, Long Division, Multiplication)

*Grimoires and Spells:*

✦ **The Abecedarium of Heruvanth** (Read Buserian Code, Read Kralori Ideograms, Read Lhankor Mhy Text, Read Malkioni Text)

✦ **The Book of Pencraft** (Make Pen of Copying, Make Red Ink, Make Black Ink)

*Amulets:* Abacus, writing implements, or robes embroidered with mathematical tables and formulae.

*Secret: Office Synergy* (Allows a supervisor to improve the efficiency of clerks, copyists, and other worker under the Oskholoveth's supervision. They can combine talents and abilities to accomplish a mundane task most effectively. The supervisor may augment a number of workers equal to his ability without multiple target penalties, using either his rating in the appropriate skill or this secret, whichever is lower. This cannot be used for magic tasks, combat, or similar difficult and unpredictable activity, only routine and mundane work.)

*High Holy Day:* Balancing Day (Nathaday/38) is the day that the imperial accounts must be finished for the inspectors to check at the end of the year. After each worshipper closes his books, he spends the rest of the day and night contemplating the role of Sedenya in the checks and balances of the cosmos.

*Other Side:* He lives in the House of Great Numbers in Hero City.

*Other Connections:* Oskholoveth worshippers are welcome at the Lunar university but are looked down upon by the Solar Mathematicians.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Few people would consider a bookkeeper as a hero. Worshippers are seen as dull and plodding.

## Oskrascota

The Animal's Voice



The Song of the Animals was one of the first signs of the Goddess' Renativity. The dogs, cats, donkeys, cows, goats, and other animals of Torang joined into wondrous song on the terrible, chill night She returned to life. Oskrascota was just a girl that night, poor and hungry and sleeping in an animal shed. But the marvel of that event never left her, and she found her way to Teelo Estara and asked to be allowed to be the servant of her servants, the animals. Teelo Estara told her it was "great work for small beings." That became her motto. Oskrascota studied everything the Goddess taught, and she was among those who were killed by the Carmanians at the Battle of Reparture. In the Underworld the spirits, souls, and essences of those creatures she had helped during her life came to aid her, and their living kin sang to help bring Oskrascota back to life. Thus, she not only rose from the field alive but Enlightened as well.

The denomination has small bands of worshippers almost everywhere. Their purpose is to heal animals, help them in various ways, and make sure that those who have given their lives that others may live (i.e. as food) are dispatched with love and as painlessly as possible.

*Entry Requirements:* Open to any who love animals and to any other creatures which have the animal instincts to worship her instead of their natural ancestors and relations.

*Abilities:* Animal First Aid, Know Animals, Lunar Way of Oskrascota, Moon Eye, Novitiate of Oskrascota or Ordinate of Oskrascota, Sing.

*Virtues:* Caring, Love Animals, Compassionate for Animals.



*Affinities and Feats:*

- ✦ **Animal Communication** (Communicate with Animal Guardian, Communicate with Daimon Animal, Communicate with Demon Animal, Communicate with Essence Animal, Communicate with Natural Animal, Communicate with Spirit Animal)
- ▽ **Friend to Beasts** (Befriend Animal, Calming Song, Gentle Authority, Understand Drive)
- ▽ **Help Creature** (Aid Animal Fertility, Cure [Animal Disease], Ease Animal Distress, Heal Animal Injury)

*Amulets:* Small carved or cast animal figurines worn on bracelets or necklaces.

*Secret: Reverse Animal Behavior* (Will cause an animal to act outside its normal nature. Thus, a placid cow may attack someone, or a lion may not; a mouse may be brave, or an owl fly in the daytime.)

*High Holy Day:* Animal Day (Veriday/8) celebrates Oskracota's Ascension. All worshippers are gifted by those whose animals they have helped in the past year.

*Other Side:* Oskracota's Tent can be found almost anywhere that she has set it up on the Moon, for she follows her animals, who wander in a huge mixed herd and roam seemingly at random. Her worshippers are often reborn as an animal or as an immortal version of that animal.

*Other Connections:* The nature of her worship gives her many connections with farmers, herdsman, horse trainers, and others engaged in animal husbandry.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Her powers work on nonintelligent animals with a resistance of 14. Intelligent animals may resist with an appropriate ability. Specifically Lunar animals have their resistance halved.

## Otarshkanar Wyrm-tamer

*The Flyer*



Otarshkanar was a follower of Lokarnos, but he became disillusioned at the slowness of ground transportation. Cast out by his cult for his heretical feelings, he soon joined the Lunar cult of Etyries. He researched many modes of flight, but each one proved unsuitable for what Otarshkanar wanted. He investigated the differences between Solar and Storm flight, and various riding beasts. On a trip to the Hero Planes he saw Dragonewt wyvern riders, and became fixated on taming the beasts.

It took many years of effort, but he mastered the art of Dragon speech (as much as a human can), and went on his Self Voyage to tame his first wyvern. An epic battle between Otarshkanar and the Wyvern-Dragon Demporaldath resulted in his acquisition of the ability to both tame and ride wyverns. A second quest gained the secret of breeding wyverns in captivity.

Otarshkanar's efforts produced the first human wyvern riders, a secret known only to the Lunar empire. All wyvern riders worship Otarshkanar at least as novitiates, for his is the only cult to teach the abilities necessary to train and ride the beasts. Wyvern riders are normally used as couriers.

*Entry Requirements:* A desire to fly so intense that it overcomes the hero's Fear of Dragons.

*Abilities:* Care for Wyvern, Lunar Way of Otarshkanar, Moon Eye, Novitiate of Otarshkanar or Ordinate of Otarshkanar, Ride Wyvern, Sedenyic Philosophy, Train Wyvern.

*Virtues:* Careful or Daredevil.

*Affinity and Feats:*

- ✦ **Ride Wyvern** (Aerobatics, Dodge Missiles, Endure Weather, Fly Fast, Stay in Seat)

Formulary:

- ✦ **The Care and Feeding of Wyverns** (Diagnose [Wyvern Illness], Heal [Wyvern Injury], Treat [Wyvern Illness])

*Amulets:* Otarshkanar amulets are made of wyvern leather, normally formed into helmets.

*Secret: Breed Wyvern* (The hero knows the secret of how to breed wyverns in captivity. Wyverns normally produce a clutch of two eggs per year)

*High Holy Day:* Egg Day (Rashoday/27) commemorates Otarshkanar's return from the Hero Plane with the egg of his first wyvern.

*Other Side:* Otarshkanar's stables are high in the Six Revenge Mountains on the Moon.

*Other Connections:* Wyvern rider couriers are employed by some of the great houses and guilds of the empire, some are attached to the various Imperial armies as couriers. Otarshkanar's Wing is a small, elite squadron of wyvern riders attached to the Heartland Corps. Worshippers of Otarshkanar have a rivalry with the Avian Return Movement.

*Radiance:* New Way Mansion.

*Disadvantages:* Wyverns are bad-tempered beasts and rarely happy to be ridden by anyone other than the one that trained them.

## Pinugia

*The Protectress*



Pinugia was cared for by Teelo Norri, rescued from a life of misery and crime. She vowed "to care for her sisters and brothers forever," and the ragged children of Melsorkoth were her supporters who brought her back from her heroquest. Her demeanor is more severe than the sweet Teelo Norri, both towards her charges and those who are able to support them. After a lifetime of stern, loving care for others, hundreds of her former charges came to support her to become an immortal. "For the sake of the orphans," they said, and that is now her denomination slogan. She returned, thanks to her supporters, and afterwards her worshippers were institutionalized as the Pinugia denomination.

Pinugia worshippers run their orphanages and poor houses with a velvet fist hidden in an iron glove. Strict and dour on the outside, they truly have the best interests of their charges at heart.

*Entry Requirements:* Compassion for children.

*Abilities:* Cook for Many, Intimidate the Uncaring, Lunar Way of Pinugia, Moon Eye, Novitiate of Pinugia or Ordinate of Pinugia, Scrounge, Storytelling.



## Red Emperor

*Son of the Goddess*

Our Father is the official title which is used in ceremonies to address the Lunar Emperor. He is also officially called Takenegi, or "Chosen of the Egi," as explained below. More commonly he is called Moonson. Sometimes, almost irreverently, he is called Rufus, which means "Red Man."

He is the pinnacle of the religious and temporal organizations which make up the empire. The heads of the Radiances report directly to him. (Some petty churches and organizations are too insignificant to warrant his direct attention, like the congregations of the Cerise Church.) He is also the head of the government, and the satraps all report directly to him, as do the heads of the imperial governmental offices. He is the final arbiter in all disputes between all of them. The notable exception is his Great Sister.

His origin is still a mystery, but he appears to have been constructed from a number of individuals who fought for the Goddess at Castle Blue. He first appeared in the second year of that conflict, and his leadership brought about its conclusion as a Lunar victory. He is the perfect masculine manifestation of Sedenya's powers. No woman has ever been emperor, although several times he has taken on a woman's form for a time.

There has only ever been one emperor, though he has taken on different forms, called masks, over the more than three centuries of his rule. On those dire occasions when his mortal body was killed, he has been reconstructed by the Egi and sent back to the world. The Egi are a collective of special beings who reside upon the Moon and whose precise number and identities have never been known. Their job is to recreate the emperor for service in the world. They reconstructed the emperor without problems, but many of the original Egi were destroyed or changed by Sheng Seleris. No one is sure how the next two masks were chosen. The mask Magnificus, as he was later titled, was not immediately recognized by imperial authorities, however, so had to prove himself with the Eleven Tests.

The Artifex mask established the denomination of Takenegi Incarnate, wherein living candidates placed themselves at the service of the empire as a potential vessel for a future imperial mask. Since then the Egi have used these candidates to help reconstruct the emperor. Since Voracius, one part of the every mask of the Red Emperor has been taken from among the worshippers in the Incarnate

*Virtues:* Compassionate, Enduring, Selfless, Stern.

*Affinities and Feats:*

✧ **Attitude Adjustment** (Deflate Ardor, Dispel Suspicion, Induce Generosity, Induce Shame)

III **Tough Love** (Chastise Miscreant, Dominate Youngster, Identify Youth's Potential, Inspire Faith)

*Amulets:* Wooden spoons, ladles.

*Secret:* **You've Been Bad** (If someone has willfully broken the rules of the ordinate's institution or harmed one of her charges without due provocation, the ordinate may add the rating of the secret to any non-lethal retaliation, whether a physical blow, a withering retort, or a magical power.)

*High Holy Day:* On Handout Day (Gerraday/31), people make donations to the Pinugia Poor Fund, especially those who wish to be generous in the upcoming Sacred Time ceremonies.

*Other Side:* After death, worshippers go to help in the Pinugian House in Ruby City. Child worshippers are sent here as well, where they are fed whatever and whenever they want.

*Other Connections:* Shrines to Pinugia are found in many Teelo Norri orphan houses in the empire.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Pinugia orphanages are rarely given charity, so they must learn to make do with what they have. Orphans rarely return the love of their warders until long after they have made their way in the world.



## Rashorana

*Source of illumination*

Sedenya, caught in the vice of grief and hope, discovered the union of opposites. She took the secret of finding and using the opposite in something. Thus, from suffering She found solace; from pain, pleasure; and from hatred, love. In the darkness, the Union of Opposites revealed Illumination and released the special septessential understanding and consciousness into the ignorant universe. She met her Great Self, then the Final Self and became a spark in the dark, and so became known as Rashorana.

With her chant "One known is not the One," Rashorana brings Illumination and liberation. In the practical times of the Hero Wars, very few people follow this way that gives no magic of its own and leads only to the dangerous practice of sevening.

*High Holy Day:* Sevening Day (Rashoday/8). On this day, people publicly declare their sevening that occurred during the last year.

*Other Connections:* Rashorana is the source of all Illumination and as such is associated with Nysalor and other avatars who have appeared throughout Godtime and Time.

### Proxies

The emperor in his wisdom once created a set of stand-ins to help him perform his duties. The first was the Golden Proxy, which Takenegi Venerabilis created by detaching one hand, which he later regrew, and attaching it to a statue of himself made of gold, then enlivening it with part of his essence. Subsequently he, from behind other masks, created many others. Yet the proxies occasionally malfunctioned, failed, or otherwise broke down. Takenegi Ignifer subsequently led a pogrom that destroyed most of these former selves. Now he assigns trusted members of the denomination of Takenegi to fill in for those roles which he must miss.

denomination. The body is always used, and sometimes other souls of the candidate as well. Usually most of the souls of the previous mask carry over in the reconstruction. The Imperial Mind has never really changed, for he remembers. The Imperial Septessence has also always been the same.

Candidates accepted as parts of the mask disappear as individuals. But not entirely. The mask Voracius was formed from Hensteel of the Molari-Sor, and the emperor advanced the fortunes of the family and allies of Molari-Sor. Several Emperor masks have forwarded the parties, families, and associations to which they belonged while just humans. Yet, in a crisis the masks always set aside those contacts when the empire had a greater need. Ten masks have sat upon the Ruby Throne, including the first Takenegi.

For more information on the masks and when they ruled the empire, see *Imperial Lunar Handbook, Volume 1*, page 7.

## Our Father

*The Red Emperor*



Every citizen of the empire worships the reincarnating Red Emperor. On his holy day everyone in the empire celebrates with prayers, sacrifices, and great feasting. Every Lunar ceremony, every prayer to the Red Moon, is also a dedication to him. Our Father has no dedicated worshippers, not even novitiates.

**Entry Requirements:** No one worships Our Father directly; his worship is universal within the empire, and all members of the Lunar Way regularly adore him and benefit from his blessings.

**Abilities:** Adore Our Father, Lunar Way of Our Father.

**Virtues:** Love Emperor, Obey Authorities.

**Scripture and Blessings:** *The Rufus Scripts*, parts of which are read to the masses every Full Moon Day and at many other Lunar ceremonies. See "The Rufus Scripts" boxed text on page 32.

**Amulets:** The amulets of the Red Emperor often have his current mask represented on them. They may be of any material or design but are often red or silver in color.

**Secret:** None.

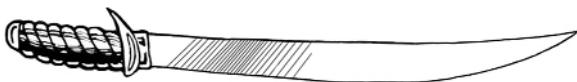
**High Holy Day:** **Father's Day** (Nathaday/42) corresponds with the last day of the Imperial Rites of the first Sacred Week. On this day, everyone in the empire celebrates with feasts, songs, and over-indulgence, commemorating the safe return of the emperor from his dangerous and important journeys through the Otherworlds.

**Other Side:** Glamour is his Moon residence. The city below connects in many places to the Moon, or Glamour Beyond. It is the easiest and most commonly used route between the surface world and the Moon.

**Other Connections:** The Red Emperor is the pinnacle of the Radiance structure and funnels Reverence to his mother, Sedenya.

**Radiance:** None. Radiances exist to serve the emperor and are created at his whim.

**Disadvantages:** None in particular.



## Takenegi

*The Red Emperor*



A few people dedicate themselves directly and specifically to Takenegi and his worship. They initiate into his denomination to assert their reverence. They obtain no magic useful to themselves. However, they have proven their dedication and loyalty and so are rewarded by his special favors, special tasks, and the highest positions of governance.

**Entry Requirements:** Noble Lunar blood; be male.

**Abilities:** Lunar Way of Takenegi, Moon Eye, Novitiate of Takenegi *or* Ordinate of Takenegi.

**Virtues:** Adore Emperor.

**Affinities and Feats:**

▲ **Lunar Order** (Assert Legitimate Authority, Calm Riot, Cease Bureaucratic Bickering, Ensure Smooth Governance, Stop Theological Wrangling)

**Amulets:** Silver or red-enameled medallions.

**Secret:** None.

**High Holy Day:** The denomination high holy day is always celebrated on the day that the current mask was anointed as emperor. Currently, this is Nathaday/30, the day that Takenegi Argenteus ascended the imperial throne.

**Other Side:** After death, Takenegi's worshippers serve as courtiers in Beyond Glamour, the city on the Moon, basking in the glory of Sedenya until they are reborn. For living people, Beyond Glamour can be reached most easily through chambers in Glamour that facilitate movement through the spiritual barriers. These include the Illumination Council Chamber, the Radiant Council Chamber, the Long Table Chamber, and the Payway Room.

**Radiance:** None.

**Other Connections:** All other Lunar denomination s and sects respect those who worship Takenegi.

**Disadvantages:** None.

## Takenegi Incarnate

*Imperial Candidates*



A handful dare and are permitted to join the mask denomination of the emperor, Takenegi Incarnate. Thus, they are staking a claim to become part of the next mask. Few and powerful are those taking this most dangerous and ambitious of roads, although every greater noble house and temple has at least one contender being groomed for consideration by the Egi.

**Entry Requirements:** Already belong to the Takenegi denomination.

**Abilities:** Ordinate of Takenegi Incarnate, Understand Takenegi's Secrets.

**Virtues:** Ambitious, Confident.

**Affinity and Feats:**

☉ **Mask of Takenegi** (Draw on Emperor's Memories [D+40], Draw on Imperial Power)

**Amulets:** The candidate's own body.

**Secret:** **Provide Takenegi** (One member with this secret will be chosen to contribute his life and form as part of the next Takenegi, should that dire need arise. The rating of this secret can be used as an augmentation at certain junctures of the Ten Tests.)

*Other Side:* Glamour is his home in both the mortal and the Lunar realms.

*Other Connections:* The candidates of Takenegi Incarnate are high-ranking members of the Lunar hierarchy and society. They will have thousands of their own personal followers and usually are the heads of entire Leagues or Radiances.

*Radiance:* None.

*Disadvantages:* Very visible targets of Dart Wars as heirs-presumptive of the Empire. Although only one candidate can achieve godhood by becoming Takenegi, that does not prevent many from joining this denomination with a view of becoming the next emperor.

## Rufelza

### *The Red Moon*



Rufelza is the simple, common Red Goddess, who is visible overhead day and night. Subtlety and depth have no part in her worship. As the mob chants, “Just look up. There she is. Nothing more.” Rufelza is the big, red, celestial body, and her powers are big, broad, and sweeping, simple to understand and immediate. She is the Red Moon: red blood, red earth, and red rage. She was created when Jikarvez the Devil impregnated the great goddess Glorantha and born when the Spike exploded. She was killed by the Sun God but reborn as the avatar Teelo Estara who conquered this world, the Other World, and then chaos and brought Glorantha back to life. When everyone worships Her, then the world will be whole.

Rufelza was born of rebellion against tyranny. She is the common folk’s expression of their dissatisfaction, independent of the imperial structure despite even the emperor’s wishes. Strong group displays of emotion, religious fervor, and riots are where her spirit is strongest, often expressed through mob violence. Yet she also unifies, teaching that chaos and order both have their place. Members are officially required to accept any being as their equal before Rufelza, whether human or nonhuman, neighbor or foreigner. Individuals often fall short of these ideals, of course, and various temples have generally made their own local requirements to exclude whomever they find undesirable, whether nobles, broos, or employers. Rufelza worshippers consider other Lunar denominations to be elitists, intellectuals, and separatists despite their basic understanding of the Lunar Way.

Rufelza’s denomination has the largest number of worshippers of any Lunar denomination, for she accepts everyone and everything. Most people never advance beyond worshipping her as adherents, and temples are usually little more than a town square or a rented warehouse, members simply the personal followers of the charismatic preachers known as demagogues. Worship services start with sermons

and prayer, followed by a sacrifice, a feast, and some rabble-rousing by the demagogue. It is customary for Rufelza’s worshippers to sacrifice one day’s labor out of seven to their demagogue to show their dedication.

*Entry Requirements:* None, or as determined by the demagogue.

*Abilities:* Lunar Way of Rufelza.

*Virtues:* Inclusiveness, Independence.

*Common Magic:* Rufelza is the source for common magic in the Lunar Religion. She is credited with the vast array of all common magics that are said to be hers. This is a potent mixture of potentially very destructive powers in the hands of the mob and accounts for the close watch that the imperial authorities keep on the street and the fierce and rapid suppression that they often deliver upon the rioting rabble.

☸ *Feats, Spells, Charms, or Talents*—Content for a Day, Exhilaration, Feel Happy, Frighten, Make Dizzy, Mind Blast, Not Hungry.

*Amulets:* Red and white are common colors for amulets. Almost any material can be used, from clay or wooden beads to jewelry.

*Secret:* True believers will become like gods. It may, however, take many lifetimes, but most people do not know or believe this.

*High Holy Day:* Every Full Moon Day is a holy day, and so Rufelza is worshipped on a different day of the week, depending on where in the empire the worshipper is. On these days, worshippers contribute food and drink to their demagogue in homage to the unifying and equalizing ways of the goddess. They bring what they can, depending on their resources; some wealthy members, who are normally despised as elitists and oppressors, provide food of quantity and quality in order to be accepted. The high holy day of the denomination is **Ascension Day** (Zayday/15), which marks the Glorious ReAscent of Teelo Estara as the Red Moon.

*Other Side:* Rufelza is the whole Red Moon, but her worshippers visit her favorite home on the surface of the Moon, the Ocular Palace that stands in the center of Ruby City. It is a place of dream and immersion, where individuals are lost amid endless pleasure, exotic sensations, and overwhelming passions of service and harmony. Worshippers can travel from here to Sedenya’s Throne, to the surface of the Moon, or back into the Mortal World. In her palace is the Throne of Sight; although it destroys mortals, whoever sits upon it can see anything and anywhere that is known to Rufelza. Worshippers of Rufelza go to the Red Moon after death to live a life without work or strife until they are reborn by her grace.



*A common representation of Rufelza as the hovering Moon*

*Other Connections:* Takenegi is the nominal head of the denomination, which is supported by the imperial government despite the demagogues' efforts to maintain independence. Takenegi appoints his Collectors and Dispensers from the existing demagogues, and he or his designee can revoke an appointment at any time. Appointment is a great and profitable honor but a rare one. Beyond this, the empire has no direct role in the worship of Rufelza, and the emperor himself never takes an active interest in its affairs.

*Radiance:* Rufelza Denomination.

*Disadvantages:* This is the denomination of the simple and the mob, considered by most to be "low brow."

## Senthera

*The Courtesan*



Senthera was a notorious courtesan who worked her way up from being the concubine of a minor member of the Jenet-aror lineage to serving the emperor. Her vengeance is largely responsible for the subsequent destruction of her earliest lovers. Her ambition was so great that she succeeded in her Self Journey to the court of HonEel, from whom she took much of her magic.

Senthera lived for and to love but was more. Her intellect and septessence gave her ambition and piety. After some time she continued her mastery of carnal love but mastered her love for Sedenya as well. She sought to immortalize that love, and hundreds of worshipers appeared to support her quest. She proved her worth and value to the goddess, the empire, and the common folk as well and returned to establish her Temples of Desire. These are not houses of prostitution but rather courtesan schools that teach entertainers of nobles.

She is worshipped by courtesans to obtain seductive beauty and entrancing dance. She established a line of nobles in Silver Shadow, the Senthera-mana.

*Entry Requirements:* Open to male or female courtesans.

*Abilities:* Lunar Way of Senthera, Massage, Moon Eye, Novitiate of Senthera *or* Ordinate of Senthera.

*Virtues:* Coquettish, Seductive.

*Affinities and Feats:*

✕ **Make Love** (Arousal, Erotocomatose Lucidity, Make Sensual Oils, Prolong Ecstasy)

♣ **Entrancing Dance** (Dance of Allure, Foster infatuation, Incite Jealousy, Incite Lust, Mask of Desire, Seduce)

*Amulets:* Erotic jewelry.

*Secret:* **Divine Seduction** (Gives +1/4 of the ability's rating as an augmentation to attempts to seduce anything.)

*High Holy Day:* Love Day (Gerraday/7), when Senthera first lay with the emperor. Worshipers normally reserve this day to spend with that "special someone."

*Other Side:* After death, worshipers retire to the Side Room, a palace of ease and pleasure in the emperor's Relaxation Palace in Beyond Glamour.

*Other Connections:* Senthera the Dancer is sometimes worshipped as a subcult of Donandar, in which case the worshipper must give up the *Make Love* affinity, retaining only the *Seduction* affinity. These worshipers remain members of the Lunar Way, and all Donandar common magic they learn becomes subject to the Lunar cycles.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Dara Happans will not associate publicly with members of this denomination.

## She Who Waits

*Unnamed Servant*



Who is this? She Who Waits is always listed as a member of the Seven Mothers.

Some people, out of ignorance or desires, have created ways to worship She Who Waits, although no worshipper anywhere gets magic in exchange. Some charlatans and demagogues collect from worshippers and teach some common magic, claiming this is from She Who Waits, but such victimization occurs with many entities. The widespread Humble Church does this. More benevolent is the widespread reverence of Asama, "I Serve," by thousands of servants in Dara Happa. They say She Who Waits was a humble servant, who helped the ritual by doing all the "outside work." Illuminants say that She Who Waits is the seventh soul of Sedenya, waiting to be discovered. Everyone's Septessence is like this, waiting for its own Renativity.

In fact, these are all ways of saying She Who Waits was the Goddess, waiting to be reborn. She Who Waits is Teelo Estara before Renativity. It is a human being before akindling, before sevensing, before immortality, or before dissolution into Sedenya Herself.

*High Holy Day:* Sevensing Day (Rashoday/8). On this day, people publicly declare their sevensing that occurred during the last year. Each speech is supposed to begin with the statement, "No more waiting. Today I..."

*Other Connections:* She Who Waits is one of the Seven Mothers.

## Tafamarulf

*Red Moon Chaos*



Tafamarulf is a form of the Red Goddess, the only active chaos cult whose worship is sanctioned by the Red Emperor. "She is not what she seems. Ever." Thus say the priests of Tafamarulf. "Love her as the madman loves insanity and the warrior loves death. There lies safety."

Everyone knows that the Lunars worship chaos, and this denomination is the leadership cult for all chaos worship in the empire. It is an official acknowledgement of "that which can not be controlled" and at the same time an effort to control it. Because chaos is dangerous and unpredictable, this denomination is constrained and kept under close observation by officials. The link with chaos is the best source for powers to control it, and although they often burst beyond immediate control, they have always been tamed again, thanks to the vile secrets offered by this mad religion of destruction and self consumption.

Chaos, the ever-present and universally loathed power which lies outside of Glorantha, is invoked, given sacrifices, and honored in this denomination. Its members are loathsome creatures and people who have seen too much or perhaps have seen just enough to know. When broods, vampires, scorpion men, or ogres join the empire, they generally worship this goddess. The goddess' teachings say, "Chaos is All, embracing the cosmos as the Great Mother embraces her child, bringing it forth from her body and devouring it afterwards." They say, "She is Time, which births



the day and night and devours them afterwards.” They say, “She is Love, which absorbs and dissolves that which it desires within itself.” They say, “You can only know what cannot be known.” It is a denomination of contradictions, fear, and madness.

The current leader of the denomination is Mad Kon, once a sorcerer of the Eyzal Order who learned more than she expected to ever know and who maintains her position by killing anyone who disagrees with her. She fears only the Red Emperor. She has a tentacle instead of a left foot and no right arm as a result of once defying him. She has wreaked havoc in all the normal Otherworlds as a result of her excursions. A tentacled vampire is her bodyguard, a blob with a red eye rests on her shoulder, and an animal from a world unknown acts as her right hand.

*Entry Requirements:* Destructive and/or self-destructive urge.

*Abilities:* Lunar Way of Tafamarulf, Moon Eye, Novitiate of Tafamarulf or Ordinate of Tafamarulf, Resist Madness, Stand before Fear.

*Virtues:* Contempt for Others, Evil, Hatred, Self-Loathing.

*Magic:* These talents are *not* common magic and are available only to novitiates and ordinates of Tafamarulf.

☞ *Talents*—Control Chaos Creature, Hide Chaos Taint, Madness, Make Dizzy, Mind Blast, Recognize Chaos.

*Amulets:* Too disgusting to name.

*Secret:* Gain Chaos Feature ritual (The worshipper gains a random number of Chaos Features. Some features may be useful, some useless, and some merely disgusting. Some worshippers magically turn into a brood, scorpion man, intelligent gorp, or other chaos creature. There is no way to predict or determine what will happen when a person learns this secret. It may be used as many times as desired.)

*Secret Requirements:* There are no requirements for the secret. The worshipper will spontaneously gain the secret at some random time. The knowledge will hurt and make the person murderous

*High Holy Day:* Demagogues of this denomination choose the day of their ceremony and celebration based on whatever insight or oversight they have used to gain their position, but most of them recognize Chaos Day (Nathaday/18) as important. Normal people hide in their homes on this day, while chaos-hunters and chaos worshippers battle together.

*Other Side:* On the Moon, Tafamarulf can be found at Hellbore. She is a Gateway outside of the sacred, living Cosmos to the Chaos Realm. Beyond, out there, is called Oblivion, Eternal Nothing, Hell, Everlasting Torment, Permanent Dislocation, Immutability Dissolution, and other labels of nonexistence. No one, mortal or immortal, has ever returned from being sent to this realm. Even chaos beings do not return from there.

*Other Connections:* Supported by the imperial government. Takenegi is the nominal head of the denomination. He appoints existing demagogues to be his Collectors and Dispensers. This is a great and profitable honor but a rare one. He or his appointee

can revoke these appointments at will. Beyond this, the empire has no direct role in the worship of Tafamarulf, and the emperor himself never takes an active interest in its affairs.

*Radiance:* None. The denomination is under the direct control of the emperor.

*Disadvantages:* Sometimes subject to the Lunar Cycle, sometimes not. Dangerous and feared by all sane Lunars. Worshippers always have a taint of chaos that can be detected by the appropriate Sense Chaos abilities.



## Taraltara

Taraltara is the Ultimate Power, the Infinite. It goes by many names, such as Vezkarvez to the Dara Happans, the Unknowable, or the Self Beyond Self. It is beyond cosmos and chaos, even beyond Beyond. It is not worshipped but is vaguely understood to be the power behind Sedenya, which is the Ultimate Mask. The goal of those trying to touch Taraltara is Ultimate Bliss; the temptations of this obscure goal have caused great suffering and pain to the unprepared.

## Teelo Norri

“Young Love”



Teelo Norri was a thirteen-year-old orphan from the streets of Torang. Yet within her was the sleeping Goddess, for she was simply the latest physical incarnation of the Goddess, who had taken mortal form many times since the Dawn Age. Time and again born and reborn until the right time, when she met the guides who would lead her back to immortality.

In 1220, the others of the Seven Mothers performed the Awakening Rites and woke Teelo Estara, the nascent Goddess, within the body of Teelo Norri. The consciousness of Teelo Norri faded away, but the intact child returned to life upon the Repartation at the Battle of Chaos. She grew up filled with the power of the Moon and established the first of many poor houses in the empire. Upon the urging of her closest followers, she undertook the Full Seven Rites and established a place on the Moon, almost without difficulty. She is now the ceremonial Cup Bearer of the Goddess and is called the Spring of Eternal Youth. She is worshipped by unfortunates and those who would help, cloth, house, and enlighten them.

Teelo Norri’s “temples” are commonly called Norri Houses, Orphan Houses, or nunneries. Most are found in the great cities of the empire. They collect and distribute the Fund for the Poor; engage in a myriad of charitable and benevolent works; and provide refuge, sanctuary, and religious guidance to orphans, street waifs, and destitute and runaway children. After all, these unfortunates are not only All Us too, they are, in the words of the denomination catechism, “Empty Vessels Ready To Be Filled” with the Goddess, just as Teelo Norri herself was.

The denomination itself rarely preaches or teaches, providing instead action to show the Lunar Way rather than tell it. Many women across the empire, even wealthy and powerful ones, donate a day every season, month, or even week, performing menial labor at one of the Teelo Norri facilities, as if they were one of the holy nuns themselves.

*Entry Requirements:* Poverty, or take a vow of poverty.

Typically, people donate their possessions or wealth to the Poor Fund upon joining.

**Abilities:** Disarming Vulnerability, Lunar Way of Teelo Norri, Moon Eye, Novitiate of Teelo Norri *or* Ordinate of Teelo Norri, Scrounge, Shame Donation Out of Rich Citizen, Take Care of Children.

**Virtues:** Compassionate, Enduring, Selfless.

**Scripture:** *Innocence to Work* (a.k.a. *The Works of Teelo Norri*)

- ① **Common Blessings**—(Be Content with Lot in Life, Ignore Hunger Pangs, Nourishment from Little, Work Hard)
- ✦ **Special Blessings**— (Calm Fears, Heal [Disease], Heal Mind, Heal [Wound])

**Formulary:**

- ☞ **The Spring of Eternal Youth** (Calm, Comfort, Make Food Go Round)

**Amulets:** Wood, string, or other low-cost materials.

**Secret:** **Go Without** (Allows the ordinate to go without food, water, or sleep if such are more badly needed by others in her care.)

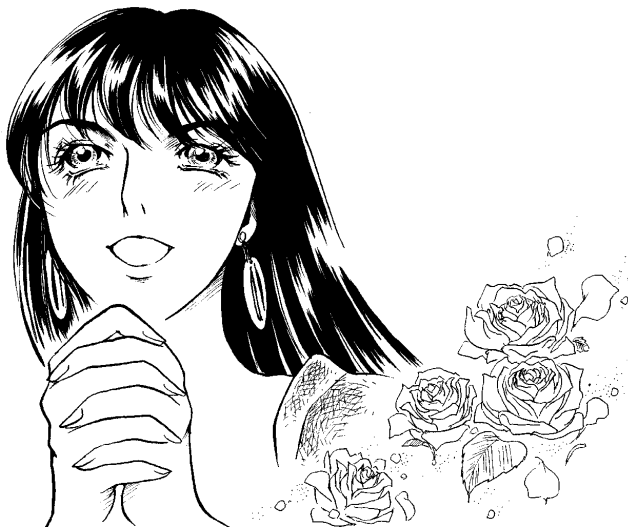
**High Holy Day:** Teelo Norri's high holy day is her birthday, called Birth Blessing Day (Zayday/13). On this day, everyone gives offerings to their local temple to assuage their guilt and obtain blessings from the holy nuns.

**Other Side:** Teelo Norri is always waiting on Sedenya as cup bearer in the throne room of the Goddess. She has her House of Preparation in Scarlet City. She is also found at the Innocent Playground with her thousands of children.

**Other Connections:** Many good Lunar citizens become patrons and benefactors of various good causes and institutions. Teelo Norri is one of the Seven Mothers

**Radiance:** Seven Mothers Council.

**Disadvantages:** Worshipers have to scrounge for the basics of life.



*Graffito of Teelo Norri found in a Glamour orphanage, drawn in the Kralori style popular with young girls in Glamor*

## Ulurda

### *The Growing Blue Moon*



Ulurda woke at Darscarpan, the Resting Place, and looked upon the bright world she had helped to make. She dressed in her hunting garb and did the Birth Dance. She took her bow and arrows, knife, and bag of songs and set off to find the missing parts of her self. She helped not just herself but set loose many beings that had been trapped by their enemies. She showed others their way in the world, so they were not lost. She captured and found parts of herself and grew so strong that she began to walk in the sky. Her husband Ulurdum joined her there, and they kept hunting, freeing, and finding, as she had done before. Her Arrows of Life brought stars to light, and her Arrows of Fire brought cooking and warmth to many peoples. In the sky, she and her husband were a pair of blue planetoids.

Ulurda completed her Total Spirit Hunt and realized she had acquired magnificent spirit powers and the ability to make a body. She knew the consequences, but she made herself a physical form to live in, left the sky, and was born among humanity, to live among people as Serri Mina, the Waiting Avatar. Among many cultures, the Lunar greet by saying, "I see Mina," the equivalent of "Hello." She then lived out mortal lives in the bodies of her descendants, being reborn over and over. Her last incarnation was as Teelo Norri, when the plan for her discovery and resurrection at last succeeded.

Ulurda is worshipped by those whom she had helped and is a majestic spirit among their traditions. She is especially loved by her descendants, the tattooed forest people of Arir. In the urban centers, a faddish cult exists for her among the noble classes.

**Entry Requirements:** Be a Hunter.

**Abilities:** Animal Lore, Archery, Lunar Way of Ulurda, Moon Eye, Novitiate of Ulurda *or* Ordinate of Ulurda.

**Virtues:** Generous, Self-Reliant.

**Spirits:**

- ✦ **Hunting spirits** (Guide Arrow 18 to 18W, Kill Scent 17 to 14W, See in Dark 5W to 10W2, Silence 14W to 4W2)
- ① **Moon spirits** (Hide in Moonlight 18 to 6W3, Hurt Otherworld Entity 8W to 5W3, Track Through Otherworlds 17W to 19W3, Walk on Moonbeams 13 to 19W)
- ✦ **Survival spirits** (Find Food Anywhere 13 to 12W2, Find Good Water 12 to 17W, Identify Safe Food 19, Sense Enemies Nearby 12 to 8W)

**Amulets:** Ulurda's amulets are made of body parts from prey that the worshipper herself has killed.

**Secret:** **Hunt Anything** (The worshipper gains a bonus, equal to 1/4 of the secret, to any ability used while hunting.)

**High Holy Day:** Hunting Day (Ulurday/22) is one of the universal holy days of the Lunar Way. In wild lands a sacred hunt is held, while in the cities children search for gifts hidden by their parents.



## The Orogeria Moon

The Red Goddess established through her Travel and Journey experience that She was the first planetary body to rise into the sky after the Kazkurtum, as the goddess Ulurda.

The ancient star seers of Yuthuppa, priests and mystics alike, disagreed vehemently when the Living Goddess claimed this. They said that no deity was in the sky in the Star Time that they did not know. No celestial entities except the Forty-Nine Reliable Deities were aloft then, and neither the Red Goddess nor the Huntress were among them. They cited *The Glorious ReAscent of Yelm* as their source, which had just been revealed by the Emperor Yelmgatha. Its power had helped make him emperor. This proved that it was, indeed, a source of Truth.

Teelo Imara had no desire to dispute this great work or refute the basis for Her imperial friend's authority and Justice. Indeed, it was the Goddess who had shown Yelmgatha where to find it. But, as She always does, Teelo Imara used the old truths to prove her "new" ones. She drew upon the great knowledge of the star seers to remind them of Ulurda (Star 49, whose name means "Moving Blue Goddess"), who was gone and about whom Plentonius was silent.

The star seers held a Truth Contest. Many things were determined thereby, starting with the Buserian fact that Ulurda was the wife or mate of Ulurdum (Star 48) and that Ulurdum was also the Blue Fox. But the Blue Fox was gone now, and there were no more blue foxes in the world. Therefore his mate, the Blue Vixen, must also be gone.

Teelo Imara agreed but said, "There is more. Ulurdum was Blue Fox, but he was more." And She proved that he was also the Blue Sakkar and the Blue Cougar too. The Buseri could not disprove this. It was true.

"Ulurda was the Blue Vixen," she said, "but she also was more." And Teelo Imara proved that the Blue Vixen had also been the Blue Mouse, which at that time lived in all the fields around the city. Also, the Blue Rabbit, a blue doe, and four types of blue birds. In this way, Teelo Estara proved that Ulurda was a living deity. The priests were amazed, for they thought they had known all the living celestial deities, even those invisible to mortals.

Then Teelo Imara proved that She had been Ulurda. She did this by revealing a secret to them that She had given only to Buserian himself and which had been handed down from master to master of the cult. It could be known only by the highest devotees, and when She told them Her own words, they were humbled and submitted to the truth.

### Blue Orogeria

Not everyone has accepted this Lunar revelation. In Arir and Darsen, worshippers are sometimes quite conservative. Many of those forest-dwelling folk have not accepted that Orogeria is or ever was Ulurda and consider it blasphemy that anyone considers the bloody Red Moon to be related to their blessed Huntress.

The urban Lunars like to differentiate their Orogeria from the "old Orogeria," whom they call the Bumpkin Goddess. This is usually done by making her blue-colored, a practice that began by recognizing that Sedenya ascended from Black to Blue during the Star Time. Thus, the Lunars sometimes worship Ulurda as Blue Orogeria, a form of their goddess.

*Other Side:* Ulurda's Camp is a bright blue spot on the surface of the Red Moon, amidst the Tendarshan Forest. From her tent journeyers can go to the Forest Ages (Green Age, Golden Age, Storm Age, Darkness Age), to the Silver Age, or directly to the Spirit Plane, exiting there at the Bluewood in the Harsharan Demesne.

*Other Connections:* Ulurda is one of the Seven Moons. A sister cult of Orogeria, similar but non-Lunar, is native to Arir. A husband cult, Kenstrata, is the hunter spirit for men and accompanies her

*Radiance:* Great Moon Radiance.

*Disadvantages:* None in particular.



## Undrendum

*The Red Falcon*



The first son born to the original Takenegi was fathered upon Diovena, a Rinkliddi warrior-princess of Ganbarri. Undrendum grew tall and strong, with quick wits and hands, strong in mind and body, precocious and hot-headed. At age thirteen, he eluded his guards and courtiers and traveled around the eastern reaches, working as a young sell-sword, hiding his regal features under a red falcon mask in the fashion of the bravoos from the city of Kavisti. He was brave and defeated the Black-Eyed Highwaymen on the Torang road; was visionary and wandered into the Alphabet Dream and watched his Ps and Qs play ravenkaaz; was humble enough to chop wood for a night's rest in a barn; and charming enough to be ministered to by adoring maidens while reclining on cushions of Kralorelan silk. Philosophy was natural to him, and he was akindled simply by reading.

While adventure diverted him, he ignored the pull of his blood and the call of duty, but he was the son of the emperor and could not escape it. Eager to find a gift with which to placate an anxious and angry father, Undredum rediscovered the Bird of the Moon heroquest and returned with the smoking red eggs from which the first moonfalcons were hatched. This difficult quest, which required fighting, magic, and wisdom, was his sevensing.





*Undredum. The Red Falcon is responsible for the resurgence of their ancestral avian pride among the Rinliddi peoples.*

Takenegi welcomed Undredum in honor and charged him with command of the armies of Rinliddi. Undredum championed the first avilry breeding programs (which recreated the ancient fighting bird steeds), founded the Kavisti Redwatch, and routed the incursions by the Lesser Kun Exile Horde. He is now revered as a war god among the Rinliddi and is especially revered by those who raise the great moonfalcons.

**Entry Requirements:** Must be from Rinliddi stock.

**Abilities:** Bird Lore, Falconry, Lunar Way of Undredum, Moon Eye, Novitiate of Undredum *or* Ordinate of Undredum, Oratory, Rinliddi History, Scimitar and Shield Fighting.

**Virtues:** Adventurous, Brave, Dutiful.

**Affinities and Feats:**

- ✦ **Falconry** (Heal Falcon, Rending Peck, Talons of Iron, Toughen Armor of Feathers, Unstoppable Stoop)
- ✦ **Red Falcon** (Falconsight, See Through Falcon's Eyes, Summon Falcon, Transfixing Screech)
- † **Warrior** (Hearten Comrades, Leap over Foe, Moonblade, Slice Magic, Valiant Heart)

**Amulets:** Falcon feathers. Often formed into a falcon mask and/or sewn onto wings.

**Secret:** **Heroform Crear Moonfalcon** (The hero becomes a hybrid man-falcon; his arms turn into wings, and his head becomes a falcon's head. He gains the power of flight and incredible long-distance vision.)

**High Holy Day:** Red Falcon Day (Veriday/14) celebrates Undredum's return from the Bird of the Moon quest. On this day ordinates and hierarchs are made, and qualified individuals may acquire a moonfalcon as a Lunar Consort.

**Other Side:** Moon Mews is a vast and comfortable habitation for both birds and people in Titian Nest in Birdland. Here live the worshippers of all the gods of Rinliddi who have joined the Lunar Way, as well as the resurrected flocks of the great riding birds called augner, Undredum's moonfalcons, and other Lunar avians. After death, Undredum's followers fly about the Moon to hunt.

**Other Connections:** The denomination is one of the Rinliddi Pantheon, and its members are the organizers, leaders, and guardians of the Avian Return Movement.

**Radiance:** New Flock.

**Disadvantages:** More sophisticated Lunars sneer at the pretension of the Avian Return Movement, of which the denomination is a major player.

### ✦ **Crear Moonfalcon Heroform**

**Abilities:** Fly 15W3, Fly High 10W2, See Far 12W4



### **Moonfalcon**

The moonfalcon sports ruddy feathers on its back, sides and tail, creamy white head with black eye markings, creamy breast. Its tail is barred with black lines. The moonfalcon is native to the Pelorian basin and is most often found on the plains and foothills.

**Ages:** All

**Distribution:** Found throughout the Pelorian basin.

**Habitat:** Plains and foothills.

Crear Moonfalcon is the son of Vaskaru the Falcon Warrior and the Moon Lesilla. Moonfalcon colors mimic the current moon; in previous ages the birds were blue, white, black, or red and change to those colors in heroquesting.

Moonfalcons are the highest-flying of the falcons, and their normal attack is to stoop on their prey from far above, stunning it with their feet and pecking at it with their sharp beak.

**Keyword:** Large Magical Bird 5W

**Significant Abilities:** Fly High 10W, Hunt 5W, Keen Vision 20, See Magic 20, Stoop 20W

**Weapons and Armor:** Peck and Talons +1, Magical Defense +3

## Uranafus

*The Inspiration from Above*

Uranafus was a famous potter and sculptor who loved creating works to honor the Goddess and her apostles. He was so skilled that he needed to see a person only once to create a perfect likeness of them. He even traveled to the Gods War to find subjects for his work, and those sculptures are now worshipped in many temples. He dedicated his soul to Sedenya, his heart to his friends, and his hands to creation. His skill became so great that the statues he made actually lived with Her power.

When Uranafus died, most of the statues he had sculpted assembled at the funeral, and with the mourners they called Uranafus back to life. He sat up, preached the wonders and powers of the Goddess, and then traveled on to the Moon, where he still works.

**Entry Requirements:** Create and donate an original art piece to the denomination.

**Abilities:** Three [Art Skills] (e.g., a sculptor might have Memorize Face, Mineral Lore, and Sculpting), Lunar Way of Uranafus, Moon Eye, Novitiate of Uranafus *or* Ordinate of Uranafus, See Artistic Potential.

**Virtues:** Artistic, Inspired.

**Affinities and Feats:**

▲ **Inspiration** (Perfect Recall, Refine Clay, Sculpt Exactly What You Saw, Shape Clay, Share Vision, Steady Hand, Visualize Scene)

**Amulets:** Uranafus worshippers use their sculpting tools as amulets.

**Secret: Awaken Statue** (The ordinate can use this ritual to awaken any sculpture created using his *Inspiration* affinity. The statue's natural Septessence becomes active at the power level of the secret's ability rating. The consciousness acts primarily to praise the Goddess and protect the statue from damage and theft, but it can also interact with the owner.)

**Secret Requirements:** Any one [Art Skill], the *Inspiration* affinity, and *Sedenyic Philosophy* at 1W2 each.

**High Holy Day:** Stones Talk Day (Nathaday/13) is the day Uranafus died and was reborn. On this day, all of the statues he sculpted in life and the awakened sculptures of his worshippers repeat the speech he gave before ascending to the Moon City.

**Other Side:** Uranafus' worshippers live in the Palace of Fine Art, located in Scarlet City.

**Other Connections:** Worshippers of Uranafus are much sought after by the sophisticates of the Empire.

**Radiance:** Mansion of the New Way.

**Disadvantages:** While their work may be praised and sought after, rarely do the upper crust wish to meet the craftsman.



## Urangar Vorderos

*The Final Guard*



Urangar, a native of Rinliddi, served as a bodyguard to Teelo Estara. He was the first commander of Her famed Chain of Hope palace guards. When he learned She would ascend, he vowed to stay by her side and traveled to the Otherworld to get the power to do that. After Her ascent, Urangar followed his Goddess, even though he was not yet immortal. When Sheng Seleris invaded the Moon, it was Urangar who kept him out of Her palace, and this act completed his apotheosis. So fierce and protective was he that "vorderos" is now the word for an elite bodyguard. Worshippers are found in most noble Lunar houses, guarding their lords against all dangers.

**Entry Requirements:** Absolute loyalty to employer.

**Abilities:** Blend into Background, Etiquette, Lunar Way of Urangar, Moon Eye, Novitiate of Urangar *or* Ordinate of Urangar, Ride, Scimitar and Shield Fighting.

**Virtues:** Combative, Flexible, Loyal, Respectful.

**Affinities and Feats:**

† **Combat** (Empower [Weapon] with Death, Protect Lord, See without Eyes, Stand against Many, Strike Ghost)

✚ **Vorderos** (Absorb Enemy Magic, Identify Otherworld Entity, Sense Enemy Presence, Sense Intruder, Stoic Endurance)

**Amulets:** Armor and shields embossed with the Defense *or* Vorderos runes.

**Secret: Take Blow** (Allows the ordinate to take a wound that would otherwise affect an ally, even if it kills him.)

**High Holy Day:** On Bodyguard Day (Ulurday/37), employers honor their bodyguards with gifts and a special feast.

**Other Side:** Urangar Vorderos stands guard for Sedenya upon the Moon in her palace. He will give audience in his sparse Barrack Headquarters in the New Fort.

**Other Connections:** The denomination has members and shrines in many temples, imperial installations, and most noble households.

**Radiance:** New Flock.

**Disadvantages:** Worshippers are expected to give their lives for their charges. They are often primary targets for Dart Warriors.



*Urangar defends the moon from a barbarian heroquester.*

## Valare Addi

Traveler and Journeyer



Valare was the third daughter of a craftsman. He believed the adage, “Better to raise ducks than girls,” and so decided to sell her. Valare ran away instead and followed the Lunar Army to Yuthuppa in 0/12 (1238). While there, she was brought to the attention of the Teelo Estara as a Natural—a person able to understand the secrets of illumination without training. Teelo Estara opened Valare’s Seventh Soul, and she became a missionary of the goddess’ message.

While on one of her educational missions, Valare witnessed an appearance of Dendara the Good Goddess, Wife of Yelm, and Valare perceived the common power of Innocence in both the Red Goddess and Dendara. Valare began to preach that they were the same goddess. Teelo Imara Herself pointed out that this was an error, and when Valare resisted even Her, believing she was being tested, the truth was imposed upon her. Valare threw herself upon the Goddess’ mercy, but Teelo Imara did not accept it and instead sent her to finish her education. Valare was mortified and began her Great Pilgrimage across the empire, taking part in many quests and rituals among many different groups and cultures. She was in Ordeed in First Blessed when Sedenya ascended to the heavens.

A Darsen priestess pitied Valare and took her to be healed in the Great Dance, a rite that takes place in the Green Age. Valare saw the Red Goddess there, and she returned from this experience with an artifact, the Talking Stick called Addi. As a rule, no one returns from heroquesting with artifacts, especially one as powerful as a talking stick. Valare told her sponsor that she had seen Rufelza there, but the priestesses of Darsen did not believe either fact. But Valare traveled about and taught the Darsen Rites to many, and now she included Sedenya, whom she called Dedaddi (“Staff Holder”); she was thus treated as the leader of the rites. With her new organization of supporters, Valare traveled to Hagu and used Addi to make the fires of creation, and she saw the truth of illumination. She was afterwards able to discern between truth and falsehood in illumination. She was finally confronted by the elders of Darsen, who challenged her to Truth, and Valare overcame all resistance and proved to all present that Sedenya was among the original Darsen Council. She gave the women her Talking Stick, and now Sedenya is welcome at all Darsen Councils.

Valare continued to teach and preach, primarily about the facts of illumination and proper preparation for it, called the Road to Hagu or the Path of Valare. These are easily translated to be basic heroquesting methods, for which Valare is most revered today. She was immortalized in Glamour under the guidance of Takenegi on Rashoday/8 in 1/27.

Valare is revered in Dara Happa, Carmania, and Darsen for the guidance she provides on the path to True illumination and understanding of the Goddess. Valare was a great teacher of Lunar heroquesting, and she continues to teach her worshippers how to follow the path to Rashoranic illumination. She is called the Journeyer or the Chronoportor.

**Entry Requirements:** Must be approved by the Illumination Examiners.

**Abilities:** Know Wendarian Myths, Lunar Way of Valare Addi, Meditation, Moon Eye, Novitiate of Valare Addi or Ordinate of Valare Addi, Wendarian Dance.

**Virtues:** Dauntless, Inquisitive.

*Affinities and Feats:*

- ✦ **Preparation** (Clear Mind of Distraction, Plan Course, Prepare Body for Challenges Ahead, Prepare Mind for Challenges Ahead, Prepare Septessence for Challenges Ahead )

**Formulary and Spells:**

- ✦ **The Entekosiad** (Hagu Road ritual, Identify Magic Type, Rites of the Dance ritual, Way to Provavia ritual)

**Spirits:**

- ✦ **Voyaging spirits** (Ease Load 12 to 15<sup>W</sup>, Freshen Weary Body 15<sup>W</sup> to 18<sup>W</sup>2, Mile-Eater 13 to 17<sup>W</sup>, See Road Ahead 14 to 18<sup>W</sup>)

**Amulets:** the Addi.

**Secret: Traveling and Journeying** (The hero gains a bonus of 1/4 the rating of the secret to all abilities used during Otherworld Travel)

**High Holy Day:** At the festival called Travel Beyond Day (Rashoday/9), worshippers celebrate Valare Addi’s explorations, and her followers may be sent upon their own Journeys.

**Other Side:** Valare resides in the Wendarian Pavilion in Scarlet City on the Moon. From her Entrance Way, worshippers may exit into the Green Age, Sedenya’s Throne Room, or the surface of the Moon. After death, worshippers of Valare Addi join her in the Pavilion, where they teach others the secrets they learned in life and continue their learning through further explorations of the Other Side.

**Other Connections:** Valare is respected as a prophet by the priestesses of Darsen.

**Radiance:** Mansion of the New Way.

**Disadvantages:** The worshipper is expected to make at least one pilgrimage to the sites of the Goddess’s life, including places in the empire and in the Otherworld.

## Vargar

The Sky-Mariner



Vargar was a boy from a weeder family in Darjiin during the Zero Wane. When he witnessed the apotheosis of the Goddess in 0/27, he felt a part of himself drawn upward, and from that moment on he experienced visions of the surface of Rufelza. He converted to the Lunar Way and progressed rapidly so that he could pilgrimage to Glamour to view Rufelza from the Crater’s rim. In Darjiin he was fervent in converting many in his clan and fellow Darjiini to the Lunar Way.

When Jannisor attacked the empire, Vargar led a pirate war, raiding the Alkothei river fleet and disrupting the supply flow to the main army besieging Glamour. After the fall of Jannisor, he was instrumental in harrying and breaking up the remaining rebel forces and their barbarian allies.

To reward Vargar and other heroes, the emperor took them on a fishing trip to the Occluded Sea. Instead of fishing, Vargar discovered growths of crimson moon-reed in the marshes there. He wove the moon-reeds into a basket as a present for the Goddess and was given seeds to take back home, which he planted in a river near his home.

Vargar was astonished to find that he, and he alone, could wake the spirits of the reeds and that objects woven from these reeds could fly. This made him ever popular at court as he made larger and larger flying objects and flew courtiers around Glamour. It was a natural step from this to building full-sized reed boats. Vargar found that he could fly



upon the moonbeams that emanated from the Goddess. The speed of the boats varied according to the phase of the moon.

He is now worshipped by selected members of his family, who alone are capable of making and flying the moon-red boats and ships. They directly serve the emperor. Ordinates create and guide the moonboats, and their kinsmen carefully guard and tend the reed beds, hoping to be admitted to the elite. Their numbers are limited, though the emperor spares no expense to increase them. The steadily growing fleet is the result of those efforts.

**Entry Requirements:** Must be a blood descendant of Vargar and swear dire oaths of secrecy.

**Abilities:** Craft Reed Boat, Lunar Way of Vargar, Moon Eye, Novitiate of Vargar *or* Ordinate of Vargar, Sail Moonboat, Weave Reed.

**Virtues:** Dedicated, Secretive.

## Moonboats

Moonboats are magically-awakened reed boats capable of flying through the air on the beams of the Red Moon. They are built of magical moon-reeds and may be any size, from small, one-person skiffs to huge transports capable of carrying hundreds of warriors. In style they mimic the reed boats common in the swamps of Darjiin: elongated crescents built of reed bundles.

The majority of moonboats are simple cargo ships, carrying passengers and freight. A few are military vessels and have features such as boarding ramps, ballistae, and archer towers. These military moonboats are used to provide missile support to troops on the ground, land a fighting force in the rear of the enemy army, or fight aerial enemies.

Moonboats have the standard *Agile* and *Large* abilities of normal boats but has an *Airworthy* rather than a *Seaworthy* ability (see *Men of the Sea*, page 42). A moonboat also has a *Lift* ability, which represents the ability of the moon-reeds to overcome the weight of cargo and passengers.

The ability of the moonboat to fly is magical and is affected by the phase of the moon. Additionally, a penalty is imposed for any ship carrying cargo and passengers; use the Community Support bonus (see *HeroQuest*, page 91) as a penalty to all flight-related contests (counting each 300 lb./150 kg of cargo as a “person” for this purpose). The ship’s crew is not counted towards this penalty, nor is the ship’s normal equipment. *Lift* is used to offset this penalty—it can provide an augmentation only equal to or less than the penalty suffered due to cargo and passengers.

A fully-loaded large moonboat (10<sup>W</sup>3 *Lift*) can carry up to 60 passengers, 18,000 lbs. of cargo, or a combination thereof. At full capacity, this imposes a –8 penalty. Its *Lift* 10<sup>W</sup>3 provides an augmentation of +7, which yields a net penalty of –1 to the *Fly* rating.

The Awakened Septessence of the moonboat is the guardian for the moonboat crew (see *HeroQuest*, pages 92–94). They are Manifestations (embodied in the hull of the boat) and communicate only with the captain or his designated successor (Leadership Contact), who must be ordinates or better of Vargar. The default Blessing function is *Fly on Moonbeam*. This function is only applied to the fabric of the moonboat and cannot be used on an individual. All other aspects of the moonboat guardian are open to player or narrator decisions.

### Affinities:

☾ **Moon Boating** (Dismiss Hostile Wind, Find Better Moonbeam, Hold On, Jump Safely, Surefoot)

### Spirits:

☿ **Moon-reed spirits** (Catch Rope 18, Fly Fast 12 to 12<sup>W</sup>2, Lift Weight 18 to 15<sup>W</sup>3, Reed Binder 10 to 15<sup>W</sup>4, Resist Fire 15 to 15<sup>W</sup>4, Strong Reeds 15 to 15<sup>W</sup>4)

**Amulets:** Vargar worshippers use reeds for their magical objects. Normally they are tightly tied onto the owner, as oftentimes they can drift away when they spontaneously develop into growing moon-reeds and float on moonbeams.

**Secret:** **Awaken Moonboat** (An ordinate uses this ritual to awaken a boat he has created using his *Moon-reed* spirits. The moonboat’s natural Septessence awakens, and becomes the guardian of the crew who sails it. Only Awakened moonboats fly, and they only communicate to Vargar ordinates)

The airspeed of a moonboat is a function of the *Fly on Moonbeam* ability of the moonboat’s awakened Septessence. It is affected by the phases of the Moon.

## Typical Moonboats

### Small Cargo Moonboat

Capable of carrying 10 passengers or around 3,000 lbs of cargo, this type of boat is used by merchants who carry small, high-value items or as courier boats for the Imperial Army.

**Crew:** 5 to 15

**Significant Abilities:** *Agile* 17, *Airworthy* 12<sup>W</sup>4, *Cargo* Hold 10<sup>W</sup>4, *Large* 15<sup>W</sup>3, *Lift* 10<sup>W</sup>2, *Speed* 15<sup>W</sup>4

### Guardian:

- ☞ **Awareness:** Sense Changes in Weather 19.
- ☞ **Blessing:** Fly on Moonbeam 10<sup>W</sup>4.
- ☞ **Defense:** Resist Creatures of Air 18.

### Large Military Moonboat

This is the *Ruby Dominator*, a moonboat of the Middle Air Navy specially designed to support the Lunar army on the battlefield. The *Ruby Dominator* carries 21 bow-armed Star Marines (as passengers), it mounts four light ballistae on its deck, and has special firing ports in the hull (one on either side) for two additional ballistae. It can carry up to 100 additional soldiers who are trained to rappel down on ropes to form a fighting company behind enemy lines or inside fortifications.

**Crew:** 50

**Significant Abilities:** *Agile* 15, *Airworthy* 12<sup>W</sup>2, *Cargo* Hold 10<sup>W</sup>3, *Large* 15<sup>W</sup>4, *Lift* 10<sup>W</sup>4, *Slow* 12<sup>W</sup>4

**Armor and Weapons:** Tough Fireproof Leather Armor +3, Ballista +6

### Guardian:

- ☞ **Awareness:** Sense Enemy Fliers 5<sup>W</sup>4.
- ☞ **Blessing:** Fly on Moonbeam 15<sup>W</sup>2.
- ☞ **Defense:** Deflect Magic 3<sup>W</sup>4.

*High Holy Day:* Moon-reed Day (Nathaday /15) is a festival of drumming and wild revelry, at which generous libations are poured to help water the moon-reeds. The most celebrated and devoted Sky Mariners travel to the Occluded Sea for a celebratory cruise.

*Other Side:* Vargar lives in the Greatship that sails anywhere that Vargar wishes around the Moon. From the Ship, worshippers can exit to Sedenya's Throne in Ruby Palace or disembark directly to Vargar's Landing at Lunarport.

*Other Connections:* Most moonboats are privately owned and operated but are always officered by Vargar worshippers. The emperor owns a fleet of large warships and cargo carriers, guarded by elite Star Marines.

*Radiance:* Mansion of the New Way.

*Disadvantages:* Most worshippers are seen as little better than the mudfishers of Darjiin. Captains of moonboats are accorded much more respect, of course.

*Notes:* The captain of a moonboat need not be the person who awakened the boat, but he must be an ordinate of Vargar.

## Verithurusa

*The Seeking Red Moon*



The pure white goddess stepped out of her perfect home to follow her curiosity when a god of change passed by her window. Her soft, protected, and pampered life was lost, thrown away, and given way as she entered the world of experience. With Him Below, a powerful god to whom she was forcefully attracted, she disappeared beneath the earth for a period. She had many lovers, and she had many experiences. When she returned home to her father's house, she was cast out, and she left behind the flapping wings of grief, which eventually blinded Yelm and led to his death.

With Asyrex, she bore a child, Homura, the Gem, and other leaders of the ancient Mernitans. At last, she settled among them, a mature wife and mother, no longer careless.

Verithurusa is the power of growth, of childhood and its innocent and necessarily naïve desire to experience the world. She is the desire for growth, experience, and the movement towards maturity.

*Entry Requirements:* Have not ever lost your childhood innocence.

*Abilities:* Lunar Way of Verithurusa, Moon Eye, Novitiate of Verithurusa or Ordinate of Verithurusa, Take Care of Self.

*Virtues:* Brave, Curious, Innocence.

*Affinities and Feats:*

- ☉ **Innocence** (Entrancing Giggle, Enjoyment, Hide, Seek)
- ☾ **Moon** (Cut Otherworld Entity, Defend against Magic, Recognize Open Way, Return to Moon from Otherworld)
- ⚡ **Seeking** (Attraction, Courage, Find Way Into Otherworld [D+20], Marvel at Novelty, Tempt Others)

*Secret: Escape.* (When in an impossible situation, the worshipper can find a way out, though always undergoing some permanent change.)

*High Holy Day:* Lovers Day (Veriday/4) celebrates the sweet, innocent love that Verithurusa had, and lovers everywhere reciprocate with gifts. Red flowers are especially appreciated.

*Other Side:* The mansion of Verithurusa is more commonly known as the Red House. Inside it is the Wardrobe of the Goddess, for from here may be chosen any suit of clothing (i.e. a body, etc.) that the worshipper desires to wear when he or she descends to the Mortal World for a new life.

*Other Connections:* Verithurusa is one of the old forms of the Goddess, with connections to several old cults, such as Lodril of Gan, who is associated with Him Below in the rites in south Doblian.

*Radiance:* Great Moon Radiance.

*Disadvantages:* None in particular.

## Yanafal Tarnils

*"Ram and Warrior"*



Yanafal Tarnils was the second son of Lantafar Tarnils, a Carmanian nobleman who married a Yuthuppan noblewoman. Yanafal was of warlike spirit and joined the hazar caste of Knights upon adulthood. He followed the Carmanian saint of war, Hum'akt, though he also sacrificed to the gods of Yuthuppa as his mother had taught him. Yanafal proved his valor and skill in the armies of Padishah Bisodakar during the Carmanian wars with the Rinliddi. After his successes there, Yanafal commanded the Velthil border forces, where he clashed constantly with rebels and Pentan raiding bands. The Pentans called him "The Ram" for his aggression in battle. He came to understand through hard experience the varied strengths of the heterogeneous forces at his disposal. He grew adept in coordinating Carmanian knights, Pentan light cavalry, Dara Happan hoplites, digijelm warbands, Eolian skirmishers, river reavers, and more into one cohesive force. He was well-known and popular among the Carmanians. The Shah became jealous and suspicious of his successes and in a bloody purge slew all his family. Yanafal Tarnils rebelled and became a mercenary.

After years of mercenary service, he took service with Queen Deezola in 1216. She ruled Torang, a minor city-state that had been provoked to rise against Carmanian oppression. By 1218, Yanafal had become Deezola's Warlord Prime. He led his rag-tag army well, soundly defeating several punitive expeditions from the empire. So successful were they that several other leaders in Rinliddi revolted, and much of the satrapy was lost to the empire. Yanafal counseled even stronger measures, for he knew that the success of their revolt was due more to imperial lethargy than the strength of their forces. Should the Padishah truly wish them destroyed, it would be done. So it was that in 1220 Yanafal joined a conspiracy led by Deezola to enact a foreign ritual developed by Irippi Ontor that they hoped would give them a powerful weapon against Carmania. The result was the awakening of Sedenya's powers in the being called Teelo Estara.

Yanafal Tarnils was one of Teelo Estara's constant supporters, and he led her armies to many victories. He guarded her, offered his advice, and received her instructions. After years of battle, she announced she had to depart. Yanafal was disturbed but by then did not protest. She left instructions, then left. Yanafal guarded her realm for two years. Carmania, convinced she was dead, mustered a huge army and began reconquering her lands. Yanafal delayed them, harmed them, and frightened them but did not stop them. Then he heard a cry as if from afar and, despite the proximity of the enemy army, departed himself upon the Path

of the Goddess. Etyries told him where to go, and he went. "Her cry is greater than any other sound," he said. He made the right choice. He brought Her back in time to save the battle and win that war.

In the questing, Yanafal had also discovered the way to his own immortality. Others noticed his hero light afterwards, but he humbly denied it was him, saying instead it was Her light in him that shone. Thus lit, he led the expansion of Her lands to include Dara Happa and many others. At last, at the Battle of Four Arrows of Light, his power and divinity were proved. Yanafal Tarnils himself was the Second Arrow. He fought against his former god, the Saint Hum'akt, and though struck dead, Yanafal Tarnils leapt back to life and slew the vessel of that Saint, who did not return. So he proved he was stronger than Death.

Yanafal Tarnils is now the war god of the Lunar pantheon. His glorious history has earned him thousands of worshippers, from lowly swords for hire to mighty generals and warlords.



*Veronus DakkaTarnils, High Preceptor of Yanafal Tarnils, prepares for an expedition to Sartar*

*Entry Requirements:* Be a Warrior or Soldier or other member of the armed forces.

*Abilities:* Estimate Forces, Lunar Way of Yanafal Tarnils, Moon Eye, Novitiate of Yanafal Tarnils *or* Ordinate of Yanafal Tarnils, Oratory, Tactics.

*Virtues:* Combative, Courageous, Disciplined, Flexible.

*Affinities and Feats:*

⌘ **Warlord** (Battlefield Bellow, Bolster Morale, Coordinate Forces, Mask of Command)

*Formulary and Spells:*

† **Soldier On** (Enchant Iron ritual, Enchant Silver ritual, No Retreat, Steady Battleline, Strike [Otherworld Being])

*Spirits:*

† **Combat Spirits** (Bravery 18 to 12⌘2, Charge of the Ram 17 to 19⌘2, Scimitar Sharp 15 to 12⌘, Strong Armor 17 to 4⌘2)

*Amulets:* Yanafal worshippers place all their magical abilities in their scimitar

*Secret: Self-Resurrection* (In any deadly combat where the hero is reduced to Dying, he may roll against a Resistance of 14 to resurrect himself back to Unhurt (with 1 AP if an Extended Contest), even if normally not allowed a final action. He may only attempt this once per combat.)

*High Holy Day:* On the Day of Heroes (Veriday/37), all good soldiers remember and re-enact the great victories of Yanafal Tarnils and his heroes. This day is also known as Life Beyond Death, representing Yanafal's own triumph over Death.

*Other Side:* Yanafal Tarnils' New Fort stands in the Fields of Conflict on the surface of the Red Moon. The legions that follow him join him on the Moon after death, training their souls to further the Goddess' cause on the Other Side. The best are rewarded with a blessed life next time.

*Other Connections:* Yanafal Tarnils is one of the Seven Mothers and is related to all military denominations in the Lunar Army.

*Radiance:* Army of the Moon.

*Disadvantages:* Expected to die for the Empire, if called upon. Sent to far off, dismal places and expected to lead a virtuous life far from home. Expected to follow orders without question.



## Yanafal Vestara

*The Inner Warrior*



Yanafal Tarnils is worshipped in a strictly ritual role as well as the actual war god. He is called Yanafal Vestara. To protect her lover, Vestara of Torang was moved toward ceremonial combat but not blood and guts, and she established this aspect of the denomination. Worshippers specialize as guards on the Other Side journeys of heroquesters.

**Entry Requirements:** Be a Warrior or Soldier or otherwise prove your combat ability.

**Abilities:** Lunar Way of Yanafal Vestara, Moon Eye, Novitiate of Yanafal Vestara *or* Ordinate of Yanafal Tarnils, Oratory, Ride.

**Virtues:** Combative, Courageous, Disciplined, Flexible.

**Affinities and Feats:**

♣ **Warlord** (Battlefield Bellow, Bolster Morale, Coordinate Forces, Mask of Command)

**Formulary and Spells:**

† **Onward Soldiers** (No Retreat, Spiritual Armor, Steady Battleline, Strike [Otherworld Being])

**Spirits:**

† **Combat Spirits** (Bravery 18 to 12♣2, Divert Foe 10 to 10♣2, Preheal 17 to 3♣2)

**Amulets:** Yanafal worshippers place all their magical abilities in their Scimitar

**Secret: Self-Resurrection** (In any deadly combat where the hero is reduced to Dying, he may roll against a Resistance of 14 to resurrect himself back to Unhurt (with 1 AP if an Extended Contest), even if normally not allowed a final action. He may only attempt this once per combat.)

**High Holy Day:** On the soldier's holy day of Day of Heroes (Veriday/37), in rites separate from the soldiers, worshippers of Yanafal Vestara worship their founder. This day is also known as Life Beyond Death, representing Yanafal's own triumph over Death.

**Other Side:** The worshippers have a barracks in Yanafal Tarnils' New Fort.

**Other Connections:** Vestara is a form of Yanafal Tarnils.

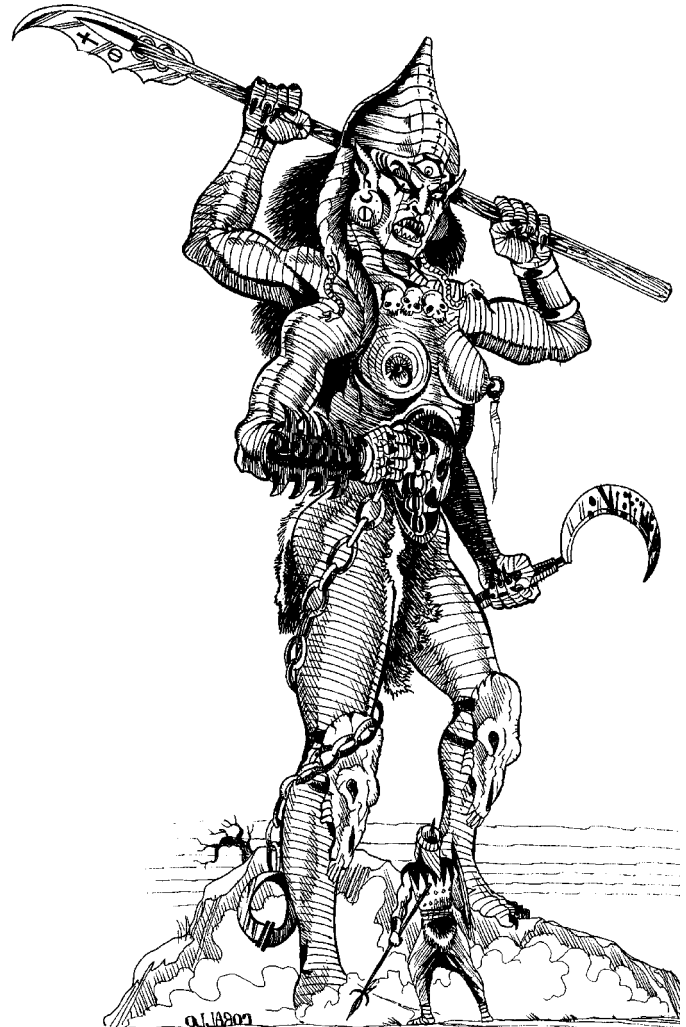
**Radiance:** Seven Mothers Council.

**Disadvantages:** Expected to die for your charges, if necessary, often in far-off Otherworlds. Expected to follow orders without question.

the world as a demigod ally of the enemy nomads, but the emperor confronted it and obtained the loyalty of his daughter by displaying his fatherly love. He then installed Yara Aranis in a fortress at Good Shore with soldiers and priestesses, where she was served by priests and priestesses garbed in scarlet. The nomads came to destroy the traitorous entity, but her demonic power served her well, their horses threw the warriors to the ground, and she destroyed them all.

The citizens of the empire revered her for her ferocious assaults on the nomads but feared her need for blood. To propitiate her, they began to worship her and give her the spirits of the victims and also all the souls of those she slew. Wherever she went, she slew the nomads' horses and enslaved the nomads' spirits. The more souls she consumed, the more powerful she became. A second temple was founded and, eventually, many others.

The fierce protectress proved herself to be her father's daughter when she undertook to learn the secrets of the Moon. Like her mother, she consumed the knowledge; like her father, she created something new. In 3/54 (1409) Yara Aranis wove the Red Goddess' ever-flowing energies into a web surrounding her temples. These held within their web the flowing power of the Moon. They collect and redistribute



Yara Aranis. Here is one of the forms that the terrible goddess has taken when summoned to the world to kill nomads.

## Yara Aranis

*Goddess of the Reaching Moon*



Yara Aranis is the Goddess of the Reaching Moon, known as the Great Defender, Horse Eater, and Six Arms. She defends the empire and, more specifically, gives magical feats to use against the horse nomads. She is the product of the emperor's bold planning and power.

In 3/34 (1389) Sheng Seleris had swept over the empire and even laid siege to Glamour. The emperor coaxed him into single combat and allowed himself to be killed and sent to the worst Hell of his foe. Yet he retained his immense powers, and once there he courted and seduced the spider-like spiritual Goddess of the Tormented Death. The child of that unholy union was Yara Aranis. Since the emperor had abandoned her long ago, the hell goddess sent Yara Aranis to



the energies that radiate from the faces of the Moon. While it is Full Moon in Gracelodot, it is Black Moon in Darleap, but Yara Aranis evens out the energy flows within the empire. Other temples were built around the empire, protecting it from hostile magic and evenly extending the Moon's glow throughout the lands. These Temples of the Reaching Moon are now the linchpins of the first line of imperial defense, and their outer edges create the Glowline.

*Entry Requirements:* Must prove your zeal for maintaining the empire.

*Abilities:* Lunar Way of Yara Aranis, Moon Eye, Novitiate of Yara Aranis or Ordinate of Yara Aranis.

*Virtues:* Dedicated to Empire, Hate Horses, Hate Pentans, Xenophobia.

*Affinities and Feats:*

† **Combat** (Double Arrow, Long Reach Spear, Moon Carapace, Vex Foe)

*Formulary and Spells:*

‡ **Horse Eater** (Appease Yara Aranis, Crack Hoof, Eat Horse, Sicken Horse, Slow Horse, Smell Horse)

*Spirits:*

☠ **Underworld spirits** (Devour Criminal's Soul 2LW to 12LW, Devour Pentan's Soul 18 to 15LW2, Six Arms 18LW, Spider's Leap 18 to 16LW, Stop Daimon 19 to 15LW2, Terrifying Visage 5LW to 12LW)

*Amulets:* Amulets are made from horse hair tied in specific knots and weaves.

*Secret: Personal Glowline* (The hero's magic always acts as if the Moon were Full.)

*High Holy Day:* On Reaching Moon Day (Gerraday/19), the Reaching Moon magic that maintains the Glowline is refreshed with copious and terrible sacrifice. The rites begin at dawn and continue into the night, culminating before dawn the next day.

*Other Side:* Yara Aranis sits at the top of the Aranic Tower in Ruby City, the center of her Crimson Web, and monitors the energy matrix for any intrusion.

Worshippers often gather there. At the same time she herself circles the Moon, a gigantic entity who patrols for approaching foes. She is the size of a small planet and worshippers can walk upon her as if visiting a foreign world. The surface is like the underworld.

Worshippers may exit the tower into Ruby City or Sedenya's Throneroom. After death, worshippers join Yara Aranis in her ceaseless vigil over the web and are often sent back to the world as avenging demons.

*Other Connections:* Actively supported by the government. The denomination's Reaching Moon Temples are often the center of local imperial defense and religious activity. Yara Aranis is the Second Inspiration of Moonson (See page 71).

*Radiance:* None. The denomination reports directly to the Red Emperor.

*Disadvantages:* Disliked by all horsemen, and no horse will allow a worshipper to ride it.

## Young Elementals

*Source of Matter*

On the birth of Teelo Estara, five elemental beings assembled, presaging the remaking of the world that was to come. The first four were traditional, though never-before-seen, beings of Darkness, Water, Earth, and Light. The fifth was new, a being that had been previously known only to Jakaleel, who had found it in the Underworld. It was the first lune to be in the world.

Lunars often associate these five beings with the ancient Elemental Rulers of the Gloranthan court. Lunar philosophers say that when the Eternal Mountain was destroyed by chaos, creation began anew within the void just as it had occurred originally, beginning with Darkness. This creation grew and expanded, separated from the rest of the world by an impassible barrier of chaos. When the void was filled by other immortals, the Young Elementals were trapped outside of Time, waiting for the Goddess to release them. (Philosophers dispute whether Air did not form because the void was filled too soon or that it would never have formed because it was replaced by the Moon, even as it should have been in the original creation.) They are sometimes named Damosel Darkness, Squire Sea, Lady Land, Liege Light, and Mistress Moon.

When the cults of the Goddess were empowered, they used these elementals as their servants. However, they have no specific denomination, for they fulfill mystical and practical roles rather than religious ones. They are the entities that are summoned when any Lunar magician works with elementals. Note that there is no Air entity among the Young Elementals; the Lunar Way is notably unable to work with any airy deity or power.

## The Reaching Moon Temples

The Reaching Moon Temples are an agglomeration of imperial edifices. The temple to Yara Aranis is at the heart of the complex, twinned with one to Sedenya. Around the main temples are others, including temples to the Seven Mothers, Our Father, the Cerise and Provincial Churches, and other Lunar gods and heroes. In less settled regions, the complex is a military citadel. There will be barracks for the temple guards—the Reachites—and for garrison troops. In citadels the temple complex serves as a center of imperial administration and will house clerks and counters, courtiers and soldiers.

The architecture of each Reaching Moon Temple varies, reflecting the love and devotion and local architectural style of those who labored to build it. But structurally, they are the same: 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, with Rufelza central to the hall and shining her loving face on one and all. The rituals that empower the display are those that create the Glowline. Some of the wings form naves; others are cloisters for the temple's acolytes and priests. Within each nave is an altar to the Horse Eater, where the evil and criminal meet their just ends beneath the sacrificial knives of the priests. Their blood feeds Yara Aranis and her Glowline, while their tortured souls are bound forever to the temple as slaves and guardians.





**Holy Days:** The Young Elementals are celebrated on **Moon Day** (Veriday/27) as part of the birth rites of the Goddess. During the first Sacred Week, each of the Young Elementals (and other gods, spirits, and essences of that element) has a day in the public portions of the Imperial Rites to celebrate, usually in the traditional Order of Creation. Thus, Darkness is celebrated on East Day, Water on West Day, Earth on South Day, and Sky on North Day. The Moon Elemental receives both Below Day and Above Day (which is also **Father's Day**) for its rites; sanctioned Air cults celebrate on Below Day. Sometimes, the emperor arranges special ceremonies, wherein the most powerful of each denomination participate as foes in each other's ceremonies. Such affairs are spectacular and devastating.

**Other Side:** The elementals all come from various of the directional poles on the surface of the Moon. Darkness comes from the East Pole, water from West, Earth from North, fire from South, and the lunes from the Above Pole.

**Other Connections:** Many temples of the Goddess represent the Young Elementals as four columnar statues (black, blue, green, and yellow). These are sometimes arranged around a statue of the Goddess; sometimes grouped around a red column; sometimes grouped together in an odd corner; or sometimes form the outermost posts in the corners of a shrine.

## Zaytenera

*The White Moon*



In her childhood, before she left her original home, Sedenya was called Zaytenera, Perfect Wisdom and Divine Intellect. She was perfect and unsullied by any experience. Her subsequent experience caused her to lose her perfection and diminished her.

Zaytenera is lost yet sought. There is no successful method to worship this form of the Goddess, which is sometimes called the Moon of Calm, the Moon of Peace, or the Moon of Beauty. This form of the Moon is sought by the worshippers of Irippi Ontor, who wish to obtain her knowledge. It is also the object of desire for the thousands of participants in the diverse "White Moon Movements," some of which are described separately below. Thus, although many sacrifices are made, dances are danced, and veneration ceremonies performed, no one gains magic from worshipping Zaytenera. Although many White Moon movements have petitioned to be admitted to the Great Moon Radiance, all have been rejected.

**High Holy Day:** Anticipated Moon Day takes place sometime between Gerraday/14 and Lesilday/15, whenever it is the Full Moon Day locally. The rites celebrated on this day vary with the specific White Moon cult that worshippers belong to. Many adherents of the Lunar Way, even those who are not members of a White Moon organization, celebrate on this day, sending their prayers to the Goddess to speed along Her transformation.

**Other Side:** The Crystal Palace is the only white spot visible on the surface of the Red Moon. Most visitors to the Moon find only an empty, silent white palace. Members of the various White Moon organizations sometimes claim that the palace is inhabited by thousands of blissful people who sit motionless and unreachable, as if formed of crystal themselves.

**Other Connections:** The White Moon is worshipped by many different and varying groups.

**Radiance:** None.

## The Moon to Come

The White Moon, brilliant pure and perfect, is destined to come. The continued purification of the Moon and the world has been predicted by Natha herself. Many worshippers of the Moon work actively to facilitate that future. Many within the empire find them to be foolish, arrogant, misguided, or just downright wrong.

They cannot all be right. Different groups report conflicting predictions. Although it is possible that the settling powers of the Goddess can reconcile them all, there is still the great possibility that some—perhaps even all!—of them are wrong. Thus, the White Moonies are pressured by traditional and conventional establishments as well as struggling against each other.

The form of the various groups varies tremendously. Some are widespread, many are strictly local, and others are secret. Some are magically powerful, associated with established organizations; others are impotent, a few even intentionally so. An uncomfortable number of individual prophets, seers, or oracles wander the streets and countryside preaching, teaching, and (upon occasion) becoming demagogues themselves.

Several beliefs are found among the various groups. Significant among them are the *Steady Cycle Creed*, which states that the future White Moon will not be subject to any cycles whatsoever; the *One Sex Creed*, which says all gender will be erased in the future and whose beliefs are taken to such extremes by the United Whities; and *Smart and Smarter*, an optimistic belief that people are getting more intelligent to prepare for the White Moon. Some of the better known White Moon organizations are described below.

**Anticipating White.** Members of this organization robe themselves in white and gather to sing beautiful hymns on every Zayday, and during their everyday lives, they preach moral purity, chastity, and restraint. Yet on Anticipated Moon Day, the holy day of their founder, they end the encounter with a huge feast, followed by an orgy. "We need both sides," they say, unashamed. This movement is popular among the business classes of cities around Yuthuppa, Raibanth, and Ganbarri and has some converts in many countryside villages of northern Carmania.

**Anticipatory Love Church.** Chastity is the key word for members of this cult. The goddess Evra, worshipped as the Virgin, receives primary worship, while the chaste pair Hirona and Makadon are the models for the membership. Worshippers believe that any love that people can know now is false and empty compared to that which is to come and that all carnal contact is an impediment to the impending future. It is popular in Dara Happa and Kostaddi.

**Children of the White Light.** A small but growing movement that seeks to banish all voluntary dealing with chaos in the empire.

**Look Ahead Sisterhood.** A meditation practice with bands in many cities and towns. Members, both men and women, regularly meet to meditate and receive contact information from the future. They believe that larger groups get better results and so often sponsor convocations to concentrate their common energies.



**Milk of Love.** A radical practice that works selflessly to help anyone and everyone, sometimes through free healing, free food, or places to stay for the poor or as philosophical study groups among the rich. They practice compassion and help as the way to bring about the future Moon. The founder of the group, Desa Demaso, was from Beseradosara, a little town outside of Gracodont.

**Mob of Truth.** “Fight for your future!” they cry. Of questionable origins and intent, these folks nonetheless claim White Moon inspiration for their reckless deeds and wanton plundering. A frenzy is said to come over them, filling them with truth and righteousness, which they claim gives them the right to riot and plunder. The known demagogues of this movement are listed as criminals in government warrants and hence keep low until they are seized by the power of the future Moon.

**Naked Foresight.** Wise men and women of this movement are filled with the power of the White Moon, both in intellect and physical power. They shed all outer pretences, both physical (including clothing) and non-physical, abandoning all religions and magic except for their inner peace and self protection. Though naked, they are never harmed by even the fierce winter weather, and though non-violent, they are generally able to repel physical and magical assaults with gestures that never actually touch their assailants.

**The New White Moon Movement.** Various new organizations have arisen recently all across the empire, which says that the New White Moon to come will not be Zaytenara returned but something different and better for everyone who is not in power today. The demagogues have a note of urgency to their preaching, but they are not organized and often ignore each other even when they are near each other and have similar beliefs. They include the Fiscal Anarchists of Raibanth, the Whitefaces of Jillaro, the White Noise Movement, the Hungry Eyes of Alkoth, the Snowy Falls of Yuthuppa, and many other groups.

**Pale Fire.** Holy arsonists rise up spontaneously in places, gathering in mobs that set fire to structures deemed offensive to them. Their fervor is immense, and they often fight off the firemen and rescuers who would undo their work. A distinctive behavior is that they never flee from their acts, never deny them, and rarely regret them, even when marching to the gallows or into the inferno they have created to be punished for their crimes.

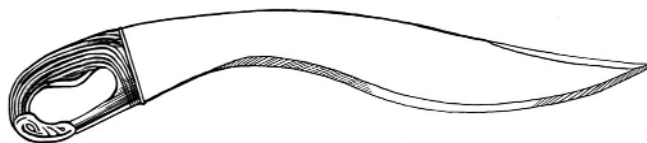
**Prescient Army.** Pulovus was the founder of this secret cult, a military man famous for his victories in the Redlands. “Kill the resistance,” they say. This is a widespread but secret church, popular especially among the military, with a liturgy of *Six Prayers for the Future*. Their leaders are patient, awaiting the Great Muster when they will all rise up as one and clear the way for the One Goddess, whom they call Erema.

**United Whities.** This group takes the One Sex Creed to its extreme, so that male members castrate themselves and females stitch themselves up. They began as a group from the Anticipatory Love Church, inspired by the vision of Bega, a woman of Senvai, where the practice is now outlawed. Small bands can be found in most large cities and occasionally wandering about the countryside.

**Village of Peace.** This is a pacifistic belief, which is widespread among the poor across most of the empire. They follow a network of preachers who have received the “slap of peace.” This originated with Slap Happy Hapi, who still lives in Uthenos, though he is over a century old. It is passed on in a long succession of sacred slaps from person to person.

**White Letter Correspondents.** Intellectuals in many cities have formed groups that meet to discuss the oracles, signs, and rumors about the White Moon. They correspond with each other in a widespread network, whose primary purpose is to speculate, anticipate, and intellectualize. Members are often also in other, more radical groups.

**Zaytenaran Church.** “We are all equals here!” shout the members of this cult. Everyone has the title of saint, and they address each other as such during sacrifices. Whatever is brought to give to their goddess is offered in the name of everyone. Everything is burned, with no feast afterwards. The sacrificer and leader for each ceremony is chosen by lot before it starts. They look forward to the “magic yet to come,” and they anticipate that they will be the chief beneficiaries when Zaytenara returns. They are forward looking and seek no power until she returns, which is good since the religion offers no magic of any sort whatsoever. Yet past members always appear as ghosts at their ceremonies, silently watching and joining in the dances, which members accept as a promise of what is to come. This group is generally popular among the upper class, who often wield power in government, commerce, or other cults, hence neutralizing their need for power here. “It is insurance against the future,” said the Founder.







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# HEROQUEST

## Under the Red Moon

Imperial Lunar Handbook - Volume 2

*Under the Red Moon* takes you inside the glorious Lunar Empire. Mighty and magical, decadent and dynamic, conquering and liberating, the Empire is rich and complex, a land of heroes, soldiers and missionaries. It is a fusion of many disparate regions, each with its own beliefs, customs and magic. Over all, the Red Moon guides and the Son of the Goddess rules.

### Selected Contents

**The Visible Moon**—What does She look like? Discover how the moon appears to outsiders, worshippers, with magical senses, and the beautiful face seen by devotees.

**Under the Red Moon**—Beneath Her radiant gaze the world is different. Here are the details of the Glowline that defends Her empire; Her mysterious cycles and effects on worshippers, both inside and outside the Glowline.

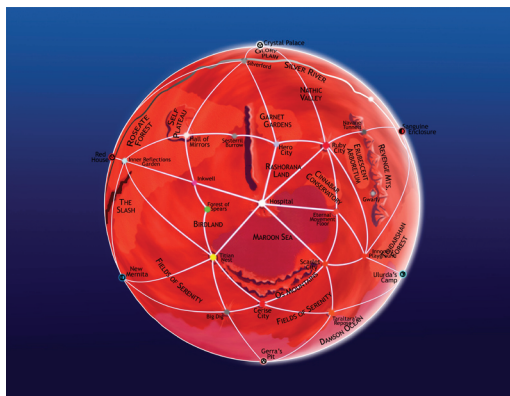
**Religion and Empire**—An overview of the Empire, including its bureaucracy, university, army and some of its special institutions. Here, too, are several new Occupations that are found in the Empire.

**The Lunar Way**—Learn about the organization of the religion, where members can rise through the ranks from Adherents to Novitiates, Ordinates and Preceptors on their march towards the great secret of the Goddess.

**Sevening and Illumination**—Here are the Secrets of the Goddess: how to become immortal and transcend the boundaries of ordinary life! See the glory of Illumination and the dangers of Occlusion.

**The Lunar Calendar**—The sacred year explained, with the calendar showing the many holy days of the religion.

**The Immortals**—Over sixty cults of the religion! These range for the many cults of the Red Goddess Herself, including the state cult of the Red Emperor. Shudder at the gods of chaos and quiver at the deities of love. Here are deities of war and destruction, peace, trade and exploration, and those that defy categorization.



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