

ISS 1305

HEROQUEST

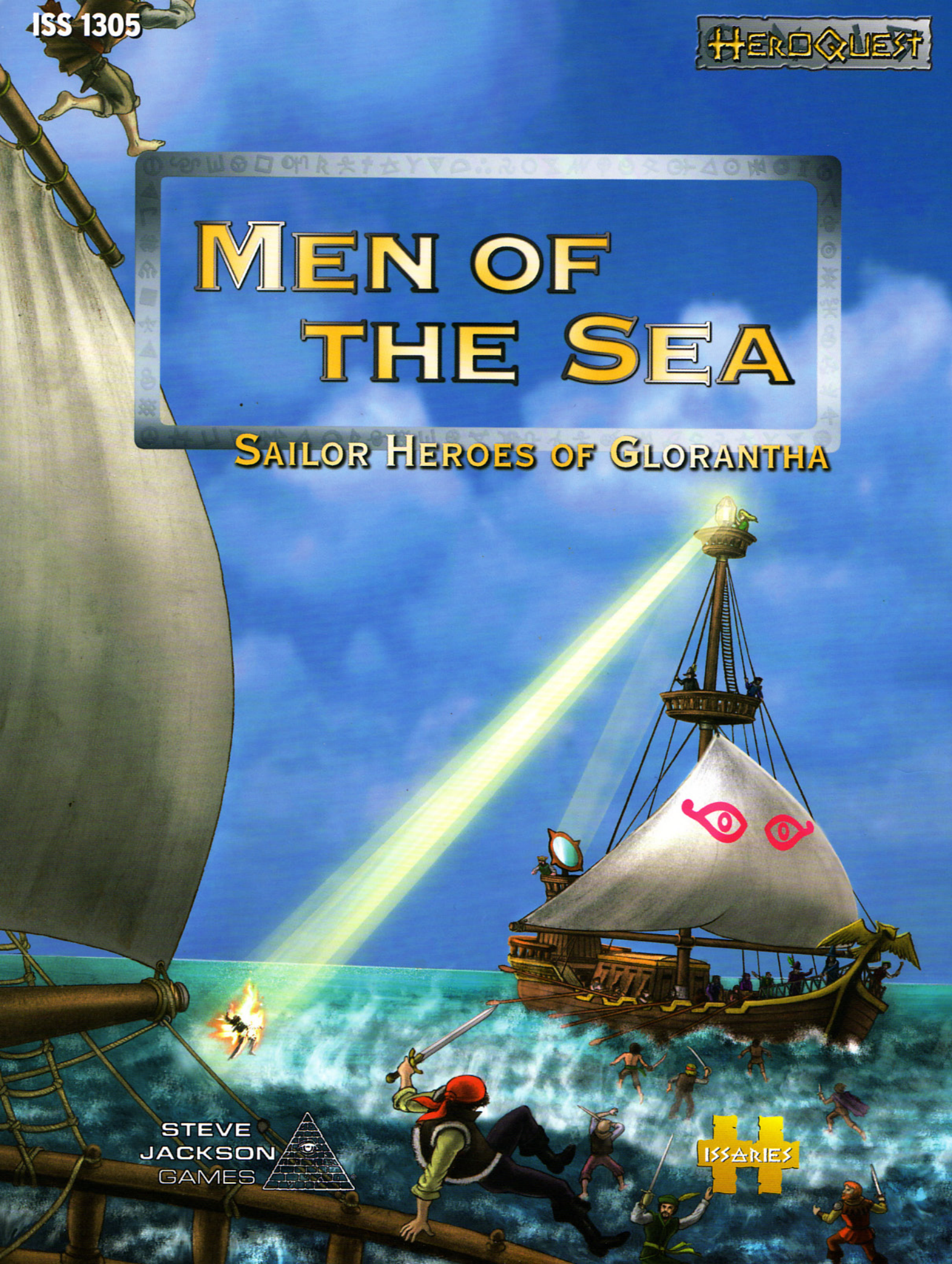
MEN OF THE SEA

SAILOR HEROES OF GLORANTHA

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ISSUES





HEROQUEST



Men of the Sea *Sailor Heroes of Glorantha*

By Martin Hawley.

Additional Contributions: Jörg Baumgartner, Simon Bray, Nick Davison, David Dunham, James Frusetta, Mark Galeotti, Stephen Martin, Jamie Revell, Roderick Robertson, Greg Stafford, and Nils Weinander.

Some sections based on material originally by Sandy Petersen or Jonathan Tweet.

Commentary, Suggestions, and Error Trapping: Jörg Baumgartner, Nick Davison, David Dunham, Mike Holmes, Jeff Kyer, Peter Larsen, Chris Lemens, Paul May, David Mitchell, Roderick Robertson, Jonas Schiött.

Cover Painting: Boris Sirbey. § *Cover Design:* Stephen Martin and Gevin Shaw.

Interior Illustrations: Simon Bray, Heather Bruton, Dario Corallo, Sarah Evans, Juha Harju, Ralph Horsley, Henning Janssen, Stephen Langmead, Ilkka Leskalä, Manoel Magalhães, Angelo Montanini, Tom Sullivan.

Maps and Diagrams: Phil Dexter, Charlie Krank, Stephen Martin.

Art Direction: David Dunham.

Content Editing: Stephen Martin. § *Copy Editing:* Stacy Forsythe.

Runes: Issaries, Inc. § *Layout:* Stephen Martin.



Miirdek saves us from the doomed waters.

Dengenti blesses our boats to sail.

Elamle-ata teaches us how to live again.

Dormal opens the oceans before us.

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Published by Issaries, Inc. P.O. Box 272914 Concord, CA 94527

Issaries Publication ISS 1305

First Publication December 2004

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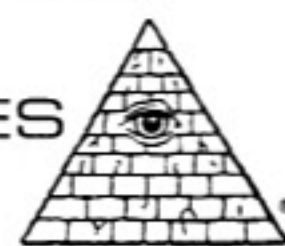
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This book made possible by the Glorantha Trading Association

Issaries salutes the members of the Glorantha Trading Association, whose membership and support made this book possible.
For their unfailing loyalty and staunch generosity, we ask that their ships always come home.

Demi-Gods

David Hall, Sandy Petersen.

Heroes

Anonymous, Rex Andrew Bean, *The Book of Drastic Resolutions*, The Clan Coriales, Andrew Cowie, Merlin Cox, Andrew Dawson, Aidan Dixon, Reinier Dobbeltmann, David Dunham, Mark Galeotti, Jonathan Geere, Hanataka the Stormer, André Jarosch, Andrew Joelson, Christopher Johnson, Tadaaki Kakegawa, Richard Katsaros, Hiroto Kawakami, Andrew Kelly, Jeff Kyer, Thomas Laborey, Chris Lemens, Mark Leymaster of Grammarye, Walter Manbeck, Richard J. "MIG" Meints, David Millians, Yoko "Anesan" Miyamoto, Hayato Niitsuma, Roderick Robertson, Randy Tomaszewski, Michael Trout, Bob Vesterman, Nils Weinander, Murase Yoshiyuki.

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A Sailor's Life for Me

"The Ocean confounds the wise, slays the foolish, humbles the haughty, and rewards the strong."

Waters wash all the lands of Glorantha. All land floats upon the endless Elder Ocean, Sramak's River. The oceans are a gateway to the Underworld and the Sky. They dominate the weather, and all waters of the world rush into the Homeward Ocean. In the center of the world, Magasta's Pool swallows all waters like a gigantic, hungry monster, recycling them in the never-ending ebb and flow of death and life.

The oceans are at once terrifying, awe-inspiring, and beautiful. The waves and currents pull at the inner being of humans, making them yearn to return to the source of all life. The seas offer heroes adventure, treasure, glory, and (for many) death. Sailors are those who confront the sea's dangers and discover its delights. Brave or foolhardy, they ply the waters of the newly-opened oceans on voyages of adventure, exploration, piracy, trade, and conquest.

Adventure and the ocean are natural partners. To travel on the open oceans is dangerous; it means sidestepping the powerful magics of the Closing and braving the unknown. Heroes must overcome waves, winds, and currents, as well as unknown foes or those lurking beneath the waters. At sea, heroes can find their fortunes, make war for their peoples and beliefs, or discover entirely new lands. The oceans provide many opportunities to gain wealth, power, romance, and fame in the Hero Wars.

What Is *Men of the Sea*?

Men of the Sea is the first book of the *Oceans and Islands* series, which explores the settings and peoples of the islands and oceans of Glorantha. It depicts both the daily activities of Glorantha's mariners and their mythic and religious relationships with the mysterious powers of the deep.

Men of the Sea challenges heroes to venture forth on the mysterious seas. Aboard a vessel guided by the winds, stars, and currents, a hero might hope to view distant, unimagined shores, explore foreign ports, hear the babble of unfamiliar tongues, savor exotic fruits, and learn of the majesty and terror of Magasta, Lord of the Waters and Pride of the Seas.

"A Sailor's Life for Me" introduces sailing in Glorantha, describing how sailors see themselves and how others see them. It describes life aboard ship and what sailors can expect during shore leave. It also outlines the laws and punishments that they can expect to encounter on their voyages of discovery.

"It's Not Just a Job..." explores the life of a sailor. It includes new occupational keywords for player heroes and introduces eight homelands for sailors. These descriptions contain all you need to know to begin playing *HeroQuest*, including a homeland keyword, common magic, sample magic keywords, and examples of typical merchant and military vessels.

"All at Sea" discusses sailing and navigation, including some of the unusual methods employed by Gloranthan sailors. Guidelines for using ships in contests are provided, including sample ships and information on the many dangers of the open seas: storms, whirlpools, and terrifying firebergs! "Maelstrom Sailing" takes readers on a tour of the oceans and coastlines of Glorantha, providing a glimpse of the wonders and mysteries that await sailors! Finally, two hero bands are provided as opponents or allies for the heroes.

What Every Sailor Knows

Water Covers Most of the World

A Brief History of the Oceans

Before land was the Ocean, ruled by ancient deities from beyond. After the Sun died, the waters of the world attempted to take over everything. Huge floods washed over the edges of the world and engulfed the continents, and aggressive gods brought their moisture even into the Sky World and the Underworld. Many humans survived during the Flood Era by taking to boats: the blue-skinned Poralistorites; the Bethegusites, whose boats were alive and able to bite; the Yestendites, whose great boats could never be sunk or upended; and the Helerings, who were closely aided by Heler and Slarelos. It was in these times that the Ice Fleet constantly swept the seas clean of all vessels; they still haunt the northern part of the Banthe Sea.

When Chaos invaded, the center of the world collapsed and disappeared. All the rivers of the world reversed their course to aid their watery grandfathers. The oceans and seas filled the gap, washing away the emptiness and evil and forming an impossibly huge whirlpool at the center of the oceans. Escape from the Maelstrom is impossible. Here the doom currents meet. Ships caught in these currents are doomed to drop into the bottomless hole, gone from the world forever. The Maelstrom's base empties into the Primal Ocean that sits, motionless, beneath all things. Only the deities of the land prevent all the earth from being dragged down the Maelstrom and into oblivion.

In the Dawn Age, the Waertagi, the descendents of Waertag and natives of the sea, dominated the oceans and performed all overseas commerce. Whenever any other culture threatened to take to the sea, the Waertagi battled to stop them. Humans were limited to small boats, coastal craft, and inshore waters.

The Second Age was the age of empires. The Kings of Seshnela built fleets to challenge Waertagi dominance of the seas and sent migrants over the ocean to found colonies. The Jrusteli Confederation formed the Free Men of the Sea, a loose alliance

of related peoples who were interested in resisting the Waertagi. They actually managed to sail to Umathela and return before the Waertagi retaliated by crushing the ship and the city of Svalwal beneath a huge tidal wave. The Free Men of the Sea reacted by summoning Tanian, god of burning water, to destroy the Waertagi, wiping them from the seas and destroying thousands of their mermen and other allies. This act eventually unleashed one of the deadliest threats on the oceans, the firebergs.

Over four hundred years ago, the catastrophic Closing struck. This great curse, centered on the island of Brithos and radiating outward over a period of years, swept the open seas and oceans of all surface shipping for most of the Modern Age. It did not affect large inshore bodies of water, such as Loskalm's Ozur Bay or Kralorela's Suam Chow, and travel among the million East Isles was unrestricted. The Closing destroyed the last remnants of the ocean-going Waertagi Empire and isolated the continents of Glorantha from each other. The sea became the border of everyone's known world, not truly a place in its own right. For centuries, ships could only travel on interior seas, in sheltered bays, or by closely hugging the coast.

Then, in 1580, Dormal set sail from the Holy Country, reached Handra to the west and Threestep Islands to the south, and returned without incident—the first case of sailing on the open seas in centuries. Ships now carry a statue of Dormal, and crews perform his Opening Rites before each voyage.

Any ship that sails the deeps without performing the ceremony encounters freak storms, sea monsters, ghost fleets, and other supernatural phenomena, making its destruction certain unless it immediately returns to shore.

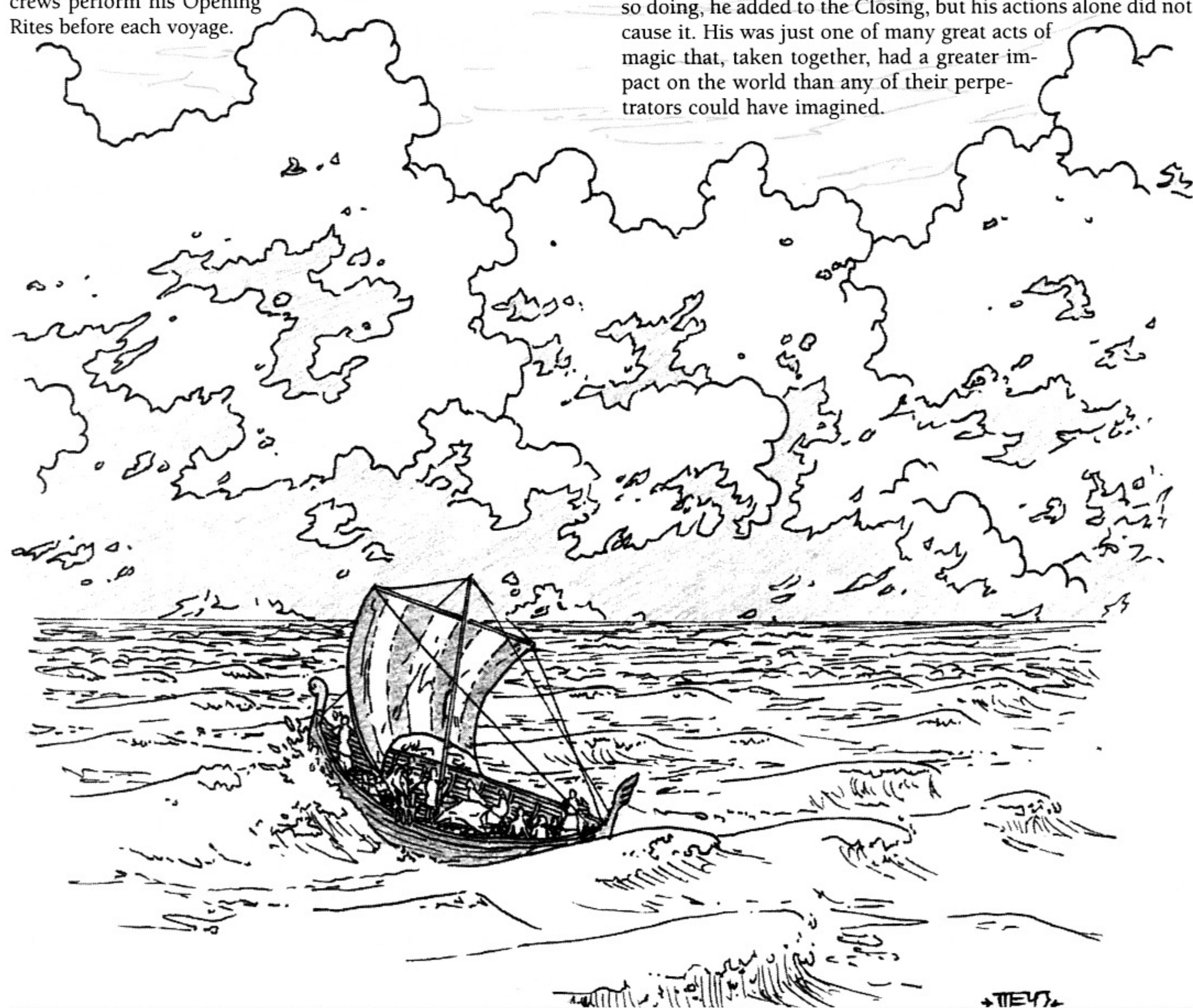
Want to Discover More? See "Dormal" on page 16.

The Closing

"A green fog enveloped the merchant's ship as it pulled out ... A wispy red haze lacerated the ship to splinters ... After several hours, the ship Quiet Voyager drifted back to shore, but was found to have no crew aboard ... Sir Kransis' stout vessel turned turtle and then broke into two as we watched, and the men were dragged under water, fighting."

—Extracts concerning the effects of the Closing from the Nolos Lighthouse Observations, 950 S.T.

The Closing is the name of an event that swept the oceans clear of all surface shipping and rendered sailing almost impossible. It was perhaps the greatest of the catastrophes that marked the end of the Imperial Age. The actual cause of the Closing is unknown. Most people believe Zzabur caused it because it radiated outward from Brithos, but that is not the whole truth. To save his people from the sins of the world, Zzabur cast a tremendous spell to move Brithos from the Material World into Solace. In so doing, he added to the Closing, but his actions alone did not cause it. His was just one of many great acts of magic that, taken together, had a greater impact on the world than any of their perpetrators could have imagined.



Many coastal peoples blame the mermen, not Zzabur, for the Closing, since the mermen have always hated or tried to dominate humans. The mer-king Terthinus, Voice of the Deep, claims that he single-handedly brought about the Closing when he dove into the Deep Oceans and discovered there a new god.

The disappearance of the Boat Planet from the sky was an evil omen seen around the world, and many people did not know what it portended until the Closing swept their lands. Although many argue and speculate on the exact cause of the Closing, there is one thing that all agree upon—the disappearance of the Boat Planet heralded or even caused the Closing. The Vormaino believe that Tsankth, captain of the Boat Planet, was exiled from heaven by Emperor Valzain at the end of the Second Age, but his pirates still came out after the Closing. Some stories say that Gloomshark, Chaos god of hunger, ate the Boat Planet. Others speculate that the Sky Gorp enveloped it, or that the Star Eater devoured it, or that the Bad One somehow sank it. Some tales tell how it was scuttled as it set sail out of the Great Harbor of the Gate. In others, Zzabur's spell scuttled Waertag's Ship. All agree that heroquesters have been working for centuries to heal and repair the Boat Planet, so that it can set sail again.

During the Closing, a ship setting sail for deep water might encounter a variety of effects, the result of which was always the beaching or sinking of the ship. Most of the time, an invisible force gently turned the ship around and shoved it firmly onto land again. Efforts to combat the force inevitably failed. Sometimes a great sea monster appeared and dragged the vessel down, as when Telendeus Starwise set sail from Refuge and Admiral Givassum departed the Ozur Bay.

On the Marthino coast, monsters that patrolled close to shore destroyed ships. In most places, small fishing craft continued to ply the coast, but never more than a mile or so out to sea. Only a few large bays allowed larger craft, and in the Ronthal Bay north of Loskalm, twenty-five years passed before anyone dared even try. The Closing cast a deep and lasting effect upon the peoples of Glorantha. Even among landlubbers, the effect was dramatic. In some places, fear has prevented contact with the sea to this day. Certain Umathelan peoples still refuse to enter any boat, even to fish. In Ramalia, fear is so extreme that the government has no trouble enforcing its law that prevents any citizen from living within sound of the breakers.

The exact nature of the Closing is not known, nor is the reason for its ending. Even Dormal never claimed to have broken the curse, just to have sidestepped it. Yet, the Opening in 1580 somehow got around it, and it has not returned...yet.

✠ Want to Discover More? See "The Closing" on page 55.

The Opening

The arrival of the Opening did not mean that the Boat Planet arose. The Opening does not mean that the open seas are safe, or that all land dwellers suddenly trust the ocean. Many coastal communities are still wary of the waters and what they bring. And rightly so, for the Opening often brings pirates and new oppressors.

Before the Opening, before Dormal, sailors only hugged the coasts or sailed inland seas. They left their loved ones, but at least it was only for short voyages, from which they normally returned. After Dormal heralded the Opening, sons, daughters, husbands, and lovers set sail for distant lands, and now the sea rarely brings them back. Many disappear without trace or anything left for their relatives to bury. Some are lost to pirates, sea monsters, or storms, leaving family who wait in vain for their return. Even when ships do return, coastal communities are torn

with the strife of new ideas, religions, or diseases. Sailors who have tasted the sea once find that it calls them back again and again; to their unfortunate loved ones they are still "lost to the sea," even when they return.

The Opening wrought great changes on the peoples and lands of the coasts. During the Closing, these were isolated backwaters; with the Opening, they became the frontiers of trade, war, and exploration. A number of places immediately began constructing ocean-going fleets for trade and defense. Those of major note include Kethaela, Alatan, Pasos, the Vadeli, Loskalm, and the inhabitants of Yggs Isles.

Dormal's native land, the Holy Country, was the first nation to construct a deep-sea fleet. As Dormal sailed westward, teaching his craft, the Kethaelans traveled to the Mournsea, allying with the Triolini and trying to suppress the ships of the resourceful city of Handra.

Alatan's ruler quickly made his own ships. He sent them to the coast with soldiers, and there they seized cities, turning them into ports. He began raiding nearby lands and attacking local mermen. The Mournsea mermen sent to the Holy Country for aid, but 50 ships from Alatan destroyed 42 from Kethaela. Many islanders paid tribute to Alatan after that.

When Pasos attacked Alatan, the pirates sailed east and left their isle to be sacked. The Kethaelans combed the Mournsea and, with help from merman allies, found and destroyed the pirates. A treaty was made with Pasos to suppress ships from the Alatan area, and the pirate kingdom broke into a number of small pirate communities.

The Languages of the Sea

Men of the sea speak a mongrel mix of languages that taken together form a pidgin called Boatspeech.

Each seagoing people has contributed specific devices or techniques to life in the sea. Furthermore, different languages are better at expressing different aspects of sailing, and so vocabulary from these languages has slipped into the speech of sailors. For example, Tanyen (the language of most of the East Isles) has many words for different kinds of waves and islands. Sailors across Glorantha often use these terms without even knowing what language the words come from. Boatspeech contains all the vocabulary necessary to crew or captain almost any mortal ship.

Boatspeech derives from the languages of mermen and Waertagi. A variant form called Riverspeech (more concerned with riverine needs) is the language of most river cults in Glorantha. Subtleties of grammar are often lost in this pidgin, leading to the popular perception that sailors are stupid. This is a misconception: Magasta does not let the foolish or stupid travel his sea and live.

Dormali, the modern Esrolian word for sailor, is used throughout Glorantha to mean "one who plies the open seas." In some cultures, it means "worshipper of Dormal;" in others, it connotes "pirate" or "marauder." Sailors who merely sail along the coasts, among islands, or in inland seas are *Diroti* or an appropriate native term.

Although most sailors speak Boatspeech, it is only recently becoming common in ports and coastal areas. To communicate with port authorities and local merchants, most ships make a practice of having sailors from many cultures aboard, if possible. These sailors can translate for the ship's officers when the ship is near their homeland. Many sailors, especially ship's officers, learn Tradetalk as well (see "Languages" in *HeroQuest*, page 182.)

The Pharaoh sent an expedition eastward from Kethaela. When it reached Teshnos, the Kethaelan admiral established the port of Dosakayo on Melib Island. Treaties, force, and judicious evasion gained passage through both Fethlon and Trowjang, where many small-boat pirates dwelt, including yellow elves. The next year, the fleet sailed into Kralori waters, hoping for the best. Instead, they met the Kralori inner sea navy and were destroyed. As a result, the Pharaoh consolidated trade with Dosakayo and left the Kralori alone. The Pharaonic Fleet, led by the High Admiral of Boats, continued in operation up to and after the Pharaoh's disappearance in 1616 S.T., but was recently decimated by the Wolf Pirates.

The Vadeli had few natural resources of their own, and immediately began carrying others' goods for profit. They prevented any shipping from crossing the Brown Sea to the Jrusteli Isles. They themselves outfitted a magnificent fleet and went there, claiming to be messengers of the god Dormal sent to rule the land. They ruled for eight years before others reached the islands. The Vadeli sailors did not stop in the Jrusteli isles. They crossed the Dashomo to the remnants of the cities of the Malki Coast. Through trickery and force, they soon ruled the coast as far east as Fonrit.

A strong naval tradition remained in the enclosed Maslo Sea. With news of the Opening, the ruler of Flanch saw an opportunity for commercial splendor and sailed west, forcing all the peoples of the Marthino coast to succumb to his rule. In time, this expansion led the Maslans into direct conflict with the Vadeli. The resulting naval battles left the Vadeli fleet wrecked on reefs and the Maslo fleet shattered. Thus, despite the efforts of Flanch, most local ports gained independence. Instead of trying to recapture them, the nation changed its focus, sending sailors east and south to cross the treacherous Togaro Ocean.

The Kralori built a deep-seas navy, but the Dragon Kings were content to patrol their own waters and ignore the outside world. However, intrepid Kralori merchants went forth, trading

with Teshnos and exploring the fabled East Isles. Even during the Closing, it was possible to sail from one island to another in the East Isles. When Kralori merchants came with the news that the seas were opened again, the Haragalan potentates fortified their nation and wrought a fleet to defend themselves.

By 1598, all the seas of mankind had been opened, the curse of four centuries broken in fewer than 20 years. Yet the Opening is not solely a blessing. In its wake come troubles, as old systems break down and local navies and leaders establish themselves. Mermen, still unused to ships, cause problems; pirates use their newfound freedom to ravage unprotected vessels and unprepared coastal communities; and sea monsters still rise from the ocean abyss. But at least all the seas are navigable, with care.

✠ Want to Discover More? See "The Seven Voyages of Dormal" on page 18.

The Open Seas

The open seas and oceans are a place of mystery, a lonely world of unexplained events. They are troubled and dangerous even to the experienced and intrepid. Even the most well constructed vessels cannot withstand the awesome fury of Magasta and the capricious might of the legendary dangers of the open oceans. Hostile mermen, sea trolls, and sea monsters of all types inhabit the seas and oceans, while the doom currents, pirates, and great storms hinder travel.

The surface of the Gloranthan world-oceans slants downward toward the center. At the edges of the world, the slope is gentle and unnoticeable, but it becomes more pronounced as a vessel nears the center. The central seas and oceans are the core of the Inner World. The area where a ship *might* escape is the Homeward, or Circular, Ocean. Where no ships (save the long-lost Waertagi dragonships) can escape is Magasta's Pool, a tremendous roaring whirlpool that carries all within it downward into the watery depths of the Land of the Dead.

The Edge of the World

"See the haze where the water and the sky become one? That is the edge of the world."

At the edge of the world of Glorantha, past the human realms, are places inimical to mortals. Here, the oceans and seas meet the edge of the Sky Dome and demigod races and powerful creatures dwell.

To reach the edge of the world, a crew must be able to survive the monsters, supernatural weather, voracious raiders, and divine guardians that bar the way. The captain must navigate through realms whose very geography often changes. This navigation is particularly hazardous as ships reach the edge of the vast ocean dish.

Glorantha has no true horizon—between the sea and sky is only an indeterminate, hazy band. Although, in the east, the sky near the sun is pinker and the sky closest to the ocean is bluer, in between there is no clear line separating pink from blue; they blend gradually. In the west, the bloody red of Rausa merges, through a purple haze, into the brown waters. These, together with the limits of visibility on the sea, create a hazy 'blue-out' as ships leave sight of land. For this reason, even after the Opening, many ships prefer to stay in sight of land, and only truly brave heroes sail vessels into the hazy perimeter waters of the Outer Oceans.

At the edge of the world, the Mortal World and the Other Side merge. Once through the Rim Zone and out past the area known as Time's Belt, sailors enter the God World.

In the south, the waters of the Togaro Ocean burn, swept by blistering windstorms and occasional clouds of poison gas dozens of miles across.

In the north, the ocean freezes where it meets the edge of Valind's Glacier. The northern Kahar Sea is lost deep within shrouding fogs.

In the western Brown Sea, the water becomes so shallow a man can stand in it. It is here that the Doldrums descend into the Underworld before emerging from Magasta's Pool in the New Year. Here, too, the celestial waters of the Sky River plummet down into the Underworld through Rausa's Gates of Dusk. For truly great heroes, it is possible to sail down into the Godswar Oceanic Bulge, then voyage through the Inner Depths and the Sea of Darkness before reaching the Land of the Dead, the Styx River, and Hell itself. Great captains can even sail upwards to the mouth of the Sky River, go against Boveluru's Current, and voyage into the Sky World.

Far to the east are the Ferezed Deepes, out beyond the magical land of Vithela. Here, the flaming waters of the Sky River burst forth from Theya's Gates of Dawn, surging into the sky. Sailor heroes with the necessary knowledge can sail these fiery waters to follow the path of the sun along the Crystal Sky Bowl into the Sky Realm—or even higher, past the Blue Sky Bowl and into the Glowing Sky of Light.

Most of the oceans and seas have great doom currents. These currents move in from Sramak's River towards and around Magasta's Pool. The doom currents usually run deep, but when they do rise to the surface they sweep along anything caught in them, taking unfortunate vessels on a wild one-way trip down Magasta's Pool.

From the northwest comes the frigid Banthe Sea. A current continues southward, to become the Brown Sea, which splits into other lesser seas. The main Banthe current enters the vortex of Magasta's Pool. From the southeast comes the warm-watered

Togaro, also called the Ocean of Terror, whose main current also dumps directly into the Maelstrom. The eastern Sshorg current runs northward, warming the lands it washes, and runs into the Eastern Ocean. Many of the seas have islands within them, from the the Ten Thousand Islands of Wonder in the east to the partially sunken archipelago of Jrustela, where the elder races have grown strong without men.

⌘ Want to Discover More? See "Maelstrom Sailing" on page 60.

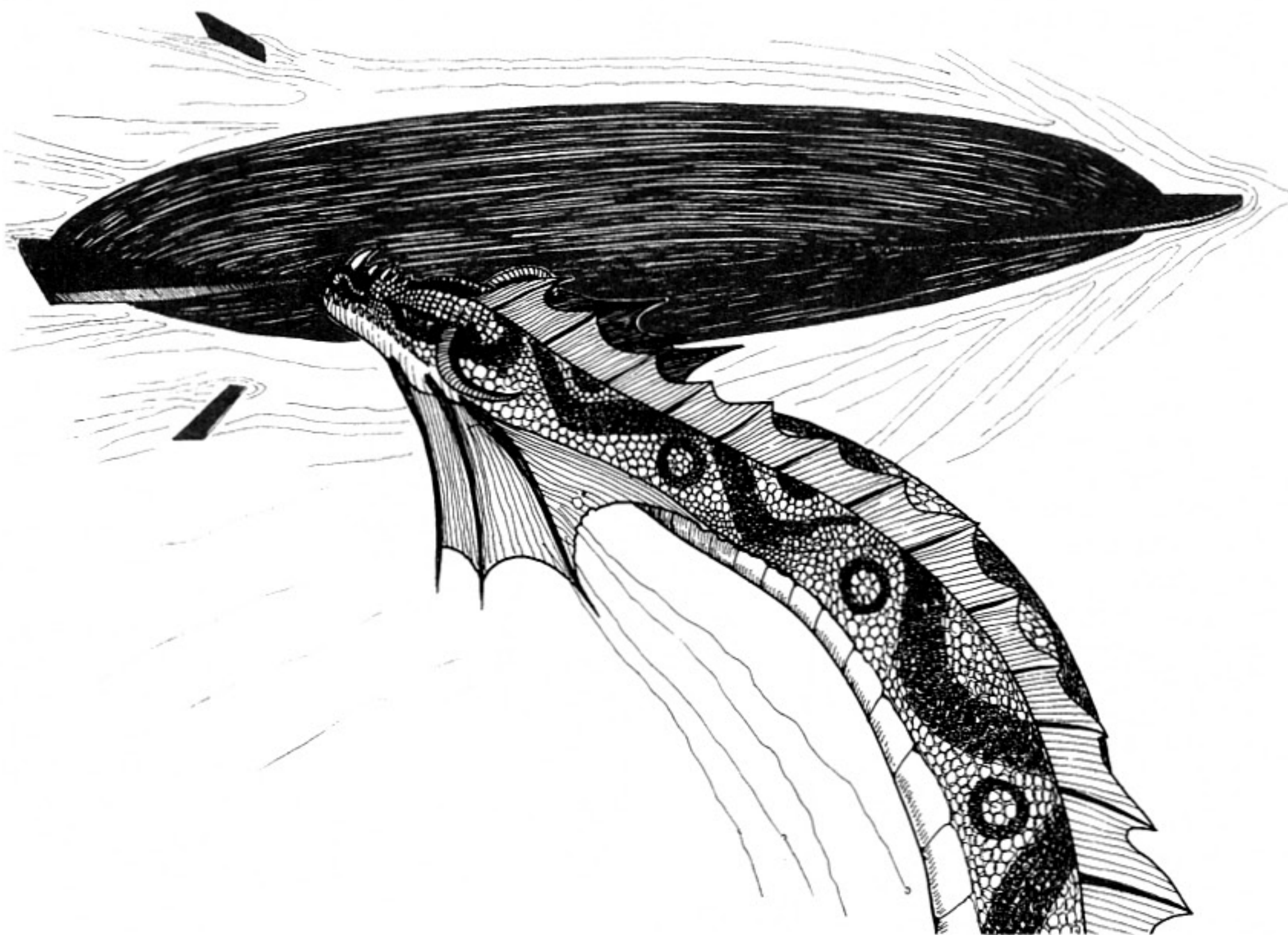
Those Men of the Sea

The sea is a monster that steals men from their wives, children, and homes. It is strange and treacherous, and eventually takes the men foolish enough to travel upon it for a living. Sailors on warships are likely to be engaged in battle, and merchant ships face the danger of being captured by pirates. Sea monsters, water demons, and vile mermen hate humans and ships, and take every opportunity to destroy them. Storms can destroy even the sturdiest ship, and the Closing is always there. Only madmen, criminals, or fools would ever want to leave the land for a life at sea.

Many sailors leave their homes never to return. Those who do make it back are isolated from their families and peoples, forever changed by their experiences. They bring back foreign ways to trouble their homelands. Although the young often see them as brave heroes, a source of fear, wonder, and mystery, wiser heads recognize them as dangerous renegades, a threat to tradition and order. They wear outlandish clothes, smoke unusual herbs, and enjoy strange foods and pleasures. Many have an unsavory interest in foreign magic, and not just parlor tricks—most have tattoos gained after participating in foreign rituals, and many recite prayers to unheard-of deities in alien tongues.

Sailors from foreign lands are even more threatening, and not just because of their strange appearance. They are unfamiliar with local traditions and mores. They are violent, uncouth, and rude. Most can barely speak the local language; the few words they do know are usually to facilitate to their whoring, brawling, cursing, and interminable drinking. Their only concern for local law is to find out what indiscretions will get them executed or imprisoned; since they know they will be weighing anchor soon enough, many do not concern themselves with even that, let alone the etiquette of courtship, preserving a reputation, or adapting to the local milieu. They come, sell their exotic wares, take what they want, and go. Yet a port that is too strict in its laws risks being passed over in favor of other nearby ports.

Indeed, sailors are only tolerated for one reason: visiting ships bring wealth. They carry necessary goods and exotic wares, and carry away local goods for sale in foreign ports. Of course, sailors are not completely worthless—many have money to spend, and most are unfamiliar enough with the local currency that they can often be sold goods and services at much higher rates than natives would pay.



We Men of the Sea

We are sailors. Some of us came seeking adventure, some were born in hardship, some are fleeing from tyranny. But we are all men of the sea. We are strengthened by adversity, made strong by adventure and exploration. To be a sailor is to throw off the shackles of land and brave the open seas. To be a man of the sea is to stand alone against the overwhelming foes of wind and waves and know that they shall never prevent your voyage. To understand who we are, you must experience our world. You must know the beauty and terror of the oceans. You must know the story of Dormal, of his great voyages, and how he opened the Closing.

We are the men and women of Dormal, renowned in the world. Although we are few, we are strong. We are a powerful few, for we know the secrets of the Opening. We live on the waves; we know how to sail fine ships and defeat the Closing. We are of many crews, but we are all one.

We are the men of wind and waves, of bays and inlets, of the close seas and the wide expanse of the Oceans themselves. We will endure as long as the winds fill our sails, the waves bear our ships, and the Opening persists. The playful dolphins, the bellying seals, the gulls who scream always of death, the fish in their multitudes—like them, we are part of the sea. Land is the mother we have left behind. Those who still suckle, the landed ones, are children who favor the security of their mother's arms over the rewards and challenges of the seas.

To be a sailor is to be surrounded by water—to see sky and sea in all directions and feel tears of wonderment course down your cheeks. But to be a man of the sea is to understand the seas: to laugh in storms as the waves lash your ship, to sail in fear and wonder along the sacred currents of the open ocean. Our life on the sea cleanses and purifies us. The landed ones say it maddens us. What do they know? Borders do not tie us. Home and hearth mean little to us, except for our ships. We care little for the petty traditions of the land, who strive for prestige, fame, wealth, and status. These are nice things to have, and some among us seek them, but what do they mean to us when we are lashed to the tiller in a storm?

At sea we are at home, free of constraints. Aboard our ships we see unimagined sights, savor the exotic ways of foreign ports, and acquire amazing riches: gold and silver, precious stones, exotic spices and silks, and powerful magic. We survive the Oceans' power: the awful majesty of Magasta, the bewitching beauty of Triolina, the fearsome wrath of Wachaza. In crowded trade lanes or forgotten backwaters, a crew with a sturdy vessel can discover new ideas, deities, and peoples, stirring currents that create storms in their wake. We have freedom, and that is worth facing any danger.

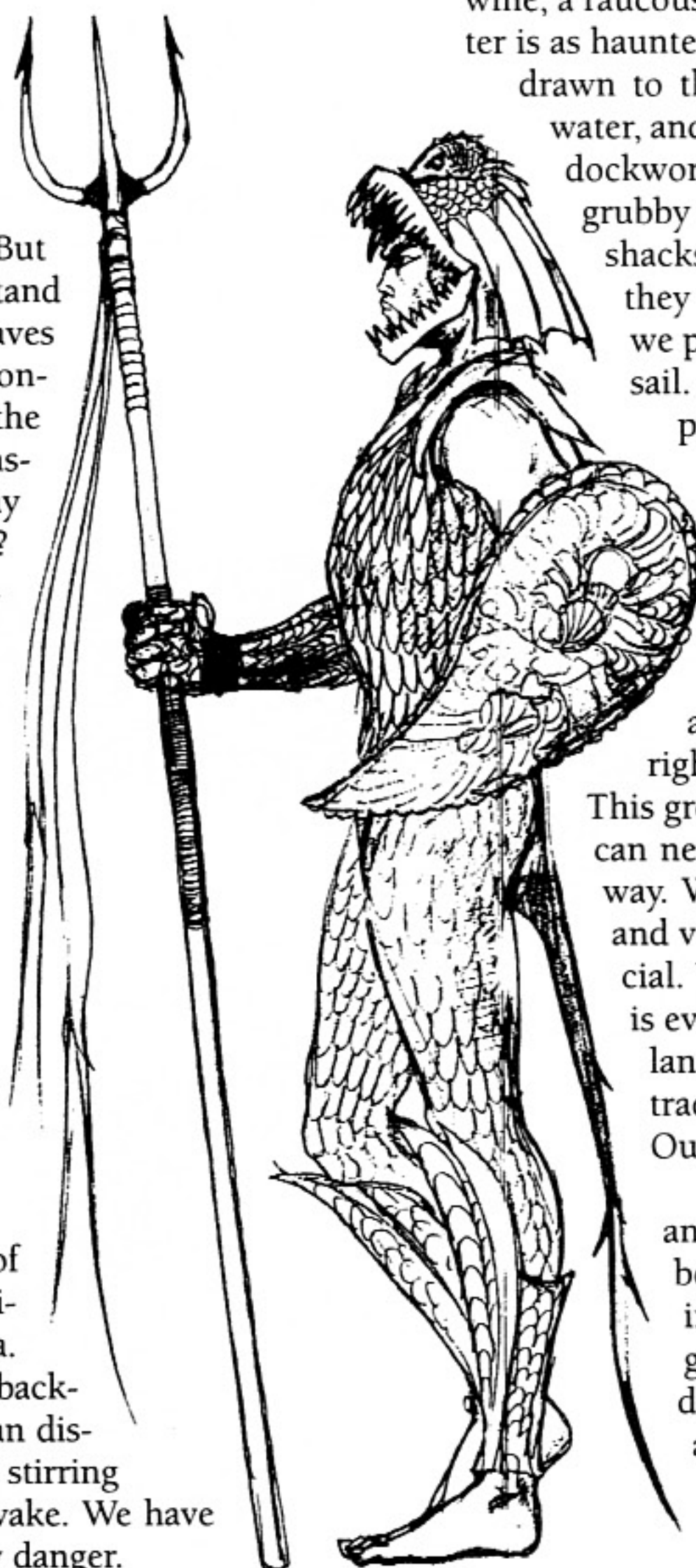
Those who are not men of the sea often dream of life as a sailor, of traveling to foreign lands, but they will never go because of their fears. They know that dangerous currents can send a ship scudding towards jagged tropical reefs, remote frigid waters, or into the heart of a tempest. They hear tales of savage natives, bloodthirsty pirates, and vicious monsters. Because we face these dangers, that they will not, they say we are foolish, crazy, or bewitched by the sea.

What do they know? We face our fears. The ocean is perilous, challenging, and terrifying, and it has no mercy. Yet, land-bound folk can never know what we know. It is on the waves that we find triumph, love, courage, and meaning. We know that the Time of Inundation is coming, when the waters of the Inner World, Sky World, and Underworld will mix once more. Only those who know the seas and oceans—who have tasted the power, terror, and death they carry there—will survive.

The ports we visit are good for amusement, but the people there are ignorant, untouched by the sea except for the fear it arouses in them. They call themselves men of the sea, for their lives and livelihood are at its mercy, but they cling to the land, and that is their weakness. They can never know the majesty and freedom of the open waters. When they gather against the infinities that oppress them, to feast on scrap fish and cheap wine, a raucousness arises among them, but listen: their laughter is as haunted as gulls' cries. Without knowing why, they are drawn to the tentative edges of their world, where land, water, and fog share a restless peace. Rich fishermen, poor dockworkers, derelict beachcombers, cheap whores, and grubby wharf rats—whether they prosper or live in shacks, be they as stupid as cod or cruel as sharks, they never truly know the oceans. We pity them, as we pity those men of the sea who are no longer fit to sail. We can leave behind these pitiful ports and people. For us, each morning, dark or bright, is the First Dawn anew, and the vice, beauty, and mystery of these ports that shift and glimmer like light on dark water, are gone where the night went. We rise with the tides, but we do not fall with them.

We have seen people from many lands, and we know they all have different views of right and wrong, beautiful and ugly, true and false. This greater truth is something the children of the land can never know—that their way is not the only right way. We have learned that even the mores, fashions, and values of our homeland are arbitrary and provincial. Where the land is hidebound and false, the sea is ever-changing and true, and we adapt with it. The land speaks of fashion, boundaries, history, and tradition. The sea speaks of courage and strength. Our courage, our strength.

A few brave heroes have laid the groundwork, and those among us destined for greatness are beginning to take on the greater risks of exploring lands where no others are welcome, forging great alliances, or carving out our own kingdoms in new realms. We are the men of the sea, and we have the chance to change the world in the coming Hero Wars!





It's Not Just a Job...

Being a sailor is about romance, danger, and excitement.

Not all sailors are alike. Some gather the bounty of the sea; others seek war with their neighbors. For some, life at sea is an escape; for others, a punishment. Life as a slave aboard a Kralori war barge is very different from being a free sailor on a catamaran in the cerulean seas of Maslo or as a crewman on a Haragalan tallship evading the pirates of Vormain. Whatever the reason they ply the seas, all sailors should fear the oceans and their unpredictability.

Sailor Heroes

Sailors are a dynamic and complex mix of peoples, supporting a wide range of trades, professions, and lifestyles. Many people found on the oceans are not sailors but folk of other occupations, such as merchants. Those heroes with homelands on the coast, and those who spend their time aboard boats, might also gain maritime skills from their homeland keywords.

Your Sailor Hero

Heroes are extraordinary individuals, capable of becoming great movers and shakers in the world, and destined for fame. Your sailor is a hero, and he will do great deeds.



Sailor is a broad definition of a special type of person, one who has eschewed the relative safety of the land. The term covers a huge span of possible practices. At one end are simple sea-fishermen who remain in coastal waters; at the other end are the renowned captains who dare circumnavigate the Great Circular Ocean, or go beyond the edges of the Known Seas and into the Other Side.

Sailor heroes will change and grow during play in a sea campaign, as they meet new people, challenges, and mysteries of the open oceans. Sailors will develop spiritually; the great ones, in time, will come to represent the principles, forces, and hopes of Dormal himself.

When creating a sailor hero, it is important for you to decide your hero's homeland and motivation for becoming a seafarer. Did your hero originate from a poverty-stricken slum and choose a life at sea as a way of escape? Is he from a more affluent environment, one who has been driven to sea to escape shame, or debt, or torment? Has your hero been "pressed" into service, and is he desperate to get back home? Alternatively, is your hero driven purely by a desire to see the world and all its wonders? You should consider where you want your sailor character to go—is the life of a simple sailor enough, or does the hero dream of one day commanding a vessel of his own...perhaps even a fleet?

These occupations are available in addition to those in the *HeroQuest* book, and include an expanded Sailor keyword (see *HeroQuest*, page 34). Those that choose any of the other *HeroQuest* occupations may seem to be at a disadvantage in a sailing campaign, yet many ships have positions available in their crews for specialists, like merchants, healers, cooks, or carpenters. However, heroes lacking experience on boats or ships suffer a penalty of -10 to all skills for several days until they have gained their "sea legs," and they may be at a disadvantage much longer when performing certain tasks on a ship, such as fighting.

Why Become a Sailor?

There are many reasons why a hero may decide to be a sailor. For many, the main drive is the search for adventure and wealth. Since the Opening, this adventure comes in the form of speculative trading or exploration, bringing poverty or danger as easily as wealth and fame. Sailors can once again sail waters that few alive have ever seen, with only old stories to guide them. They can walk on shores that folk in their home ports have scarcely heard of. For sailors, the oceans present opportunities to sail where few have gone before.

The sea also has its attractions for those who need to escape justice, arranged marriages, or harsh oppression. And for those who seek only violence and plunder, the Opening of the oceans presents opportunities for personal gain and retribution. Some heroes may seek to recover secret ways or lost treasures of past ages, retracing the routes of ancient empires and discovering buried treasures to aid their people in the coming Hero Wars.

New and Changed Occupation Keywords

Fisherman

Fishermen are the farmers and hunters of the waters, whether they fish inshore with net and harpoon or take to rivers and lakes to catch enough to feed their families for the day. Many use weapons in their work, from barbed fish-spears and harpoons to sturdy clubs for killing living catch or driving away predators.

Beginning Hero Suggestions: Coastal and river fishermen are obvious choices for sea-based campaigns. They often suffer from wanderlust, and may even be found far from sea.

Appropriate Homelands: Any coastal land.

Abilities: Agile, Boating or Crew [Ship], Cudgel Fighting or Harpoon Fighting or Spear Fighting, Endure Weather, Fishing, Know Local Coastline or Know [River] or Know [Waters], Make Nets or Make Traps, Seamanship, Swim, Tie Knots.

Typical Personality Traits: Patient, Taciturn.

Typical Relationships: to Clan or Ship; to Fellow Fishermen.

Typical Followers: A hero may have several other fishermen who work for him, especially if he owns his own boat.

Standard of Living: Minimal to Common.

Typical Equipment: Rope, fishing nets or traps, a weapon, trinkets found swallowed by catch or fished out of the waters, perhaps a small boat.

Marine (Foot Soldier)

Marines are the trained soldiers who guard ships when docked, defend them at sea, and perhaps even storm other vessels in the name of politics or plunder. As well as being trained to fight on ship and in boarding actions, they also operate any artillery weapons aboard ship, such as catapults, ballistae, or harpago.

Marine is a specialization of Foot Soldier (see *HeroQuest*, pages 32-33). For ease of reference, however, *Men of the Sea* often refers to "Marine" as if it were a distinct occupation.

Appropriate Homeland: Any maritime homeland.

Specialized Skills: Boarding (Mass Combat ability), Make Camp -5, Operate [Naval Artillery Weapon], Seamanship, Speak Boatspeech; no March.

Sailor

Sailors are naval specialists who travel the waters, whether on a merchantman, warship, or "commercial" fishing vessel—anyone who sails beyond the coasts and rivers. They may be captains, crewmembers, or boatmen with their own small craft. They must brave the elements and accept that life for a sailor can be full of excitement, but often very short. Any sailor may take the general keyword, but most take one of five specialties. (This keyword replaces the Sailor keyword on page 34 of *HeroQuest*.)

Beginning Hero Suggestions: Sailors are often wanderers, and can be found far from sea. They can be adventurers, fugitives from justice, or simply men and women carrying on the ways of their families or communities.

Appropriate Homeland: Any maritime homeland.

Abilities: Agile, Boating or Crew [Ship], Climb, Endure Weather, Hold Drink, Know Local Waterways or Know [Sea], Seamanship, Speak Boatspeech, Swim, Tie Knots, [Weapon] Fighting (see below).

Sailing Skills: Add or modify Sailor starting abilities based on specialization:

Deep Sea Fisher—Cudgel Fighting or Harpoon Fighting or Spear Fighting, Fishing, Make Nets or Make Traps.

Merchant Seaman—Brawling or Cutlass Fighting or Dagger Fighting -5, Know [Sea] +5, Speak [Language].

Ordinary—Brawling or Cutlass Fighting or Dagger Fighting; no bonuses or penalties.

Pirate—Boating/Crew [Ship] -5, Brawling or Cutlass Fighting or Dagger Fighting, Hold Drink -5, Menace Victims, [Missile or Thrown Weapon].

Warship Sailor—Brawling or Cutlass Fighting or Dagger Fighting +3, Hold Drink -5, Seamanship +3.

Typical Personality Traits: Boisterous, Cruel (pirate only), Dour, Superstitious, Swashbuckling, Wanderlust.

Typical Relationships: to Captain; to Fellow Sailors; to Ship.

Typical Followers: None, in general. Maybe an old friend hangs around to help his more clever shipmate, or the sailor has a parrot or tame monkey as a pet.

Standard of Living: Common.

Typical Equipment: Knife, personal weapons, rope, trinkets brought back from distant journeys.

Ship's Officer

Most ships' officers are experienced sailors. However, the ship's owner (often a member of another profession, such as a merchant or petty noble) is treated as an officer when onboard, whatever his experience (or lack thereof) with sailing. Further, the owner may designate certain favorites as officers even when those so chosen are less able than others in the crew. A ship's officer might therefore be a noble, a member of a wealthy family, a military officer, or a hard-working sailor who has been able to make good. In some lands, such as Kralorela or Loskalm, advancement through merit or accomplishment is the norm, at least theoretically. In others, such as among the Malki of Umathela, certain ranks and positions might be available only to members of a certain caste or to relatives of the ship's owner.

Small ships might have only a single officer—the captain—who must navigate, act as opener, and supervise everything that happens on the ship. Larger vessels, those that belong to organized navies, or those that hail from homelands with strong seafaring traditions usually have professional officers, with specialized skills and training in management of a ship and its crew. These full-fledged officers often have apprentices, midshipmen, or junior officers serving under them.

There is no set way of generating player heroes or narrator characters who are ship's officers. A keyword is provided below, but most of the men and women who command vessels are created using other occupational keywords (usually Sailor, but conceivably Merchant, Petty Noble, or almost anything else). Whatever their background, officers do tend to share certain specialty skills depending on their position; examples are given below. At the narrator's option, these specialty skills might be subsumed within the hero's keyword (and thus start with ratings of 17 each) or might be considered as additional abilities that must be listed in the hero's narrative or list (with initial ratings of 13). Alternatively, if the narrator wishes one hero to be a clear leader, she could allow only him to be a Ship's Officer in conjunction with the "Advanced Experience" option (see *HeroQuest*, page 178). Becoming a ship's officer could also be a goal of a hero, who might need to spend hero points to build up appropriate abilities over time until they reach appropriate ratings or otherwise impress their captain or the ship's owner.

Beginning Hero Suggestions: Like sailors, ship's officers are an obvious part of any coastal or sea-based campaigns. He need not presently be serving on a ship—he may have lost his ship to disaster, be seeking a patron to finance new voyages, or have lost favor with his captain. A beginning ship's officer is probably an apprentice or midshipman.

Appropriate Homelands: Any maritime homeland.

Abilities: Authoritative Voice or Quelling Glower, Endure Weather, Know [Sea], Predict Weather, Seamanship, Speak Boatspeech, [Specialty Skill], [Weapon] Fighting.

Typical Specialty Skills:

Navigator—Create and Understand Charts, Navigate.

Opener—Opening ritual.

Purser—Bargain, Speak [Language], Tally.

Sailing Master—Manage Crew, Sail [Ship].

Typical Personality: Authoritarian, Brave, Dour, Single-minded, Superstitious, Swashbuckling.

Typical Relationships: to Captain or Ship's Owner; to Crew; to Ship.

Typical Followers: Most captains consider their whole crew to be followers, but a cabin boy, trusted first mate, or apprentice may serve as an individual retainer or sidekick.

Standard of Living: Common to Prosperous.

Typical Equipment: Knife, trophies brought back from distant journeys or mementos of old ships, charts and maps detailing past journeys or purporting to show the way to lost wrecks of treasure ships and new routes to rich ports.

Common Magic

Everyone has magic. While much of the common magic listed in *HeroQuest* (page 29) are useful to sailors, life at sea provides unique challenges that sometimes require different solutions. The list of typical common magic below is of course not exhaustive; as always, a player is free to select whatever common magic abilities he wishes for his hero.

Because of the difficulty of attending worship services for most Otherworld entities, many sailors concentrate their talents (see *HeroQuest*, page 108). This is especially true for openers, since the *Opening ritual* (so necessary for sailing) is a talent. The Selfrock Teaching is also common among sailors, and many local teachings among sailors exist, always calling for the sailor to use an appropriate "rock," such as a pearl, sea agate, or piece of coral.

Typical Common Magic: Clean My Clothes, Clean off Tar, Cure Wood, Don't Fall Down, Drink Water Safely, Extinguish Fire, Fix Hurt, Harden Skin, Heal Burn, Heal Chill, Heal Drowning, Heal Fever, Heal Sunburn, Hold Breath, Ignore Cold, Keep Knot Tied, Kill Vermin, Look Better, Loosen Knot, Make Rum from Water, Mend Broken Bone, Mend Canvas, Open Oyster, Point to Nearest Land, Preserve Food, Resist Heat, Resist Sun, Sharpen Axe, Sharpen Sword, Shout over Storm, Stand against the Wind, Start Fire, Straighten Wood, Strengthen Rope, Tough as a Marine, Turn Maggots into Food, Ward against Disease, Witty Repartee.

Ships as Followers

Ships can be presented in *HeroQuest* in a number of ways. Although rules are given in a later section for treating "Ships as Narrator Characters" (see page 44), a player can also take a ship as a follower for his hero. A ship taken as a retainer is of little use in the game, but ships make good sidekicks (see *HeroQuest*, page 84)—the ability to "think on their own" means that sailors on such ships take care of the day-to-day business of the ship without need for the hero to take action, and can even act in a contest with little need for direction from the player.

△ Celakos is a sailor, and his player wants him to have his own ship, and decides that a sidekick gives the right balance of importance and utility. Since he is from the Quinpollic League, he makes his ship a trireme. Since a ship is an appropriate follower for a sailor, the narrator agrees that Celakos' relationship to his trireme begins at 17. After spending his 15 points on the ship's abilities (and taking a flaw for free), the *Flying Fish* is ready for play:

Trireme 17

Additional Abilities: Agile 5W, Sail Fast 2W, Shiny-Brand-New 15.

Flaws: Fragile 18.

Any ability normal to a trireme (see page 43) is available to the hero using the Trireme "keyword" (possibly with an improvisational modifier).



The Life of a Sailor

A boat sailing on the vast oceans is a tiny stage on which the entire human drama plays out during a struggle for survival. A hurricane can take an entire ship and all its crew. Your hero may lose hold of a kinsman in a torrent of water and never find them again, or watch a true and loyal friend die in a pathetic rowboat tossed upon the treacherous seas. The lessons learned from these harrowing adventures dramatically affect sailor heroes. Many sailors discover deep wells of strength and resourcefulness within themselves; others never recover from the bitter losses they suffer.

Either way, once sailors put out to sea, they are never quite the same, for the many sights, distractions, and temptations of foreign ports, people, and religions assail them on every voyage. Maintaining any significant relationship with any except a sailing deity is almost impossible, as sailors are unable to attend worship ceremonies or holy days.

Daily Duties

Life at sea is a great contrast to land life. Sailing can mean weeks of boredom with intermittent bursts of excitement: new ports, harsh weather, sea creatures, or exotic foes. With little to occupy the attention, conflicts between sailors are common. At times, only the captain—due to the respect or fear he commands—can settle such a dispute. Even a ship's master may not have the final say, however, as many vessels are subject to the will of guardians or other magical beings who serve as intermediaries between the sailors and the dread powers of the Sea.

The crew's duties require plenty of muscle for raising the masts, hoisting anchor, or manning the cranes that load cargo. Sailors spend great amounts of time in the rigging, so they cannot afford to be afraid of heights! Similarly, most sailors know how to swim (and have ever since the Closing made it a useful ability for all sailors), but few are very good at it, for it is of little use unless a sailor can get back to the ship or is close to shore.

A crewmember's day is divided into watches. The night watches can be taxing on the seamen, who may have trouble staying awake. For those that are allowed to sleep, the night can be very uncomfortable. Many crew sleep on deck or in hammocks slung between hull beams, with only the captain having a cabin. For those who cannot sleep, after dark there may be gambling or tall-tale sessions. Good storytellers and musicians are highly regarded by many crews, and displaying skill at these gatherings is sure to enhance a sailor's reputation.

Sailors must also maintain the ship, for if it falls into disrepair their lives and livelihood are in danger. Cleaning and general repair are a daily feature of a sailor's life at sea. Bilges need to be bailed, seams need to be treated, and sails need to be sewn. The rigging has to be repaired, and the masts have to be oiled. Every ship, no matter how well built, still takes on water, so the ship has to be bailed every day.

Food and Drink

On any long voyage, supply and preservation of food and water present a major challenge for sailors. Food barrels must be scoured before refilling, any livestock aboard ship must be tended, and water casks need to be routinely recaulked and boiled to rid them of poor flavors, mold, or diseases. Sailors often stock up on beer or other alcohol before a long voyage, as water soon becomes undrinkable without magical protection. Running out of fresh water is a terrible fate. Out of despair, many sailors try

to drink seawater, leading to insanity, or gather moisture from the sails and planks in the mornings.

Food eaten at sea is often of poor quality, although this depends on the skill of the cook and the provisions he can obtain. Meals mostly consist of hard bread or ship's biscuits, smoked or jerked meat, and salted fish. If the crew is lucky, there may also be a few hens aboard to provide fresh eggs and meat for awhile. To prevent the long-lasting biscuits from becoming home to weevils or maggots, sailors fill a sack with biscuits and leave a fish on top of it, so that the pests come out of the biscuits and infest the fish.

Ships are built of wood and cloth, and wind is more or less constantly blowing across the deck. Considering that only a few sailors can swim well or any great distance, it should be clear that fire is among the most feared things on a ship. Anyone caught being careless with fire will be thrown overboard, at the very least. The only exception to this rule is the cook, who is (of course) allowed to keep a fire. Cooking is often done on the foredeck unless the ship has a dedicated galley. The cooking fire is usually doused every night, after it has been used to light rudimentary lanterns that are strung along rigging or hull sides.

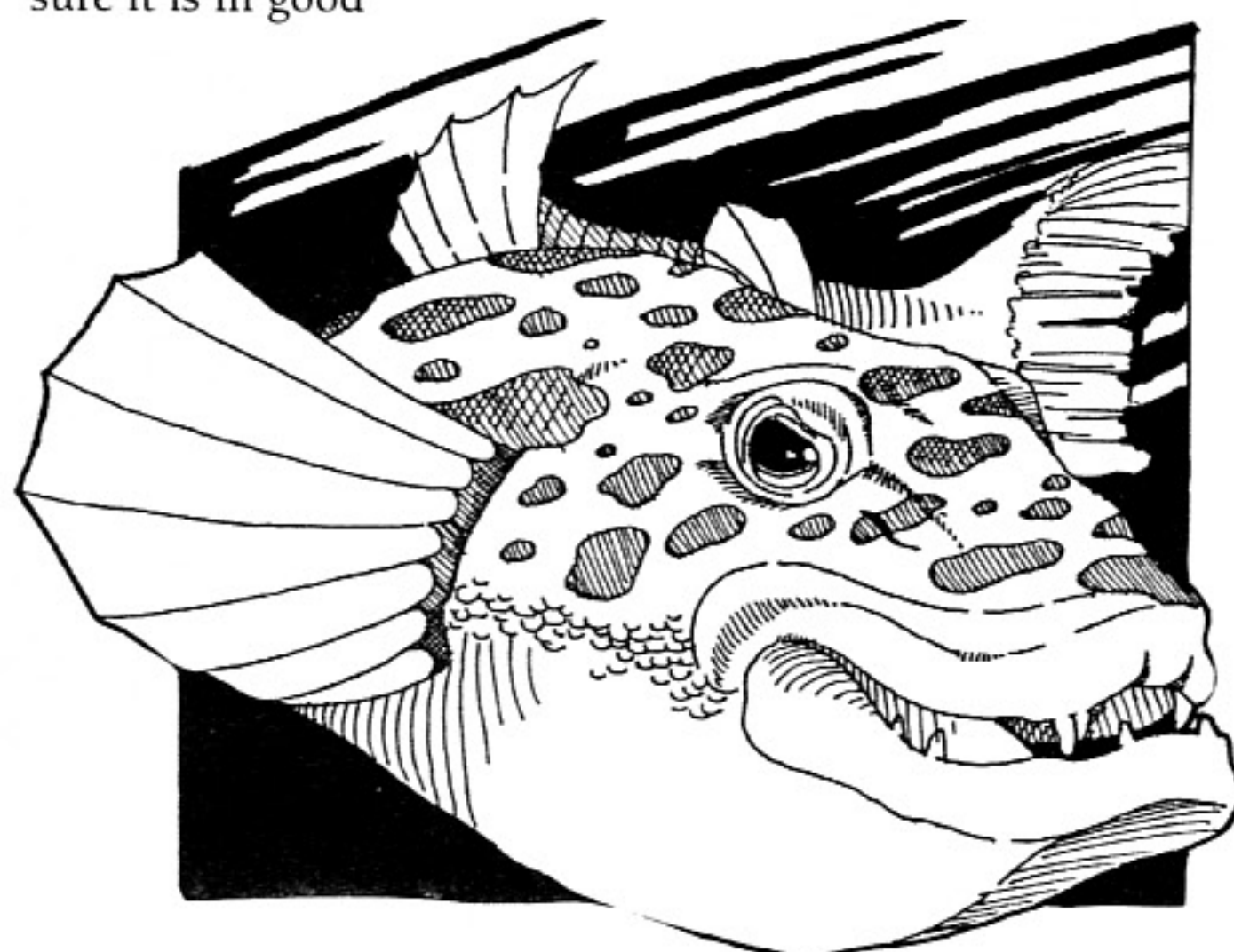
Diseases

Often more lethal than any ballista, cutlass, or sea monster are the numerous diseases that can affect sailors. Many vessels are far from comfortable; they are cramped, leaky, dirty, and full of vermin, and therefore disease-ridden. Most diseases at sea are exacerbated by lack of fresh food, especially fruit. Some of these diseases can destroy the manpower of entire fleets, especially if the crewmembers are ship-bound for long voyages.

In Port

When sailors return from their voyages, they are ready for fun. If returning from a successful voyage, sailors may quickly deplete their money in local taverns and brothels. Drunken sailors often spend all their gains in a single night, giving themselves over to alcohol, exotic food, women, or gambling, and making poor tavern masters rich overnight.

Yet, life in port is not all fun and games. For the successful sailor it involves a lot of work. This work is carried out before the sailors are to sail again, and involves preparing the ship for the next voyage and making sure it is in good



working order. Maintenance and repair are vital to keep a ship afloat. After a long voyage, barnacles and seaweed attach to the bottom of the vessel and it needs careening (scraping debris from the bottom of the ship). After any conflict at sea, sails and rigging have to be replaced or repaired. At least once a year, the ship must be recaulked, tarred, and painted.

Sailors also must deal with the authorities, who range from corrupt or officious customs officials haunting every seedy port to patrol ships bristling with weapons and eager to make use of them. The best adventure-trade is to be had in backwaters, yet there sailors also find petty dictators declaring cargoes to be "voluntary donations" to their military causes or patrol ships mugging for bribes. Authority figures are "inconvenient" in the free-wheeling trade lanes, but they are an unpleasant fact, and many really do mean well. After a patrol ship saves the crew from some pirates, they might find that they agree, and be willing to do a good turn for the patrolmen in the future. On the other hand, if the crew's preferred mode of business leans towards the illegal, the authorities are likely to be antagonistic, with plenty of reason. And, of course, violence and death are perfectly at home in ports, though rarely without consequence.

It is important for ship's crews to be aware of local laws and customs, for what may seem like a slight breach to a foreigner may be viewed very harshly by the port authorities. Each visitor entering Jolin must bring a two-pound bag of salt to bolster the city's defenses against the encroachment of the jungle and elves. Those sailors who land at the port of Bayahote for the first time are required by the Oath of Elamle to sever one of their arms or legs and take it to an Aldryami dignitary. The "Limmer" (or "Delimber" as some less-than-respectful establishments call him) regrows the missing limb over a varying period of weeks. This is viewed by sailors as preferable to breaching the Oath in Maslo; the elves bind oath-breakers to trees and then grow plants into every orifice. The Caprati and DuTemerine houses of the Trader Princes control many of the wharves and port areas of Nochet, applying a Western-influenced version of Esrolian law in those areas. In Sog City, the law is enforced by the Street Judges from the Grand Hall of Justice. Fines are levied for such mundane offenses as littering, loitering, and excessive noise in a public place. Haragala practices the ancient criminal laws of Govmeranen's mythical empire: few criminals are killed or imprisoned, but instead are humiliated.

The Law of the Sea

A ship is a closed community, and a captain has more or less absolute power over the sailors and officers of the crew. There is little ambiguity as to acceptable behavior, for everyone's life is at stake when a crewman jeopardizes the vessel's safety. When a seaman breaks a rule, the crew is often without pity or remorse in punishing him. Of course, the captain may make an exception in the case of a particularly useful sailor, such as a skillful fighter. Many captains abuse this power, so punishment is often arbitrary. Although frequent punishment may lead to a mutiny, captains often punish sailors for even minimal offenses specifically to discourage any thought of mutiny.

What is considered an offense depends on the type of ship and the culture of the crew. Aboard the ships of the Quinpolic League, it is forbidden to steal from a shipmate, while among the Loskalmi and Wolf Pirates, all must keep their weapons in good repair and never go absent without leave. Aboard Haragalan ships, it is against the law to fall asleep on watch, or to fight with a fellow crewmember. It is an offense in the Kralori fleet to go ashore without permission from the captain, or to dare to be insolent and not know one's place.

Mutiny

Sailors are very superstitious—who else has seen so many myths and legends come to life? A captain who trifles with these could have a mutiny on his hands.

Mutiny is the product of jealousy, greed, and fear. Lax discipline or much hardship may lead a crew into mutiny. Feelings of malcontent are often exacerbated by long voyages, lack of shore leave, poor food, and abuse from officers. A reckless captain also courts disaster if his crew feels they have no other way of saving themselves from his "madness."

Mutiny is often punished with death. Even the conspiracy to a mutiny is considered a capital crime among many naval powers. Generally, the mutinous sailors are hanged on the highest yard until the flesh begins to fall from the bones.

Although mutiny can break out on almost any ship, it is much more common among sailors who are "press ganged." Such unwilling service often leads to unrest that may erupt into a mutiny quite easily. A mutiny aboard could find heroes adrift on the Homeward Ocean or marooned on an unknown coast or island. Perhaps they will be some of the mutineers?

Flogging with a knotted rope is a common punishment for sailors who have broken the self-imposed laws of their captain. (Beating with a belaying pin is also possible.) Only rarely is a captain sadistic enough to keep and use a whip for this purpose. The boatswain is responsible for administering any sentence, and many seem to enjoy this duty (or so many sailors claim).

Another form of punishment is keelhauling. The unfortunate has a rope tied to his hands and his feet, and is then pulled under the ship. Although this seems relatively harmless as long as the sailor can hold his breath, it can lead to death if the hull is not cleaned first, due to the barnacles and other detritus that adhere to the hull and rip the flesh of the victim.

Aboard Kareeshtu warsails, insolent sailors are gagged with a wooden bit. On Haragalan ships, they are assigned the most hazardous maintenance work—"aloft" in the tall masts. Those sailors who repeatedly disobey their captains may have to run a gauntlet of fellow crew members wielding pieces of rope, face flogging with an octopus whip or the genitalia of an elephant seal, or find themselves shackled on the open deck or to the mainmast for extended periods of time in all weather. Forcing a sailor to "walk the plank" is rare; only pirates do this, usually as a way to "persuade" sailors to join their crews. In extreme circumstances, sailors may be marooned on a deserted island or isolated section of the coastline, with only some food, water, and (perhaps) a weapon. This is rarely done, however, since few ships can spare a valuable crewmember.

The most terrible punishments are often reserved for those guilty of piracy. Within the Quinpolic League, the bodies of particularly notorious pirate leaders are cut up after execution and the parts distributed to the member cities. Pirates captured by the Pharaoh's navy are chained in metal cages on the "Rock" until the tide comes in to drown them. In Kralorela, pirates are beheaded on the beach and their bodies displayed until nightfall. Haragalans punish pirates by dragging them under the hulls of their ships, using ropes tied to the yardarms on either side of the ship. (On some of the East Isles, pirates are "merely" transformed into dung beetles or remora.) In many towns along the Maslo Sea, locals stake out offenders on the beach in the path of the Mother of Monsters. The Kareeshtans drown captured pirates by throwing them overboard, bound to the dead bodies of their former shipmates. In Cerngoth (in Umathela), the heads of executed pirates are mounted on poles in the harbor entrance.

A Ship of Your Own

The ships described in each maritime homeland and in “Ships in *HeroQuest*” (see page 44) are standard examples of their kind. Heroes are encouraged to discover, steal, build, or develop their own ship. They may be inspired by examples of ships in action, exotic foreign ships, or those from their own culture that possess unusual characteristics, or they could be taunted or defeated by an enemy ship with some impressive attribute.

Different ships can serve very different purposes. When designing your own ship, keep in mind the personalities of your heroes. Some heroes will feel naked without at least a fighting chance against an armed opponent, so their ships should have weapons. Other heroes are comfortable without a warship, preferring to defend themselves with diplomacy.

Ships vary considerably in size. The biggest have enough supplies to spend weeks on the ocean before returning to the next harbor. The smallest provide nothing other than a little shelter from the wind and weather. Even if you use one of the pre-generated ships, ask yourself a few questions to help you understand your first ship.

- **Who built your ship?** Is it a former warship, with berths gutted to expand the hold? Is it an older ship, slow, leaking, and creaking? What quirks of ship design did the builders have? Did they have any particular weaknesses or special talents?
- **Where has it been?** Is the crew among the first to own or serve aboard their ship? Each hand a ship passes through will mark it in some way, in the form of personal modifications or damage. Perhaps there are dangerous people who might recognize the vessel if it strays back into their waters? Perhaps those people might not enjoy the memories inspired? A vessel's history is a trove of riches to plunder for stories.
- **What secrets does it carry?** All ships have character, a life of their own, with quirks and secrets to be discovered during play; some will prove beneficial, others less so. Even a vessel fresh from a shipyard can have surprises. Make sure your ship has some qualities that separate it from the others of its culture and type—a colorful or infamous history, sea-kobolds that make repairs at night in exchange for being given fresh milk (see page 46), or the ghost of one of the builders who haunts it still.
- **What is its name?** Is it named after the guardian? Your spouse or loved one? Perhaps an ancestor or liege?
- **What does it look like?** Think about how it looks, how it smells, the way it creaks at night, the color of the sails. Remember to think about the symbols you will use to identify the ship. Does it have some unusual flaw that can add to the ebb and flow of the story?
- **What is the crew like?** Are they a crew of upright and well-meaning do-gooders, or are they a bunch of scurvy knaves and ex-pirates?

Above all, think of the ship, in some ways, as a hero, not just something to sail with. When you gain your own ship, allow it the potential to grow and acquire new facets and traits that set it apart from other vessels.

Captaining a Ship

Every ship has to have a captain, someone who is responsible for everything and has command. On smaller ships, the captain can also fill the roles of navigator and boatmaster. Although the

captain of the ship is nominally in charge, he may not always be the most experienced sailor aboard, and sometimes knows little of the sea. He may be a nobleman or political appointee—for example, a Seshnelan captain may be a noble with little actual sailing experience, or a Kareeshti merchant may style himself as captain of the ship but leave the real work of captaincy to one of his slaves.

- **What are your ambitions as a captain?** The captain has absolute power over his ship and its men. The only exception to this rule is when the ship is part of a fleet or squadron, in which case the fleet has a commander, normally an admiral, who stands above the captains of the individual ships. The captain has judicial power over his men, and can sentence and execute any verdict without fearing consequences. He is responsible for the whole ship and everything aboard, and may be liable to compensate the owner for any loss. Remember, too, that the captain is the last to leave the ship when it is sinking!
- **What are your responsibilities as a captain?** The responsibilities of a captain include looking after your crew. They have to be recruited, fed, watered, and paid—and, above all, restrained from mutiny. The captain or his officers must maintain discipline, post watches, and decide who should man the ship's boat, load or unload cargo or provisions, helm the vessel, or climb the masts. The captain usually leads the Opening Rites before the voyage or during a crisis. A captain may also have to mediate disputes and administer justice.
- **Take charge!** Actively pursue your goals as a hero beyond those of your crew. Be creative in exploiting the possibilities of the Opening.
- **How will you treat other captains?** Friendly competition is common, and might involve bidding wars with the port merchants, racing to meet a demand ahead of a rival's own efforts, or trying to woo away regular clients. *Unfriendly* competition is an emerging trend between the growing trading families and guilds, and might range from sneaky campaigns to smear the rival crew's reputation, to outright theft and espionage! Maybe your competitors have larger goals—the manipulation of markets for political ends, for example. Alternatively, perhaps the rivalry is personal: you and another captain have been in competition since you served aboard the same ship, or the two of you once courted the same lover. You might even be family!
- **Will he be a merchant?** A captain is no better than his goods, so the dramas of the trade lanes are very often tales spun from the stuff of trade itself—the stuff packing the crates and weighing down pallets in the hold. Some cargoes are obviously hazardous or difficult to deal with. Vessels can sometimes be tricked into being smugglers, spies, blockade-runners and more, by those commissioning the ship's services for apparently innocent cargo runs. By the time the crew discovers what is really in the hold (or what's really going on at their destination, etc), it is too late, and they have to go with the flow, come out on top, and (most likely) pay a visit to the fellow who hired them, to teach him a lesson.
- **Will you offer passage?** Most vessels have *limited* spare room, even if it is cramped and often filthy. In port, individuals may attempt to book passage, seeking transport to distant lands. Such passengers may pay in money or goods, or may agree to work for passage, becoming

temporary crewmembers. To a captain and crew, all passengers begin as strange new companions, but each will have distinct motivations and goals. Some people travel this way because they are trying to keep a low profile, staying just ahead of the law, criminals or religious authorities, bounty hunters, or other pursuers. Some have desperate tasks to complete, personal quests that might inspire the ship's crew to assist or even join them. Others are dangerously unstable or outright evil, determined to accomplish a goal that the crew would have every reason to fight against, if they knew what it was.

- **Will you fight other people's battles?** Involving your ship in the disputes of others could lead to much conflict and tension. You may find yourself trapped in a grey area between two conflicting sides, where moral judgments may need to be made. These are the times when a captain's own sense of security is pitted against his sense of justice, his love for his home port, or his desire to be something greater than he is.
- **How will you handle the everyday challenges?** Whatever an individual captain's role and goals, the purpose of any voyage is to reach a destination, often as fast as possible, and certainly with minimal risk to ship and crew. On the way, all captains must find safe anchor for their ships and overcome the dangers of monsters, pirates, weather, and the Closing!
- **Look after your ship!** The responsibilities of a captain include looking after your ship itself. Your ship must be maintained and repaired. Many things can go wrong on a voyage, from spoiled food and damaged cargo, through ripped sails and hull breaches, all the way up to mutiny.

Above all, remember that the seas are still dangerous. Although most captains spend a good deal of time trying to outdo one another, they are all men of the sea, and the common perils they face tie them together, whatever rivalries may exist.

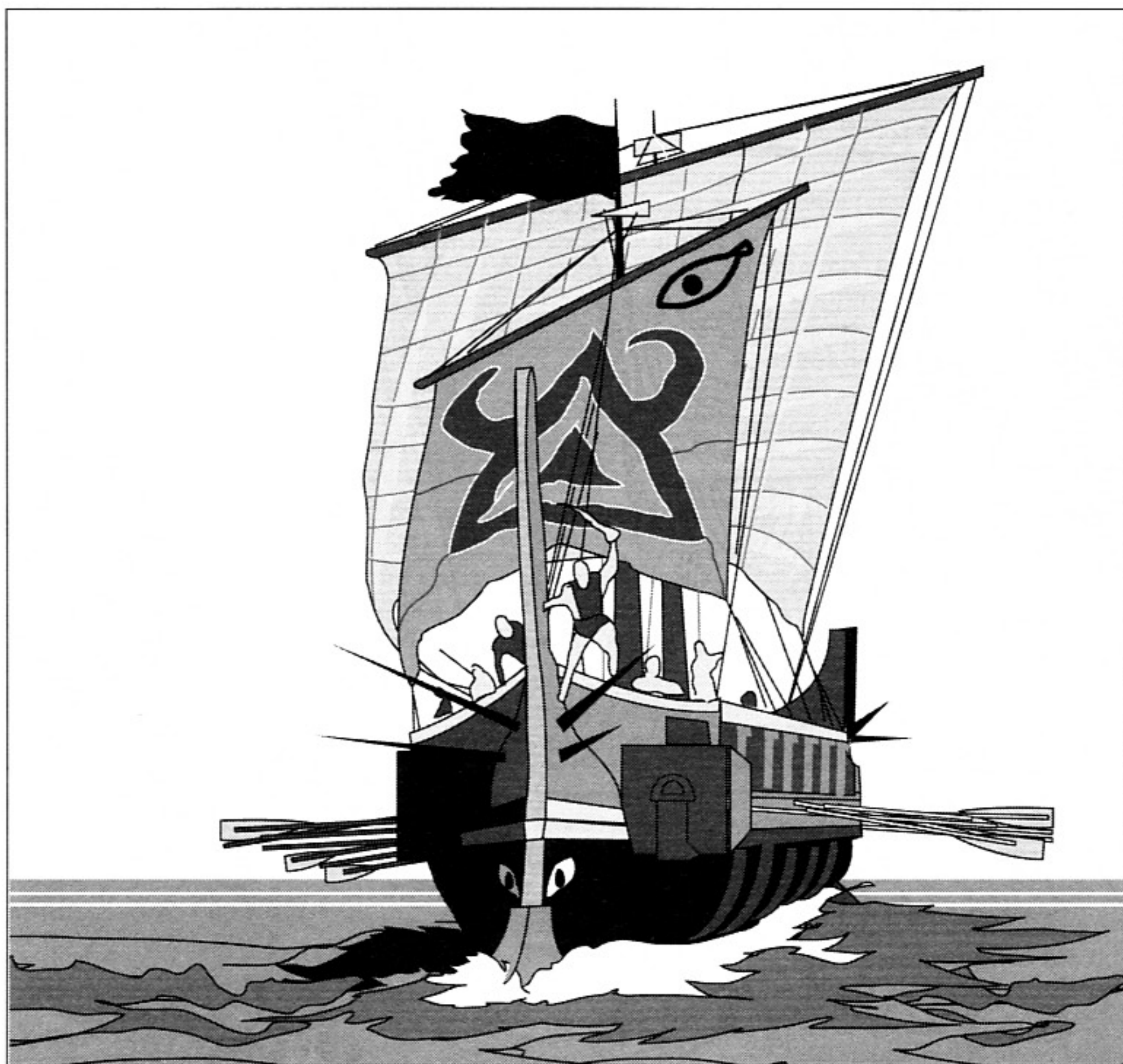
Your Own Crew

The number of sailors that a ship requires varies depending on the type of ship, its use, the size, and the number of sails. On the largest of vessels, the crew will include freight-handlers, healers, engineers, carpenters, and marines, in addition to sailors. A cargo ship typically requires fewer hands than similarly sized ships used for other functions, but the necessary support crew on a large vessel can still be dizzying. At the opposite end of the scale, a small vessel on a regular run can sport a crew so small that every soul aboard is a hero. On a tiny ship, the crew has more control over their vessel and their destiny, but far fewer resources to fall back on. It simply feels more adventurous. However, the advantages of a large crew are many: a rich stock of romantic subplots, treacherous conspirators, mutiny, and other ship-based storylines.

A crew can be hired in a number of ways. The easiest is to visit the ever-present seedy tavern in port and ask around. This will certainly get you some sailors, but often ones of dubious skill and experience. Another way, frequently used by navies, is to visit local prisons. A third way is to press-gang the crew. In some homelands, the natural way to obtain a crew is to recruit from your hero's village or extended family, or through local guilds and temples.

In most cases, however, these methods will only get you ordinary sailors. Finding marines, navigators, and similar specialists is usually more difficult. A captain looking for such crewmembers is advised to visit the harbor master and ask for ships that have just sailed into harbor and dismissed their crews. (Of course, a player captain's most trusted officers will probably be the heroes of other players.) Other methods include hiring young, inexperienced sailors and hoping that they learn fast before their skills are tested, or seeking out sailors on liberty who might be unhappy with their current postings. When all else fails, "corfluing" sailors while they are drunk, with a prostitute, or otherwise occupied is always an option, although it rarely makes for a very loyal crewmember.

On shore, crewmembers may find themselves involved in dock-side adventures, from bar brawls to attempts at press-ganging onto another vessel. They also face being robbed by local ruffians or called to task for breaching local customs. They might find work guarding a warehouse or providing muscle during some nefarious deal on the quayside. And of course, there is the inevitable obligation to clean the hull of seaweed and barnacles and replace worn ropes or sails.



Dormal

Dormal is the Opener, who receives special worship from ship captains and their crews, and in return blesses ships to sail on the open seas without being destroyed by the Closing. All ships use Dormal's rites in some form or other, although ship designs other than the one he used have been rediscovered. When others attempted to duplicate his magic, they failed. His ceremony is infallible when performed correctly, proving to his worshipers that he is now part of the realm of the gods and heroes.

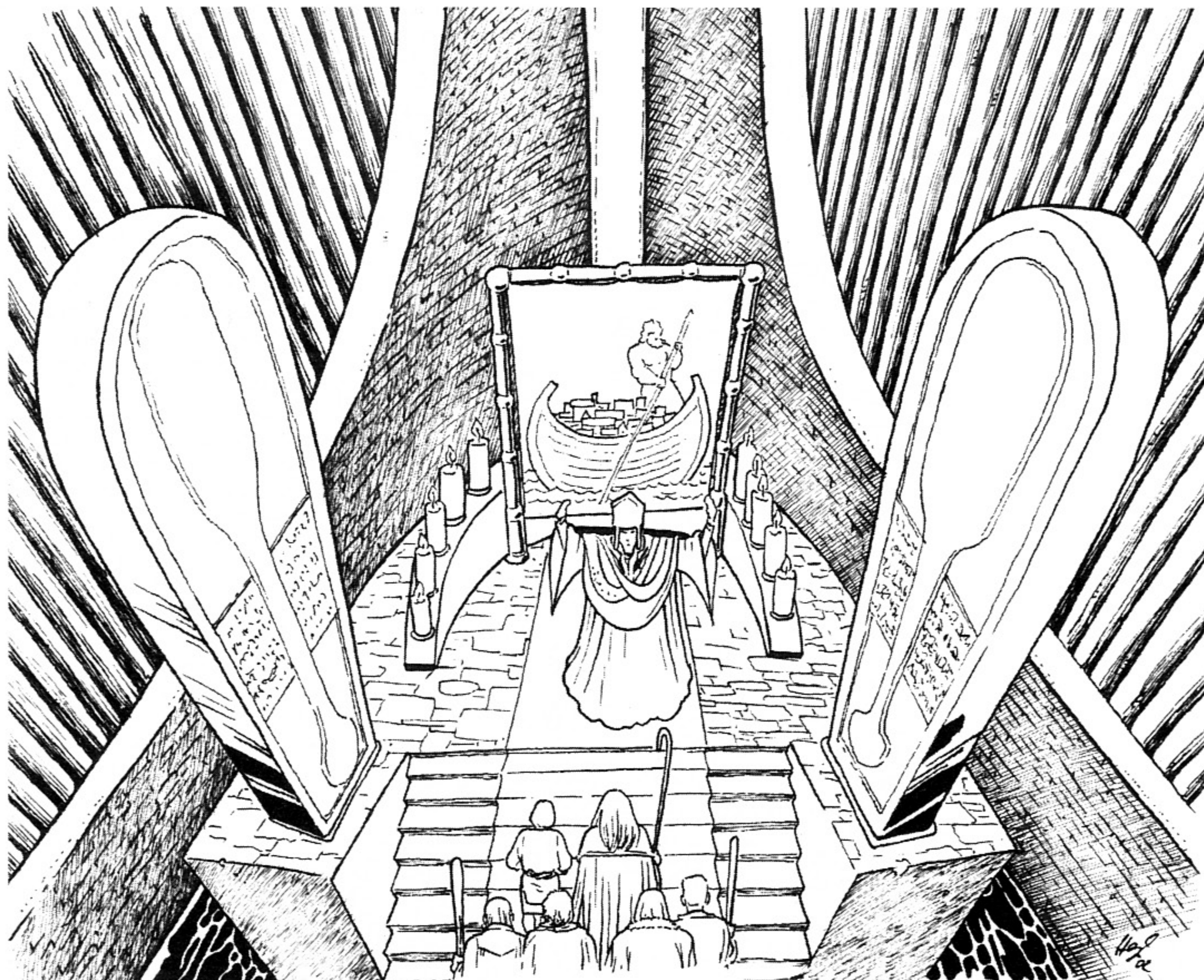
Dormal's magic is required to bypass the Closing. Without his secret, no vessel would dare to venture into the open oceans and expect to survive. Despite the religion's maritime ubiquity and supreme importance to sailing, it is not a politically powerful force. Dormal's followers concern themselves with the sea and seamen, not the temporal machinations of local politics.

Shipboard statues of Dormal are his holy places. A large ship will often have a complete shrine aboard, and a ship's chaplain to support the entire crew. Navies sometimes have special holy boats to cater to the needs of the fleet. Most large ports have a large temple to Dormal. Smaller ports may have only a shrine (often within a temple to a local, more important, god, spirit, or saint). Other icons include the Dormal Anchor, made in the

shape of his rune. Dormal is also represented by his own special knot, which only sailors in his cult know how to tie, and by the Opening Biscuits often eaten as part of the ceremony, which only specialist cooks know how to bake.

The benefits of communal participation in the Dormal rites stem directly from the ability to circumvent the Closing. Dormal provides spiritual camaraderie between crewmembers, and a man who can prove he is a follower of Dormal can get a job aboard most ships. Indeed, many ships, like those out of Maniria, will not sail with a non-Dormal seaman aboard.

Dormal is a common religion that transcends pantheons. Most cultures have a local sailing hero of some kind, but all of them ultimately derived the secret of the Opening from Dormal. For example, the troll Dastalak Boat-eater was one of Dormal's original companions, but after Dormal's fourth voyage he "stole" the secret and returned to the Jrusteli Isles, where now he is the most worshipped of all the spirits of the Kogag Practice of the Kyger Litor Tradition. Similarly, in Pasos, Saint Deliam's long-forgotten tomb was rediscovered by Dormal's crewman Marti-
navo after he was wounded and had to stay behind; he taught the secret to the keepers there. In places where Dormal never



sailed, the secret came from those who *had* learned it from him. Thus, the Kralori learned the secret from Kethaelan ships that came to their land, and in turn, Xersech (a pirate of Tsankth) captured the secret from a Kralori ship that came to Vormain. Thus, the Tsankth pirates now sail the seas again.

Dormal is worshipped in different ways. Most sailors worship him in a widespread common religion that has many variations, as different lands have attributed local sailing magic to him. In Loskalm, a wizardry school claims to have contacted Dormal on the Founder's Plane, and have an array of spells to prove their claim. And every ship that sails against the Closing must have Dormal as a guardian, or their voyage will surely fail.

⚡ Want to Discover More? See the "Dormal" common religion in each maritime homeland (pages 22-37) and "The Closing" (page 55).

Dormal the Opener (Common Religion)

Entry Requirements: None. Only the most dedicated openers forsake all other gods, spirits, and saints to worship Dormal exclusively.

Homelands: All maritime homelands.

Abilities: Communicate with Mermen, Mythology of Dormal, Navigation, Predict Weather, Recognize Ocean Hazard.

Virtues: Adventurous, Determined, Open-minded, Practical.

Common Magic: See the individual maritime homelands for Dormal common magic.

Other Side: Dormal's Otherworld Ship, a vessel that plies the waters of the Otherworld forever.

Disadvantages: Dormal is friendly with other sailing and boating deities and has few enemies, save those that resist the Opening. Thus, some merfolk dislike the cult and everyone in it.



Dormal the Founder (Wizardry School)

The wizardry school of Dormal the Founder was formed in Loskalm shortly after Dormal's arrival. It preaches of hope, and actively works to ensure that the Opening brings the best for all people of Loskalm. The Church believes that Dormal was a prophet of the Invisible God, the Great Commodore. They say that when Dormal landed, he opened the way to a new node, destroying the barriers that isolated Loskalm and allowing travel on the open sea.

The purpose of the School is to support ships and sailors braving the Closing on voyages of "Bluewater Sailing." They work to bless and enchant sailors and ships before each leaves the sheltered waters of Ozur's Bay. The head of the school is called the Opening Wizard.

As it is not officially part of any major Malkioni church, and indeed is considered a rival of most of the established sects, the school currently has strained relations with most mainstream Malkioni. It has no single great holy place, although the Cathedral of Dormal (at the very landing site of Saint Dormal himself) is the seat of the school. The portal of power created by Dormal wizards is the Nexus of Opening.

Entry Requirements: Members must have previous sailing experience.

Abilities: Create Nexus of Opening, Draw Charts, Know Dormal, Organize Sailors, Read Charts, Rule of Dormal, Swim, Symbolic Sight.

Relationships: Member of the School of Dormal.

Virtues: Adventurous, Brave.



Grimoires:

△ *The Abiding Book* (see *HeroQuest*, page 159).

~ *The Seven Voyages of Saint Dormal* (Buoyancy, Opening ritual, Predict Weather, Recognize Sea Hazards, Sail West, Strengthen Sail, Weaken Winds).

~ *Wakata's Food* (Banish Sea Daimon, Calm Sea Creatures, Exorcise Sea Spirits, Placate Merman, Propitiate Sea Monster, Speedy Current, Summon Fish).

Talismans: The traditional talismans for members of the order are small arrow-shapes crafted from aluminum, usually worn on a thong around the neck. These are often enchanted to point due west when placed in a bowl of salt water.

Other Side: Dormal's node is called the Gated Port. It is a "false node" whose location in the God World or Spirit World cannot be determined.

Disadvantages: The School practices misapplied worship, so members gain no benefit from concentrating their worship (although many do so anyway). Although all the maritime Malkioni sects recognize Dormal, only the Hrestoli of Loskalm accept the School as genuine.

The Opening Rites

All sailors worship Dormal, whether they acknowledge or even realize it. Most maritime homelands have Dormal common religions, which provide the *Opening ritual* talent and often one or more other common magic abilities. (Some sailors know the *Opening ritual* in a different, misapplied form that cannot be concentrated—the Esvulari, for example, know it as a common magic spell. Some few peoples know a different ability that has the same effect, such as the *Open Seas Dance* charm of Maslo.)

However, worshippers do not gain a direct benefit from this worship—they cannot call on Dormal for divine aid or miracles, nor does he send spirits to help them. Indeed, except for the *Opening ritual* itself, Dormal does not truly provide the common magic associated with his name, which actually comes from other entities—often local daimones, spirits, or essences. Instead, Dormal acts as a guardian (see *HeroQuest*, page 92) for every properly constructed and blessed ship, distinct from the ship's own guardian; he is in effect the "guardian of the Opening" itself. In this capacity, Dormal provides a special function to every ship that allows it to "sidestep" the Closing.

Each ship must have an **opener** to communicate with Dormal using the *Opening ritual*. This specialist (often the ship's captain) performs the rite, and the crew solemnly prays for their safety and the safety of the ship. The opener invokes the protection of Dormal against the Closing whenever the ship leaves port or he senses the Closing approaching.

Dormal was taught the ancient rites by Wise Hunlarni. After Hunlarni's death, only Dormal, or one of the companions whom he taught, could teach the ritual. Now, sailors must learn it in a magical ceremony from someone who learned it in the same way. Dormal wanted to let anyone learn it who was willing, so he would never say that the secret was stolen—he let Dastalak "steal" it, knowing that the troll sailors of Kogag would accept the knowledge only if they believed it had been stolen from him.

Hunlarni studied the plans on Galaaz' warehouse floor and several secret texts for many years. He discovered that the Closing is not constant—its strength and even presence ebbs and flows depending on the tides (among other factors), and is also for some reason influenced by certain aspects of ship design. No one had known this before, but it explained why ships could occasionally go short distances before being destroyed. Thus,

The Seven Voyages of Dormal

For his journey, Dormal assembled a special crew of heroes. They included Mendalan, heir to a bankrupt shipbuilding dynasty; Edro, an Esrolian merchant; Martinavo, a sorcerer; Valira, who bore the knowledge of the Pharaoh; Fudaru, a newtling seeking his ancestral breeding grounds in the New Fens; Dastalak, a Jrustelan troll whose small boat had impossibly washed up on the shores of the Mirrorsea; and Hh'Lar, a half-mad castaway Deri (a nearly-extinct, telepathic race of master smiths who were once slaves of the Waertagi).

Dormal's Maiden Voyage

In the spring of 1580, Dormal and his crew executed their bold experiment. Galaaz the Shaper blessed the ship's prow and Dormal named her the *Maiden*. Dormal performed the rites and ceremonies that he hoped would negate the effects of the Closing. He then raised the sails and set out across the open seas on the first deep-water voyage in over 400 years.

The *Maiden* used the rush of the tides through the Troll Strait to reach deep water. Here, Dormal knew, the Closing would assail his vessel. The first terror was the Fog of Iphara; Dormal used the knowledge of Martinavo to guide the *Maiden* past the Treacherous Reef. Second were the Strong Winds; Dormal learned how to sail windward, dodging the winds and turning them to his advantage. Third came Rozgali with his powerful children: Stinging Gale, Great Wave, and Ceaseless Squall. They tore the sails, flooded decks, and drowned

several sailors, but Dormal made peace with the god and learned how to understand his murmured wisdom. Lastly came the Spawn of Varchulanga. Dormal and his crew fought them off, and they returned to the abyssal depths.

Dormal sailed to Handra and the Threestep Isles, then returned to Nochet without further mishap. This was a remarkable event, to say the least, but the Pharaoh showed no surprise. During Dormal's absence, he had already ordered the construction of a new port city, dubbed Seapolis, where others were learning the art of shipbuilding. Now he commanded that the building of new vessels begin immediately.

Dormal's Second Voyage

Taking his original ship and two new ones, Dormal set off on another voyage. He returned to Handra, where the people were already building ships. Dormal stayed a while, exploring and charting the Mournsea. The *Maiden* was scuttled while attempting to befriend the mermen who guarded the remnants of ancient Slontos, so Dormal transferred to *Sweet Chance*, which he captained ever after. (The *Maiden* remains there to this day, and is a holy place for all Dormal sailors.) Dormal liberated the natives of the Wenelian Islands, relit the beacon in the ancient lighthouse of Kaxtorplose, and swam to the legendary sunken city of Erenplose, which lay in a giant bubble.

continued on next page

the ritual must be performed at seemingly irregular intervals, depending on the tide level, and only works if used on specially-built and magically-prepared ships.

The *Opening ritual* is a common magic ability. It has elements of sacrifice, veneration, and ecstatic worship, and so parts of the ritual are familiar to everybody. Anyone who has learned the ritual (by spending hero points to gain the ability, in *Hero-Quest* terms) can perform it. Some cultures only know, or practice, certain parts of the rite, which limits their vessels to local waters. Sailors also regularly incorporate whatever rites are required by their native sea or sailing deities, such as the sacrifices many make to local mermen. Adding these additional rites does not disrupt the Opening Rites, but neither do the additions have any effect on the Closing. Instead, they merely provide protection against lesser dangers such as storms and fog.

If the ritual fails, the opener will know, and the ship simply does not sail then, or rapidly seeks shelter if in mid-journey. Attempting to sail the open sea without a successful rite means a certain encounter with the Closing. Heroes might get a second chance, depending on which manifestation of the Closing they face. Escaping a sea monster is not possible without fighting it, but the Grey Woman Fog is survivable, provided the proper sacrifices to Iphara are made. (Even then, though, no crew can predict how far or in what direction they will have traveled when the fog lifts.)

The Opening Rites are performed before his statue. Prayers are recited (or often, read out of a book) to invoke a series of protectors and then summon the gods of the watery deep. Sacrifices are thrown overboard, always including loafs of bread, a handful of copper, and some raw meat (not fish!). Sometimes merfolk appear and demand the Second Part—a piece of sea-metal, a shaft of ironwood, and a chunk of obsidian. If those are not given to them with the proper prayer and respect, the Rites will fail. Offerings are then made of various magical and

potent liquids: fresh water, vinegar, Dormal Water, spittle, fire water which is lit, and finally a drop of the captain's blood dripped into the shell. Then the shell is emptied upon the prow with solemn prayers, after which the sails may be raised and the ship may get underway.

Dormal the Guardian

Dormal was a clever, if humble, craftsman from the poor section of Nochet, in the Holy Country. His plan to find some way of diverting the effects of the Closing attracted the interest first of his local politician, Lady Valira, and then of the Pharaoh, Belintar. With their backing, he assembled a powerful coterie of helpers. These included his old teacher Hunlarni the Wise, an Aeolian wizard who designed the Opening Rites, and Galaaz the Shaper, who designed Dormal's ship from old plans tiled upon his warehouse floor.

Method: Emanation.

Form: Dormal's presence resides in a statue carved in the image of a man, his arms extended to hold a large shell that is daily emptied and replenished with water from under the ship's keel. Every culture has its own interpretation of Dormal, who is usually portrayed as being of local ethnic stock.

Communication Manifestation: Dormal does not communicate directly with any sailor, but those who know the *Opening ritual* can sense when the Closing is coming on.

Special Function:

☛ Dormal—Open Seas 13.

The Seven Voyages of Dormal, continued

Dormal set off from Handra late in 1580, but the growing bluster of winter forced the fleet to take refuge on Alatan. The island's ruler, a hard and cruel man named Jobar, tried to kill Dormal and seize his ships. Instead, he was killed and another made king in his place before Dormal returned to Nochet.

Dormal's Third Voyage That Never Was

Dormal tried to sail to Handra using the same rites as before. This time the ceremony failed, catching almost all of the captains by surprise, even Dormal. Some ships were dragged underwater by a kraken only a few miles off shore. Others became lost amid the Wide Waters, and the crews perished one by one as their drinking water became fouled, their food was infected with maggots and mold, and sharks killed anyone attempting to fish.

Dormal's Fourth Voyage

In 1581, Dormal sailed to Nolos. On the way there, the fleet encountered a terrible storm. Dormal entreated Brastalos, the Bride of Magasta, Queen of the Seventh Wind and Eye of the Storm, and she rescued the fleet. He sailed through the Pasos Islands and across the sea to the Vadeli Isles. He spent the rest of the year seeking Brithos, home of First Sorcerer Zzabur, but found only horror and howling mists. Dormal discovered the Red Vadeli Isles and their inhabitants, and wintered there. He returned home on orders from the Pharaoh.

Dormal's Fifth Voyage

In 1582, another mass attempt to breach the Closing was made, to prove that the Opening rites could work for new captains as well as Dormal and his fleet. However, few ships except those under Dormal's command succeeded.

Dormal sailed again to Seshnela, mapping the new coastline and ancient ruins of that land. In Laufol, Brithini sorcerers tried to detain Dormal, but failed. He sailed to Fronela, where the Loskalmi fleet (which had been sheltered from the Closing in Ozur's Bay) came to fight this "invasion." During a brief sea battle, Dormal proved the worth of his craft. He befriended King Svalanigos and stayed the winter, then sailed on to legendary places while his followers returned home. Afterwards the Loskalmi built the first statues of Dormal and performed his rites successfully.

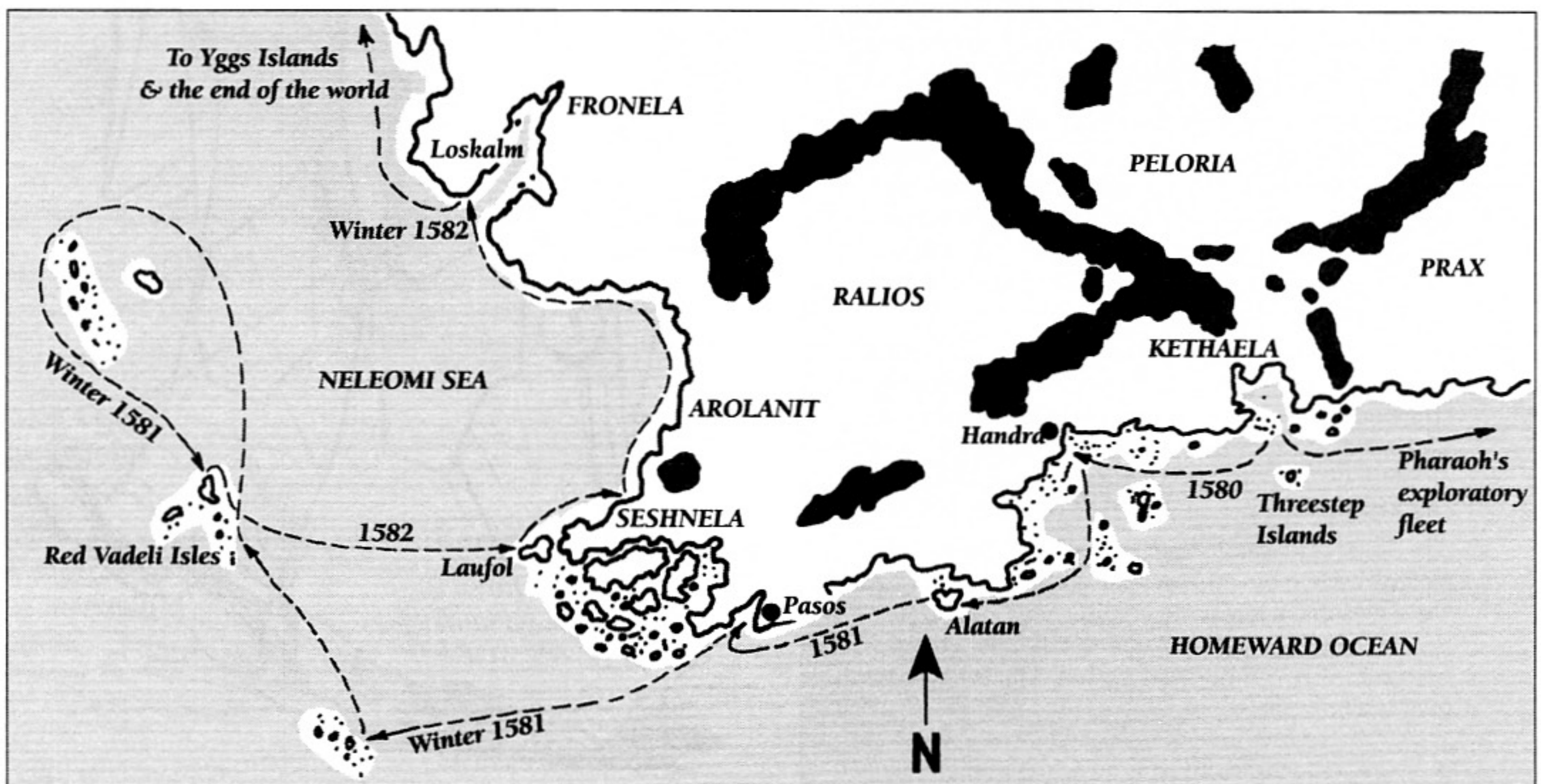
Dormal's Sixth Voyage

In 1583, Dormal ventured out of his winter shelter in Fronela to sail into northern waters. He rediscovered Yggs Isles when one of his ships was wrecked. Despite warnings from the Yggites, Dormal sailed westward to find Luathela by way of the equally legendary Last Stop Island.

Dormal's Final Voyage

Sailors say that Dormal sailed through the Gates of Dusk, out past the Rim Zone, and into the Sky World.

Handra 1580 1581 1582 1583 1584 1585 1586 1587 1588 1589 1590 1591 1592 1593 1594 1595 1596 1597 1598 1599 1600



The Voyages of Dormal

Maritime Homelands

Since the Opening voyages of the revered hero, Dormal, from 1580 S.T. onwards, sailors are once again able to take their vessels into the open oceans, using the secrets of Dormal's ceremonies to overcome the curse of the Closing.

The current major naval powers are those that operate large fleets of ships in the open seas. In 1624 S.T., there are eight such powers. The Kingdom of Loskalm, the Quinpolic League of Pasos, the Holy Country of Kethaela (represented here by the Rightarm Islands, homeland of its best sailors), and the Empire of Kralorela control the Genertelan coastal waters. The island of Haragala is the dominant maritime power among the East Isles. The Maslo Naval Confederation, the Unity Republics of Kareesh-tu, and the Malki of Umathela each maintain powerful fleets in the seas bordering Pamaltela. Several lesser sailing peoples are known, those that either once had powerful navies (such as the sinister Vadeli) or hope to in the future (like Prince Harstar of the Sea, an exile from Teshnos who controls Melib Island). Legend and rumor tell of the sailing ventures of other peoples and races: every sailor has heard of the floating dwarf castles. However, such stories are usually heard from "a friend of a friend," and most ship captains scoff at such tales.

Your hero's homeland is his beginning as a man of the sea. The eight maritime homeland spreads on the following pages present the greatest sailing cultures of the Hero Wars. They are the major naval powers at the present time, although there are other nations that have, or would like to have, large merchant and naval fleets. It is certainly possible for a sailor hero to have originated from any homeland (and possess the appropriate keyword), but the best sailors are most likely from one of these.

Coin, Chart, and Cutlass

The Opening of the oceans provides a host of opportunities. Those who take to the sea all have their own individual motivations, of course, but they tend to fall into three broad types, described below. Player heroes might join one of these groups or decide to form a hero band of one of these types.

Coin Sailors (Traders): Coin sailors are the least likely of the three groups to welcome "adventure," but even they take risks when the opportunity for profit presents itself. They might attack a weaker vessel, transport outcasts or refugees, or smuggle forbidden goods into port. However, they dare not endanger their ships, crews, livelihoods, or lives with reckless acts.

Chart Sailors (Explorers): Even with the Opening, most sailors stay in coastal waters, but some occasionally strike out into deeper waters in search of new lands. Those looking for rare artifacts, new lands and peoples, or fabulous treasures may want to set sail and risk life and limb in the open oceans.

Cutlass Sailors (Raiders): Raiders have left behind their normal lives to directly prey on ships braving the Opening. They attack key ports or vulnerable coastal villages, harass emerging naval forces, and kill other crews whenever they can get away with it. They choose their prey carefully, rarely seem to sail the same waters twice, and sail away into hidden inlets and coves instead of confronting foes directly. It is an aggressive and dangerous life, and most who follow it do not live long.

They teach what being a man of the sea is like, and how to survive as a sailor. Their myths reveal knowledge of the oceans, and provide the magic needed to survive on the open seas.

Additional homelands containing the Sailor occupation keyword are available in *HeroQuest* and *Heroes of Malkion*, and more will be published in future books. Check with your narrator to see if other homelands are available to you.

Want to Discover More? See "Maelstrom Sailing" on pages 60-69.

Want More Options? See "Homeland: Esrolia" (page 42), "Homeland: Esvular" (page 44), "Homeland: Heortling" (page 48), and "Homeland: Seshnela" (page 52) in *HeroQuest*; and "Homeland: Loskalm," "Homeland: Seshnela," "The Quinpolic League," and "The Castle Coast" and in *Heroes of Malkion*.



Homeland: Quinpolic League

"Hail stranger, may the blessing of Saint Deliam and the mighty protection of the Doge guide you."

The Sea Alliance of Old Seshnela is an alliance of cities more commonly called the Quinpolic League. Centered in the Dogedom of Pasos, it has five major members: Arsdén, Egarun, and Manday of Pasos, Noloswal (of Nolos), and Oradaros (capital of Pithdaros). The league also includes many other independent cities of Pasos, Nolos, and Pithdaros.

The Closing reached Seshnela (including Pasos) in 923. In 924, the Invisible Amethyst Waterspouts sank all traffic between the islands, and Heliotrope Bores surged up the estuaries, carrying the Laughing Salt Foes far inland. In 999, the Purple Tidal Wave scoured the islands and mainland, wreaking havoc and spreading terror. Other depredations continued, especially the sinking of much of Seshnela by the Luathans in 1049.

Before the Closing, Old Pasos was a single political entity, and during the Closing its many petty doges claimed their rights according to the customs of the old kingdom. Since the Opening they have united again, defying claims by the despotic King Guilmar of Seshnela to their allegiance. The current doge of Pasos, Ulianus Porfain of the Roses, was a good friend of Doge Ariston of Nolos (who was also his uncle), and the two joined with the Count of Pithdaros to form the League. Ulianus is both friend and mentor to Ariston's son, Mulliam D'Estau, current ruler of Nolos.

The Quinpolic League dominates the waters surrounding the Pasos Islands. They also control the Solkathi Sea, from Orni-nior up to the Arolanit coast, sometimes patrolling as far as the Neleomi Sea. The warships of the League are triremes, although quadremes have been built lately in imitation of Kethaelan ships. Its deep-water merchant ships are high-sterned and stout.

The Pasos navy operates from its major base at Manday (on the island of Volonne), which has significant shipbuilding and fleet-docking facilities. The Doge of Nolos stations his navy at the main port of Arsdén (on

Culonmac Island). However, both fleets are repaired and resupplied from the far smaller port of Egarun (on Varskolin Island). The wealth of Pasos will never rival that of Nolos, but Pasos has the larger navy, and Ulianus hopes that Manday may soon challenge Noloswal as the greatest of the League's cities.

Like all of Seshnela, people from the Quinpolic League city-states live their entire lives within the caste of their parents. Fishermen and sailors are generally of the peasant caste, while marines are of the soldier caste.

Quinpolic League Homeland Keyword

Native Abilities: Crew [Common Ship Type], Know Pasos Islands, Know Rozgali Coast, Seshnegi Customs, Seshnelan Geography, Speak Seshnegi.

Typical Personality Traits: Fear Dragons, Loyal, Pious.

Typical Relationships: to Congregation; to Family; to Guild or Vassal Overlord.

Magic: Common magic, Ship of Life Church (wizardry).

Common Names:

Men—Bajenyl, Benalos, Bralak, Celakos, Dagram, Daros, Deliam, Englos, Feliest, Fioros, Halifor, Hekaos, Kralas, Ilotos, Lofting, Modos, Midos, Orvansfal, Svalanigos, Sulmat, Svagad, Svalak, Trosos, Tualon, Ulianus, Urfenthos.
Women—Adelheid, Beatrice, Cabrylla, Dolyan, Ermasinde, Fressenda, Gerberya, Isobel, Mathilda, Nonna.

Home Port: Manday (Medium Port 18: Docking Facilities 15, Guard Towers, Naval Base, Restricted Entry, Shipbuilding 10).

Common Ship Types: Cog, trireme.

Trireme

A long, thin ship, the trireme carries three banks of oars on each side and a ram at the prow. The ship also has a partial fighting deck above the rowers that can be used as a canopy to protect the oarsmen both from the sun and from missiles. It can also be used as a fighting platform or as accommodation for passengers.

This is the most formidable ship for fighting with a ram to disable or sink enemy vessels, by using the "break through and ram" tactic. A trireme requires a carefully trained and large crew. The rig is a large rectangular sail on the main mast and small sails on a sloping mast in the front of the vessel. The masts are removable and are taken down in times of fighting. During such battles, the vessel's usual tactic is to advance at maximum speed, attacking the side of an enemy ship with its battering ram. The goal is to break the enemy vessel's oars, prevent it from moving, and then board the now-stranded ship.

Crew: 160 crewmen plus 14 to 20 marines.

Significant Abilities: Accelerate Rapidly 17, Agile 15, Covered Deck 17, Large 9, Row Fast 6, Sail Fast 18, Seaworthy 10.

Weapons: Ram +6.

Flaws: Easily Blown Off Course in High Winds 2.

Typical Names: Flying Shark, Lightning Pot, Pride of [Family Name], Sea Dog.



Origin

Seshnela is an ancient land that once ruled most of the civilized world. Then it was broken during the Closing, and much of it sunk beneath the sea. Now Nolos, Pasos, and Pithdaros make up the islands, coastline, and naval powers of the land. The king and ecclesiarch of inland Seshnela are attempting to recover the glory of Old Seshnela—"One God, One Kingdom." The two seek to rule all of Seshnela, but the coming of Dormal gave Nolos and Pasos access to the seas, and thus to wealth and the power that wealth brings. To resist the dictatorship of the king and seek a different way ahead for the peoples of their lands, they formed the Quinpolic League.

Common Religion—The Little Saints

These heroes of local stories, often gods or spirits in disguise, provide the common magic used by many people.

✠ Want to Discover More? See "The Little Saints" in *HeroQuest*, page 52.

Saint Adrastomer, the Little Fisher

Villagers of the coast, fishermen, and sailors worship Saint Adrastomer, for he teaches them what they need to know.

✠ Feat—Sea Legs.

✠ Charm—Bless Our Catch, Bless Our Shore.

✠ Spell—Fix Rigging, Repair Fishing Nets.

Saint Dormal, Captain of the New Helm

Common sailors worship Dormal, whose *Litany of Revelations* contains the common prayers of his magic.

✠ Feats—Buoyancy, Lower Waves, Placate Ouori, See Currents.

✠ Charms—Keep Dry, Keep Warm, Sail Sewing Song, Storm Balance.

✠ Spells—Create Sweetwater, Predict Bores, Strengthen Rope, Weaken Opposing Wind.

✠ Talent—Opening ritual.

Specialized Religion—Ship of Life Church

Eliavar was a prophet of the Fourth Action, one of the primeval ages. He established how to reach Makan the One through seafaring, and since the Opening his worship has grown from a small order into a full-fledged church.

✠ Want to Discover More? See "Ship of Life Church" in *HeroQuest* (page 170) or *Heroes of Malkion*.

Abilities: Float, Navigationalist Doctrine, Worship Makan.

Virtues: Enterprising, Optimistic, Seagoing.

Magic: Benefit from blessings of *Infinite Sea Wisdom* (see *HeroQuest*, page 171, or *Heroes of Malkion*).

Other Side: Liturgists promise worshippers a future in Solace as Eliavar envisioned it: sailing their own course on the great Sea of Souls.

Sample Orders and Schools of the Ship of Life Church

Fisherman: Saint Adrastomer, the Little Fisher Saint (see "Common Religion—The Little Saints" above).

Marine: The Order of the Tomb of Saint Deliam (see below).

Scripture—*The Life and Death of Saint Deliam*.

Formulary—*The Redwater Orders*.

Sailor: The Order of the Tomb of Saint Deliam (see below).

Scripture—*The Life and Death of Saint Deliam*.

Formulary—*The Book of Bluewater Sailing*.

The Order of the Tomb of Saint Deliam

Patron of Steersmen



Deliam was a loyal follower of Eliavar the Prophet, and steered his ships. Eliavar was martyred by the Vadeli for his troubles, but Saint Deliam was one of his followers who founded the Ship of Life Church after his death. He too died at the hands of the Vadeli, and his tomb became a great shrine of the primeval church.

When the Church failed at the end of the Imperial Age, the Order faded into obscurity. A few followers remained to tend the tomb of Saint Deliam, but in time they died, the tomb became neglected and overgrown, and the knowledge of Saint Deliam was lost. When Dormal arrived in Pasos his follower, Martinavo, rediscovered the overgrown tomb, searched the dusty library for knowledge of Deliam, re-instituted the upkeep of the tomb, and re-established the Order. Many people within the Church believe that the order has not revealed all the secrets of Martinavo.

The Order has surpassed other orders of the Navigationalist Church in wealth due to its' members key role aboard ships. Many orderlies and even liturgists of the order use the common magic of Dormal. Other Churches, such as the Rokari or Loskalmi, do not accept Saint Deliam. Despite the order's ancient heritage, many outsiders refer to it as the Order of Saint Dormal.

Entry Requirements: Be a sailor or marine and a member of the Ship of Life Church.

Abilities: Handle Boat, Know Saint Deliam, Navigate Seas, Rule of Saint Deliam.

Liturgists Only—Venerate Saint Deliam.

Virtues: Alert, Love of the Sea, Patient.

Scripture: *The Life and Death of Saint Deliam*.

△ **Common Blessings—**Concentrate on Sailing, Hasten Ship.

✠ **Special Blessings—**Avoid Whirlpool, Bless the Helm, Bless Oars, Bless Sails, Communicate with Foreigner, Resist Heathen Spirit, Resist Pagan God.

✠ **Curses—**Curse the Insubordinate, Curse Mutineer.

Formularies: Sailors learn the spells in *The Book of Bluewater Sailing*, while marines have *The Redwater Orders* as their formulary.

✠ **The Book of Bluewater Sailing** (Call Small Wind in Dol-drums, Endure Wind, Float, Influence Wind, Never Abandon Ship, Predict Weather, Sail in Storms, See through Fog, Sense Danger at Sea, Smell the Land, Smell the Sea).

✠ **The Redwater Orders** (Endure Wind, Float, Plastron, Never Abandon Ship, Predict Weather, Sense Danger at Sea, Speak with Merfolk).

Talismans: Orderlies use amulets with Saint Deliam's sigil. Seashells are most common, but any example of the beauty of the sea may be used.

Other Side: Deliam's node on the Saint Plane is on the Ship of Life, sails on the vast Sea of Souls.

Reasons to Have Left Home

The wealth and power gained by merchant houses such as the Capratis and the DuTemerines, which they jealously hold, has stimulated many to seek their fortunes on the oceans. This is particularly the case for the younger sons of nobles, who stand to inherit little from their fathers.

Homeland: Rightarm Islands

"People of the islands, lovers of the Sea, wanderers of the marsh, friends of the Ludoch are we."

The descendents of Pelaskos the Fisher inherited the Rightarm Islands of Kethaela long before the Dawn. To ensure their survival, they made deeply binding pacts of allegiance to the Ludoch and the gods and spirits of the sea and marsh. Today, they remain the land-bound vassals of the Merchief of Deeper, a vast underwater city. A simple fisher folk, the Pelaskites dwell upon their multitude of tidal islands and salt marshes, eking out a simple existence. Every child can swim, row a boat, and catch a fish, and every man can sail a ship. From their stilt houses, they fish the bountiful Choralinthor Bay in their little boats, accompanied by their Ludoch allies. This they did even during the Closing. The Stilt-Walkers are the ancient priesthood. They speak with the sea gods and the Ludoch, and are greatly revered. Their temples are always partly submerged, to allow communion with the creatures of the sea.

When Dormal Opened the seas, the Pelaskites were quick to ply the deeper waters, and their intricately tattooed bodies and unique carved-wood equipment became a familiar sight in every port. Now a more sinister force has arisen on the Solkathi. The Wolf Pirates raid the Islands all too frequently, stealing their children and wealth. They smashed the pride of the Kethaelan fleet and tore the heart out of the Pelaskite people, leaving them filled with dread and a desire for vengeance.

Pelaskites divide themselves into clans, each living on their own tidal island. Clan chieftains, called admirals, rule the islands, but make no decisions on matters of the sea without first consulting the nearest Ludoch leaders. The clans usually coexist peacefully. When feuds do erupt, warriors don their ancient carved-wood armor, raiding and seizing fishing waters.

Both men and women provide for the clan; men fish and women gather wild plants, seaweed, and shellfish. Everyone helps to maintain the boats and nets. The Pelaskites have no skill with metallurgy, but despite this they decorate every wooden object with superlative images of the sea and sea creatures.

Rightarm Islands Homeland Keyword

Native Abilities: Boathandling, Carve Wood, Crew [Common Ship Type], Harpoon and Net Fighting or Knife Fighting, Marsh Survival, Mirrorsea and Rightarm Islands Geography, Net Fishing, Rightarm Islander Customs, Swim, Speak Boatspeech, Speak Pelaskite, Work with Ludoch.

Typical Personality Traits: Contented, Energetic, Fear Dragons, Hardy, Patient.

Typical Relationships: to Family; to Village Admiral.

Magic: Common magic, Mirrorsea "Pantheon" (mixed religion).

Common Names:

Men—Angelos, Brosos, Chizokor, Chunacho, Colinis, Dirosi, Enrang, Eural, Gawis, Jerkal, Kedilos, Lirroggor, Martu, Namono, Oddafor, Pantand, Pelas, Rameal, Tebon, Urvar, Valono.

Women—Abenna, Besronna, Erga, Ernalina, Frendala, Jenalda, Nirena, Orilia, Relera, Varintha, Vonarra.

Home Port: Seapolis (Medium Port 15W: Temple to Choralinthor, Compulsory Pilots, Great Temple of Diros and Dormal, Dry Dock, Miradore Lighthouse [+20 to Navigation], The Quicksilver Lore Repository, Pelaskos Temple, Reef [-3 to Docking], Isle of Red Shadows Bordello).

Common Ship Types: Canoe, coracle, kyrae, galley, rowboat.

Kyrae

This flat-bottomed merchant vessel has a cup-shaped form, raised at the bow and stern, and a hull with low sides. The short mast bears a large rectangular sail, quilted with leather belts for strength. The halyards used to raise the sails freely slide along the top rails, which allows quick deployment. For defense against pirates, the bow is sometimes bound with bronze.

Crew: 5 to 12.

Significant Abilities: Large 5W4, Large Cargo Hold 15W3, Seaworthy 8W.

Equipment: Reinforced Bow +5.

Flaws: Awkward 14, Sluggish 17.

Typical Names: Beautiful Stranger, Elina, Gosamer, Marmion Sylph, Third Sister, Zerriah.

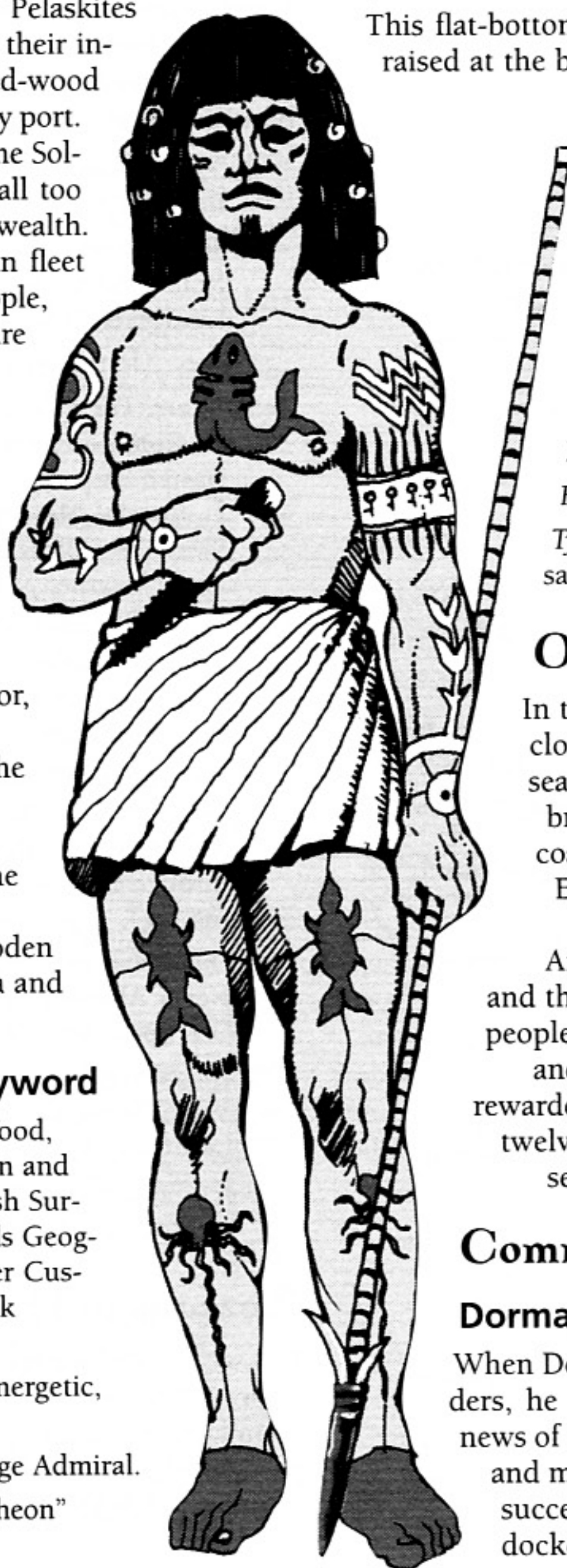
Origin

In the Gods War, Pelaskos the fisherman worked closely with Poverri, his twin brother. When the seas receded, Pelaskos went with them while his brother remained behind. Pelaskos came to the coast, to where the Raging Sea had flooded over Esrola. Here he settled and fished, and here he met Oyster Girl, the daughter of Faralinthor. After a lengthy courtship, she became his bride and they birthed the Pelaskite ancestors. These first people sacrificed to Pelaskos, to Diros the Boatman, and to Flesiska, protectress of amphibians. Each rewarded them, and through many contacts with the twelve sacred soul birds, the Pelaskites learned the secrets of the islands, the marshes, and the sea.

Common Religions

Dormal the Sailor

When Dormal the Sailor set sail from the City of Wonders, he first went to the Pelaskites. They welcomed news of his voyage, and gifted him with supplies, crew, and magics. When he returned bringing news of his success, he stopped first at Seapolis, even before he docked at the City of Wonders. There he shared the



secrets of his voyage with the Pelaskites, the first of all peoples to learn of the Opening.

- ✞ **Feats**—Hold Course, Know Upcoming Weather, Loosen Knot.
- ✞ **Charms**—Never Tear Sail, Strengthen Rigging.
- ✞ **Spells**—Billowing Sails.
- ✞ **Talents**—Into the Wind, Know Direction to Seapolis, Opening ritual, See Beneath Waves, See Long Distances at Sea.

The Mirrorsea "Pantheon"

The dominant religion is the so-called Mirrorsea "Pantheon," which is actually not a true pantheon but the common religion of Diros and the Twelve Soul Birds. Everyone attends sacrifices to Diros the father and Pelaskos the founder, and participates in dances to Ergenna Oyster Girl, the wife and mother. However, worshippers cannot use divine aid and do not gain tradition spirits, instead learning the Songs of Marsh and Placid Waters common magic. A worshipper may become an initiate or devotee of a god, or join one of the spirit practices as a practitioner, without giving up these common magics, even if he concentrates his magic. Thus, an initiate of Diros who concentrates his theistic magic may still retain his (unconcentrated) charms from the Songs of Marsh and Placid Waters, although he must give up all other animist magic.

Abilities: Know Mirrorsea Pantheon Myths, Understand Seabirds, Worship Mirrorsea Pantheon.

Virtues: Nurturing, Practical.

Magic: Songs of Marsh and Placid Waters common magic.

Other Side: Choralinthor Bay is a land of growth and plenty, a place of bountiful shorelines, rich fishing grounds, and deep, dark marshes.

Songs of Marsh and Placid Waters

When Pelaskos discovered his father Diros in the Rightarm Islands he danced and sang for joy. With his music, he cajoled many spirits and gods into helping him. Each gave him magic to help him in his new home. Some gave powerful or important help, and in time became part of the Mirrorsea Pantheon. Others were less powerful, though still important, and their music became part of the Songs of Marsh and Placid Waters.

- ✞ **Charms**—Approaching Storm ballad, Find Your Way Back song, Keep Your Feet Dry ditty, Kelp song, Watch Out Crocodile shout.
- ✞ **Feats**—Firestick jingle, Fish lullaby, Point to Nearest Land refrain, Protect Small Boat chant, Swim Like a Dolphin whistle, Woodcarving hum.

Sample Deities and Practices of the Mirrorsea Pantheon

Fisherman: Pelaskos the Fisher (see "Diros the Boater" below).

Affinities—Boating, Fishing, River Friend.

Marine: Shadagar the Blue Water-Eagle Practice.

Spirits—Fire Fighting spirits, Far Fighting spirits, Home Fighting spirits.

Sailor: Solaskos the Bluewater Boater (see "Diros the Boater" below).

Affinities—Boating, Overcome Sea, River Friend.

Diros the Boater

God of Boats



Diros teaches people how to make boats. His original boat was a simple coracle, but people have elaborated on his design to produce the many rafts, canoes, and other boat and ship types known throughout the world. One of Diros' most important acts was to go to all the rivers of the world and make pacts with each of them, so that boats would be allowed to travel them. During the Closing, the worshippers of Diros kept alive the hope of returning to the open seas. Since the Opening, his worship has declined in importance in many areas, as worship of Dormal supersedes him. Yet for some, especially those who choose not to venture far from shore, worship of Diros is still important.

Diros is not worshipped directly. Instead, each worships one of the Great Boaters, heroes that function as subcults. Each worshipper gains Diros' two affinities plus the affinity of one of the subcults, worshipping Diros and the hero as if they were a single deity. The most common Great Boater among sailors is Solaskos, the son of Pelaskos who first took his boats so far into the seas that he could no longer see land. He took a wife from among the sea daimones, and so great was her love that she aided him against her kin, teaching him secrets the sea gods would have preferred to keep to themselves. Most common among fishermen is Pelaskos himself, who provides for his family by fishing from his boat, *Clever Eyes*. (Pelaskos is worshipped by some Heortlings as a son of Orlanth, with different affinities and feats; see *Storm Tribe*, page 226, for more information.)

Abilities: Boating, Boatmaking, Devotee of Diros or Initiate of Diros, Mythology of Diros, Soul Vision, Swim.

Virtues: Diligent, Generous.

Affinities and Feats:

⚓ **Boating** (Bless Boat, Keep Boat Afloat, Quick Knot, Resilient Hull, Sail into Wind, Seal Leak).

~ **River Friend** (Buoyancy, Find Safe Shore, Go with the Flow, Speak Underwater, Stay Still in River Currents).

Pelaskos Affinity and Feats:

⬆ **Fishing** (Attract Good Catch, Enticing Fish Lure, Inescapable Net, Reel in Fish, Strengthen Fishing Line).

Solaskos Affinity and Feats:

~ **Overcome Sea** (Avoid Reefs, Crest Waves, Ludoch Greeting Ritual, Predict Tides, Wrangle Steering Oar).

Secret: Float Boat (The devotee adds the secret's rating to any maritime skill when traveling any waterway with which Diros made a pact. This includes almost all of the rivers and coastal waters of central and western Genertela, from the Seshnegi coast to the River of Cradles, but not the Neleomi Sea, Teshnos, Kralorela, Pamaltela, or any of the islands).

Other Side: Pelaskos' hut is at Turtle Landing, where Diros killed Father Turtle and made the first boat from his shell.

Reasons to Have Left Home

The Pelaskites are great lovers of the waves, so leaving home is natural. Some view the Opened sea as an opportunity to make themselves rich and their families proud, while others seek to reassert the greatness of the once-powerful Kethaelan navy. Furthermore, some resent the restrictions placed on fishermen by the ruling Ludoch; the most vocal among them find it safer to live elsewhere. Additionally, political and economic uncertainty since the disappearance of the Pharaoh has led to increased unemployment, causing some to seek their fortunes at sea.

Homeland: Suam Chow

"Everlasting Prosperity, Eternal Peace, and Bounteous Order are upon us."

Kralorela is not a renowned maritime power on the open seas, for its ships rarely travel far beyond the Harmonious Waves that wash its shores. When the Closing reached Kralorela in 954, the Kralori fleet remained intact, although shipping was confined to the Suam Chow. The Gnow Chang Hia "Hundred Rice Islands" dot this inland sea, and are all that remain of the Seven Drowned Provinces. Thick fogs from Kahar's Sea often blanket the Suam Chow, making shipping extremely dangerous for those without the jealously guarded secrets of Kralori Way Lights.

Kralori merchant ships are xebecs or junks. Their greatest warships are huge oared turtle-barges. A fleet of these can be easily linked together to make a floating island, where men fight as if on land and mighty rituals can be enacted. In such a manner, the fleet may survive for weeks lost in the fog of Kahar's Sea. The largest even have their own cults. Some say that the larger turtle-barges have zombie oarsmen, although it would be difficult to distinguish such undead crew from the dazed and driven convicts that are generally used.

Kralorela's huge merchant fleet is mostly confined to the Suam Chow and the rivers. All foreign shipping in Kralorela is confined to the port of Lur Nop, and so there are Kralori merchants who specialize in transporting superior Kralori goods there for export and picking up entertaining foreign trinkets for sale in Kralorela. In order to minimize the risk of pollution, this trade is entrusted to the notoriously closemouthed Yellow-and-Yellow Shippers, whose lucrative trade monopoly must be repurchased every fifth year. Since the Opening of 1587, however,

there has arisen a class of audacious merchants who travel beyond Lur Nop to buy and sell. They are regarded with scorn and derision by many of their peers.

The Kralori reject both Dormal and his rites, for since the Opening the ancient ritual to honor the Sea Dragon has allowed them to sail safely everywhere they have traveled.

The typical *shuishou* (sailor) is a low-prestige professional, working in relatively safe conditions for a modest income. (Tariffs are strictly controlled by the Office of Agreeable Transaction.) They affect outlandish earrings and tattooed left hands. Many learn the distinctive Hopping Sea Crane martial art, which apes the rolling gait of an experienced mariner.

Suam Chow Homeland Keyword

Native Abilities: Cope with Foreign Ways, Crew [Common Ship Type], Enduring, Geography of the Suam Chow, Know Place in Society, Kralori Customs, Peace with Dragons, Speak Kralori.

Typical Personality Traits: Nationalist, Obsequious to Higher Authority, Pious, Polite, Xenophobia.

Typical Relationships: to Ancestors; to Family; Loyal Kralori Citizen; to Temple.

Magic: Common magic, Kralori Pantheon (theism).

Common Names: Kralori names reflect social status. A commoner generally has a single name, with perhaps a nickname in addition. The holder of a petty office, such as the captain of a fishing junk, deserves two names. Three names are the mark of heroes and aristocrats, such as admirals and the commanders of the great war barges.

Men—Chuan, Han, Huang, Ji, Lin, Lu, Shen, Yi-Lien.

Women—Heng, Ho, Hsien, Kua, Lo, Mu, Pu, Wang, Yin.

Home Port: Lur Nop (Large Port 8^W2: Cock Fighting Pits, District of Red Lanterns, Foreigners' Compound, Opium Houses, Walled Harbor 15^W2).

Common Ship Types: Dhow, junk, xebec.

Dhow

The dhow is used by Kralori and some East Islanders. It has square sails made of bamboo slats or (on rare occasions) silk. The large ocean-going dhows can be more than 30 yards long. These larger craft have a single mast with a triangular or lateen sail.

Crew: 5 to 10.

Significant Abilities: Agile 18, Large 15^W3, Large Cargo Hold 12^W2, Robust Rigging 15^W, Sail Fast 12^W, Seaworthy 5^W, Travel up Estuaries 17.

Typical Names: Emerald Cloud, Luminous Butterfly, Prosperous Bounty, Proud River Empress.

Origin

All Kralori know that their land is where all wisdom, virtue, and enlightenment reside. Since the shattering of the original Divine Solar Empire of HeenMaroun in order to recreate the world, Kralorela has been progressive and unchanging in its virtue, notwithstanding brief and transitory emergencies such as the tyranny of Sekever and the 352-year reign of ShangHsa-may-his-name-be-cursed.



2004

Common Religion—Little Mandarins

The most widespread Kralori common religion reveres the so-called Little Mandarins—ancestors and village totems. This is peasant magic, and it would be inappropriate and undignified for anyone of higher rank to practice or even affect to notice it.

Cheng Huang

Cheng Huang is the Little Mandarin of the Suam Chow and its coastline.

R Charms—Eyes of the Fishing Heron, Dance Through Shallows, Ward Away Biting Flies.

Specialized Religion—Kralori Pantheon

The religion of Kralorela reveres the great dragons, from whom everything else flows. The ultimate goal of Kralori mysteries is to become a dragon, but for most, this is an abstract concept, and instead the center of their faith is Right Action and observance of their just and proper place in the world.

Abilities: Know Kralori Pantheon Myths, Talk to Dragons, Worship Kralori Pantheon.

Virtues: Philosophical, Revere Dragons.

Magic: Divine aid.

Other Side: Worshippers travel to the somber court of the Udam Bagur, Archexarch of Hell. There, they are judged. Those who have practiced Right Action travel to the Excellent Palace of Pleasant Reward to await the Passing On of His Supereminence the Dragon Emperor. The rest are tortured by devils until they are deemed worthy of appointment to menial positions within the Excellent Palace or rebirth as a barbarian or other animal.

Sample Occupations of the Kralori Pantheon

Marine: Dzha Had, the Savage Sea Soldier.

Practice Spirits—Orca spirits, Savagery spirits, Swimming spirits.

Sailor: Thrunhin Da, Blue Dragon of the Deep (see below).

Affinities—Appease Sea Dragon, Beyond the Bells, Dhow Handling.

Thrunhin Da

Blue Dragon of the Deep

Thrunhin Da is the great Blue Dragon of the Deep, Queen of the Kahar Sea, named Harantara when she does not appear as a dragon. No shrinking innocent, she assisted in the search for her kidnapped brother Palachath and the vengeful drowning of his captor, the anti-god Kratapal. She bore the god Metsyla, third Emperor of Kralorela, to her first husband, but was later courted by Kahar the Cultured Barbarian, who won her hand in marriage by learning Perfect Stillness. When her watery kin attacked them in their fury at this union, Thrunhin Da fought back. The other sea gods surrendered or were subdued one by one, until Thrunhin Da and her peaceable husband acquired overlordship over the Sea. Kahar, her husband, rules the air overhead; she, the sea beneath.

Abilities: Communicate with Zabdamar, Devotee of Thrunhin Da or Initiate of Thrunhin Da, Mythology of Thrunhin Da, Sense Way in Fog, Soul Vision, Talk to Dragons.

Virtues: Constant, Revere Dragons, Unforgiving, Wise.

Affinities and Feats:

☒ **Appease Sea Dragon** (Appease Storm with Kowtow, Honor Sea Dragon ritual, Mist-thinning Eulogy, Placate Waves).

~ **Beyond the Bells** (Greet Zabdamar, Know Rozgali Currents, Smell Storm on Wind, Warn of Marazi).

↓ **Dhow Handling** (Fortify Sailors, Hold Course, Know Bearing to Kralori Coast, Master Water, Wrangle Rudder).

Secret: Majesty of the Waters (Acts as an affinity with the feats Breathe Out Fog, Breathe Underwater, Calm Storm, Deep Swimming, Raise Waves, and Smash Boat. No feats may be improvised from the affinity.)

Other Side: Thrunhin Da and her husband reign in splendor in the Coral and Cosmos Palace, deep under the Cobalt Water Dome in the Summer Land Heaven. From there, worshippers can pass to the Golden Age or to the palaces of any of the other Dragons.

Note: The *Honor Sea Dragon* ritual feat has the same effect as Dormal's *Opening ritual*. Also, because worship of Dormal is rare among Kralori, every ship that leaves the Suam Chow must have a devotee of Thrunhin Da aboard to open the oceans.

Reasons to Have Left Home

Sailors could include escaped galley slaves, inhabitants of Lur Nop contaminated by contact with barbarian outsiders, or adventurous merchant crewmen who choose not to return to the closed Kralori society.

The Navies of Kralorela

Kralorela has three great navies, each manifesting as a War Dragon. Two remain within sound of the great brass Presence Bells that dot the Kralori coastline. The Peaceable Embrace of Divine Amity is responsible for patrolling the Suam Chow itself, while the Vigilant Expression of Imperial Caution controls the coastal waters as far as Koromandol. Each contains a mix of vessels, from the great war barges whose decks are fortresses to flotillas of smaller junks.

The favored tactic is to bring *hangzu* (marines) within boarding range. The *hangzu* can transform themselves into orcas to reach or even ram enemy ships. Eagle *hsunchen* are also hired as scouts and raiders. Meanwhile, as many as 1000 *duzhe* (lectors) aboard read out the fearsome *Imposition of Correct Order on Maritime Disharmony*. From his flagship's pagoda, the fleet's commanding Exarch can shape the waters to his will. Impious interlopers may be smashed on the suddenly dry seabed, or washed far out to sea on a mighty tidal wave which, despite the raging force with which it assaults the enemy, nonetheless gives obeisance to each of Godunya's Bridges as it safely passes beneath.

The rather smaller Vigilant Envoy of Imperial Attentiveness (crewed by heroes, criminals, freethinkers, and other misfits) sails beyond the range of the Presence Bells, whose distant clangor can be heard even by becalmed vessels in the fogs of the Kahar Sea. This navy ranges far out to sea, often escorting merchants and emissaries to Vithela or even the barbarian West. As such, instead of lumbering war barges, it relies more on larger junks, especially the five-sailed "Wave-Tiger." Its present Exarch, Lord Tanzhou Seven-Lung, is especially eager to use his new "Fire-Lizards" (squat junks bearing banks of crude rockets) and "Fire-Wasps" (manned rocket-boats that streak across the waters in a suicidal rush to ram enemy vessels).



Homeland: Haragala

"Venperha's Blessings upon you."

Haragala is one of the dominant East Isles. It is so large that some groups have no contact with the sea, and practice horticulture instead. Haragalans are tall and dusky, with dark hair. Men have more facial hair than most East Islanders; their long mustaches and well-kept pointed or forked beards are sources of pride.

Haragala is at the center of a mercantile empire, the Commonwealth, which includes many of the nearby islands. Member islands enjoy the protection of the Haragalan fleet, as well as some trading rights. Haragalan ships routinely take half the cargo of any non-Commonwealth ship that they capture, and then release the ship and crew to their business.

Several hundred kin groups inhabit Haragala. Within a kin group, social mobility is normal; whoever earns the family the greatest wealth and prestige enjoys the highest status. Competition among the groups similarly causes some to rise in influence while others fall. The dominant kin groups are those who keep the secret of making the famous tallships. These influential families hold seats on the ruling Captains' Council. Keeping a tallship is expensive; so all captains' families also operate small merchant fleets.

The Captains' Council decides matters of importance to all Haragalans. Trader Jadilulo currently dominates the Council; his Silver Party faction seeks to have him granted a permanent title of imperial authority. The much larger Gold Party strives to maintain the traditional Council, where all Captains are equal in rank but fiercely compete for wealth.

Haragala Homeland Keyword

Native Abilities: Crew [Common Ship Type], Geography of Haragala, Haragalan Customs, Haragalan Politics, Knife Fighting, Know East Isles, Speak Tanyen, Swim.

Typical Personality Traits: Courageous, Individualistic, Proud, Tolerant.

Typical Relationships: to Family; to Island.

Magic: Common magic, Vithelan Pantheon (theism).

Common Names: Individuals are identified by family name and profession, and more individually by nicknames. Thus, the head of the Ramanino family is Captain Ramanino, his wife is Great Mistress Ramanino, and Hook-nosed Sailor Ramanino is a less prominent family member.
Family Names—Ampeiro, Deshduran, Ellara, Geblemo, Henali, Kamarla, Kerenpol, Merampol, Pomalga, Sentara, Sitragkiki, Titlaga, Waitolata, Zaragiki.
Nicknames—Good Wind, Grumpy Marine, Keen-eyed Navigator, One-leg, Pearl-diver, Reckless Sailor, Red Hair.

Home Port: Champaya (Medium Port 5W2: Fortified Pier, Fortress, Sunscope +10, Warship Harbor).

Common Ship Types: Paramaba (no statistics provided), tallship.

Tallship

Haragalan warships are beautiful, swift, and sleek. They have oars, a tall tower mast, and triangular sails that resemble a butterfly's wings. The mast is surmounted by a magical crystal that, together with a mirror at the ship's stern, makes up a sorcerous artifact called a sunscope. Haragalans use firs from the mountains for masts and spars, but prefer to build the tallship hulls of imported mahogany from faraway Teshnos.

Tallships are unsuited for ramming or boarding actions. Instead, Haragalans try to defeat foes from a distance with archers and devastating sun magic, delivered by the sunscope. This artifact, which collects and projects the rays of the sun, is the tallship's primary armament. The masted tower commands a superior view of the sea; from it, crewmen are able to direct the ship's sun magic with terrible effect.

Crew: 12 to 20 crew, 15 holies, 5 servants.

Significant Abilities: Accelerate Rapidly 15, Agile 7W, High Lookout 18, Large 2W4, Sail Fast 20W, Seaworthy 8W.

Typical Names: Blue Dolphin, Blue Sail, Deva's Wing, Golden Cup, Red Swordfish, Wave and Star, Widow.

Origin

Monsters and demons once ruled Haragala, but the keet hero Jungozaro drove them back into the pits whence they had come. At the end of the Imperial Age, the Haragalans swiftly learned and perfected the art of building tallships. With them, simple fishermen became the proud and sophisticated masters of an empire. When Kralori merchants came in 1592 with the news that the seas were Open again, the Haragalan potentates fortified their nation and built a fleet to defend themselves.

Common Religions

Dormal the Foreigner

Dormal's magic came to Haragala, though no one is sure who they learned the secrets from. Some say a missionary of Valkaro came over the oceans to bring the Haragalans the blessings and secrets of travel to the distant lands beyond the Venperhan.

R Feat—Boldly Go, Loosen Knot, Mend Sail, Run on Wave, Strengthen Rope.

R Charms—Speak in Other Tongues.

R Spells—Find Fresh Water and Food, Know Way Back to Venperhan Sea.

R Talent—Opening ritual.

The Parondpara

The Parondpara are the local divine entities of the East Isles. Most people worship them as a way of life, and only for special needs do they go to priests or spirit-talkers. They provide a bewildering array of common magic that fills most needs. However, their power does not extend far—unless otherwise specified, such magic is subject to penalties when the magician is away from the entity's home island.

Lumavoxoran

Lumavoxoran is the god of the island of Haragala. He communicates through a huge pool of liquid in each of his temples, which changes color according to his mood. His eyes adorn the sails of all Haragalan ships.

The Haragalans can extend Lumavoxoran's influence beyond their island. All ships carry a bowl of water from one of the temple pools, which allows them to use Lumavoxoran's magic aboard without penalties for being away from Haragala.



R Feats—Know Direction to Haragala, Memorize Snout-fish Route, See through Lumavoxoran's Eyes, Smarter than You, Traverse Shallows.

Yarsmaron

Yarsmaron first learned how to build a tallship, and his magic can only be used aboard one of those ships.

R Feats—Bless Tallship, Resilient Hull, Strengthen Mast, Tallship Handling.

Specialized Religion—Vithelan Pantheon

There are many groups and classes of “gods” in the Vithelan Pantheon, some of which are actually spirits or essences. The main distinction is between the Parloth, who follow and uphold the cosmic order, and the Adpara (“anti-gods”), who rebel against it. Above both groups are the Avanparloth, the High Gods—mystic entities too distant to be contacted by mortals. Foremost of the High Gods is Vith, the great mystic, author and guardian of the cosmic order.

Knowledge of the High Gods gives East Islanders a mystical outlook. Because of this, the Vithelan Pantheon does not specialize in one form of magic. (In this, it is similar to the Teshnan Pantheon; see *HeroQuest*, pages 56-57). Most East Islanders are content with common magic, but some follow spirits, initiate or devote to gods, or venerate essences.

Abilities: Know Vithelan Pantheon Myths, Vithelan Philosophy, Worship Vithelan Pantheon.

Virtues: Open-minded, Philosophical.

Magic: The mystical gods of Vithela provide no immediate magic to communal worshippers, not even divine aid.

Other Side: Vithelans go to the realm of Festatu, Imprisoner of the Dead, where their souls are purified before rebirth. It is common to sacrifice to Festatu to ensure a short and pleasant stay for one's dearly departed. The final goal of the religion is to leave the cycle of rebirth entirely through the great mystery of Liberation.

Sample Cults of the Vithelan Pantheon

Fisherman: Finzalvo, the Great Fisherman, is a Parondpara known on many islands, so his magic is not restricted to one single place.

Feats—Bless Fishing Boat, Deep Diving, Enticing Fish Lure, Land Big Fish, Never-miss Fishing Spear, Plug Leak.

Marine: Ravanar the Sea Warrior, a son of the sea who left his anti-god tribe to serve Enevar, God of Victory.

Charms—Against the Current, Keep Fighting.

Feats—Calmness of Waves, Wait for the Moment.

Spells—Maritime Blow, Strike Anti-god.

Sailor: Teleremo the Sailing Wind (see below).

Affinities—Eastern Sailing, Eastern Wind, Sailing Wind.

Teleremo

The Sailing Wind

Teleremo, the son of Veldru, is a Parloth who receives special sacrifices. He is the sailing wind that sailors call to fill the sails when their ships are becalmed.

Entry Requirements: Must never worship any anti-god.

Abilities: Devotee of Teleremo or Initiate of Teleremo, Endure Heat, Know Currents of the Eastern Oceans, Mythology of Teleremo, Sailing, Soul Vision.



Virtues: Adventurous, Open-Minded.

Affinities and Feats:

↓ **Eastern Sailing** (Dance the Hull Strong, Resist Heat, Sturdy Sail Song, Sunrise Steering, Venperha's Blessing).

⊙ **Eastern Wind** (Calming Breeze, Lifting Gust, Steady Wind, Sweet Zephyr)

⊙ **Sailing Wind** (Call Sailing Wind, Dawn Sail, Strengthen Sailing Wind, Turn Wind, Weaken Sailing Wind).

Secret: **Sail in Any Direction** (The devotee becomes bonded to one of Teleremo's sons, whom he can summon at will. This daimon blows into the sails whenever the devotee desires, allowing the ship to travel against currents or winds depending on the strength of the daimon, which is equal to the secret's rating.)

Disadvantages: Teleremo's powers only work within the sphere of the East Isles wind god, Veldru. Outside the East Isles, worshippers take a penalty of from -5 to -20 when using his affinities or feats, depending on the season and distance from the East Isles. (Devotees who know his secret never take this penalty.) Thus, most of his worshippers make a point to learn magic from Dormal or other common religions to use when their own magic is weak.

Reasons to Have Left Home

Haragalan traits of individualism and initiative mean that they need little prompting to strike out on their own. Their frequent privateering also make them victims of vengeful raids by other navies. Some captured Haragalan sailors subsequently join their captors or strike out on their own.

Homeland: Maslo

"The beautiful waters of Maslo and the magic of Miirdek make us sailors beyond compare!"

The Miirdekites are the seagoing folk from the peninsulas of Elamle and Onlaks, on the coasts of the Maslo Sea. They are tall and dark-skinned, with blond or red hair. They have few ambitions except to sail, explore, and keep their families healthy. They are divided into many tribes, but most claim descent from lost Sharzu. The peoples of Flanch are later migrants from the shattering of the ancient land of Va to the east.

The Miirdekites are relatively egalitarian among themselves, according prestige and honor to those who own a ship or who have earned respect. Their typical ship is a large dual-hulled catamaran, generally with a deck between the hulls, and with a removable keel so that it can be pulled up on a beach. The Miirdekites maintain their ancient tradition ("from before we came up from the sea") of treating all ship captains as equals, cooperating in fleet actions, and electing fleet leaders based upon the captains' popularity and perceived command ability.

Several small cities and innumerable towns line the coasts of the Maslo Sea; they are home to mariners, fishermen, and merchants. The interiors of the two peninsulas are jungle, populated by yellow elves that are friendly in Elamle and hostile in Flanch, so most people have turned outward to the sea. The sailors of both peninsulas are generally friendly and open, but they are suspicious of the supernatural. Thus, they intentionally worship weak deities, and import needed sorcerers from Fonrit rather than practice the arcane arts themselves.

The people are organized into loose, kin-based confederations. Clans within a confederation can exhibit widely different customs and manners, most notably in rites of passage and peculiarities of dress and custom. As a result, there are several distinct peoples living along the coast of the Maslo. The Elamle-aroins live in and near Neimengu, all over the small peninsula to the east and north of the city. They include the descendants of Malkioni migrants in the 10th century, who were led by Pereko the Prophet. The Elamle-aroins say Masdoumari is not sleeping; rather, he has become invisible. The Elmbayah live near Bayahote, where their initiatory pilgrimages to meet the "Limmer" occur. The Teroro have strange marriage rituals and share everything. They grow many flowers, some with strange powers, and practice animistic idolatry. The Dali people give their firstborn children to the elves. The Instiggi of Olynn are seen by many as aloof.

When the Closing reached the coast in 956, most of the Maslo Sea remained navigable. Boating and fishing remained staple activities, and a small fleet of warships was maintained for ceremonial purposes. The most significant event of recent history (besides the Opening) is the appearance of the Mother of Monsters. This huge creature walks on an endless beat along the shore; one set of legs in the sea and the other firmly on land. Its rounds take it from the west shore of the mouth of the Aliss River, around the coast of Elamle, to the fringe of the swamp just north of Wendo, where it turns back. This circuit takes the Mother of Monsters 148 days to complete, traveling about 30 miles a day. It stops each night to lay an egg that hatches into a monster, whose type varies with the height of the tide at the time of birth. All the human cities have been moved several hundred yards back from the high tide line to keep the little monsters from eating or stepping on houses, and all ship docks are either the mobile floating variety, or are made to be quickly reconstructed after a monster passes.

Maslo Homeland Keyword

Native Abilities: Boating, Brawling, Crew [Common Ship Type], Geography of Maslo, Know Maslo Sea, Miirdekite Customs, Speak [Onlaksian or Elamlanni language].

Typical Personality Traits: Curious, Easygoing, Energetic, Family-oriented.

Typical Relationships: to Family; to Practitioner, Shaman, or Spirit-talker; to Ship Captain.

Magic: Common magic, Miirdekite Tradition (animism).

Common Names:

Men—Alvis, Baruma, Chomoc, Gasir, Huzipat, Isiki, Jakot, Kwintanno, Mira, Okalake, Shidek, Salburi, Toho.
Women—Antippa, Belara, Chosovi, Dacra, Epona, Imka, Sipapu.

Home Port: Westel (Medium Port 15W: Friendly Inhabitants, Hostile Interior, Sandy Approach, Shallow Bay).

Common Ship Types: Catamaran, outrigger canoe.

Maslo Catamaran

The sleek dual-hull catamaran is of a popular and traditional style demanded in both warships and merchant vessels. The design is based on the "Boat of the Gods." Its dual hulls offer stability and its huge, spinnaker-style sails give it great speed. A smaller 30-oared version is often used for trading, differing only in the length of the ship and the lack of armament. Common tactics include much missile fire, boarding, and ramming. The rams are slung above the waterline with just the tip in the water, and can be easily put away when desired. When used in battle, these rams are less likely to ruin the hulls of the ramming ship than is a ram mounted on a single-hulled vessel.

Crew: 50 rowers, 10 rigging sailors, captain.

Significant Abilities: Accelerate Quickly 1W, Agile 12, Large 16W3, Row Fast 4W, Sail Fast 14W, Seaworthy 13W.

Weapons and Equipment: Ballista or Bolt Thrower +5, Ram +6, Spinnakers (+4 to Sail Fast).

Typical Names: Blessing of Dengenti, Defier of Sevabos, Mirror Pearl, Orpanudra's Bounty.

Origin

The Miirdekites came to Maslo before the Darkness, after centuries of migration. Their original home is lost Sharzu, whence they escaped under the leadership of Miirdek, who convinced Dengenti to take them. They settled around the Maslo Sea.

Common Religions

Dormal from Over the Ocean

Some say that a Haragan or other East Isles merchant brought the secrets of Dormal; others say Hoom Jhis stole them after the Battle of Oenriko Rock against the Vadeli.

R Charms—Carve Oar Song, Mend Hull Chant, Open Seas Dance, Sew Sails Music.

Note: The *Open Seas Dance* is equivalent to the *Opening ritual*, but is a true charm, not a misapplied talent.

Elamle-ata

Elamle-ata was an ancestral spirit whose descendents largely populate the peninsula of Elamle. She is the source of common magic used by all Miirdekites.

R Talents—Deity-hurting Stare, Extinguish Fire, Find Edible Fruit, Fix Hurt, Long-distance Call, Talk to Embyli.

Specialized Religion—Miirdek Tradition

Miirdek is the superlative boatman of the Maslans. He got the Great Outrigger and led a migration that saved the ancestors from doom. Dengenti was a great sailor, and Jomor was his wife. She steered the Great Outrigger that saved Miirdek when his fleet was threatened by waves. Jomor and her husband then agreed to return with Miirdek to his waiting king, Kanawa. When they got there Sharzu was already lost, so they helped Miirdek build new boats for the survivors. Together with Miirdek they defeated Sevabos, the harmful sea, and found the way to send the honorable dead to Kanawa, in their lost ancestral home.

Abilities: Dances and Songs of the Sharzu Ancestors, Miirdekite Tradition Knowledge, Worship Miirdek.

Virtues: Pride in Ancestry.

Magic: Tradition spirits:

✧ **Ancestor Spirits**—Cousin Swimming 14 to 20, Distant-Uncle Jungle Eyes 16, Grandfather Song of Strength 14 to 20, Grandmother Gathering 18 to 5W, Great-Aunt Healing Dance 18.

⤵ **Outrigger Spirits**—Cutting Wave 18 to 5W, Oar Gliding 10 to 4W, Sail Dancing 10 to 10W.

☐ **Protection Spirits**—Counter Sea Monster 14 to 5W, Lullaby to Masdoumari the Sleeping Creator 15 to 10W, Subvention Song and Dance 14 to 20, Ward Away Ghost 14 to 5W, Warn of Malevolent Spirit 18 to 15W.



Other Side: Sharzu is an idyllic land hidden beneath the sea. There, the unborn wait, and the virtuous dead enjoy immortal splendor. Dishonorable dead—those who have ignored ancestors, hurt kin, or worshipped foreign gods—are sent to Sevabos, and become part of the Restless Sea. All others become ghosts (*hezelli*), malevolent spirits (*hovoni*), demigods (*hitimoi*), or sea monsters (*hawselli*).

Sample Practices of the Miirdekite Tradition

Fisherman: Orpanudra the Fisherman, who allows fishers to seek the progeny of Medra (fish and soft creatures without shells) and Ura (sharks and shelled creatures), twin spirits of the Maslo Sea.

Spirits—Medra spirits 14 to 8W (Bail Out Open Boat, Strong Net, Taught Fishing Line), Ura spirits 14 to 8W (Ever Sharp Harpoon, Never Slip Deck, Strong Oars).

Marine: Meltai Sati died in the great naval battle of Oenriko Rock, but his spirit still lives in the hearts and minds of all those that fought beside him.

Spirits—Crewman spirits 15 to 16W (Bless Marines, Communicate with Crew, See Far), Fighting spirits 9 to 4W (For the Dynast!, Vadeli Curser).

Sailor: Dengenti the Sailor (see below).

Spirits—Fish-talking spirits, Hull-fixing spirits, Sevabos-smashing spirits, Wave-calming spirits.

Dengenti (Core Practice)

Dengenti was the captain of the Great Outrigger that recovered the distraught fleet of Miirdek. He taught the Miirdekites how to sail the “Boat of the Gods,” the divine two-hulled catamaran that was found washed up on their shores in Godtime.

Entry Requirements: Must take *Respect Ancestors* as an ability.

Abilities: Dengenti Practice Knowledge, Follower of Dengenti, New Journey Ceremony, Open Spirit World, Sail Catamaran, Spirit Face.

Virtues: Brave, Respect Ancestors, Wary.

Practice Spirits:

✦ **Fish-talking spirits**—Communicate with [Fish] 15.

⚠ **Hull-fixing spirits**—Bless Catamaran Song 12 to 1W, Fix Damaged Catamaran 12 to 7W.

⚡ **Sevabos-smashing spirits**—Heal Sailor 19, Hide Wake 13 to 2W, Hurt Otherworld Enemy 6 to 17.

⚡ **Wave-calming spirits**—Control Veredthi 7 to 19, Drive Away Waves Song 10W.

Secret: *Dinisso Survival* (Gives a bonus of ¼ the secret's rating to any ability used to help a ship survive in the Dinisso Sea. If the captain knows the secret, the bonus affects the entire ship. The secret is equally effective in the Natural World and in the Spirit World.)

Practice Secret Requirements: Crew Catamaran or Sail Catamaran 1W2, Follower of Dengenti 1W2, Spirit Face 1W2.

Charms and Fetishes: Fetishes are necklaces fashioned from seashells and seabird feathers, bound with sacred knots.

Reasons to Have Left Home

Maslo sailors have little to gain by staying home, and their huge catamarans can be seen in any port in the world. Many coastal peoples see it as their duty to venture into the seas, seeking to recapture their lost ancestral past or copy the mythic ancestors. Some of the inhabitants of Maslo seek opportunities at sea because of the restrictions placed on them at home by the elves.



Homeland: Kareeshtu

"We are slaves of Ompalam and his slave the Great Tond, whose power has enslaved even Dormal."

The Unity Republic of Kareeshtu is an immense group of city-states, noted for its large fleet and massive oppression. Kareeshtu is ruled by His Holy Munificence Archidomides the Heartless and Openhanded, Vessel of Tondiji. He has lived for over a century and ruled for half that time, surviving fourteen major invasions, six extraordinary magical attacks, twenty-three assassination attempts, and two major earthquakes. Everyone else calls his palace the "horrible puppet theater," because his enemies are impaled upon its walls, twitching and moaning, alive and trapped forever. A few families of lords, the Tonds, rule as if they were demigods, receiving sacrifice as well as taxes, tithes, and gifts. These elites hold all governmental, religious, and mercantile authority. They own all people in their lands, either directly or through intermediaries.

During the Closing, the only significant interaction with the outside world was a great influx of people fleeing the invasion of the Yranian Leapers. The local Ludoch provided vital communication between the islands and the mainland to defeat the Yranians, but this did not keep most of the people of Fonrit from becoming isolationist haters of the waters.

Archidomides has ruled for generations. He is wily, predatory, and ruthless. He has overcome every foe, ensnaring many nearby cities and sending colonists to establish several more. However, Kareeshtu remains in bondage. Every ship must pay both homage and tribute to the mer-king Terthinus. With the passing years, his demands have become even more rapacious; recently merman inspectors have taken to coming ashore, with water daimones wrapped around themselves for protection.

The people of Kareeshtu inherited a sailing secret from the long-dead culture of the Artmali. That secret has been kept over the centuries from everyone except the Jrusteli, who paid dearly for their error in robbing gods they thought long-dead. The shipwrights of Kareeshtu are skilled in building high-prowed warsails and sturdy xebecs from the red-flowering break-axe tree of Laskal. Kareeshtu has an overwhelming naval presence along the coast, patrolling the trade lanes, restricting the worship of Dormal, and collecting tribute. Crews are armed with bow and yataghan (a type of two-handed sword), and often carry bucklers, although they wear little or no armor.

Kareeshtu Homeland Keyword

Native Abilities: Crew [Common Ship Type], Geography of Kareeshtu, Know [Dashomo or Marthino] Sea, Kareeshtan Customs, Speak Kareeshtan.

Typical Personality Traits: Hate Afadjanni, Obedient, Servile.

Typical Relationships: to Family; Master of Slaves; to Owner; to Temple.

Magic: Common magic, Kareeshtan Pantheon (theism).

Common Names: Kareeshtan slaves use a name that signifies who they are owned by, e.g. Halida Ozigul-owned. Blueskins often have a hyphenated name.

Men—Banti, Chadak, Ennug, Falassik, Jalap Khan, Kindu, Olayenirhan, Rast-al, Sadaya-uki, Vayuk, Zadar.

Women—Amma, Ayasun, Baha, Bilquis, Eirene, Gunduz, Hawwa, Ismalt, Jani, Rayya, Sadiya, Saffi, Zannida, Zora.

Home Port: Dindanko (Large Port 17: Dry Dock, Naval Harbor, Sea-metal Tax, Temple to Admiral Taiyibitmele).

Common Ship Types: Warsail, xebec, yacht.

Warsail

Warsails are high-prowed ships with deep keels and special rigging that allows them up to fifty percent more speed than the usual sailing ship. They are faster than any other sailing vessel when traveling upwind. They sacrifice size and robustness for speed; for that reason, the Kareeshtu fleet is large, using numbers to make up for the relatively small size of the individual vessels. Their favorite tactic is to mass around enemy vessels and board, using a variety of imaginative means including ladders, grapples, and magical leaps.

Crew: 10 to 15 sailors, 12 to 20 marines, 6 arbalest operators.

Significant Abilities: Accelerate Rapidly 15, Agile 18, Boarding Party 18, Deep Keel 15, Large 13W3, Sail Fast 10W2, Seaworthy 18.

Weapons: Arbalest +5, Ram +6.

Flaws: Delicate Sails 15.

Typical Names: Golden Striker, Holy Victory of Archidomides, Pride of the Marthino, Cosmic Eye, Victor Over Squid.

Origin

The Six Ancient Peoples (Burdashu, Inmintori, Nasho, Onmontoro, Thinobutan, Veldang) occupied Kareeshtu at the Dawn, but southern invaders, the Rokobaba ("Three-bests") enslaved them through conquest, trickery, and imposition of the cult of Tentacle, the Slave God who serves Ompalam.

Common Religions

The Stolen Secrets of Dormal the Bonded

When Archidomides defeated the foul Vadeli, among the magic he took as his plunder was the opening magic of a foreigner called Dormal. Later, other foreigners arrived mentioning his name and were surprised when they discovered that Dormal was already the bonded slave of Ompalam, his Stolen Secrets available to all Kareeshtan sailors.

R Feats—Loosen Knot, Mend Canvas, Take Deep Breath.

R Charms—Leap from Rigging, Resist Thirst, Hold Flotsam.

R Spells—Buoyancy, Hurl Stinging Invective.

R Talent—Know Way to Oenriko Rock, Opening ritual.

Foes of the Vile Waters

The seas have always tried to drown Kareeshtu. Now, with the Opening, some Kareeshtan sailors are able to take the struggle to their enemy. Their magics, though varied in origin (Vadeli hexes, Malki cantrips, or Katele charms), all have a common purpose—to vex the foul denizens of the sea.

R Feats—Hit Seabird with Stone, Keep Clothes Dry, Point to Nearest Land, Repel Mist.

R Charms—Beach Whale, Hate Sea, Lure Fish onto Hook, Rise to Surface.

R Spells—Curse Merfolk, Defile Waters, Hide Ship's Colors, Parch Enemy.

Specialized Religion—Kareeshtan Pantheon

Ompalam, manipulator of balance and harmony and embodiment of slavery, dominates the Kareeshtan Pantheon. He rules over a host of major and minor deities and spirits. His dictate is that all life is slavery. His worshippers acknowledge slavery as the way of the cosmos, and submit to it. He requires submission of the individual to his will. He teaches that each man owes his continued existence to the man above him—all men are slaves of the gods, and all gods are slaves of Ompalam. Ompalam prevents Chaos by imposing a centralized order.

Abilities: Know Kareeshtan Pantheon Myths, Worship Kareeshtan Pantheon.

Virtues: Obedience, Subservience.

Magic: Divine aid.

Other Side: Ompalam's Perfect Realm is The Great Noose. It is an idealized Kareeshtu—a perfect realm with a blessed, beautiful landscape, productive farms, elaborate public works, and fine palaces. Here, everyone knows his place and joyously lives forever as a slave of Ompalam.

Sample Deities of the Kareeshtan Pantheon

Fisherman: Dalamaki the Brave, who challenges the Vile Seas and overcomes the servants of Terthinus to steal the bounty of the Dinisso Sea.

Affinities—Fishing, Overcome Vile Waters.

Marine: The Kareeshtu tradition of marines is new, and they have no patron deity. Some follow Admiral Taiyibitmele (see below), others worship only the Foes of the Vile Waters (see above) and other common religions.

Sailor: Admiral Taiyibitmele, the New Opener (see below).

Affinities—Openwater Sailing, Victory over the Oceans.



Admiral Taiyibitmele, the New Opener

Admiral of Dindanko, Slave of the Most Benevolent and Glorious Exalted Opener Tond

In 1587 together with Afadjanni allies, the Vadeli attacked and conquered Kareeshtu. Their domination was brief, for in 1594 the Vadeli fleet was destroyed in the Battle of Oenriko Rock. During the confusion that followed the defeat, Archidomides outfoxed Birekimlu the Red Vadeli, took him as a slave, and forced him to divulge the secrets of the Opening. He then impounded the Vadeli admiral's yacht and mummified Birekimlu and put him on display as the ship's statue of Dormal. Archidomides then ordered his cousin, Taiyibitmele, to set sail and explore the seas, establishing the dominion of Kareeshtu wherever he ventured. In no time, Taiyibitmele built a magnificent fleet, which destroyed the fledgling Afadjanni fleet.

Taiyibitmele reached the Edrenlin Isles during 1588 and then sailed further east, beyond the Togaro Ocean, before returning in 1592, when he was mummified and became the guardian of another ship. As he said, "All life is slavery, and the body is but a chattel of Ompalam's will." In foreign lands, his followers are treated no better than Vadeli, subject to outright hatred at many ports. They are refused port entry, confined to a ghetto, forced to remain aboard ship, or restricted in other ways.

Entry Requirements: All members must subject themselves to the will of Ompalam.

Abilities: Crew Warsail, Devotee of Taiyibitmele or Initiate of Taiyibitmele, Dutiful Sailor, Mythology and Strictures of Taiyibitmele, Soul Sight.

Virtues: Conceited, Cruel, Deceitful, Greedy, Overbearing.

Affinities and Feats:

✿ **Opening ritual** (feat)

⬇ **Openwater Sailing** (Cut Through Waves, Escape Doldrums, Heal Crew, Sail in Storms, Sense Oceanic Dangers).

⋈ **Victory over the Oceans** (Bind Veredthi, Contain Sramaki, Disrupt Manthi, Command Waterspout, Command Whirlpool, Drown Waterbreather, Hurt Triolini Foe, Mobilize Swimmer)

Secret: Death Is Slavery (The devotee begins to become an undead-like entity. As the secret's rating rises, his body becomes more and more zombie-like, allowing him to add the secret's rating to any appropriate action or ability [Ignore Pain, Strong, Tough, etc.]. When he does eventually die, he may, if he chooses, remain in the Inner World as the slave of a new ship, tied to its prow as a figurehead and acting as its guardian.)

Other Side: Like all who belong to the Kareeshtan Pantheon, worshippers go to The Great Noose, a place in the God World ruled by Ompalam.

Disadvantages: The Opening ritual feat involves misapplied worship; even worshippers who have concentrated their theist magic spend normal hero points to learn it or increase its rating.

Reasons to Have Left Home

The demands of tribute by the Malasps in the Dashomo and Marthino seas have caused many ship owners and sailors to seek opportunities elsewhere. Additionally, Kareeshtans can gain prestige by owning exotic foreign slaves.

Homeland: Malki Coast

"You are welcome in the land of the heirs of the oceans."

The Umathelan coast is home to the Malki. They are born into their parents' caste (peasant, soldier, wizard, or lord) and remain in it for life. Peasants tend to have lighter skin than members of the other castes, although there is much mixed blood. Women seldom hold positions of responsibility or power, but may if they become *dolemi* (with the rights of men of their caste) or declare themselves dryads, which are treated under law as female elves. (Only the state of Cerngoth recognizes the latter status).

Although most people live in the hinterlands, the cities are the center of life, home to markets, ports, and great cathedrals. Most cities have Malkioni churches of several denominations, which generally tolerate each other; no city has churches of all the sects, and no sect has a church in every city. They often have shrines to foreign gods as well, such as Issaries, Humakt, or the Umathelan Lightbringers. Farmers tend to avoid pagan gods, but some sacrifice to Ernemola the Millet Mother.

The Malki have experienced a renaissance since the Opening, but the good times were a long time in coming. Cerngoth suffered during the Closing more than most. It was wracked by the fanatical Stiflers, then invaded repeatedly by Fonrit. The Malki were duped into helping the Vadeli before being liberated when the Vadeli were defeated at the Battle of Oenriko Rock.

Cerngoth is now the leading state. The Patriarch of Nikosdros dictates how many warships the other Malki cities may build. In turn, those cities scheme for their own advancement.

Malki Coast Homeland Keyword

Native Abilities: Crew [Common Ship Type], [Home City] Geography, [Home City] Politics, Malki Customs, Rural Survival or Urban Survival, Speak Malki.
Men only—Militia Fighting, Spear Fighting.
Women only—Housework, Pick Up News.



Typical Personality Traits: Ambitious, Fear Aldryami, Fear God Learners, Hate Vadeli, Tolerate Other Religions.

Typical Relationships: to [City]; to Family; to Guild.

Magic: Common magic, Hymnist Church (wizardry).

Common Names:

Men—Ando, Bral, Dar, Hrom, Ker, Miko, Mnu, Neb, Orven, Sar, Transil, Westher.

Women—Eria, Fen, Ila, Lenor, Li, Mei, Riona, Soli, Tarya, Vala.

Home Ports:

Garzanz (Medium Port 10W: Barbarian Allies, Sea-metal Tax, Shallow Bay, Tricky Tides, Vadeli Trading Post).

Nikosdros (Large Port 5W2: Annual Ship Blessing, Jagged Reef, Numerous Churches, Sea-metal Tax).

Common Ship Types: Cog, dromond, xebec.

Garzanz only—war galley.

Dromond

The dromond is a sailed galley with sharp lines, whose two masts each sport a triangular sail. The keel ends in an underwater ram, and the dromond easily attains ramming speed with one or two banks of oars. There are two steering oars and a platform for archers in the stern, but its greatest weapons are the several catapults it carries to hurl flaming missiles. (The exact nature of the missiles determines the weapon bonus the catapult operators receive when using the equipment.)

Crew: 50 rowers, 10 rigging sailors, 6 catapult operators, 20 crossbowmen or marines, 7 officers.

Significant Abilities: Agile 13, Large 9W3, Row Fast 10W, Sail Fast 3W2, Stable 9W.

Weapons and Armor: Ram +7.

Flaws: Cramped Quarters 19.

Typical Names: Faithful, Fox Cub, Harmony, Iron Horse, Persistence, Stila's Gold.

Origin

Umathela was settled in the Imperial Age by colonists from Jrustela and Seshnela. They drove the native elves to near-extinction, and were enthusiastic members of the God Learners' Empire of the Middle Sea. They were nearly wiped out by the disasters that destroyed the God Learners, but managed to survive by clinging tenaciously to their Malkioni ways.

Common Religions

Dormal the Forerunner

The Vadeli withheld their twisted version of Dormal's rites from the Malki. After the Vadeli defeat at Oenriko Rock, the Malki encountered foreign sailors who knew the *Opening ritual*, and picked up what they could of Dormal's original teachings.

R Charms—Fill Sail, Repair Mast.

R Feats—Fog Eyes, Hold Breath.

R Spells—Calm Waves, Sail Straight.

R Talents—Opening ritual.

Secrets of Survival

During the Centuries of Trial, people learned new magic to replace what they had lost.

- R Spells**—Extinguish Fire, Preserve Food, Start Fire.
- R Talents**—Climb Fast, Conceal Food, Flee Spirit, Hide in City, Meaningful Glance, Slip Bonds, Stay True.

Specialized Religion—Hymnist Church

“Let there be a song in your heart” sums up Hymnist teaching. They believe that Hrestol’s revelation of Joy is best approached through song. Singing together strengthens the bonds that tie a congregation together. Further, song can lead one to a rapture that is the closest a mortal may come to the Joy of the Heart before reaching Solace. Although they accept most saints, the Hymnists do not recognize Rokar, nor do they believe that the “lesser gods” are entities worthy of worship.

Hymnists are found throughout Malki lands, especially Cerngoth, but nowhere form a majority. Their main doctrinal opponents are the Sedalpists, who reject Joy because it was not revealed by Malkion; and the Clamorers, who believe that any form of music, even drumming, constitutes worship.

Abilities: Doctrine of Hymnist Church, Sing, Worship Makan.
Virtues: Joyful, Methodical.

Magic: Benefit from blessings of *Songs of Joy*.

△ Common Blessings—Affirm Faith, Bless Congregation, Hide from Foes, Know Joy, Sing Together, Till the Land.

⚡ Special Blessings—Absolve Sin, Bless Building, Bless Corpse, Bless Food, Bless Home, Bless This [Animal], Bless This [Bunch of Animals], Bless This Millet, Confirm Adult, Consecrate Relic, Dedicate Infant, Name Child, Protect from Illness, Resist Pagan God, Sanctify Marriage, Sing Away Sickness, Staunch Wound.

⚡ Curses—Curse Adulterer, Curse Apostate, Curse Food Hoarder, Curse Murderer, Curse My Enemy, Curse Thief, Curse Tree, Curse Vadel, Excommunicate Sinner.

Other Side: After death, virtuous Hymnists abide in Solace, in tune with the indescribably beautiful music of the Creator.

Sample Orders of the Malki Coast

Fisherman: Saint Swiril of the Net, who found serenity on the waves while waiting for his nets to fill.

Formulary—*The Net of Life* (Float Net, Heal Gash, Keep Boat Upright, Preserve Catch, Untangle Lines)

Scripture—*The Tales of Saint Swiril* (Attract Fish, Find Shellfish, Shuck Shellfish, Strong Arm, Strong Net)

Marine: The Warriors of the Waves, the Order of Saint Ormalin, who led the first marines to fight pirates.

Formulary—*Marine Combat* (Cutlass Whirl, Heal Wound in Combat, Improve Rations, Run Atop Ocean, Shatter Foe’s Blade, Strengthen Arm)

Scripture—*The Life of Saint Ormalin* (Bless the Company, Curse the Pirates, Fling Grapple, Float on Surface, Hear Orders, Maintain Footing)

Sailor: Saint Makri the Travelled (see below).

Formulary—*Profitable Ventures*.

Scripture—*The Travels of Saint Makri*.

Saint Makri the Travelled

Patron of Merchant Ships



Makri was on the famous ship *Speaking Tour* when it sailed from Jrustela to explore the Pamaltelan coast. After its triumphant return, he led his own ships over all Glorantha, making profit in every port. At the same time, he spread the word of Malkion and purchased land suitable for building churches. Most importantly, he allowed the crew of his ship a share in his ventures.

The Jrusteli turned to worshipping gods like Issaries, and Makri’s deeds were forgotten. But his writings were preserved in the library of Araget, and the Patriarch of Nikosdros commissioned a copy as soon as the first ships arrived.

Entry Requirements: Open to men (or *dolemi* women) of means of any caste and to anyone who has crewed a merchant ship. Sailors belong as lay members—they benefit from blessings invoked by liturgists, but cannot become orderlies, an honor reserved for merchants.

Abilities: Estimate Weight, Inoffensive Demeanor, Know Saint Makri, Rule of Saint Makri, Tally.

Liturgists only—Venerate Saint Makri.

Relationships: Member of the Order of Saint Makri.

Virtues: Friendly, Frugal.

Scripture: *The Travels of Saint Makri*.

△ Common Blessings—Reconsecrate Talismans.

⚡ Special Blessings—Bless Market, Eat Barbaric Foods, Preserve Cargo, Protect Cargo, Share the Wealth.

⚡ Curses—Curse Cheat.

Formulary:

⚡ Profitable Ventures (Assess Value, Barter Without Words, Befriend Ruler, Exchange Coins, Greet Foreigner, Seal Bargain, Tell Direction).

Talismans: Orderlies usually use rings or other small items of jewelry as talismans.

Other Side: Saint Makri’s node is the Infinite Warehouse in the City of the Ungated Harbor, which stands on the shore of the Bay of Righteous Belief.

Reasons to Have Left Home

The Malki are eager to bring back treasures from new lands. Mercenaries are in demand in Fonritan cities and among the Sedalpists. Many of the sects wish to spread their version of the word of Malkion. A city ruler may have a specific mission for a hero, as might the Aldryami who dominate the interior.

Umathelan Malkionism

The Umathelan coast boasts many small denominations, all founded in an attempt to return to the true Malkioni faith, uncorrupted by the God Learners. None uses *The Abiding Book*. Each has its own approved saints, but many are common to all. Some churches, such as the Includers, condone sacrifice to the “lesser gods” that Creator made to do His bidding. Members of these churches may concentrate on theism.

Malki churches include the Callers (whose liturgists recite public prayers from atop towers), the Sedalpists (who hate non-humans but have no soldier caste), the Iconodules (a conservative church whose members revere the images of saints), and over a dozen others. The Hymnist Church is provided here as a sample of one of these many churches. It is widespread among the Malki, but is in no way dominant or intended as the only option for Malki heroes.

Homeland: Ozur Bay

"Hrestol's blessing upon you, stranger. Does the harbormaster know of your arrival?"

In 929, an invisible wall radiating out from Brithos swept the sea clean before it. In 932, it finally reached Fronela. A huge bore of water rushed through Ozur Bay and flooded Sog City, depositing a mass of wreckage in the streets. However, although Loskalm was cut off from the open seas, Ozur Bay remained free of the Closing, allowing the Loskalmi navy and merchant fleets to remain operable. Perhaps their renunciation of God Learner principles preserved the Loskalmi from the full consequences of the Closing, as Unminter the Round proposed in 1590 to explain the Ozurian anomaly.

Gaiseron the Mystic, the great wizard, led the Seven-Year Sea Ritual. In the year of its completion, 1582, a fleet carefully probed outside Ozur Bay, and there met blessed Dormal sailing in. Dormal sailed through the Straits of Siglinde and landed at Sog City. The king eagerly befriended Dormal, who spent the winter there sharing his knowledge and news of the outside world. After his fleet gingerly left port, King Gundrekan titled himself Lord High Admiral of the High Seas.

The Loskalmi navy has two fleets of longships. The First Royal Fleet, based in Northpoint, is charged with suppressing pirates and exploring the western seas. The Royal Fleet of the Southern Waters sails from Southpoint, protecting the important trade lanes of the south against pirates (including Vadel, Seshnegi, mermen, and others). Each fleet has its own protective essence, both being admirals from the Dawn Age.

Winter stops even the hardiest sailors of Fronela from sailing. Strong westerly winds bring snow and hail, sometimes at hurricane force. Spring is the most dangerous season in Ozur Bay. Fast-flowing and dangerous Sea Bores sweep out from the river and leap over or crash through ships, sometimes even assaulting port facilities. These watery beings are born of glacial melt waters, and have hated the Loskalmi since their first landing on these shores. Even captains of the greatest skill are wise to sail with caution around these malevolent beings, although the Order of Saint Mabakon has some magic to protect ships against them.

Merchant ships can be privately held, but are more commonly owned by land-based consortiums that organize merchant convoys and sponsor trading voyages. Trader fleets are emerging, including the Order of the Osprey Banner that plies the coast to Nolos, and the Order of the Walrus Pennant that ventures north into the frozen Banthe Sea in search of ivory. More distant exploration or trade is generally left to adventurers.

Loskalmi sailors are of two distinct types. The crews of merchantmen are often Janube River sailors or retired members of the royal navy, drawn to the sea for greater profits or adventure. The crews of the royal navy are highly trained professional sailors accompanied by elite wizard-marines of various wizardry schools.

Ozur Bay Homeland Keyword

Native Abilities: Crew [Common Ship Type], Geography of Loskalm, Know [Neleomi Sea or Ozur Bay], Loskalmi Customs, Speak Loskalmi.

Typical Personality Traits: Fear Dragons, Hard Working, Know Your Place, Loyal.

Typical Relationships: to Congregation; to Family; to Lord.

Magic: Common magic, Hrestoli Church (wizardry).

Common Names:

Men—Alardon, Andarlane, Bellias, Cadiluke, Cadmar, Durcan, Elermond, Emeric, Foilan, Gerin, Harvis, Liant, Maurel, Nelad, Ontran, Roiland, Sanurd, Teraud, Winault.
Women—Ariande, Bethally, Carelia, Chastity, Constance, Elianor, Faith, Heloise, Humility, Leomie, Lericia, Liasse, Melianne, Nanowne, Prudence, Sibella, Taisande, Verinne.

Home Port: Northpoint (Large Port 9W: Fortified Harbor, Isolated Docks, Large Cathedral, Restricted Estuary Access).

Common Ship Types: Cog, knorr, longship.

Knorr

This flat-bottomed vessel sports a single mast with a square sail, plus oars for times of little wind. There are half decks both fore and aft, and a big open area amidships comprises the cargo hold. Many ships have outboard gear such as cleats and rowlocks, which are easily damaged by piers or wharves.

Crew: 5 to 12.

Significant Abilities: Agile 18, Large 8W3, Large Cargo Hold 12W2, Row Fast 15, Sail Fast 12W, Shallow Draft 18, Seaworthy 4W.

Flaws: Open Decks 2W.

Typical Names: Angel, Ascarona, Carina, Lonely Orca, Mohrian, Nolos Swan, Northlight, Rode Hahn, Rodin, the Valkyrie.

Origin

In the Dawn Age, Hrestol the Prophet taught men how to contact God in a new way, and thus gave people hope after the despair of the Ice Age. Over the centuries since his martyrdom at the hands of the Brithini, his Church has grown, but it has become increasingly divorced from its roots. During the Syndic's Ban, the Prophet returned in a vision that came to Siglat, King of Loskalm. Hrestol showed Siglat how society could be restructured and religion reordered to bring about a new world, one of perfect justice and happiness. This perfection has been realized in Loskalm.



Common Religions

There are no common religions as such within Loskalm: the Church either expunged or absorbed all of them during the Syndic's Ban. However, common magic is still available, albeit now practiced under the auspices of the Church.

The Book of Common Prayers

Sailors, of course, have access to the approved common magic in *The Book of Common Prayers* (see *Heroes of Malkion*). Additionally, sailors often use the following "Gaiseronic Magic" discovered by the wizards. Sailing-wizards also have special forms of the Dawn and Dusk blessings.

- R Talents—Bless Us on the Sea, Bless Them in Distant Ports.
- R Spells—Peaceful Passage, Shelter from Storm.

Saint Dormal the Mariner

Saint Dormal the Mariner was called to Loskalm by Gaiseron's magic, and came from afar to break the evil Closing that vindictive Zzabur of the Brithini had brought upon the seas. He taught us the procedure we can use to send our ships again across the ocean depths.

- R Blessing—Homeward Bound.
- R Talent—Opening ritual.

Specialized Religion—Hrestoli Church

The Hrestoli Church is the religion of the Kingdom of Loskalm. Initiator Hrestol is a prophet of the Invisible God, second only to Malkion. He revealed crucial knowledge and rituals that enabled the followers of the Invisible God to maintain contact with him in the new age of Time. He taught the Joy of the Heart, even as Malkion had taught the Solace of the Body.

Two organizations with the Church support sailors. The Order of Saint Siglinde is ancient, and its members have served as sailors, marines, and officers since the Dawn. The wizardly School of Dormal is newer, based on his secrets learned when Dormal came to Fronela in 1582.

Want to Discover More? See "Homeland: Loskalm" and "The Hrestoli Idealist Church" in *Heroes of Malkion*.

Abilities: Doctrine of Hrestoli Idealist Church, Sing Hymns, Worship the Invisible God.

Virtues: Conscientious, Idealist, Joyous, Logical.

Magic: Benefit from the blessings of *The Abiding Book* (see *HeroQuest*, page 159).

Other Side: After death, virtuous Hrestoli abide in Solace, perpetually basking in the all-encompassing love of the Creator, who, to them, is Invisible no longer.

Sample Orders and Schools of the Hrestoli Church

Fisherman: Saint Morlian (may not become orderlies).

Morlian was a Dawn Age missionary who preached to the coastal peoples of present-day Loskalm. He performed many miracles, such as calming the weather and reviving one who had drowned. He was martyred by the Brithini, who tied a millstone round his neck and threw him into the sea. Miraculously, he floated upon the surface of the water, instead of sinking. The Brithini captain ordered him decapitated, and his body sank without trace.

Scripture—*The Life of Saint Morlian* (sample blessings: Avoid Drowning, Bless Fishing Boat, Bless Oilskin, Find Harbor, Resist Waves, Stay Warm).

Marine: Saint Siglinde (see below).

Scripture—*The Voyages of Saint Siglinde*.

Formulary—*By Sea, By Land*.

Sailor: Saint Siglinde (see below).

Scripture—*The Voyages of Saint Siglinde*.

Formulary—*The Almanac of Maritime Truths*.

Wizard: The School of Dormal the Founder.

Grimoires—*The Abiding Book, Wakata's Food*.

Want to Discover More? See "Dormal the Founder" on page 17.

The Order of Saint Siglinde

Patron of Sailors

Siglinde was a prophet of the Invisible God, whom he called the Great Commodore. Most Loskalmi sailors are lay members of the church but also use Dormal common magic. Most officers belong to the knight class, and these senior sailors typically follow the saintly order, as do marines.

Before the Closing, members of the order accompanied all ships on the open seas. During the Closing, they maintained the secrets of "brownwater sailing"—keeping to coastal waters and the Ozur Bay, but still allowing the Loskalmi navy and merchant fleets to cross the water and keep the two halves of the country in contact with one another.

Abilities: Craft Wood, Handle Boat, Know Saint Siglinde,

Navigate Ozur Bay, Rule of Saint Siglinde, Swim.

Liturgists only—Venerate Saint Siglinde.

Relationships: Member of the Order of Saint Siglinde.

Virtues: Hard Working, Hopeful, Love the Sea.

Scripture: *The Voyages of Saint Siglinde*

Common Blessings—Bless Crew, Bless Ship.

Special Blessings—Bless Fresh Water, Bless Food Supplies, Bless Funeral at Sea, Bless Rigging, Bless Sails, Bless Woodwork, Keen Eyesight, Strengthen Crew Resolve.

Curses—Curse Insubordinate Crewmember.

Formularies:

↓ *The Almanac of Maritime Truths* (Avoid Shallows, Bay-watch, Buoyancy, Destroy Weevils, Determine Distance to Land, Expunge Barnacles, Hold Course, Ignore Thirst, Know Direction to Ozur Bay, Perfect Balance, Predict Weather, Protect Against Water Magic, Resist Storm, Strengthen Boat Hull, Warmth Without Flame).

↓ *By Sea, By Land* (Climb Cliff, Flashing Shortsword, Ignore Thirst, Maintain Yomp, Night Lookout, Perfect Balance, Protect Against Water Magic, Resist Storm, Run Up Beach, Warmth Without Flame).

Talismans: Sea shells are most common, but any example of the beauty of the sea may be used for this purpose.

Other Side: Saint Siglinde's node is The Safe Anchorage.

Disadvantages: Since the Opening, the power of the Order has been overtaken in importance, and thus diminished, for all ocean-going vessels need the magic provided by the School of Dormal.

Reasons to Have Left Home

Loskalmi society invests considerable respect in those who travel to foreign lands to either convert the ignorant or prove their mettle in battle against hostile foes. Additionally, exile is the standard punishment for those criminals or misfits who cannot be successfully persuaded to mend their ways.



A Year in the Life of a Sailor

Like all occupations, sailing on the open seas means facing a variety of challenges over the course of a year. Weather changes from season to season, as do the paths and strengths of the many doom currents. Consequently, different sailing "runs," calling for different types of ships, occur at different times of the year. Experienced sailors are extremely knowledgeable about the weather conditions of each coast, sea, or sailing run they know. They can read the signs of nature—cloud types and movements, winds, colors of the sky, and patterns of swell—to foresee squalls or storms. They must know that a patch of glassy water ahead indicates a place where there is no wind; that a dark patch of ripples can show the path of a gust of wind; or that when the wind and current are moving in the same direction and the water is flat, a line of small breaking waves marks a shoal.

When venturing out in the open oceans, weather is the most important thing a captain must worry about (apart from the Closing, of course). The oceans and seas can be very different places at varying times of the year; often, sailing routes are severely restricted by seasonal weather conditions (such as the annual hurricanes that restrict travel to or from the East Isles and Teleos for half the year). When the wind begins to blow and the first wave crests begin to appear, even the bravest sailor prays to his gods and seeks the closest port or sheltered cove.

Merchant ships sail almost exclusively between Sea Season and Dark Season, taking advantage of the favorable weather conditions. Warships, of course, must be ready to sail at any time: patrolling the coasts and policing against piracy are year-round tasks, and the demands of war rarely wait for favorable weather. Harsh conditions affect the success of any military operation, and can ultimately prove more dangerous than enemy action.

In recent years, some vessels have embarked on longer voyages, for purposes of exploration, trade, or the discovery of precious metals or new resources. Some vessels even circumnavigate the Homeward Ocean from east to west, on voyages that (because of weather conditions and local customs) generally last about three years.

The Great Storm

A vast storm moves across the surface of Glorantha, dominating wind patterns everywhere. This Worlath Storm (as it was called by the God Learners) travels around the world in a counter-clockwise manner, from east to north to west to south. The storm itself is a great wheel rotating clockwise, with the winds growing stronger the farther they are from the Doldrums, where the winds are still. As the storm travels across Glorantha, the strength and direction of its winds affects local wind patterns.

The Doldrums are the "eye of the great storm," an area of windless calm that varies in size depending upon the season. During Storm Season, when the great storm is most powerful, the Doldrums are smallest. Understanding the influence of the Doldrums is critical to sailing, for it is one of the single most influential phenomena on sailing routes and times.

The nature of the Doldrums also helps to explain the different ship types used in Glorantha. For instance, the Maslo Sea is one of the regions most becalmed by the Doldrums. Hence, the natives there rely little upon sails, and have developed the many-oared, double-hulled catamarans.

The Clearburst

The Clearburst is an amazing phenomenon. The Doldrums, which have shrunk to their smallest size, are usually located

somewhere west of Fonrit at the end of Storm Season. Sometime during Theyalan Sacred Time, they rapidly begin to expand from 300 miles across to a diameter of about 1900 miles, sweeping away the clouds ahead of them and becalming any ships too slow (or with captains too inexperienced) to get to port in time. The flight of the clouds before the clear sky is one of the most unusual sights of the northern Pamaltelan coastal region.

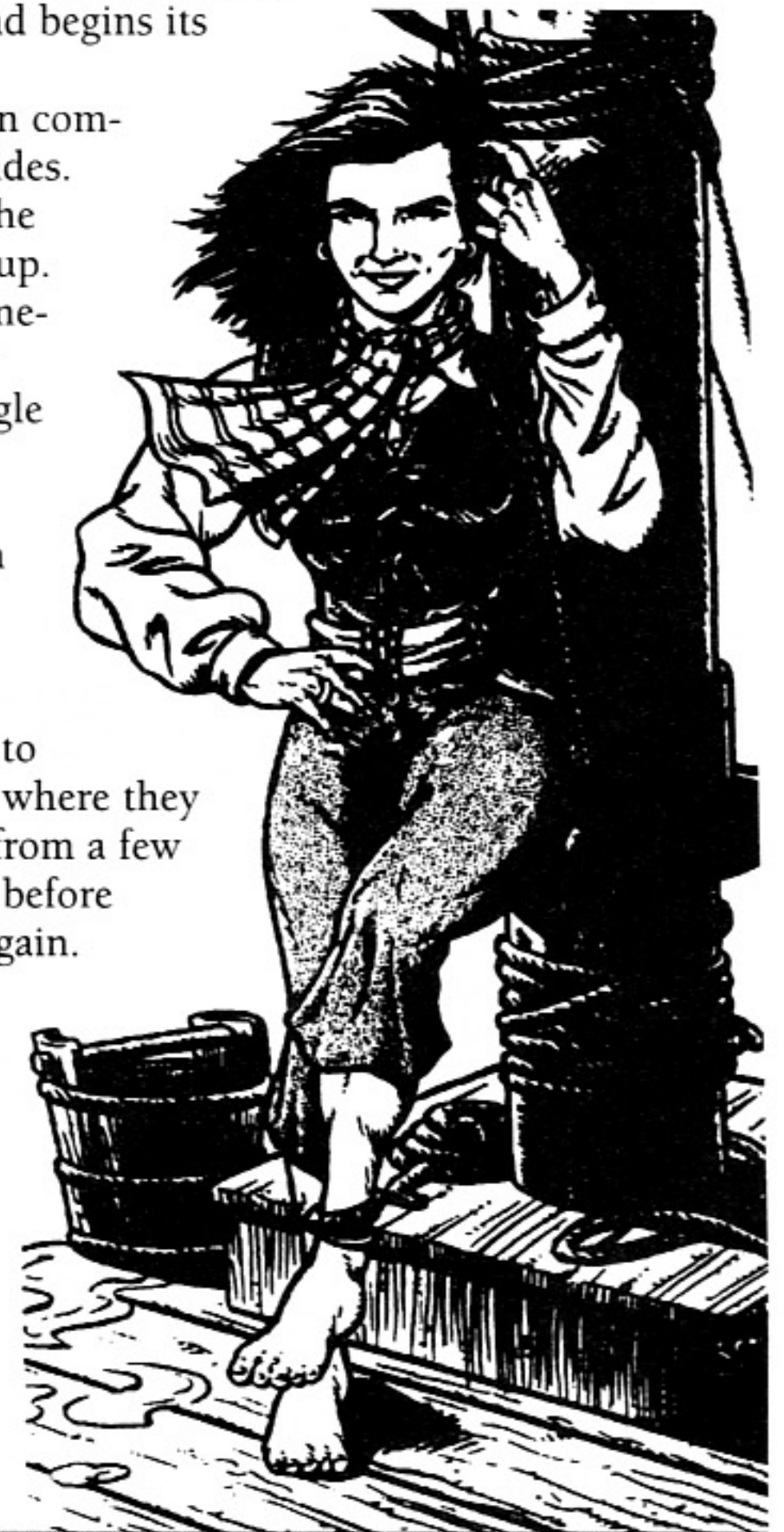
The Clearburst sometimes takes days to occur, but in rare cases can take only a single day. Brave or foolhardy captains may use its force to propel their vessels northward at tremendous speeds, providing they can withstand the surging waves that accompany the phenomenon. It is rumored that some captains even use it to gain access to the Sky World.

The Clearburst brings the "Verdant Storm" or "Haze of Rainbow Girl," which is a most welcome sight to sailors. The sun shines brightly, accompanied by gentle drizzle that refreshes and cools, and the temperature is pleasant. Seaweeds and corals sprout out of the waters. Those who suffered wounds feel them disappear, and the sick are often healed of what ailed them.

The Tides

The Blue Moon is mentioned as a prominent heavenly body in many Godtime tales. Its nature changed significantly before Time began. It climbs outside the Sky Dome, and is thus invisible to observers; indeed, few religions know that it still exists or that it is responsible for the tides. It takes from one to six days to climb to the center of the sky, following an apparently random pattern, whereupon it becomes the Blue Streak, plummeting rapidly from Pole Star down through the center of Magasta's Pool. It then travels through the Underworld and begins its ascent again.

The Blue Moon commands the ocean tides. During its climb, the tides slowly creep up. Thus, the tides sometimes rush to their high mark in a single day, while at other times they take a whole week. When the Blue Moon falls, it takes only hours, so the tides precipitously drop to their lowest point, where they stay for anywhere from a few hours to a full day before beginning to rise again. The tides in Glorantha are generally higher in the eastern seas than the western seas.



Sea Season

During much of Sea Season, Teleos and the Pamaltelan coasts are becalmed. Normal winds blow from west to east across the southern coast of Genertela, but hurricane winds blast the northern parts of the continent, sometimes bringing ice storms in the west, and always endangering Vormain and the East Isles in the east.

Sea Season is a bad time for ships to venture out into the open oceans. Magasta's Pool is at its maximum extent during this season, about 1400 miles across. The doom currents are particularly deadly. In the north, two killer currents surge out of the Western Ocean, bringing freezing waters far south into the Solkathi and Rozgali seas and beyond. In the southern seas, two scalding currents roar north and west to send boiling water far into the East Isles. Those who do venture onto the seas at this time of year normally only sail along the coasts. For those brave or foolhardy enough, there are routes across the open oceans that can bring great wealth if the crew, captain, and ship do everything just right. However, any sailing in this season must begin before the Clearburst, whether the ship takes the "risk run" from Genertela to the Jrusteli Isles or follows the Dawn Winds to make the "indigo skim" from the East Isles to Teleos and the Maslo Sea.

Sailors spend most of this season doing repairs or planning their adventures, naval campaigns, or trading routes for the coming year. Sea Season is also the time of Dormal's high holy day, celebrated on the Waterday of Mobility Week in Sea Season. This is the day that Dormal first sailed onto the open seas and sidestepped the Closing.

Fire Season

During Fire Season, the Doldrums move northward over Teleos, engulfing that island for the entire season and ending up over southern Teshnos. In Genertela, the winds blow from the west, bringing rain to Fronela, Ralios, and Seshnela. The East Isles are regularly wetted by cloud-bearing winds from the north. In Pamaltela, the absence of steady winds creates considerable problems for long voyages; variable winds often cause ships to be held up for days at a time.

Magasta's Pool diminishes in Fire Season, reaching only 900 miles across by the middle of the season. However, the doom

currents increase to their greatest strength. Thus, sailing is dangerous, and all but the best captains sail their ships close to the coast, trading and raiding within sight of land. At the same time, however, the winds and currents of this season allow sailing in all directions, making bluewater sailing out of sight of land a real possibility for the first time each year. The safest bluewater route is the "fair sail" from Umathela to Jrustela and on to western Genertela. Ships from Flanch often take the "east row" from Maslo to the East Isles. Bolder captains might "ride the Barankoom Boon" as the Barankoom current surges from the edge of the Dinisso Sea northwards to Teleos at great speed.

Earth Season

Earth Season is the season of the weakest winds, and yet it is when the erratic Typhoon Season begins in the East Isles. The Doldrums diminish in size as they move from east to west along the southern coast of Genertela, eventually passing beyond all land. This causes the winds in western Genertela to change direction: they blow to the north early in the season, then to the south later. Teleos, the East Isles, and eastern Pamaltela are engulfed by hurricanes and typhoons that grow in strength as Dark Season approaches. Ships that sail beyond the protective Vithela Wind are often blown south into the Sea of Terror by the strong northern winds.

The doom currents of the Western Ocean rise close to Jrustela. They are weaker than in other seasons, but are very dangerous to ships caught in the Doldrums. The voyage from Seshnela to Jrustela should only to be attempted late in the season, after the passing of the Doldrums. The "north run" (from Jrustela to Seshnela) is easier, but is still dangerous, and should only be attempted early, while the Doldrums are still in the east.

Dark Season

The Doldrums begin the winter far out over the Western Ocean, and winds increase in severity and frequency throughout the season. Fierce typhoons and hurricanes cover the eastern half of the world, engulfing Pamaltela as far west as Fonrit and making sailing all but impossible. At the same time, cold winds blow from the north. The Vithela Wind is strongest at this time, blowing from the east over the East Isles. Sometimes this negates the hurricanes, making the air over the East Isles calm. Sometimes it

The Old World is Over...

Dormal sailed the open waters for the first time in over 400 years.

He was the herald of the Opening, and in his wake, the Men of the Sea took to the high seas again, using his rites.

Sixty years have passed, and all trust to the Opening. But a new age has dawned.

The Boat Planet, lost at the beginning of the Closing, has risen once again.

Though few suspect it yet, and even fewer have dared to test it, the Closing is gone as if it had never been, and Dormal's rites seem no longer to be needed.

As more peoples take to the seas again, however, do they forsake Dormal at their own peril? If the Closing is over, can Brithos and the Waertagi remain gone for long?

And what other terrors will unrestricted travel on the Unclosed Seas raise?

contests with the typhoons, bringing the "dragon storms" that rage wildly, changing wind strength and direction in a rapid and erratic manner.

Early in the season Magasta's Pool expands, but by the end of the season it shrinks again. No doom currents plague ships, but the cold weather brings snow even to Umathela, and icebergs float through most of the northern and western seas. Wise captains winter their vessels, dismantling the riggings and covering the hulls with planks to keep off the snow. Only the boldest (or craziest) captains, with the very best ships, attempt the "hero's run" during this season, sailing from Seshnela in the near-hurricane winds close to Magasta's Pool to make it to Kareeshtu or Maslo in a mere twelve days. Of course, that assumes the captain does not sail too far west or east, risking destruction by the storms or Magasta's Pool itself.

Storm Season

The Doldrums begin the season in the far west, well beyond mortal lands; because of this, most winds are extremely strong and blow from north to south during this season, gradually moving again to an easterly direction. Violent and unpredictable storms rage across most seas, sweeping everything before them as they diminish in intensity (but not frequency) towards the end of the season. Fronela is blasted

by snow hurricanes that only slowly lose their fierceness as they blow across Genertela. The protective Vithela Wind weakens during the season, increasing the chance that typhoons will cover the East Isles. Only the Vadeli and their sorcery-laden ships (or the legendary Waertagi dragonships) can reliably withstand the weather of Storm Season.

The doom currents continue their absence, and Magasta's Pool is at its smallest, with the inescapable zone only 450 miles across. Still, the weather is fierce, and wise sailors careen their ships, repair the rigging and sails, and prepare for next year. There are rumors that a few heroic captains have sailed their vessels at the very rim of the oceans during this season. They sail the immortal currents of Sramak's River, avoiding the Underworld Edge currents of the far west, dodging the firestorms of the Blue Fire Sea, and skirting the terrible Ferezed Deeps of the far east. They are then pushed back into the Inner World by the Doldrums at the end of the season. Nevertheless, even most adventurous merchant captains prefer to gather their cargoes and eagerly wait for the winds to drop—to the early ships go the greatest profits!

Late in the season, the Doldrums appear again off the western coast of Pamaltela, even smaller than before. By the end of the season, they are near Fonrit and barely 300 miles across.

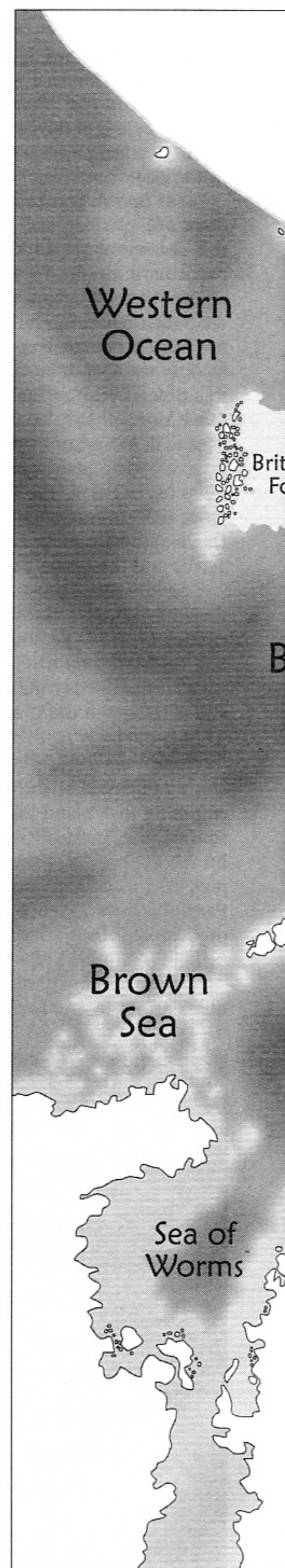
Trading Partners

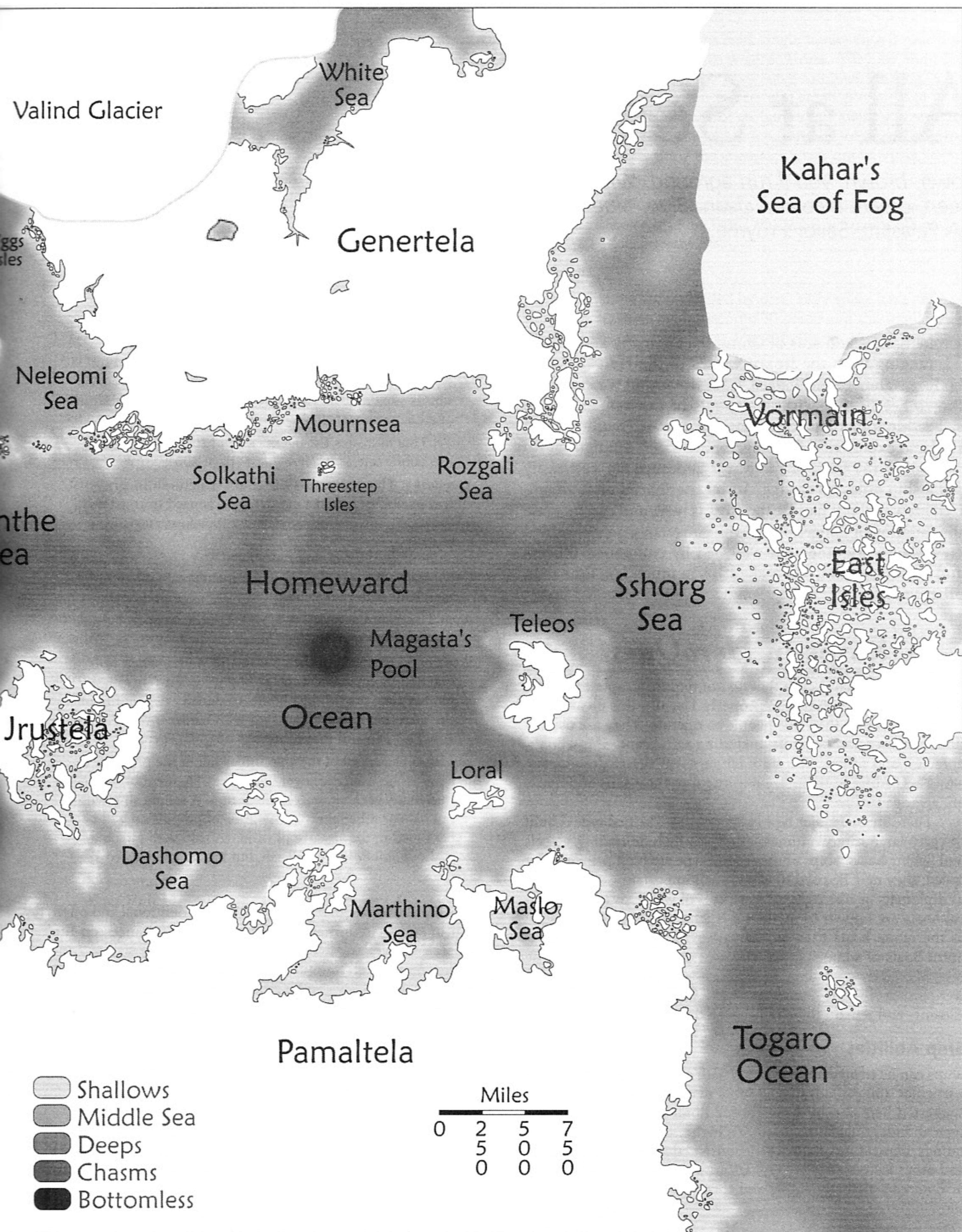
The merchant fleets of Glorantha are large and active, thanks to the liberation provided by Dormal. Great profit is made by the survivors of these dangerous voyages, and exotic goods from foreign lands now fill the marketplaces of port cities. However, the need for profit, the desire to retain contact with one's homeland, and the difficulty of mastering the languages, laws, and customs of many nations all limit the range of these fleets.

As a general rule, merchants travel along their own coasts and to their adjacent neighbors. Thus, for example, the ships of the Quinpolic League journey north to Fronela's Ozur Bay and east to the Holy Country, but rarely to Kralorela. Some go over the dangerous seas to Jrustela, and the most intrepid among them travel on to the Malki Coast of Umathela. However, the Seshnela-Umathela route is controlled by the independent sailors of the Orange Guild of Jrustela, and it is dangerous in all seasons. Similarly, the Malki trade with the Kareeshtans (who alone trade with the rest of Fonrit, thanks to their fierce war fleet and savage jealousy of trade there). The occasional Kralori ship ventures to the Holy Country, Teleos, or the northernmost East Isles (including the Hinter Islands of otherwise forbidden Vormain). The intrepid Haragalan merchants travel the many, many trade routes among the East Isles, and the sea-going among several East Islander nations go to Teleos; East Islanders rarely go to Kralorela or the peninsulas that enclose the Maslo Sea, and are almost never seen farther west.

The Maslo Sea mariners are the exception to the rule. They have little land to call home, and their wonderful double-hulled ships take them far and wide through all the ports of the world (except to protected Fonrit, of course). They generally visit only the largest ports of the East Isles, although some delight in wandering among the Ten Thousand Isles of Wonder as if they had no home to return to. Indeed, with their wives and families often aboard their ships, many see no need to return to their monster-troubled coast, and they delight in the wonders of the sea unlike any other maritime nation.

The Vadeli can be found in any port as well, although they are neither liked nor trusted in most places, and many ports forbid them to bring their ships or goods in. Their omnipresence is not due to any love of the sea, but because of their former trade empire, and they are not as common as they once were, when they controlled all shipping throughout the Neleomi Sea, Jrustela, and Umathela.





All at Sea

*Brown, brown, you'll run aground. White, white, you still might.
 Green, green, nice and clean. Blue, blue, sail right through.*
 —A Pelaskite Sailor's rhyme.

The oceans and seas of Glorantha are many and varied, ranging from the frozen wastes of the Hudaro to the boiling waters of the Togaro, from the turbid waters of the Brown Sea to the swirling currents of the Venperhan. To sail a ship long distances across open water requires great skill and experience. A change in the wind's strength or direction, or the force of the waves and currents, can easily put a ship miles off course. An inexperienced or disorganized crew will not handle the ship as well, and can increase the duration or danger of the trip; conversely, a well-trained crew that works together well, led by competent officers and a good captain, can make trips in much less time than other vessels.

Ships in HeroQuest

Boats are small naval craft that do not require a captain to issue orders to a crew to function properly. Usually, this means craft needing no more than five people to operate. They are usually flimsy but serviceable craft, including rafts, canoes, rowboats, coracles, and others. Ships are larger naval vessels, often classified according to their size and the way their sails and masts are arranged.

There are two major types of large ship. The first type is built to carry large cargo volumes; examples include trading vessels and fishing boats. Ships of the second type are built primarily for speed; they may be used to carry small important cargoes, such as diplomats or messages, or as vessels of war. Exotic and magical boats are known in myth and legend, but only a few (such as the moon boats used by the Lunar Empire or the fabulous Spirit Boats of some Doraddi shamans) exist in the world. The rest, like so many sailing techniques, gods, spirits, and saints, were lost during the Gods War or the five hundred years of the Closing, and remain to be rediscovered.

Ship Abilities

Ships can be treated as characters, with abilities that reflect their particular unique advantages and disadvantages. The values suggested here and in the maritime homelands are typical; individual ships may have higher or lower ratings, depending on quality of construction, age, and other factors. Several abilities are standard or common to many ships, and these are described below.



Standard Abilities

- Agile:** This is how maneuverable the ship is. It is used to steer through narrow passages or turn suddenly from obstacles such as sand banks. It often augments the abilities of a helmsman, steersman, or similar crewmember.
- Large:** This indicates the overall size of the ship, and uses the same scale as in *HeroQuest* (page 206).
- Seaworthy:** This represents the ship's structural integrity and its ability to resist capsizing. It is used to resist physical damage from storms, weapons, or magic.

Other Common Abilities and Equipment

- Cargo Hold:** The size (but also quality and ease of use) of a merchant ship's cargo hold.
- Ram:** This is not actually an ability, but the weapon bonus for the ship's ram, if it has one.
- Row Fast:** The speed of the ship in still waters when fully manned by typical rowers. Strong water currents may modify this, providing a bonus or penalty depending on the direction of travel. (A ship with oars but without *Row Fast* can still move, but has no great speed.)
- Sail Fast:** The speed of the ship under sail in the presence of a moderate wind. Stronger winds may augment or replace this ability at the narrator's discretion. A sailing ship without oars or other alternative means of propulsion will be becalmed in the absence of wind. (A ship with sails but without *Sail Fast* can still sail, but has no great speed.)

Flaws

Many ships have design features that, while traditional and often useful in some circumstances, generally are hindrances on the open seas. Others are a consequence of their large size or construction materials. Examples include *Delicate Sails*, *Slow*, and *Open Decks*. Some flaws might replace even a standard ability, so that a ship with *Sluggish* would not have an *Agile* rating.

Sample Ships

The following vessels are common in many lands. Additional, more specialized, ship types are available in the homelands.

Small Boat

These basic craft are easily built and maintained. They do not require much skill to build or use. They are often carried aboard merchant vessels or warships; their slight draft allows them to gain access to shallow waters. They sometimes carry masts and yards of very fine wood, cotton sails rigged with hemp, and some mooring stones formed like grindstones as anchors.

Crew: 1 to 5.

Significant Abilities: Agile 17, Large 10 W , Negotiate Shallow Waters 17, Seaworthy 14.

Flaws: Easily Swamped 19, Slow 17.

Yacht

These are the smallest sailing boats, and also include vessels such as dinghies. Ballast is used to counteract the heeling force caused by the pressure of the wind in the sails, which causes the boat to lean away from the wind when sailing. In the yacht, this ballast is built into the keel; in the dinghy, the human crew act as ballast, by sitting on the side.

Crew: 5 to 8.

Significant Abilities: Agile 1 W , Large 18 W , Negotiate Shallow Waters 14, Seaworthy 14.

Xebec

This type of three-masted merchant vessel has a square-rigged first mast and two lateen sails following. It has a distinctive hull, with a pronounced overhanging bow and stern and a concave deck. The xebec is built with a narrow floor to achieve a higher speed than most merchant ships, but with a considerable beam in order to enable it to carry an extensive sail plan.

Crew: 10 to 15.

Significant Abilities: Agile 15, Cargo Hold 12 W 2, Large 14 W 3, Sail Fast 14 W , Seaworthy 3 W .

Cog

A cog has a deep, wide hull to hold bulky cargoes, and can stand up against rough seas and high winds. A cog has one large square sail and "castles" at prow and stern. The fore-castle serves as a platform from which marines can fire missiles at enemy ships. The stern castle provides a shelter for passengers. Instead of steering oars along the sides near the stern, cogs have large oars in the middle.

Crew: 9 to 20.

Significant Abilities: Agile 12, Avoid Swamping 14, Deep Hull 12, Large 12 W 4, Large Cargo Hold 15 W 3, Resist Storms 15 W , Sail Fast 6 W , Seaworthy 13 W .

Longship

These narrow, shallow ships have single square-rigged sails that supplement their long, narrow-bladed oars. They are built for speed and maneuverability. They have minimal decking, with movable planks under the rowers and small platforms at bow and stern. When anchored or in harbor, an awning is arrayed overhead to provide some protection from the weather. The crew array their shields along the gunwales when not in battle.

Crew: 25 to 60.

Significant Abilities: Agile 2 W , Cargo Hold 2 W , Large 8 W 3, Ride Breaker 18, Row Fast 14 W , Sail Fast 18 W , Shallow Draft 18, Seaworthy 8 W .

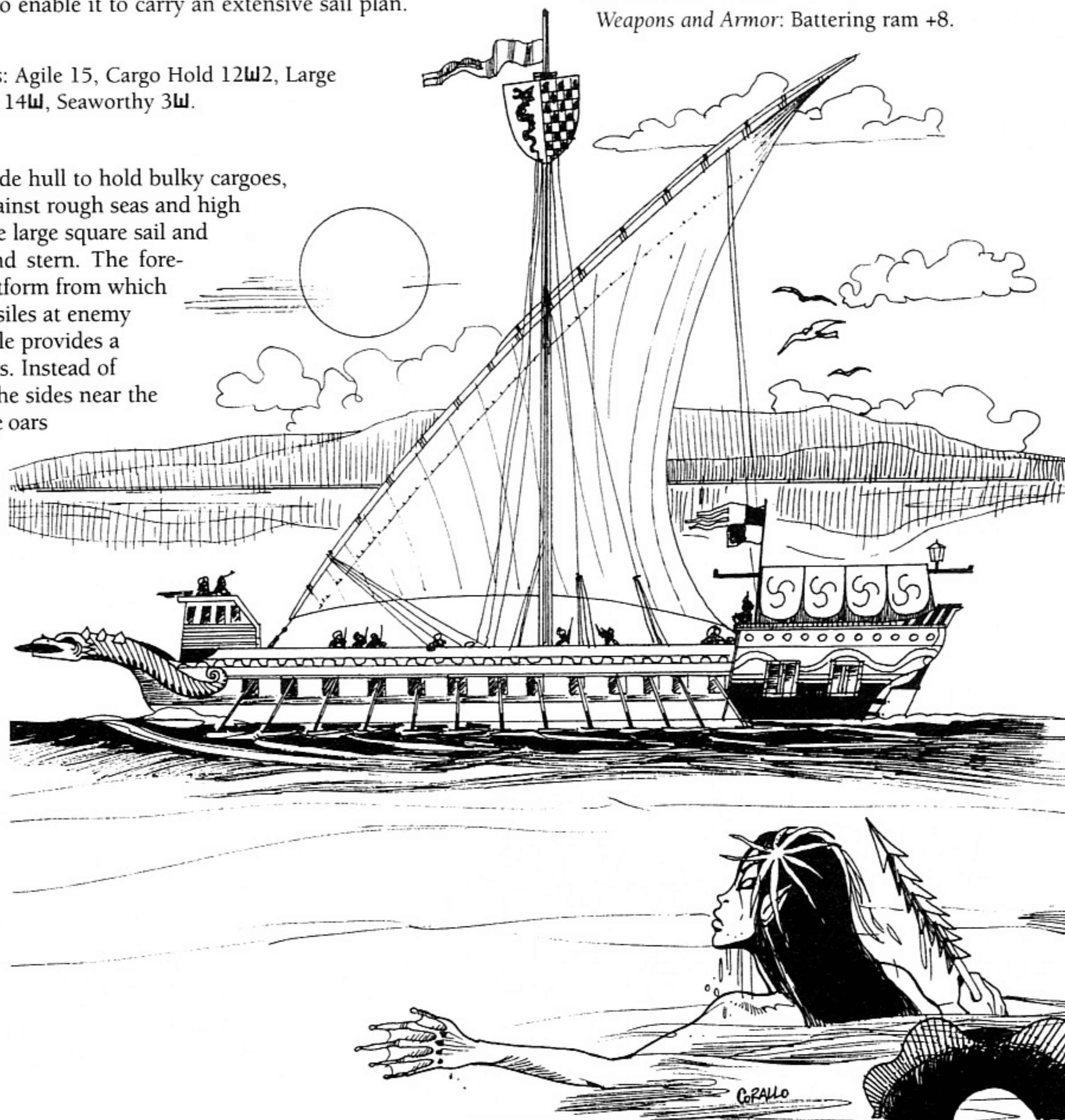
War Galley

These fast ships are propelled by oars; only some have sails as well. Two versions are in use: the 50-oared and the smaller 30-oared; these two types have few differences except for their length and number of rowers.

Crew: 30 to 50 rowers, 5 to 10 officers, a contingent of marines.

Significant Abilities: Agile 15, Large 9 W 3, Row Fast 6 W , Sail Fast 18 W , Seaworthy 10 W .

Weapons and Armor: Battering ram +8.



Ship Format

Ships can serve merely as a conveyance for the heroes and their plunder, but like heroes, they can also take part in contests. Depending on the nature of the contest and the desires of the heroes, the ship might simply provide an augment, or it might be the active party, with the heroes augmenting it.

Ships as Narrator Character Leaders

When your hero becomes captain of a ship, you may think he is the center of attention. While he often will be, sometimes he will not: the ship and its crew can be more important than even the captain. In some contests, the ship will be the predominant actor, and the captain and fellow heroes its de-facto followers.

Men of the Sea uses a format for ships similar to that used for narrator character leaders (see *HeroQuest*, page 233). The *Courage of Belintar* illustrates this format, as do the *Coastfinder* (page 71) and the *Shearwater* (page 73) in the hero bands.

The Ship

At the center of each diagram is the ship. This section contains a cameo of the ship, its name, a brief synopsis of what kind of ship it is, any unusual features, and its most important abilities.

Contest Synopsis

The contest synopsis box contains a synopsis for common contests, treating the ship and its crew as a single entity. The target numbers are based upon the most appropriate ability rating of the ship, its captain, or a crewmember. For example, the ship's "Travel" rating is based on its main seagoing ability, with any appropriate augments (including the crew's appropriate *Mass Effort* ability); its *Seaworthy* rating is typically augmented by its *Large* and the skills of its helmsman.

The Officers

The ship's officers are presented as followers. Each has keywords, significant abilities, and special items or equipment. For merchant ships, key crewmen fill the roles of Dormal's Ship, shown by the Magasta rune (☿) for the captain, a Dormal rune (♄) for the opener, and a Diros rune (♅) for the boatmaster. Aboard military vessels, a Wachaza rune (♁) joins these for the marine commander. Occasionally, other roles are found on ships, such as the chaplain on Western ships (usually shown by a church's rune).

The Guardian

Most ships have a guardian, indicated by the Water rune (♁). Ships' guardians often "reside" in the figurehead, keel, mast, or steering board of the ship. The guardian is similar in nature and function to the guardian of a hero band, and is often an emanation. (For an example of a ship functioning as a hero band, see "The Sea Skippers" in *Masters of Luck and Death*, page 16.)

The Courage of Belintar

The *Courage of Belintar* is one of the war galleys of Kethaela. Although many Kethaelan ships have sails, like the other Pharaonic Galleys of the Holy Country fleet this one does not. The ship was once part of the Pharaoh's own squadron, an honor Captain Oddon and the rest of the crew are fiercely proud of. It is for this reason (beyond mere tradition) that the captain has resisted suggestions to add a mast and sail.

The *Courage of Belintar* is stationed in Seapolis, whence it regularly patrols the waters of Choralinthor Bay and the seaward coast of the Rightarm Islands. Captain Oddon Danglansson and many of the current crewmembers served aboard

Typical Crewmember

Most ship diagrams include statistics for a typical crewmember, generally a sailor but sometimes both sailors and marines.

The Crew

Maritime nations organize their ships differently, but most distinguish between officers, who command the ship, and crewmembers, who carry out their orders. Although all are sailors (or claim to be), many are specialized. The officers and crew work as a team to see that the ship, crew, cargo, and passengers (if any) arrive at their destination safely and on time.

Officers are generally assigned to special tasks. Getting the vessel to its destination is the job of the navigator (who is often also the opener). The opener works in conjunction with the boatmaster, who directs the crew in setting the sails to make the most of the wind's power and commands any rowers, setting the pace of the vessel and the rhythm for the oarsmen. Smaller vessels may combine these officer positions. Larger vessels, on the other hand, may have additional officers to help supervise the crew and ensure they carry out the captain's orders. The shipwright supervises the caulking of the hull, mending of the sails, and fashioning of new oars. The prowman, or sounder, is often the second in command to the captain, and frequently commands detachments sent ashore.

Sailors work in watches. When a ship is at sea, one watch is always on duty while the others rest. The senior crewmember on deck is the watch commander, who is responsible for ensuring that the crewmembers carry out their tasks. Oarsmen are usually not sailors, often being slaves or warriors with no *Seamanship* ability. Warriors specially trained in shipboard actions, particularly boarding actions, are marines, and usually do not row except at great need.

The crew eats aboard or on the beach, and the ship's cook prepares the food and manages the rations. A mere cook may seem unimportant, but the crew's morale often rests in their hands—the difference between the crew eating a hot meal or having only cold meat or fish and dry biscuits can be a big one.

The Crew in Contests

At times, your hero may find himself engaged in a contest with another ship's crew, whether as the captain of the ship or one crewmember among many. Although it is possible to use the "Multiple Opponent" rules from *HeroQuest* (see page 79), such rules become unwieldy when dealing with large numbers of opponents, and it is often more appropriate to use the "Dealing with Hordes" (page 186) or "Mass Effort" rules (page 183) from *HeroQuest*. (The multiple opponent rules might still apply when multiple ships are engaged in a naval battle.)

when the Pharaoh was still alive, and the remaining few are relatives of former crewmembers. The ship was on a voyage to Melib Island at the time of the Tournament of the Masters of Luck and Death in 1616 S.T., and so missed both the disappearance of the Pharaoh and the near-destruction of the Holy Country fleet by Wolf Pirates soon after. On its return, the crew of the *Courage* found that their ship was one of the few surviving galleys. Because of this, Captain Oddon gained more responsibility and power in the remnants of the fleet, and now reports directly to the High Admiral. Since then, the ship has had an extra bank of oars fitted astern (making it one of the fastest ships in the fleet) and has expanded its crew quarters.

Oddon Danglansson

Keywords: Devotee of Solaskos 10W (Boating 5W2, Overcome Sea, River Friend 12W2), Rightarm Islands Sailor 15W, Worship Dormal 18W.

Significant Abilities: Command Crew 8W2, Construct and Understand Charts 19, Endure Weather 8W2, Know Choralinthor Bay 10W3, Know Solkathi Sea 15W2, Navigate 10W, Predict Weather 19, Sail Galley 17W2, Seamanship 5W2, Swim 17, Sword Fighting 12W, Voice of Authority 6W3.

Equipment: Sword +3, aluminum and leather armor +4, magical amber disc (Far Sight 5W), Doom Compass (see page 48).

Varshat Karsson

Keywords: Follower of Shadagar the Blue Water-Eagle 13W (Far Fighting spirits, Fire Fighting spirits 2W, Home Fighting spirits), Rightarm Islands Marine 15W.

Significant Abilities: Command Marines 15W, Knowledgeable Tactician 12W2, Leadership 8W2, Swing from Rigging 19, Swim 17, Sword Fighting 15W2, Voice of Authority 8W2, Whale Riding 5W.

Equipment: Sword +3, aluminum and hardened leather armor and shield +5, magical shell necklace (Call on Ludoch 5W).

Courage of Belintar

Crew: 50 sailors/rowers, 10 officers, 25 marines.

Significant Abilities: Agile 15, Large 1W3, Row Fast 6W, Seaworthy 12W.

Weapons and Armor: Battering ram +12, extra oars +4, ironwood-clad hull +6, strengthened deck +4.

Contest Synopsis

Navigate (Hanstrol): 18W3 (78 AP)

Open Seas (Kalli): 2W3 (62 AP)

Ship to Ship (Large): 7W4 (199 AP)

Shiphandling (Oddon): 11W3 (155 AP)

Travel (Oddon): 14W4 (173 AP)

Typical Marine

Keywords: Follower of Shadagar the Blue Water Eagle 17 (Fire Fighting spirits, Far Fighting spirits, Home Fighting spirits), Rightarm Islands Marine 3W.

Significant Abilities: Disciplined 1W, Sword Fighting 10W.

Equipment: Bronze and leather armor and shield +4, sword +3.

Kalli Karnandarsson

Keywords: Common Magic 10W (Songs of Marsh and Placid Water), Rightarm Islands Sailor 10W.

Significant Abilities: Agile 19, Boating 12W2, Endure Weather 13W, Know Choralinthor Bay 19, Know Rightarm Islands Coastline 19W3, Know Rightarm Islands Waters 6W2, Know Solkathi Sea 17, Navigate 19, Opening ritual 10W2, Seamanship 18W, Swim 9W2, Talk to Ludoch 5W.

Equipment: Leather and woven rush armor +2, Feather Cloak (Talk to Seabirds 5W).

Hanstrol Barvosson

Keywords: Initiate of Solaskos 15W (Boating, Overcome Sea, River Friend), Rightarm Islands Sailor 5W.

Significant Abilities: Knife Fighting 5W, Know Choralinthor Bay 8W2, Know Solkathi Sea 11W2, Navigate 6W3, Seamanship 15W2, Ship Management 5W3, Swim 17.

Equipment: Leather armor +1, Heron Beak Knife +5.

Typical Sailor

Keywords: Common Magic 17 (Songs of Marsh and Placid Water), Rightarm Islands Sailor 3W.

Significant Abilities: Brawling 5W, Crew Galley 10W, Disciplined 3W.

Equipment: Leather armor +1, cudgel or knife +1.

Watchful Yunorli (Guardian)

Yunorli was the first captain of the *Courage*, and loyally served the Pharaoh within the waters of the Mirrorsea during the Closing. He was slain by the Fanged Jagger, a darkness demon, but was rescued from the Terrible Hell by the Pharaoh. Belintar placed him into the sternpost of his ship, so he could protect her forever.

Method: Manifestation.

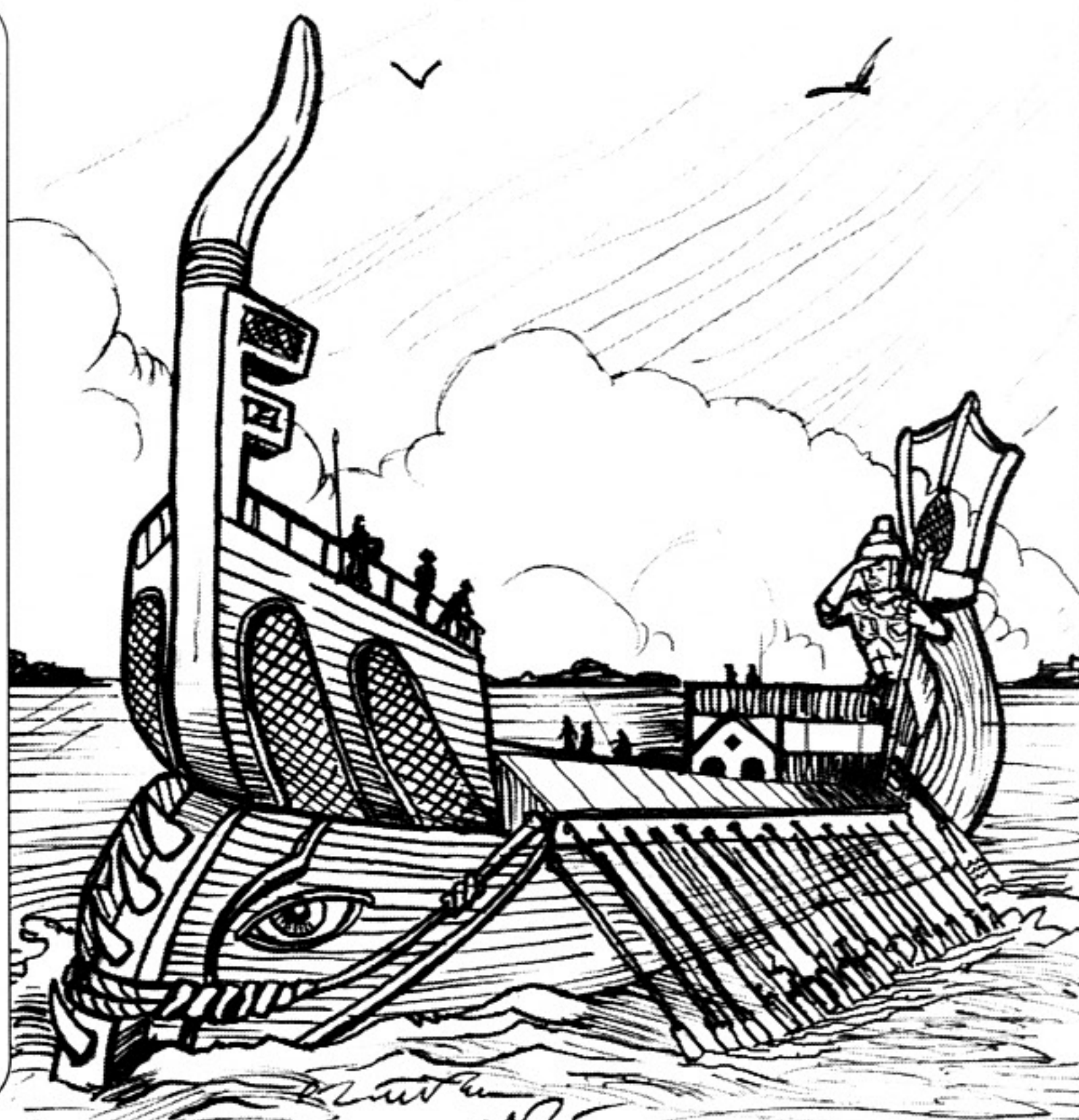
Form: Yunorli inhabits an elaborately carved, very life-like figurehead. Unusually, this figurehead is not on the bow, but is part of the sternpost that curves over the deck from the rear of the ship. Yunorli has a second set of eyes carved and painted onto the bow of the *Courage*, and it is through these that he sees the currents.

Communication: Yunorli speaks directly to the captain of the ship (only) through the figurehead's mouth. The voice is entirely clear to the crew and anyone else aboard, which can be very disconcerting to those not expecting it.

Guardian Requirements: Never show disrespect to, or speak badly of, the Pharaoh. Never allow a troll aboard the ship. Never worship any Darkness demon or entity.

Functions:

- ☞ Awareness—See Currents 12W.
- ⚡ Blessing—Easy Row 15W.
- ☑ Defense—Choralinthor Bay Safety 8W.
- ☞ Dormal—Open Seas 13.



Ship Crews as Hordes

Depending on the contest, any of the three horde methods might be used. In ship-to-ship combat, treating each ship as a single horde often works best, each with its own leader (either the ship or a specialist). When performing boarding actions, however, it is usually more exciting to allow each crewmember his own roll, at least when dealing with those attacking the player heroes.

Mass Effort

When using the mass effort rules for ships, keep in mind that the general training and discipline of the crewmembers has an effect on the bonus they provide, but so does the situation. A well-trained crew that has worked together for several seasons and is in a desperate contest to save the entire ship will certainly use the total support bonus column, even if the individual sailors' Crew [Ship] rating is fairly low. On the other hand, a crew that has not worked together well or for long, or who have low morale, might only provide $\frac{1}{2}$ or $\frac{1}{10}$ this bonus, and a crew close to mutiny might provide no bonus at all.

Spirits Aboard

It is said that sailors are a superstitious lot...and they have reason to be so. Alongside its human crew, a ship can be home to a wide variety of small magical beings.

Some are "stowaways," brought in with replacement parts or cargo. The spirit of a felled tree may cling to the timber, or a stray essence may twist itself into the fibers of a rope. Many of these entities remain dormant until challenged somehow, so that a perfectly good replacement part just will not fit. Once challenged, the entity may "awaken" enough to become more active, perhaps even taking corporeal form and walking the ship as a ghost or sea-kobold.

Prudent sailors tread carefully and deal fairly with these minor beings crowding the ship, for their minor magic can be more than a nuisance when the ship is out to sea. Some of the entities, however, are always hostile—just as all ships have rats, many have spiritual vermin as well. The bilge of a ship is a place of darkness and decay, and it is there that the unwanted and unpleasant things usually gather. They may manifest as rats or weevils; maggots in food; parasites in the water; or other sources of decay, disease, and death.

Not all of a ship's otherworldly denizens live on the ship itself. The *kelvae* is a minor sea being that may attach itself to a ship, manifesting as a wave under the ship's keel. Some sailors regard their *kelvae* as friendly, others blame it for calling up the Closing or hindering travel. If treated properly, it will never harm a ship. Some wizards even strengthen it to help it ward off hostile waves.

A ship's kobold may be a help (acting much like a sidekick to the guardian) or a hindrance (functioning like a gremlin, see *HeroQuest* page 213). A ship will have only one kobold, as they are very territorial. It is "first mate" among the other magical entities crowding a ship, and will brook no entity that does not cater to its commands. It may appear as a small animal (such as a cat or monkey) or as a tiny "man," often garishly clothed in the style of the ship's original builders. Most often, it is never seen except out of the corner of a sailor's eye. Kobolds thrive on casual offerings. Many love a certain type of music or dance even more than food or alcohol. They tend to be mischievous if ignored or challenged, however, and even the friendliest kobold will turn hostile if anyone tries to harm or capture it, or if it is not paid its due respect.



Sailing in Glorantha

Travel by ship is of two types: "brownwater" (coastal) sailing, named after the color of the shallow waters, and "bluewater" (open-water) sailing. Brownwater sailing—traveling up river estuaries or negotiating the shoaling waters of inlets and bays—is surprisingly difficult and treacherous, even across short distances. Bluewater sailing has the same problems, but increased by both the additional distance and the effects of the Closing. Captains may often have to wait for the best available weather, and even then must hope to be skilled and fortunate enough to miss the worst of the storms and swells of the open seas. Ships normally put ashore, or at least weigh anchor near the shore, each night if their route allows. An average day's sail can cover 60 miles, although the range can be anything from 15 to 100 miles. A ship blown by a sea storm can travel much farther, almost certainly far from its intended course. Such an experience can mean an irritating diversion, an unexpected discovery, or a completely new adventure.

Sailors must understand and be able to predict, at least to some extent, the changing weather patterns of the wind and waves if they are to undertake successful voyages and survive the open seas. They must know and understand the movements of the Doldrums and the Clearburst, for this tells them the best routes to sail and what ships are fastest at particular times of the year. The ship's opener must understand the complicated tidal cycle, for this has a great influence on the Closing.

Wind is one of the trickiest elements for new sailors to become attuned to, because it can only be observed indirectly. Survival at sea depends on having a heightened sense of where wind is and being aware of its shifts. It is vital to notice approaching cloud formations and seasonal winds. Men of the sea must see the wind on the water in the form of lines or dark, choppy water advancing toward the boat. They must know that currents can distort the appearance of the wind on the water. Any time the current flows against the wind, choppy waters result; when the current flows with the wind, the waters are smoother.

Sailing ships are at the mercy of the winds, which can greatly speed a voyage or make even the shortest trip slow. Wind speed and direction are always shifting, and require continual monitoring. Sometimes a vessel will experience favorable wind shifts, or lifts, which allow it to point higher into the wind. Other times the vessel will experience headers, which force it to sail lower than the desired course. To sail freely, a ship must be designed and rigged so that it can move across or into the wind as well as with it. A ship with no such means of control will travel straight downwind.

Sailors must know that the wind at sea level is not always related to the clouds above them. Do the bottom layers of clouds move faster than the top layers? Are the clouds and the wind moving in the same direction? Is there a clearing trend, or are the clouds billowing up into intimidating thunderheads? Is the wind sucking them toward a building storm?

A ship must have a centerboard to keep it from sliding sideways when moving across the wind. Some ships' centerboards or leeboards can be raised or lowered, allowing them to sail in shallower water. For larger ships, the keel does the job.

Sailors must learn that the pressure of the wind in the sails causes a ship to sideslip a little as it goes forward, as it "makes leeway." They must know that any combination of centerboard and sail positions results in a forward slipping, or "drift." The boat will not travel in the exact direction in which it is pointing. The sea also influences drift; the stronger the waves and the stronger the current, the more drift the boat will experience.

Propulsion

The ability of the sails to propel a ship depends on the strength of the mast. If the mast is not strong, then adjustments cannot be made. The sail is raised and lowered according to the wind. When the wind is light, the sail is fully extended. When the wind becomes gusty and strong, the sail is lowered. In severe wind and storm, the sails are lowered completely, for fear that the ship might be blown over. Small sailing ships can easily capsize if mishandled. Experienced sailors know where to place their weight, how to relieve dangerous pressure on the sails if a ship tips too far, and how to "spill wind," allowing the sails to flap, thus quickly reducing speed.

There are two basic sailing maneuvers: sailing with the wind and wind and sailing into the wind. Sailing with the wind is of course easiest (although it is not automatically fastest). No ship can sail directly into the wind; the sail flaps and becomes useless. Nevertheless, a ship can sail upwind by tacking, setting the sail so that the wind pushes it at least somewhat in the right direction. By following a zigzag course, a ship can make headway against the wind. Different ship types and sail configurations do better in different sailing conditions, so that a cog can outrun a galley, if the wind is right.

Just how far a ship can tack into the wind depends on the sail type. Most ships can sail at a right angle to the wind. For ships with a single square sail (such as the Kralori dhow) or a loose triangular sail (such as a xebec), this is as far as they can tack. To head upwind at all, the sailors must be able to pull the

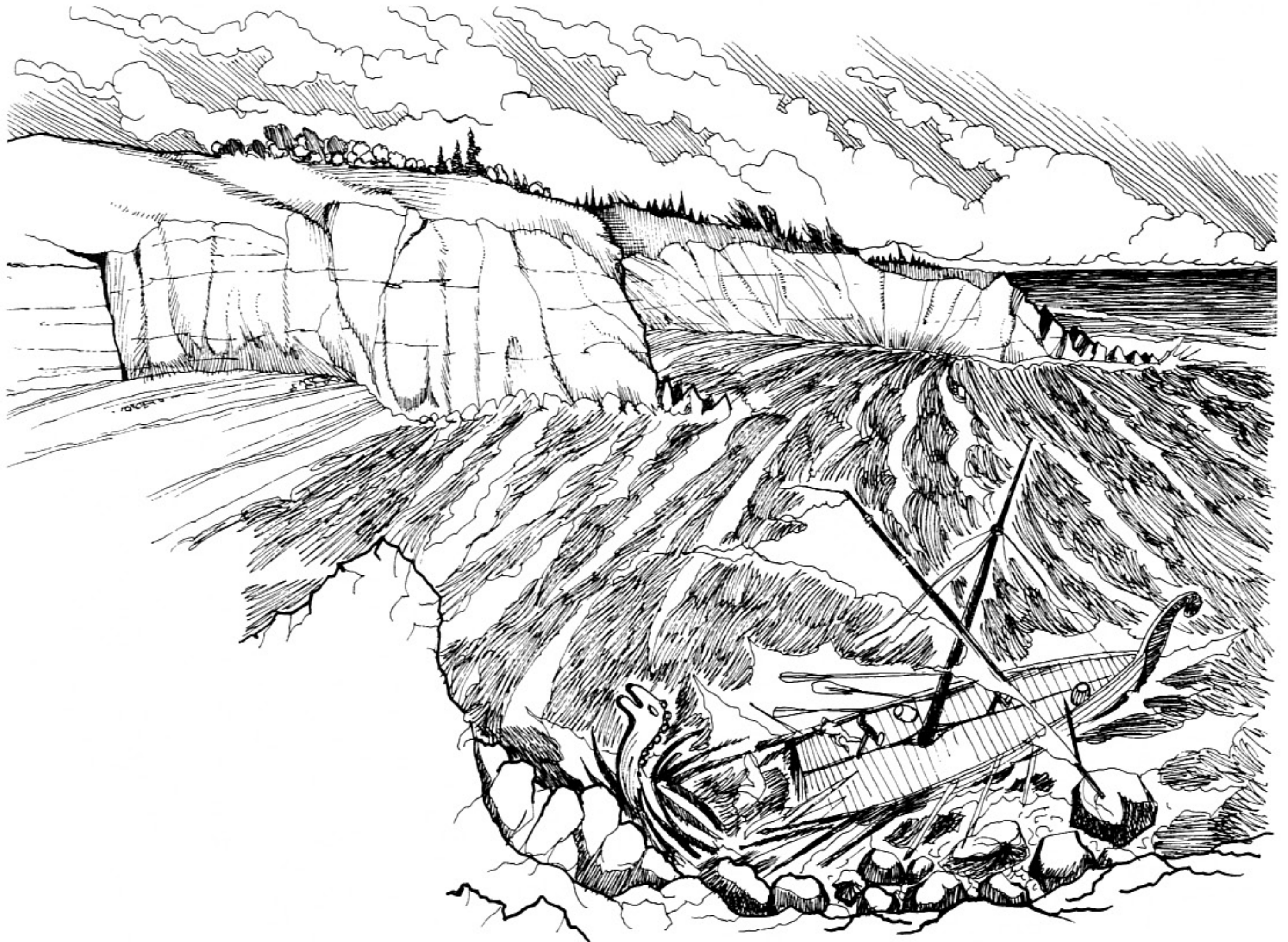
sail(s) taut and clew it around so that it lies almost parallel to the keel (which generally must be deep, to keep the ship from sliding sideways). Ships with multiple sails can usually tack at least 45° into the wind, sometimes as much as 60° (depending on the sail configuration and the skill of the steersman).

Rowing

Rowing is the other major way of propelling a vessel. It is often used in conjunction with sails. Rowing is a difficult skill, as hard as setting sails. Rowers must learn the techniques of the catch, the body pull, and the blade extraction if they are to maintain any sort of rhythm over distance. Often rowers sing rowing songs, or row to the beat of a drum, in order to achieve this rhythm. On some boats, two oars are used for rowing from the stern. On others, two short oars bound on both sides of the stern serve in place of a rudder, while propulsion is handled by a center oar. To increase speed, some ships have more than one bank of oarsmen. Military ships, such as the triremes of Esrolia, particularly value this extra speed, whether for closing, pursuit, or additional force in a ram.

Exotic Methods of Propulsion

Besides sails and oars, ships in Glorantha display other, unusual methods of propulsion. Some Miirdekite sailors know the secret Wind Jamming rites of Tumea Kepronga, by which they weave special sails that attract the winds. Captains of some Afadjanni trading ships, notably those of Tavu eb Teba, take on "Wind Whirlers" who dance the wind into the sails. In Kralorela, the



Huang Shun, an obscure sect of magicians, play music and sing songs that can either raise or quell the currents. The Debalan wizards of Seshnela can trap undines into compartments under a vessel to propel it. Vithelan sailors sacrifice to Desu to speed their ships along. Esrolian sailors who have traded in Lur Nop say that the Dragon Empire has boats that rush as fast as wasps across the waves. The shipwrights of Hegua use a magical wood that is hated by the sea; ships built from it skim across the waves, for the waters constantly try to push the offending material away.

Those who survive attack by the terrifying Ratuki tell tales of sharks harnessed to pull their great Requiem Galleys, or worse, whisper of magical boats that move below the surface. These are not the only ships to use the creatures of the oceans in this way. The Sofali use great sea turtles to pull their saucer-like coracles. Many sailors swear that they have seen mermen using hippocampi, giant sea horses, or sea serpents to pull watery chariots through the waves.

Even more exotic ships use magic to sail beyond the mortal seas. Legends tell of the fleet of Sky Ships that sailed down from the Flying Land to help devastate the Empire of the Wyrms Friends. The East Islanders claim that a race of demigods sails the Immortal River through boiling seas and Chaos-infested waters. The Lunar Empire's Icebreakers are reputed to sail on the Great Glacier as if it were water, and most of Genertela has been visited by their moon boats, whose crewmen worship Vargar the Sky-Mariner and sail great reed ships on moonbeams. Some troll shamans use magic boats to travel into the Underworld. Finally, all sailors have seen the Great Boat take to the Sky again, sailed by Dormal on the Celestial River.

Navigation

Navigation is one of the most difficult tasks for any ship—no matter how large a ship is, it cannot carry supplies for an almost endless journey on the waves. Many ships remain in sight of the coastlines with which they are familiar, using headlands, fire beacons, rock formations, lighthouses—such as the Lighthouse

in Caladraland, part of an ancient volcano—or other features as visual clues to position. These reference points are, in some cultures, recorded on scrolls as visual charts called rutters. Such a chart can be as simple as a basic map or profile of the coastline, but many include more detail, including habitations, currents, water depth, and hazards (both real and imagined).

While navigation within sight of the coastline is relatively easy, it becomes more difficult once land is out of sight. In each season, however, certain stars provide guidance to those who know their patterns, for they appear in fixed directions. The Evening Star is visible at dusk and sets sometime before midnight, and always guides a ship due west; the Morning Star rises sometime after midnight but before dawn, and is always due east. Both of these jumpers (as Gloranthans call them) are visible longest in summer. Neither is visible for long in winter, so in that season sailors rely on Kalikos the North Star, which is high in the northwestern sky at that time of year. The Pole Star of Glorantha, however, is useless for navigation.

Navigators also use the Sun, the bearing of the winds, the movement of clouds, and the currents to assure that their ship is on the desired course. Some East Islanders claim that by tasting the saltiness of the sea, they can tell how far from land their ships are, and in which direction fresh water (and hence, land) lies. Some Vadeli place a Sedrali "Sniffer" on the prow, who actually smells the winds to navigate the ship. The Miirdekites of Olynn have navigators known as "Starers" who place their heads underwater to see the currents, while the folk of Anastanajobbi navigate by draping their fingers or toes in the waters and detecting changes in current strengths and temperatures.

A few sailors use the zephyr flower (which leans toward the wind) to navigate, while others watch for changes in the size and direction of waves. Other magical or exotic methods include the use of the snoutfish (see boxed text, below), the tin Doom Compass that always points away from Magasta's Pool, "Land-hating Spirits" that always point away from the closest land, and spells that give location or distance to the nearest port.

East Isles Navigation

As is natural for sailing people, many East Islanders are excellent navigators, and the methods of navigation are as diverse as the islands themselves. The mystic worldview of the east shows in unexpected ways. For example, many sailors regard themselves and their ship as stationary when traveling, with the rest of the world moving past them.

One common type of chart is made by weaving together straws of different color to indicate winds and currents, then fastening seashells on the "grid" to indicate islands. On such a map, the bearings and directions are usually more important than scale and distances.

Haragan sailors rely on mental images to navigate. A local fish called the puzzle snoutfish is one of the most common. The angular body of the snoutfish serves as a template: the head and tail fin represent east and west, and the dorsal and ventral fins represent north and south. Any location can be visualized using the snoutfish as a map, since the four cardinal directions are represented by specific islands (or other reference points). Thus, if the head represents the starting point, the tail represents an island (or perhaps just the Dusk Star or setting Sun) to the west, and a sunken dragonship to the south could be the ventral fin. The navigator then keeps the ship heading towards the destination; if the destination is not at one of the cardinal points, he adjusts the direction,

e.g. "two hands east of the dorsal fin." Haragalans also use the snoutfish image for navigating favorite fishing grounds, killer point breaks, rip tides, and diving reefs. For long voyages over great distances, snoutfish can be put end-to-end.

The East Isles have remarkably regular winds, thanks to the influence of the god Veldru. While within the East Isles, the direction of the wind can help determine directions. The sea currents also mostly stay in place and flow regularly. However, the deities of the sea are generally seen to be anti-gods, so no East Isles sailor would use the currents alone to find his directions.

"Aimers" are living seamarks believed to be associated with particular islands or courses. They comprise such things as a tan shark making lazy movements, a ray with a red spot behind the eyes, a lone noisy bird, a swimming swordfish, and so on. Each of these has its own individual name and is located within a particular "drag" on a course from an associated island. One does not sail to find them; rather, one encounters them only when lost, and not always then. For example, on the long course from Haragala to Teleos, there is said to be a row of whales, each situated a day's sail directly south of an island. These "aimers" serve as a last recourse for those who miss landfall or lose bearings. Sailors include these "aimers" when describing courses and locations at sea.



Using Ships in Contests

Contests involving ships are no different than any other. However, heroes do have more options aboard a ship, for in addition to using their own abilities and those of their followers, they can use the ship's abilities as well. (To use the abilities of a ship, the narrator might require that a hero roll against a relationship with the ship—*Crewmember of the Shearwater*, *Captain of the Lonely Maiden*—or against the default of 6 if they have none.)

If a player hero is in control of a ship or is in a position to influence the outcome of a contest, he should always be the actor, even if the heroes are augmenting the ship (such as in a ship to ship combat). Also, keep in mind that what may seem to be the obvious contest might not be what is important to the heroes or players. A ship may be *Large* or have a ram, but a contest in ship-to-ship combat could just as easily use a player hero's *Naval Tactics* or *Command Crew*, if that is what better serves the story. Similarly, if a ship is in danger of running aground and a player hero is at the helm, it should be his *Sail Kyranae* or similar ability used in the contest (although a ship's *Agile* ability or *Sluggish* flaw would certainly modify his ability rating).

The results of a contest should also be framed by how they will affect the heroes. Now, applying contest results (especially penalties) to the ship may very well best serve the story, but not always. A defeat against the Closing can cause damage to the ship or even destroy it, but it can just as easily affect only the morale of the crewmembers or even directly hurt the reputation of the heroes and their relationship to the crew, if their personal actions are seen as the reason for the defeat in the first place.

Travel

In many cases, the narrator will simply tell the players that their heroes arrive at their destination, without worrying about how long it took. When it is important to make speed, a contest may be needed, with the level of victory or defeat determining how the ship arrives: safely or damaged, on time or late. The resistance in such a contest varies, depending on the ship's route, the weather, and the efforts taken to avoid conflict along the way. The ship's speed and seaworthiness, and the skill of the captain and crew, are key elements of the ship's target number. Many runs can be resolved by a simple contest, but epic journeys merit an extended contest, with scope for adventure during and between each stage. Trying to catch up with, or outrun, another vessel always requires a contest, with the exact results depending on whether the heroes' ship is the pursued or pursuer.

Contest: Pursuit at Sea

Appropriate Abilities:

Crew/Hero—Crew [Ship], Sail [Ship] (–5), Know [Coast or Sea] (–10).

Ship—Sail Fast, Row Fast (–5).

Typical Modifiers and Augments: Captain knows the other ship type (+5); good sails or other special equipment, *Row Fast* or *Sail Fast* gives a bonus, *Large* and *Slow* give penalties.

Resistance: The final target number of the fleeing ship.

Combat

The oceans are dangerous. Most vessels braving the Closing are still "civilian" ships, and often shy away from any vessel that might conceivably be mistaken for a pirate or enemy ship. However, sometimes trouble cannot be avoided or outrun, whether it comes from rival ships or creatures of the deep. And, of course,

the player heroes may very well be the aggressors in a naval engagement, whether for plunder or national pride.

Boarding

Boarding against resistance is only feasible for vessels with large contingents of marines or other fighters. Warships often try to avoid damaging their enemy/prey, and so the battle is decided by boarding the ship.

Ramming

The principal naval weapon is the ram, mounted above or below the waterline on a heavily reinforced bow. Ships fitted with rams are often fast, oar-powered vessels that race in quickly and ram into the side or rear of an enemy ship—puncturing the hull—and then pull back, leaving the target to sink rapidly, with heavy loss of life. Some rams are used to damage or destroy oar banks.

Small, fast ships have an advantage in maneuverability, but large ships are stronger and more powerful. The ability of oar-powered ships to turn quickly makes it difficult to catch them at a disadvantage unless more than one ship can attack a foe simultaneously. If a larger ship can turn its ram head-on against a smaller ship, the result is usually sheered oars, followed by grappling and (probably) successful boarding by the larger ship. When attempting to ram an enemy vessel, a ship's *Agile*, *Large*, or *Seaworthy* might be used; the ship does not have to have an actual ram, but having one will increase the chances of victory. As always, it is important for the narrator to consider the circumstances of each conflict: a ram-armed galley caught broadside, for example, is unlikely to be able to use its own ram in defense, while an especially large vessel may be sturdy, but is also likely to be unwieldy. Furthermore, a ship without a ram that plows into another ship is more likely to lose the contest, and so to suffer damage itself.

Shipboard Artillery Engines

Many non-merchant ships carry catapults, harpago, huge nets, or other missile-firing engines on ships, crewed by specialists using *Operate [Naval Artillery Weapon]*. These weapons can disrupt rowing banks, damage a hull, ward off or injure sea monsters, and (of course) target crewmembers on the enemy ship. Other ships use grappling hooks and lines or a corvus to bridge the gap between ships.

Trade and Reputation

Ships are often mercantile ventures. When its holds are filled, a vessel's *Cargo Hold* rating can augment a hero's *Wealth*, or play a role in other contests where access to a wide range of goods is helpful, such as finding exotic trinkets to bribe the portmaster or even helping the captain out-boast his rivals in the harbor-side tavern. Indeed, given that the "economics" of *HeroQuest* are as much about reputation and credit as actual possessions, the other abilities of a ship and crew can be just as useful.

△ Gervaise the Quinpolic trader-missionary deals fairly with all he meets. However, the fact that his ship (the *Saint Agathe*) has *Fine Lines* 20 and *Happy Crew* 8W never hurts his reputation. It not only stands him in good stead when recruiting new sailors, but also means that every banker around the Mirrorsea is happy to lend him money against the surety of his vessel.

Magic and Other Special Contests

Some ships possess magical abilities. Most ships gain magic from their guardians, but additional, unique abilities may come from magical construction materials or the particularly skilled or powerful shipwright that built the ship. Examples include decks of essence wood that enhance wizardry, sails that attract wind daimones, or hulls that repel sea creatures.

Contest Consequences

Ships, like characters, suffer damage from time to time. This might represent physical damage from adverse weather, sailing hazards, or combat; a crew shortage due to death, sickness, or desertion; empty holds; or simply a lack of crew morale or officers' confidence.

When the ship itself takes damage, many things can go wrong at the same time. Running aground not only damages the hull, but the masts may break under the strain and crewmembers may be swept overboard by the spars and lines. Damage to the sails may becalm a ship, which in turn can cause rations and water stores to run low and crew morale to suffer. However, the primary "damage" from a defeat is generally determined at least in part by the ability or abilities used in the contest.

Repair and Refitting

Damage to ships and their crews is repaired using the "Healing and Recovery" rules from *HeroQuest* (pages 81-82), with appropriate abilities. Thus, a hero with *Shipwright* could "heal" physical damage to a ship, an *Inspiring Speech* might raise crew morale, and lost crewmen can be replaced by recruiting new ones. However, this presumes ideal conditions: for example, physical repairs are assumed to take place in a port, with access to craftsmen, raw materials, and a labor pool. When repairs are carried out at sea or beached on a deserted island, a negative modifier of -10 to -20 (or more) will apply. At speed, any physical repairs to the ship may be impossible.

Running Repairs

Sailing or rowing across unpredictable oceans often leads to damage to vessels. The natural and legendary dangers of the oceans are very harsh—as are the effects of battle and piracy. Ships and their crews always carry spare supplies of sailcloth, rope, oars, and even spare timbers to repair the mast and re-rig. Every captain makes sure he has at least a carpenter and a sailmaker aboard to oversee repairs (even if he has to do it himself).

- Either storm damage or ship-to-ship combat can leave a ship with broken spars, blown-out sails, or splintered masts. Jury-rigged repairs may let the ship limp into port, but extensive damage will usually require the ship's immediate beaching and repair. New steering oars, masts, spars, and rigging can be improvised, while leaks in the hull may need to be plugged with pitch-soaked canvas.
- Ships rapidly accumulate barnacles, weeds, and other detritus on their hulls that greatly reduce their speed. Shipworms are another threat; they eat holes in the wood, secretly weakening the hull. Thus, ships must be regularly dry-docked to scrape clean and repair the hull. This must be done about once a year in the cold waters of the western oceans, every three to four seasons in

southern or eastern oceans, and twice a year for ships operating in the warmest seas. If an actual shipyard is unavailable, the ship will have to be careened (tilted to one side) for the necessary scraping and recaulking of the hull.

- Magic can help with repairs, perhaps allowing caulking and reshaping of the timbers without careening the ship, or reworking storm-torn sails. Skilled crew can help keep a crippled ship afloat with feats, spells, and charms. In extreme cases, a badly damaged ship may be held together with magic long enough to get to port.
- Ships that repair themselves are rare and magical indeed. Such a vessel might be considered a living being in its own right, with thoughts and desires of its own. The Zistorites built several ships that required no crew and sailed themselves, but they have not been seen since the Closing. Some cultures use living beings (or co-opt dead ones—like the Waertagi dragonships) for their craft. Aldryami tree-ships heal themselves, re-growing the sails and hull.
- Some harbors are home to specialized cults (such as the Order of Saint Althens in Noloswal) that hold secrets of shipbuilding and repair. Such places often become popular ports of call.



Sailing Hazards

The oceans are very different from coastal or inland waters. It is majestic and beautiful, a place of mystery and magic leading to distant lands, adventures, and opportunity. With the breeze in their hair and sun on their backs, sailors often feel they are the lords of this realm. But the open sea can just as easily become a place of horror and death, where the true lords of the oceans assert their rightful majesty in raging storms and crashing waves.

Most hazards can be defended against by either one of the ship's ratings (such as using *Agile* to avoid an iceberg), a *Mass Effort* ability (see *HeroQuest*, page 183), or an ability of one of the ship's officers. A general *Shiphhandling* contest is provided below, with the individual hazard entries providing suggested abilities to face the hazard, possible modifiers, a resistance based on the rating of the hazard, and possible ways of assessing damage in the event the ship and its crew are defeated.

Contest: Shiphhandling

Appropriate Ability: Depends on the type of contest. The most common are:

Hero/Crew—Boating, Crew [Ship], Sail [Ship].

Ship—Agile, Row Fast or Sail Fast, Seaworthy.

Typical Modifiers and Augments: Community support or mass effort; other augments can come from the ship's abilities or equipment, the captain or other officers, and the ship's guardian. The ship's *Large* rating and current speed provide penalties to many contests, as can flaws such as *Slow* or *Easily Swamped*.

Resistance: Depends on the hazard.

Contest Consequences: Depends on the hazard.

Running Aground

Running aground is something every crew dreads. The entrances to bays or ports, and passages through narrow channels, can be the most dangerous parts of any voyage. Hidden reefs and shoals, sandbanks, underwater rocks, and uncharted wrecks can all prove hazardous to shipping.

Running aground has two main effects: the hull takes damage and the ship is immobilized. Actual damage depends on the ground. While sand shallows do little damage, running aground on a reef can destroy a ship. To get the ship free again can be a difficult business. The captain will have to wait for the waters to rise on high tide or scull the ship free, either with oars or by towing. Some other hazards, such as the seaweed that chokes parts of the Brown Sea, can have similar effects.

Weather

Weather is one of the most common dangers that ships and sailors can face.

Storms

The Worlath Storm is a vast swirling circle of air that overlies all of Glorantha. The center of the storm is an area of calm called the Doldrums, whose size fluctuates seasonally, starting with the Clearburst of Sacred Time and slowly tightening for the rest of the year. Weak winds surround the Doldrums, and generally do not allow sailing in headwinds or half-winds. Wind strength increases farther from this eye the still eye of the Doldrums. At the outer limits of the great storm are the Heroic Winds, hurricane winds up to two hundred miles per hour in strength. Many sailors say the great storm never ends, and

that even stronger winds scour the immortal lands at the edge of the world.

During Storm Season, when Orlanth is most powerful, the Doldrums are smallest. The goddess of the Doldrums is Brastalos. It does no good to sacrifice to her in the manner of other wind gods, for she rarely answers, but instead plots with Magasta to send sailors to the underworld.

Overloaded vessels, or those in which the cargo has been improperly stowed, can also founder in the foul weather of storms. Even if the heroes' ship is lost, they may be able to survive in a ship's boat or by clinging to wreckage. Subsequently, they could make it to land, or at least wait for a rescue by a passing ship. Alternatively, they may be washed ashore and face dangers there before constructing a means of escape or attracting the attention of a passing vessel.

Shiphhandling Contest: Resist Storm

Appropriate Ability:

Hero/Crew—Boating, Crew [Ship], Sail [Ship].

Ship—Seaworthy, Large (–10).

Typical Modifiers and Augments: Sturdy rigging directly affects the ship.

Resistance: 10W-10W5.

Contest Consequences: Damage to ship (especially masts, sails, and oars), lost crew, lost or waterlogged cargo.

Heroes who might be directly affected by a storm should be allowed a separate contest to determine the outcome.

Contest: Survive a Storm

Appropriate Ability: Breathe Water, Seamanship, Tough, Resist Weather (–3), Swim (–5), Strong (–10), Storm magic (–10).

Typical Modifiers and Augments: Storm's approach sensed with *Predict Weather* or similar ability (+5). If a separate contest is rolled for the ship, its level of victory or defeat provides a modifier to each hero's contest (see "Two-Roll Contests" in *Orlanth is Dead*, page 24, for details).

Resistance: 10W-10W5.

Any Victory, Tie: Your hero tries to shrug off the rasping wind, crashing waves, and stinging spray. He might actually be washed overboard, but eventually emerges unhurt.

Marginal or Minor Defeat: Your hero is washed overboard, soaked, and battered, taking penalties as if hurt.

Major Defeat: Your hero tries to dodge a splintering mast, or in the confusion a tattered sail covers him. He is washed overboard, becoming separated from his companions and taking penalties as if impaired.

Complete Defeat: As a major defeat, but your hero is injured and washes up far from his companions.



Fog

Sailors often say that more ships are lost in fog than in storms, through grounding or collision. Fog, and what sometimes lurks inside it, is a curse in both the Kahar Sea and the Sea of Brithos. In the Kahar Sea, the vicious Vormaino Fog Pirates boldly sail from their shrouded base on the island of Oushikz to prey upon Kralori merchantmen. Attempts at penetrating the Brithos Fog without one of the few Old Trade Pilots invariably result in the loss of the ship and all hands.

Shiphhandling Contest: Navigate in Fog

Appropriate Ability: Know [Coast], Navigate, Sail [Ship] (-5)

Typical Modifiers: Any direction-finding magic or device (such as a zephyr flower, see page 48) can provide a bonus; sacrifices to Iphara, Harantara, or another local fog goddess can provide a bonus or even lift the fog altogether.

Resistance: 10 to 10W4.

Contest Consequences: Fog normally reduces the pilot's ability to navigate and the crewmembers' ability to hear or see dangers. Fog can simply provide a penalty to other contests, but can also be an active danger whose victory forces a ship to drop anchor and wait it out.

Ice

Ice is a danger to any ship. Icebergs are common in the Neleomi Sea during the winter, but can also appear much earlier in the year. In the Western Ocean or Banthe Sea, ships must constantly be on watch to avoid collisions with icebergs. During the winter, many harbors of the more northerly coastline of Loskalm can no longer be reached, and the ice often crushes the few ships that are still moored. As well as the huge icebergs, ships may also encounter smaller chunks of ice, sometimes with hollri aboard them. Ice can also encrust the rigging or freeze the sails of those foolish enough to sail in the frigid northern ocean.

Shiphhandling Contest: Iceberg Collision

Appropriate Ability:

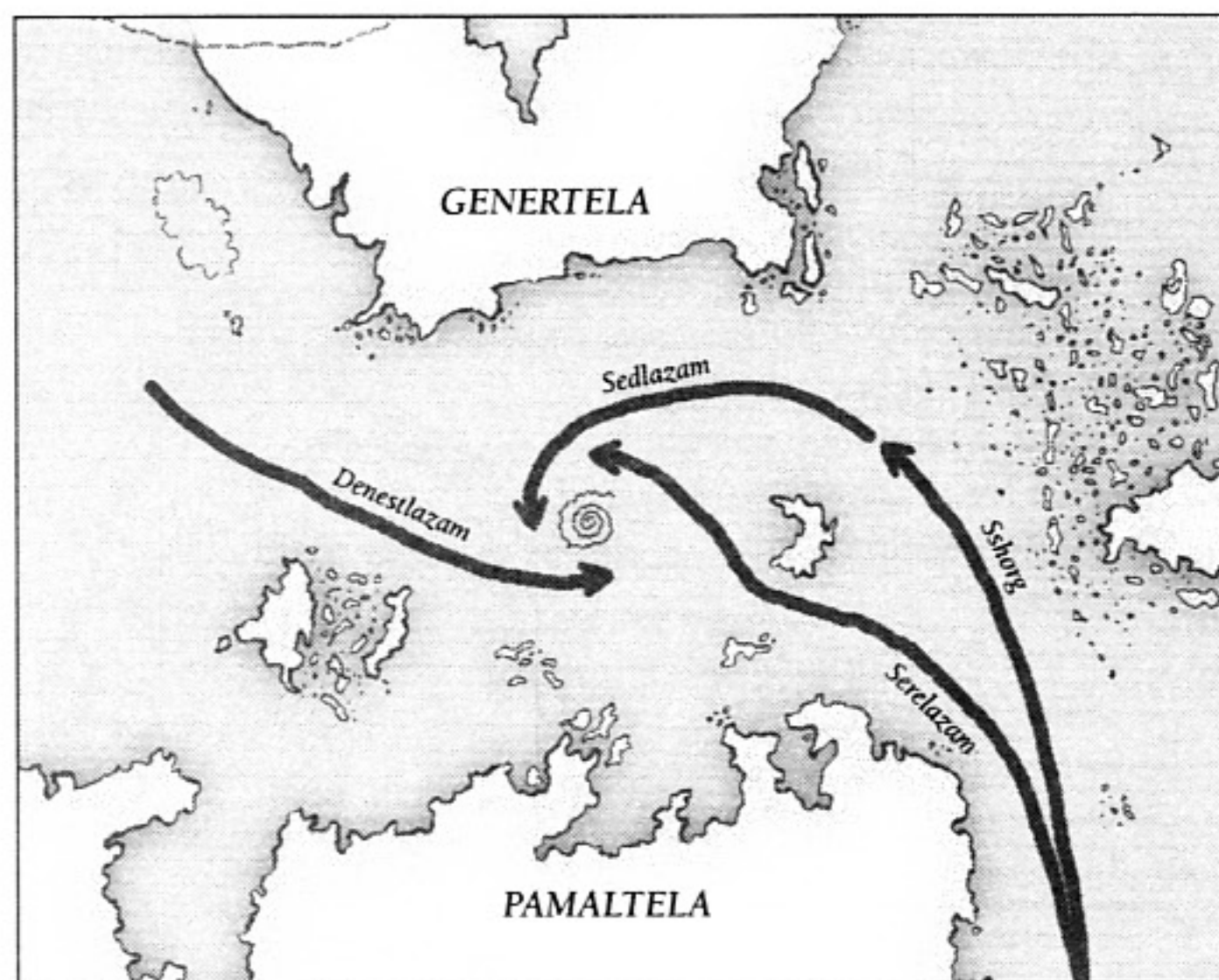
Hero/Crew—Boating, Crew [Ship], Sail [Ship].

Ship—Seaworthy, Agile (-10).

Typical Modifiers: Armored hull (bonus), ship's speed (penalty).

Resistance: 10W3-10W5.

Contest Consequences: Damage to ship, lost crew.



The primary doom currents of Glorantha

Currents

Mundane currents are of a surface, intermediate, or deep nature. They can be "periodic," changing speed or direction cyclically at somewhat regular intervals, or "seasonal," changing in speed or direction due to seasonal winds. They may also be "coastal," flowing roughly parallel to a coast, outside the surf zone; or "longshore," parallel to a shore inside the surf zone, generated by waves striking the beach at an angle. Any current some distance from the shore is called "offshore."

Riptides

These silent currents, also called rip currents, carry piled water away from shore in narrow channels, at speeds even strong, experienced sailors cannot fight. Rip currents exist in areas where the strength of the waves is weakened by objects such as sand bars, or jetties and piers. Rip currents often look like little rivers flowing away from shore. Because a rip current churns up sand as it runs back to sea, it sometimes can be identified by a brown color. The surface of the water also appears bubbly or choppy.

Many estuaries have permanent riptides, where the water's lateral drift is forced to go seaward. Other riptides are usually wind-generated. Flash currents occur when a large mass of water is brought to shore from a sudden wave build-up, usually the result of a distant storm. Long, sandy beaches sometimes have riptides that move up or down depending on shifts in the ocean floor, but whose location is generally "fixed." Other beaches have "traveling" rip currents that move along the beachfront rather than staying in one predictable spot.

Shiphhandling Contest: Currents and Riptides

Appropriate Abilities: Row Fast, Sail [Ship], Sail Fast (-5).

Resistance: 14 to 10W4.

Contest Consequences: Normal currents and riptides normally act as a modifier to the ship's own movement, but usually do not damage the ship. More powerful currents (such as doom currents, see page 53) may have a more active effect on a ship.

Eddies and Rings

Eddies with horizontal diameters varying from 30 to 90 miles have their own pattern of surface currents. A given eddy may have either a warm or a cold core. Currents flow around this core, clockwise for a warm core and counterclockwise for a cold one. The most intense of these features are "rings" formed by the meanders of boundary currents. Maximum speed associated with these features is about 2 knots. The strength of eddies is greatly reduced at distances of 125 to 25 miles from these strong boundary currents, because currents are generally weaker in these regions. Some eddies may be sufficiently strong to reverse the direction of surface currents.

Whirlpools and Waterspouts

According to sailors, waterspouts and whirlpools are the children of Magasta and Brastalos, the places where their bodies mix. They are fairly common, but most are small, relatively short-lived, and generally not dangerous to a ship. However, they are unpredictable, and few heroes can tell when one of these mundane maelstroms will give rise instead to a terrible doom current or dead pool. In some places, extreme and complex tides combine with currents, winds, and magical effects to create numerous, highly variable maelstroms throughout the year. Most terrifying are the *vertepresters*—intelligent waterspouts and whirlpools that often attack ships.

Whirlpools form where tides or rock formations interfere with the path of a current. They also form when two opposing ocean currents meet; the stronger the currents, the larger and more powerful the whirlpool. Whirlpools can also form by the action of wind on the ocean. These latter whirlpools are the most likely to form intelligent, hostile entities.

A few waterspouts form when a tornado moves out over the water. Although these vortices can be large and powerful, they are short-lived, and rarely travel far enough to become a danger to ships. Most waterspouts form over open water, but unlike whirlpools (which can appear already fully formed) develop at the surface of the water and gradually grow, climbing skyward in association with warm water and high humidity.

Shiphhandling Contest: Avoid Whirlpool or Waterspout

Appropriate Ability: Sail Fast, Sail [Ship], Row Fast (-10), Crew [Ship] (-10), Boating (-20).

Typical Modifiers and Augments: Armored hull, sturdy masts.

Resistance: 10W4 to 10W4.

Contest Consequences: Damage to ship, lost crew.

Waterspout only—Waterlogged cargo.

Doom Currents

The doom currents appear in many parts of the Homeward Ocean. A vessel that cannot escape them will be carried inexorably towards Magasta's Pool and down into the land of the dead. These currents, also known as "Killer Currents," move in from Sramak's River, then toward and around Magasta's Pool in a counter-clockwise direction. They usually flow far beneath the surface, but at times, one will rise from the deep and rage, swollen and angry, across the surface of the ocean, like a mountain of water or the back of a giant serpent. Any ship caught by such a flow is drawn swiftly into the Pool, unable to escape unless it is very sturdy, well captained, and lucky.

The two main Killer Currents of the south are the Serelazam and the Sshorg; both flow out of the boiling Togaro. Another terrible current is the so-called Burning Current that surges far into the Togaro Ocean from the Burning Seas.

The Serelazam Current gives rise to three further currents; the Dinisso that moves slowly westward along the coast of Pamaltela, the Maslo, and the Marthino.

The Sshorg Current, called the Blue Dragon or the First Blue Dragon, is the home of Endaralath, manthi [king] of the Togaron Seas, and his Ludoch subjects. The Sshorg gives rise to the three Steaming Currents: the boiling Bezarngay Boil of the Venperhan; the Sedlazam that roars westward a few hundred miles south of Genertela; and the Sedeni Current, the weakest, which flows into the Kahar Sea. The Sedlazam Current splits into two further currents, Rozgali and Solkathi. Rozgali moves slowly westward along the central southern coast of Genertela, and is the parent of Choralinthor and many Genertelan rivers. Solkathi also moves gradually westward, eventually giving way to the Denestlazam Current.

In the north, the Banthe current spawns the Denestlazam, which also flows directly into Magasta's Pool. The Denestlazam Current, often known as the Dark Cold One, surges out of the Hudaro, bringing up from the dark depths freezing water and the fearsome Ice Fish, whose razor-sharp teeth can rip through the timbers of even the strongest hull.

A frightening Gnydron commands several Malasp to do his dire bidding. The Gnydron himself will likely never be seen by the humans he so hates.

Shiphhandling Contest: Resist Doom Current

Appropriate Ability: Sail Fast, Crew [Ship], Sail [Ship] (-10), Boating (-20), Row Fast (-20).

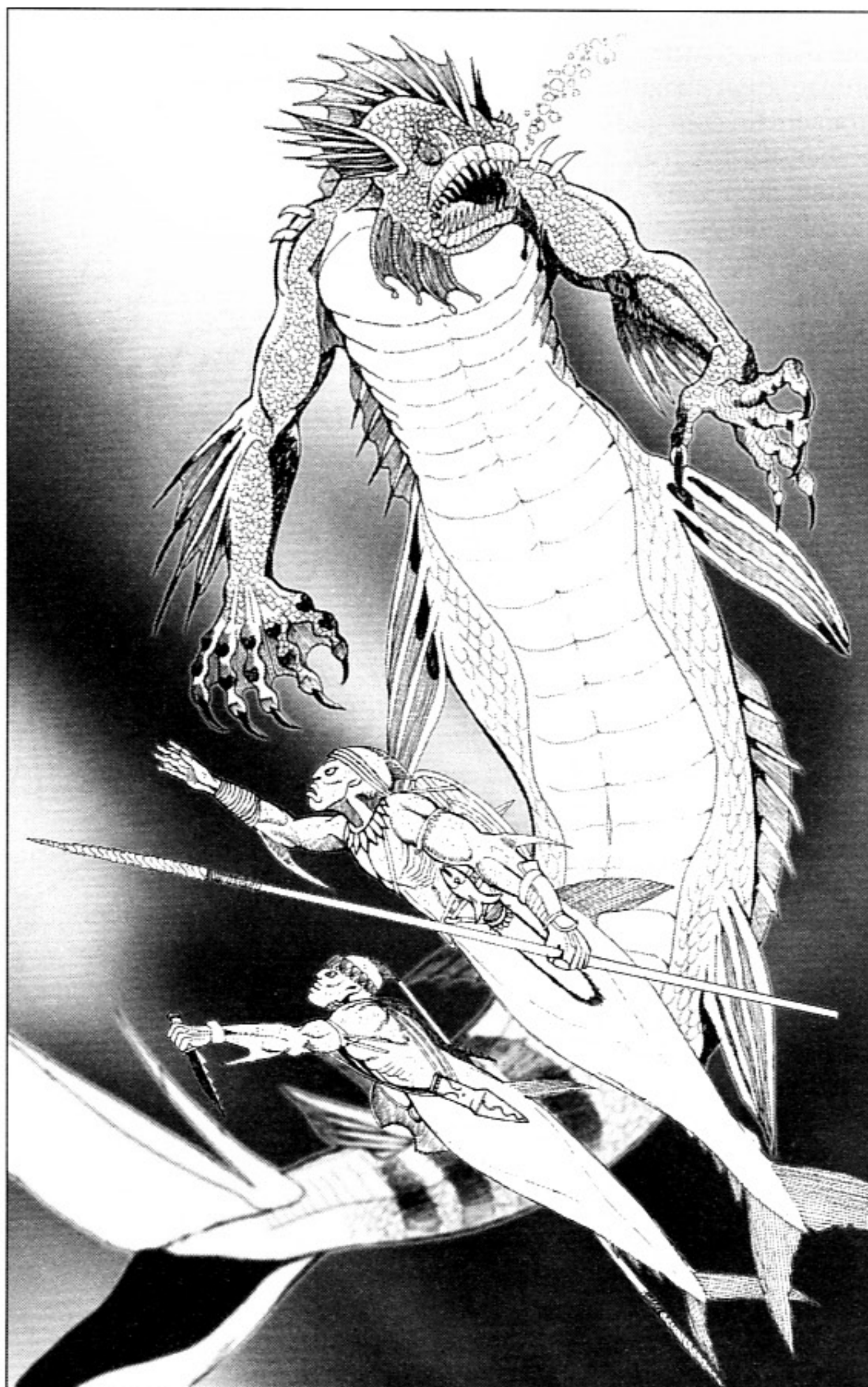
Resistance: 10W4 to 10W10 (depending on specific current and distance from Magasta's Pool).

Contest Consequences: Ship is pulled along by doom current.

Triolina's Children

The Triolini (the "Children of Triolina") are more commonly called mermen. Although they will treat peacefully with humans in some circumstances, they remain a threat to ships in all the seas and even the oceans. Almost all are actually air-breathers.

The Malasp are almost always hostile to surface-dwellers, plotting both subtle deceptions and overt aggression against coastal nations. They mainly live in the Brown and Dashomo seas. The Ysabbau, hideous, greenish-black, scaled, and spiny mermen, range through all the seas, but are most common in the Togaro. They cut anchor ropes and fishing nets, attach barnacles and destructive worms to hulls, and damage keels. Greatest of the fish-like mermen are the gigantic Gnydron, who can summon sea monsters and transform themselves into great beasts. They alone of mermen breathe water rather than air.



The Ouori are pinniped-like merman that live in the cold waters of the Banthe and Neleomi seas. The Ludoch are widespread, living in the Marthino and Maslo seas and the Togaro Ocean, throughout the East Isles, and all along the southern coast of Genertela. While these cetoi merman are generally considered less hostile to sailors than other merman tribes, any who pollute the seas or annoy them will suffer attack.

Ghosts and Ghost Ships

The ocean is haunted by the dead that it has devoured. Some are those slain in great sea battles, like the Battle of Oenriko Rock, where the Vadeli fleet was destroyed in 1594. Other ghosts can appear anywhere, like the Phantom Reaper, an unfortunate who died falling from the crow's nest. He might pay a visit to any vessel during a long, cold, and lonely night, appearing on deck, in a cabin, or even deep in the hold.

There are many ghost ships sailing the seas, the remains of ancient sea battles. All of them show the signs of damage, like broken masts, burned or tattered sails, and damaged oars. Nevertheless, they all move at least as fast as corporeal vessels, and often faster. Strangely, the ships always seem to be calmed and their sails do not move at all, even in the greatest storm. Once a ghost ship comes within sight of another vessel, it will close at a constant speed, even against the wind.

Several well-known ghost ships ply the seas. The *Skrimshander*, a ghostly vessel that periodically appears off the Genertelan coast, is always accompanied by unearthly screeching from circling sea ghouls. The ever-blazing "Glowing Galleon," a fireberg-struck Jrusteli ship, may be seen at night, its sailors desperately fighting the flames. Occasionally, the ghostly image of an ancient high-prowed ship can be seen far out at sea; sailors say this is the *Azure Star*, the sole survivor of the Artmali Infinite Fleet that roams the sea until the time is right to free the enslaved Blues of Fonrit from oppression.

Monsters

Numerous monsters are rumored to lurk in the dark depths of the sea. Many pose a significant threat even to warships and can be deadly to the crews of smaller coastal vessels that venture too far into the open sea. The monsters of the oceans are mostly children of Varchulanga the Mother of Monsters, the source of the deep monsters. She is shapeless, or able to take any shape, and is always moving. Since the Opening, tales have come back of horrifying creatures encountered out on the open oceans. Sailors report sightings of unusual creatures, accompanied and colored by exaggeration and a touch of poetic fancy.

These sea monsters cast fear into the hearts of many sailors. When going out on a voyage, they never know if they will meet up with one of these beasts or not. These denizens of the deeps are myriad. They include sea serpents, like the "Maw" that swims along the surface of the sea, eating the water and leaving a trough in its wake; the ever-hungry gulper eels; and the Underdecker, which burrows into ships' hulls and sinks them.

Many a sailor has nightmares about the terrible trio of Bluegloom Demon Fishes: the fearfish, viperfish, and devouring fangtooths. Just as terrible are the monsters that rise up from the abyssal depths, like the Beach Horror, a giant squid that plucks its prey from the beach, sandbanks or rocks; the Suckered One, a huge octopus that drags ships under; the massive liopleurodon; "vampire squids;" and the terrifying kraken. Even many of the progeny of Tholaina, Goddess of Sea Animals, are dangerous—stinging jellyfish, heat eels, giant water lizards, poisonous sea snakes, and the huge and terrible elasmosaurus, plesiosaurus, and mosasaurus.

Sea trolls are a strange aberration—huge, primitive, frog-like monsters. Some of them are tainted with Chaos and even less intelligent than cave trolls. They live mostly in the cool coastal waters off western and central Genertela and the East Isles. Sea Trolls lurk in deep grottos and dark seaweed forests. They have thick-gilled

necks, webbed fingers, and flippered feet.

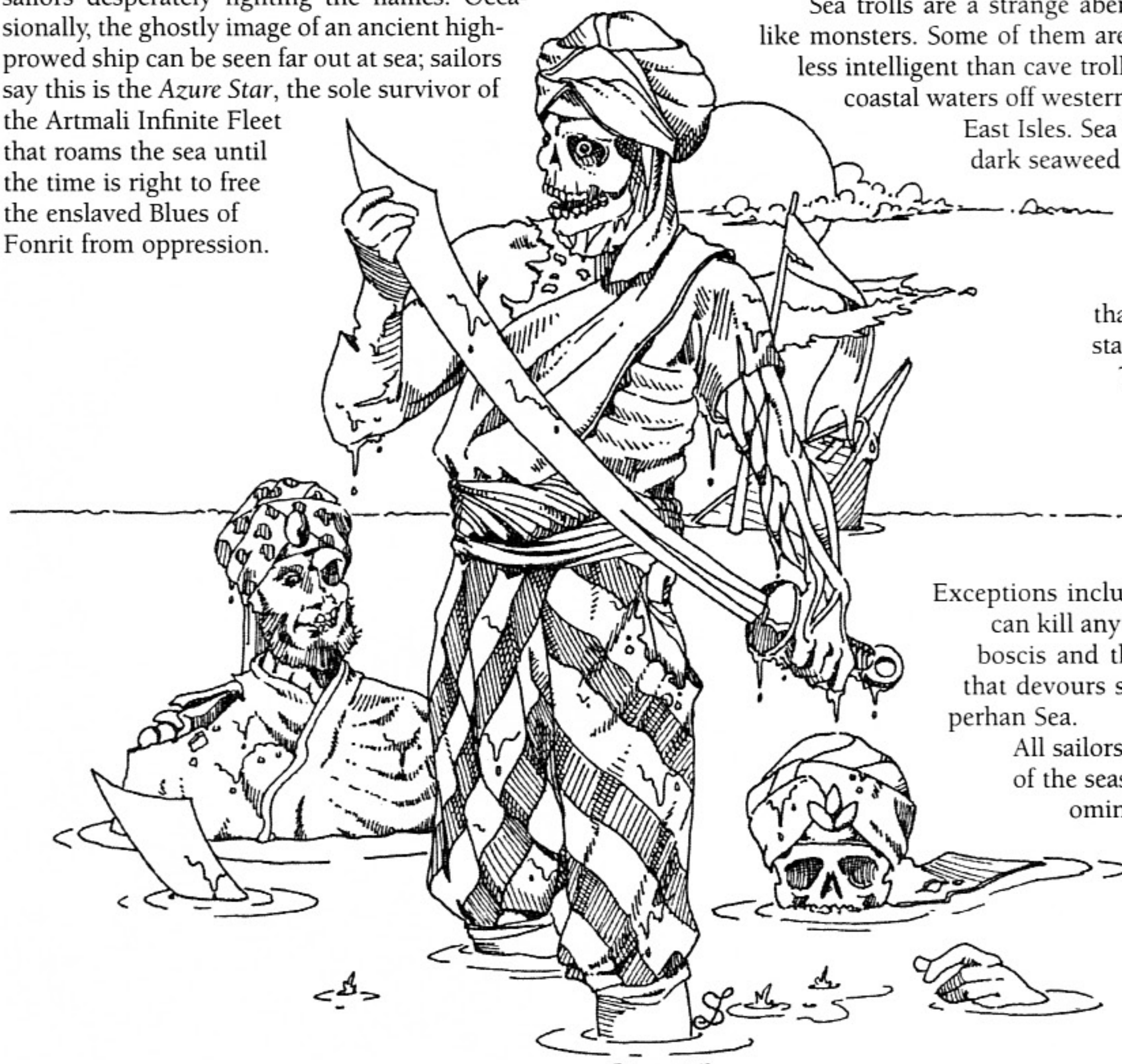
They are not good swimmers, maneuvering more like frogs than fish. They fear sunlight, and stay deep underwater in daylight. They lurk in reefs and seaweed thickets.

The nautiloids were spawned in the Darkness Age. They dwell in all oceans and seas and rarely grow to huge sizes.

Exceptions include the Janthian Sea Snail that can kill anything with its poison-filed proboscis and the Crimson-Rimmed Nautilus that devours small fishing boats in the Venperhan Sea.

All sailors fear the monsters and demons of the seas, dark servants of Seruvar, like ominous Oskippos, the dread foe of

Pelaskos; Varvar the Deep Gulper, who is both alive and dead; the unbelievably horrible but *perhaps* only mythic Gloomshark; and Wretched Orzob, the living part of Bluegloom Drospoly.



The Closing

Normally, a ship's opener (see page 17) matches the ship's *Open Seas* function (augmented by his own *Opening ritual* rating) against the resistance of the Closing. Any opener who has concentrated his innate magic can instead use the *Opening ritual* as the active ability, augmented by the *Open Seas* function. The opener can only do this on a ship properly constructed and blessed, however—the function is still required. It is common practice on ships to teach several sailors the talent, in case the primary opener is killed or lost at sea.

The sample contest given below provides defeat results that directly affect the ship. These results can be applied instead (or in addition) to the crew's morale, the player heroes, the cargo, or the magical abilities of the opener—whatever best serves the plot and/or the form that the Closing took. If the ship takes a major defeat, it could simply mean that the air of doom and terror caused by the Closing is so great that the crew mutinies, thus preventing the ship from traveling; on a complete defeat, they might even throw the captain and all other officers overboard. If it is important that the ship make it to its destination, a minor defeat can allow this, but at the cost of losing so many crewmembers that the ship cannot leave the next port without time spent recruiting new sailors.

Contest: Open Seas

Appropriate Abilities (only): *Open Seas* function or *Opening ritual*. [The other ability may augment].

Typical Modifiers: Community support, ritual magic modifiers (see below). Depending on the form taken by the Closing, other magical abilities may augment.

Resistance: 14 to 10W3 or more. (The Closing does not always pose an active resistance. For most ships making short voyages, along the coast, in good weather, with proper gifts to the mermen and local magical entities, the resistance is 14, making their ship's *Open Seas* function rating sufficient to get them to the next port. But if they want to go on a longer journey, in bad weather, against the tides, or without proper sacrifices, then they face the Closing's active resistance.)

Any Victory: The ship can sail without the Closing affecting it.

Tie: The ship is unharmed, but cannot sail without being lost or damaged.

Marginal Defeat: The ship is hurt (as in *HeroQuest*), but can still make it to safety one way or another. No crewmembers are lost.

Minor Defeat: The ship is impaired before making it to safety, and some of the crew may be lost.

Major Defeat: The ship is injured before making it to relative safety on an atoll or similar "haven." Many crewmembers are lost.

Complete Defeat: The ship is dying (destroyed), and all of the crew is lost.

Note: Openers are taught to have the ship sail just as the tide begins to rise, despite the danger of running aground or damaging the hull because of the low water level. The tide takes anywhere from 1 to 6 days to rise, in a pattern that no one can predict (and so the bonus gained from leaving at an auspicious time is variable), then rapidly falls to its lowest point in a single day. The longer the tide still has to rise when a ship performs the Opening Rites, the better the magic works. We suggest the narrator give a bonus of from +1 to +6 based on the tide, determined randomly.

△ Vornakan the Bearded, initiate of Diros and captain of the *Glimmering Porpoise*, is an opener. As the ship leaves the harbor, he takes the helm next to the ship's statue of Dormal and gathers the crew on the deck below him. He performs the Opening Rites and communicates with Dormal, asking that he keep the ship safe.

Dormal's *Open Seas* function has a rating of 13, as it does for all ships, and Vornakan augments this with his *Opening ritual* (as a common magic talent, it uses his Common Magic keyword rating of 17) for +2. He is in a holy place of Dormal (+5), and is leaving just as the tide begins to rise (the narrator rolls 1d6, yielding a +3). The 17 crewmembers and officers all provide total support to the ritual, knowing that their lives and souls are on the line (+6). This gives the ship a rating of 9W against the standard resistance of 14 (since the narrator determines that there is no active resistance at this time). Vornakan easily gets a major victory in the contest, and the ship sails into the open ocean, with the crew confident that they can get far before the Closing strikes.

Several days later, Vornakan senses the Closing coming on, so he sails close to shore and gathers the crew again. As the winds rise, Vornakan sees a great whirlpool approaching. He calls on Brargard One-leg, a devotee of Brastalos, to augment with his *Still Air* affinity, hoping that Brastalos will answer his call and weaken the living waterspout. The narrator feels that this augment is appropriate, given the form taken by the Closing. That adds another +4, for a final rating of 13W against the Closing's current resistance of 8W (as determined by the narrator). Even with Brargard's aid, however, Vornakan receives a marginal defeat, and the cruel sea demon batters the *Glimmering Porpoise*. Its sails tattered, Vornakan steers the damaged vessel back to shore before the full force of the Closing destroys it.

The Chaos Tides

Chaos Tides, also called Underworld Waters and Dez Currents, are patches of rolling black waves accompanied by whispers of hate and pain. The seawater lunges out from the ocean, bringing pain and anger to all who sail on them, sprouting tentacles and pulling entire ships to their doom. Death is not their only weapon, however; for they also bring madness. Those rare sailors who come within arm's reach and are rescued are never the same. They continue to live, but their minds are shattered, filled constantly with dreadful whispers and longings. Occasionally, someone will recover, but they soon turn violent.

Some sailors say the Chaos Tides are the result of ancient battles between Chaos and the deities of the oceans. When the Sea Gods attempted to fill the void in the center of the world by rushing into it, pieces of Chaos seeped away. Some formed doom currents, while others formed the Chaos Tides. Some sailors say that these blackest waters surge out of Hell Fount, a great geyser in the Madostar passage within the Jrusteli Isles. Vadeli sailors claim the waters come directly from the Underworld, bringing monsters, diseases, and the legions of those drowned in ages past to the surface world once again.



Pirates

Pirates are a danger throughout the seas, and sometimes it seems there are more pirates than honest ships on the waves. Harrek the Berserk and his Wolf Pirates raid all along the southern coast of Genertela from their base at the Threestep Islands. The Fog Pirates sail throughout the Kahar Sea and, according to some, into the fog-laden air. Izangi of the Heavenly Flaming Spear, who plunders ships from his secure base on Ghenisk, is only the most famous of the Tsankth-worshipping pirates of Vormain, scourges of the eastern seas. The Ratuki Shark-pirates menace ships in the Eastern Ocean, and woe to any male sailor who encounters the Marazi amazons of Trowjang off the coast of Teshnos!

Several infamous ports are run by and for pirates, where ships can be repaired, crews hired, and loot sold. Smelch (on the island of Alatan) remains a famous haven despite being razed several times. Xarari the Black, whose ship is blazoned with black hammerhead shark sails, ravages traders on their way to Teleos. She and her crew then retreat to hidden Pregezora, the "Pirate Island," a stronghold only visible to those who worship the island's goddess, Zaractoli. Without such a haven, most pirates are happy to base themselves in a secluded cove and harry unwary shipping as the opportunity arises.

A few governments provide shelter and succor for pirates. In exchange for this support, the pirates leave that country's shipping alone and are encouraged to target those ships that hail from enemy ports. A few clever privateers have credentials from just about everybody, so that they can (if sufficiently devious) sail nearly anywhere and be welcomed!

Pirates from Afadjann swarm the southern seas, boarding every ship to collect tribute, toll, and tariff, then provide a safe escort to the ports of the land. Failure to pay incurs seizure of goods, slavery of the crew, and impoundment of the ship. Admiral Jeren Darow, son of a deposed jann, is among the most notorious of these privateers. He is even said to have made a deal with the Malasps, promising to deliver humans to them in exchange for freedom from the Seametal Tax and free passage for his ships.

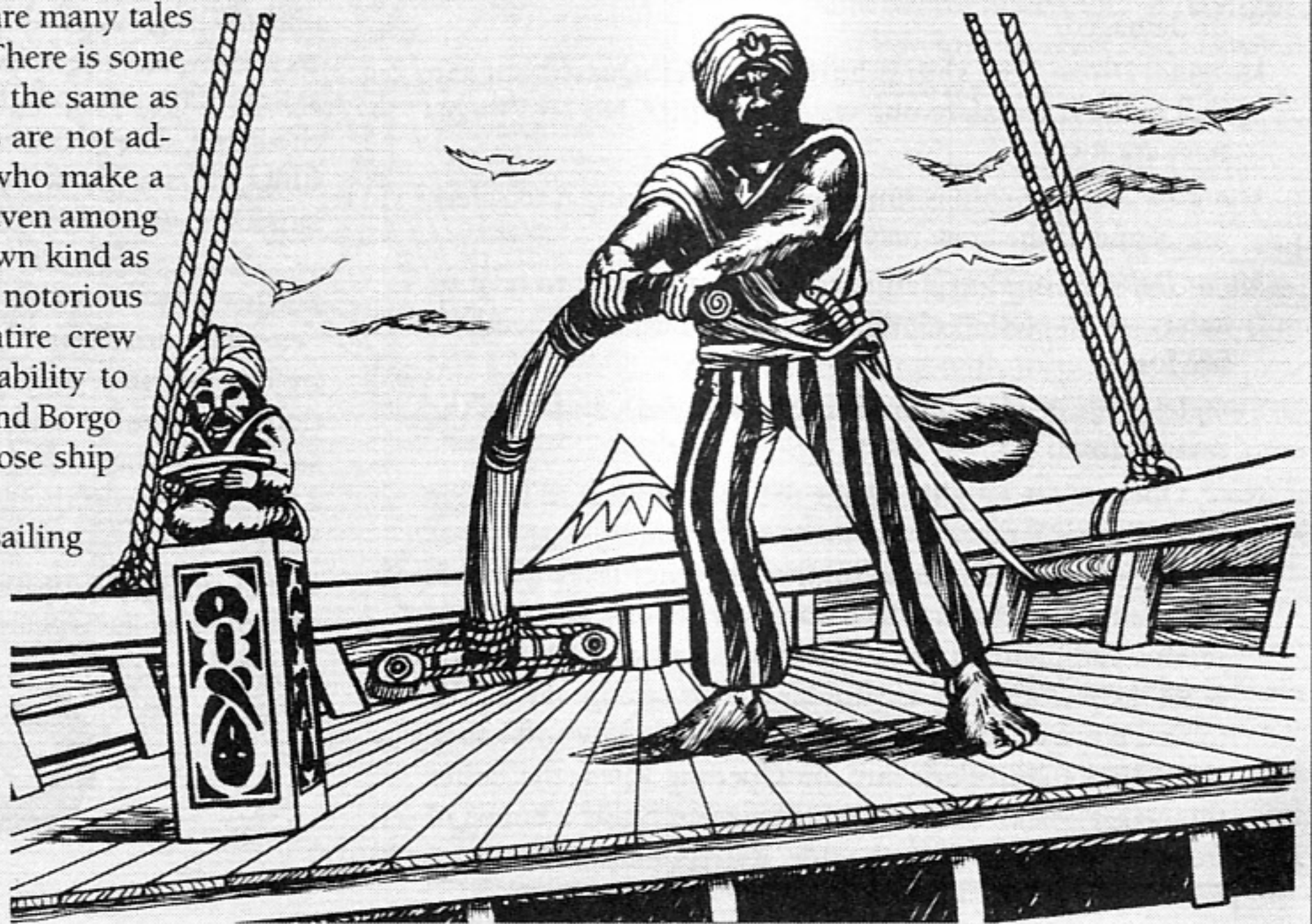
Every sailor knows that all worshippers of Kogag the Boat Troll are marauding pirates, and there are many tales of trollish cruelties on Magasta's Seas. There is some truth to this, since troll morality is not the same as human morality, and most troll galleys are not adverse to a little pillaging. But the few who make a living strictly by plunder are infamous even among trolls, and are as like to prey on their own kind as on humans or others. Among the most notorious are Gwarhak the Drowned, whose entire crew can breathe underwater and use this ability to great effect in ambushing other ships; and Borgo Uztagor, a devotee of Zorak Zoran whose ship is rowed by zombies.

One of the most widespread minor sailing nations is that of the Brown Vadeli. The Vadeli always seem to be the first to transport lucrative cargoes when the seas reopen after the typhoon season, and are famous for being willing to carry any cargo in any season for the right price. With the help of their Red Vadeli marines, they dominated all shipping in Umathela and Fonrit

until the utter destruction of their fleet at the Battle of Oenriko Rock; now they have lost control even of the Orange Guild of the Jrusteli Isles. Still, almost every port in Genertela contains a few Brown Vadeli as factors, sailors for hire, shore agents, and (by common belief) spies for pirates. Indeed, despite their many, many protestations that they are merely merchants seeking trade, everyone on the seas knows they are nothing but pirates and, worse, evil sorcerers, who curse the ships of their trading rivals with weakened and snapped ropes, rotted sails, fouled foods, and shipworm ridden hulls. Many sailors refer to Ferssrch the Dark (a Vadeli who menaces ships in the waters around the Jrusteli Isles) as the only honest Vadeli in the world, for at least he admits to his piracy.

Some pirates have gone on to great and even legitimate fame. Hoom Jhis, the aging Dynast of Flanch, was a famous pirate in his youth, three times circumnavigating the Homeward Ocean on his voyages of plunder. Now, he is a beloved ruler. Trader Jadilulo talks of invading Vormain or Teleos, but instead he lets his warships operate essentially as pirates within the East Isles, to the benefit of Haragala. Porasheelag One Horn is a demonic Andin lord, hated by most East Islanders, but revered by his own people as a great hero. He treats the waters off the Kedaladi Islands as his personal domain. As pirates (and demons) go, he and his followers are relatively benevolent, never taking more than half a ship's cargo as ostensible tribute.

Pirate hunters use the same tactics as pirates, and to many they seem as bad as their prey. Sometimes a pirate hunter is hired to eliminate a pirate, such as when King Guilmarn paid Paolo de Gaidaiten, a Knight Captain of the Castle Coast, to find the troll pirate Blue-eyed Goomblug, who had raided many vessels and villages along the Seshnelan Coast with his fearsome crew. Others have turned from piracy to sanctioned privateering. Such a one is Farimura, a once-hunted Kralori who ransomed his life with service and now patrols the southern extent of Kahar's Sea, hunting for Vormaino pirates. He is as feared now as he was in his pirate days.



Dead Pools

Dead Pools are places where the doom currents are particularly strong, yet still deep underwater. At these locations, random chasms open in the surface of the waters. These can drag ships down directly to the Underworld and expose underwater graveyards, where those long lost at sea can still be seen desperately seeking a return to the surface.

Any hero brave or foolish enough to abandon ship while in the grasp of such a chasm may seem to hang in the water for hours or even days, attracting a stream of predators and scavengers. The abundance of fish, crustacean, and invertebrate scavengers picking at the rotting flesh attracts larger predators, who prey on the scavengers—and anybody else who may get in the way. Sharks, giant squid, and octopus infest these waters and will attack anybody or anything they believe edible. Ghosts of dead sailors or sea creatures are attracted to the scent of death, and also frequent these waters.

Pirate ships often patrol these waters, sometimes to recover treasures from below, but more often to prey on survivors who make it to the surface, or to attack any poorly armed vessels attempting salvage. They will merrily engage other pirates, explorers, adventurers, and merchants in the area. Crews that fight to the last man will see their corpses join those already on the sea floor as their vessels sink to unreachable depths.

Firebergs

In the Closing, no one witnessed what went on at sea, but I know. While I slept in the throes of black lotus dust, a winged demon transported me to watch. Umaliath came, a fire so bright it was black. It spread across the sea like oil on water, flames reaching higher than clouds, licking my feet where the demon carried me beneath the Sky Dome. Its shore crashed into Brithos, and a wave of demons washed over the beautiful island like lava. The moving continent of fire, beautiful fire, sheared off the land of perfidy and dropped it screaming into the pits of the Underworld.
—Jonstown Compendium #1249

In 718, the God Learners summoned the entity named Tanian, a god thought to exist only in stories, not living mythology. Tanian was the son of Lorion, a water god, and resided peacefully in the Sky, home of immortal fire. When summoned, Tanian proved to be the God of Burning Water. He immediately and naturally ignited a vast streak of ocean that had been prepared for his coming. The conflagration destroyed most of the Waertagi and their allies (which included thousands of mermen and Sofali hsunchen), as planned, and left the God Learners as masters of the sea.

The aftereffects, however, were not planned. The wound in the oceans grew, spreading the impassable Sea of Flame between Jrustela and Brithos. Although the burning area remained relatively stationary, it slowly spread with the current towards the Whirlpool. After several years, a small chunk of burning ocean broke off and spiraled inward with the currents—the first fireberg. A second, much larger chunk, followed; after four years of drifting, the first one disappeared down the roaring whirlpool at the center of the world, followed by the larger one two years later. Others of varying size followed at irregular intervals, each floating into and down Magasta's Pool. Eventually, the entire Sea of Flame slipped into the Underworld. Jrusteli philosophers believed that they would drift back through Lorion, the Sky River, to their place of origin.

Philosophers discovered they were wrong in 819 when the first fireberg returned, drifting up over the edge of the world

and floating placidly northwards along the Sshorg Current. With farsight and spirit journeys, the Jrusteli discovered that the fireberg had been transformed into an island of living fire, complete with mountains, rivers, and fiery creatures and beings engaged in whatever incinerating events made up their unfathomable lives. It was so hot that no ship could approach it, and when the fireberg brushed against the island of Avanthgoth, the isle was wiped out of existence. Four years later a second fireberg, over two hundred miles across, drifted over the northern lip of the world into the Banthe Sea, heading for Brithos.

Initial efforts to turn this second fireberg, called Umaliath, were futile. After hasty conferences, the God Learners launched two quests that allied them with their foes, the sea gods. One group searched the cosmos to prove that Tanian was a water god controlling fire, not a fire god of burning water. This quest failed. A second group collected the Red Boat of the Artmali, the three Ice Helms, and the Boots Harder Than Iron, entered the flaming continent, and reduced its intensity. It missed Brithos, and eventually dropped once again into Magasta's Pool.

No one is certain what happened during the Closing, but most believe the firebergs continued to flow into and out of the world's oceans. At least one magician claims that he saw, with mystic vision, Umaliath return and destroy Brithos. The truth of this is unknowable, but it is a fact that Brithos was gone at the Opening. Since then, firebergs have come in from the outer reaches, drifting inward. Most follow harmless paths, but a fearsome few have endangered inhabited lands, and have been necessarily diverted through the efforts of great magic. Many philosophers believe that Umaliath will once again appear, and speculate wildly on what it will be the next time.

The Waertagi

One of the Original Peoples of Malkion, the Waertagi are descendants of Waertag. They lived on Danmalastan in the Mythic Ages. They were once proud and powerful, but now only a few Waertagi remain in pitiful colonies. They are a blue- and green-skinned humanoid race, known to dwell in huge ships made from the bodies of mile-long sea dragons. These ships were small cities, floating ports, each with its fleet of smaller ships and related tribes of merfolk and undines. Although they are children of Malkion, the Waertagi deny the universality of the Invisible God.

In the Dawn Age, they ruled all the seas, and they were friends and allies to the Brithini. They kept all trade and profit to themselves, kept travel by landmen rare, and ignorance of foreign lands high. Their common religion and history kept them allied to the ancient Brithini, and during the Dawn Age, they were the most powerful nation on the seas. In the early Imperial Age, the Righteous Fleet of the God Learners summoned Tanian and destroyed all the Waertagi present at the Battle of Tanian's Victory. At the Closing, a few dragonships were driven ashore, but the few remaining Waertagi ships gathered and sailed together down Magasta's Pool.

The original Waertagi culture was lost with their dragonships, and the few survivors (mostly in Sog City, in Fronela) became land-bound. They live a difficult life, and although most have adopted local languages and customs for interaction with others, they are unhappy on land. The original Waertagi were strict monotheists, but many of the survivors worship merman gods and help appease the spirits of the land.

Recently, some people claim to have seen dragonships again combing the Brithos Fog for their old allies, whose magic destroyed their ships and culture. By these reports, the Waertagi have been changed by their time in the Land of the Dead, become even more monstrous and hateful than before.

Ports of Call

While the characteristics of sea and river ports vary considerably from region to region, they are of two major types: trading harbors and naval ports. Some larger cities have both types of harbor, or one that fulfills both functions.

Although formally the regent, mayor, or council of the port city is responsible for the harbor, there is often a harbormaster who is tasked with overseeing it and collecting taxes, checking cargoes, and impounding what he considers smuggled goods.

Only a few ports are deep enough to allow large ships to dock directly. Smaller ports require ships to anchor in the sheltered waters and transport their cargo and crew in smaller boats. Some harbors keep a small fleet of sailing and rowing boats for this purpose. Larger ports may have a few tugboats to tow ships into the harbor or pull them free if they run aground.

Harbors at river mouths, or those with dangerous shallows or sandbanks, sometimes hire out pilots to help ships make port safely. This service is typically expensive for the captain, but so is hiring transports to bring in cargo from farther out, or freeing a ship that has run aground. Some captains will try to avoid all these costs by pulling their ships in themselves, or bribing individual pilots with smaller amounts than the harbor itself would charge.

Breakwaters shelter against the waves and weather, and are probably the most vital structure of any harbor. Lighthouses,

beacons, or towers can sometimes be found near the entrances of harbors, as landmarks and lookouts. Some ports have simple shipyards where new ships can be built or damaged ships repaired. Others possess full-fledged dry docks. Unique to naval "war-harbors" is the office of the prize-agent, who pays out money to crews for captured enemy ships.

A port's defenses will vary depending on the wealth of the city and the probability of attack. Some harbors boast battlements or seawalls to protect against enemy fleets. The defensive weapons that are most often seen are ballistae, trebuchets, or catapults, placed high above the harbor on cliffs or towers. Although they have a long range and can hurl large projectiles, they have the disadvantage of being awkwardly slow.

Any port will have a number of taverns, brothels, and inns, many of which are likely to be cheap or run-down.

Settlements and Resources

The size and rating of a settlement determine both the types of resources it is likely to have (size), and how well it can provide them (rating). A medium settlement may have a lower rating than a small settlement, but there are some facilities or resources a small settlement will likely never have, that even a poor medium settlement will (although the quality of the resources will be as poor as the settlement).

Settlement Format

Any settlement, such as a port, can be described in a format similar to that used for a hero band (see *HeroQuest* or *Masters of Luck and Death*). The port of Karse, in Heortland, is provided on the facing page as an example.

Each settlement begins with its name and a description. This is followed by a keyword-like listing of its key features, resources, facilities, and guardian. Some features will have ratings, others provide a modifier to an action (such as a dry dock giving a ship +15 to *Repair* attempts).

Type: The settlement's "keyword" expressed as a size and type—e.g., Large Port or Small City. The rating describes how "good" it is for that type and size of settlement.

Look and Feel: Notes to help establish the "character" of the settlement in terms the players can easily understand.

Reactions to Foreigners: The general attitude of inhabitants to outsiders. Individuals' own reactions may be friendlier or more hostile than indicated here, of course.

Significant Abilities: The primary ratings of the settlement likely to be of interest or use to heroes.

Other Features: The settlement's "equipment"—features without ratings but which might provide modifiers to visitors. These include such things as a dry dock to aid ship repair or siege engines to destroy attackers.

Resources

A natural, unimproved location (such as a cove) has no resources other than those provided by nature. Settlements have more, and many of these are provided in this section.

Trade Modifiers: Ports and other trade centers often provide bonuses or penalties to finding suitable cargo or trade goods.

Recruitment Modifiers: Gives modifiers to recruitment attempts, organized by type (sailors, infantry troops, etc.). Small settlements tend to have penalties, while larger settlements often have recruiting offices that can give large bonuses for certain types of followers.

Renowned Facilities: Famous or prominent buildings or businesses. These may not be the best or cheapest, but they are the ones everyone knows, or to which visitors will usually be directed.

Other Facilities: Less famous or prominent facilities of interest. These will often be of better quality, less expensive, or have very specialized goods and services available. They may be difficult to find, in a dangerous part of town, or have some stigma attached to patronage.

Renowned Inhabitants: Famous or important individuals who can usually be found in the settlement, including various officials and leaders.

Security and Defenses: Depending on the settlement, this might include militia, military troops, naval ships, siege engines, fortifications, and magical defenses.

Temples and Shrines: The primary religious buildings and groups in the settlement, usually those of the dominant local religion. and any that have been built to accommodate traders and sailors.

Underworld Contacts: Illegal or illicit groups that are known or rumoured to operate within or near the settlement.

Guardian

Most settlements have a guardian, often the settlement's founder. Of course, individual businesses, temples, and the like may have their own guardians as well.

All settlements can provide or find local products or services, although there might still be a modifier depending on scarcity. Small settlements generally have a large penalty to provide any foreign or exotic goods or unusual services, if such things can be had at all. Medium settlements often have a penalty, although they might actually get a bonus for one or two specialties. Large settlements can generally get almost anything a person might desire, given enough time.

Small Port

The variety and quality of goods and shipfitting materials available at small ports is severely restricted by local supplies. Overall, small ports have very limited repair facilities and poor ship-building facilities (if any). They can generally repair or build only local types of vessels. Captains seeking replacement crews are unlikely to find many candidates in these ports, and those that they do find are more than likely to be of poor quality and uncertain backgrounds. Likewise, the prospects for captains seeking to recruit suitable fighting men or procure shipboard weaponry are extremely limited.

Medium Port

Medium ports have access to standard materials suitable for all local vessels, and some access to more exotic shipboard accoutrements. They generally have only mediocre repair and construction facilities. They can construct local vessels (and have a bonus to repair them) and perhaps one or two other types, depending on the knowledge and experience of the shipwrights.

Large Port

These will be the primary ports of any coastal nation or state, often including the capital city. Facilities at large ports are of greater scope. Shipwrights are able to repair and construct all local types of sea and river craft, and have the skills required to build foreign types if provided with suitable plans.

Outfitting at large ports is generally easy. Goods and shipfitting supplies are often beyond most needs, serving all the desires of any captain. These ports are a seething mass of people, offering captains excellent opportunities to recruit all kinds of crew, from lowly rowers or ratings to the more exotic navigators and specialist ballisticians.

Karse

Karse is a medium port on the lower Marzeel River, at the estuary mouth of The Creek-Stream River. It is currently controlled by the Lunar Empire (who use it primarily as a naval supply point for their troops in Dragon Pass, Heortland, and Esrolia), but prior to their occupation it was part of Heortland. It is still open to merchant ships from almost any land, provided the captain and crew obey Lunar law. Because of its deep harbor, even large ships are able to berth directly at the dock, although many choose to anchor in the bay.

Type: Medium Port 10W.

Look and Feel: Early 1300's Caenarvon.

Reactions to Foreigners: Foreigners are accepted as long as they follow the port's laws. The Lunar occupation has increased the dislike that many inhabitants of the port feel for foreigners.

Significant Abilities: Deep Channel 6W2, Shipyard 18W.

Other Features: Docks (+5 to Docking), Dry Dock, Good Harbor (+4 vs. Storms or Magical Attacks), Naval Hub, Numerous Shallow Anchorages.

Resources

Trade Modifiers: -10 Storm Season.

Recruitment Modifiers: +15 sailors, +10 marines, +5 officers.

Renowned Facilities:

Beth's Baths—Ease Tension 3W2, Relax Customers 10W.
The Golden Lady—Exotic Prostitutes 10W, Lunar Ecstasies 17W.

Hreslath the Shipwright—Carpentry 8W2, Supervise Galley Construction 17W2.

The Imperial Guest Tavern—Imported Spirits 19W2.

Oran the Chandler—Obtain Goods and Supplies 5W2, Rope-making 15W2, Sail-making 19W2.

Sadu the Grocer—Bargain 14W2, Obtain Exotic Trade Goods 5W2.

Other Facilities:

Aristotle Vederche—Obtain Goods and Supplies 15W, Rope-making 15W, Sail-making 19W.

Laticia's—Cheap Whores 1W.

Stonefeather the Duck—Obtain Illegal Goods 18W, Obtain Porthomekan Cigars 5W2.

The Willow Tree—Cheap Beer 5W3.

Renowned Inhabitants:

Baron Malvei—Esvulari Lord 10W2, Esvulari Sheriff 5W2, Follower of Saint Ehilm 15W, No Free Time 15W, Wealthy 20W.

Challath Humorl—Esvulari Petty Noble 10W, Know Customs of Strangers 15W, Know Marzeel Estuary 20W, Know Karse Bay 2W2, Know Sailors 15W, Member of the Order of Saint Dormal 10W, Organize Harbor 20W, Support Baron Malvei 10W.

Commander Serstus—Devotee of Yanafal Tarnils 10W2 (Combat 8W, Soldier 5W, Warlord 5W), Inspiring Leadership 20W.

Security and Defenses: Ballistae, Harbor Walls, Large Fortress, Martial Law, Watch Towers.

The Baron's Hand (castle guard)—40 Esvulari Foot Soldier 10W, Follower of Saint Ehilm 10W, bronze and leather armor and shield +4, spear +3.

City Watch—100 Esvulari Foot Soldier 17, light leather armor +1, spear +3.

Lunar Garrison—100 Tarshite Foot Soldier 5W, Initiate of Yanafal Tarnils 19, Spear Fighting 8W+2, Throw Javelin 5W+3; bronze armor and shield +3.

Red Navy Patrol—5 galleys: Agile 10, Large 11W5, Ram +12, Row Fast 20, Sail Fast 6W, Seaworthy 2W2.

The White Wing (castle guard)—20 Esvulari Cavalry Soldier 10W, Devotee of Saint Ehilm 10W; heavy bronze armor and shield +5, lance +5, sword +3.

Temples and Shrines:

Etyries Trade Hall—Etyries Shrine 20, Obtain Unusual Trade Goods 10W.

Margala's—Relaxing Atmosphere 5W, Ulerian Communion 5W, Ulerian Ecstasies 2W2, Ulerian Liberation 3W.

Seven Mothers Temple—Free Soup and Lodging 14.

Temple to Saint Ehilm—Esvulari Library 5W2.

Underworld Contacts: The Mockers, the Green Circle Band.

Jolo Vastech (Guardian)

Functions:

☉ Awareness—Sense Hostile Actions 2W3.

☞ Blessing—Bless Free Trade 14W2.

☐ Defense—Everyone is Equal Here 10W2.

Maelstrom Sailing

Sailing the Oceans and Seas of Glorantha

Although many landlubbers use the terms “ocean” and “sea” interchangeably, sailors know that they are two very different realms. Seas are large saltwater bodies that wash over the earth, but have no direct links to the endless deeps. Although the seas are by no means always safe, sailors feel far more at ease sailing across these waters than they do in the open oceans.

Oceans are more dangerous than seas because they directly touch the Primal Waters, either by flowing from Sramak's River (which encircles the Inner World) or through deep rifts that break through the ocean floor and descend to the Underworld. More importantly, these connections allow the Underworld to flow to the surface. When ships have to cross any part of one of the oceans, they do so quickly and cautiously.

The Four Great Oceans

Four great oceans cover the surface of Glorantha, sending their currents and seas as “children” to wash the lands, drown the surface, and give a home to the huge number of creatures that inhabit the waters. With few exceptions, all of the waters of the world stem from one of these four vast entities.

The Western Ocean

The frozen Hudaro Ocean separates from Sramak's current far over the edge of the earth in the northwest, then moves inward. It carries its coldness (and many icebergs) south and east. Many believe that the Western Ocean washes on Luathela, the immortal Land of the Dusk, and sailors often say that the powers of Darkness and the Underworld are strongest in the Western waters, which they believe drain away into the Stemanard Shallows and through Rausa's Gates.

In the far north is the Sea of Moving Ice, a dense pack of ice islands often separated by channels wide enough to allow ships passage. Such channels may wind for hundreds of miles into the ice pack, but the ice changes often, and what was a wide channel moments ago can quickly disappear. Many a ship has sailed into the Sea of Moving Ice only to be slowly ground to splinters by the shifting floes. Two famous dangers of the Ice Sea are the Great Ice Whale, which attacks all ships it encounters; and the Shuddering Ice, two towering walls of ice that unexpectedly rise out of the freezing waters and rapidly move towards each other, crushing everything between them.

The Eastern Ocean

The Eastern Ocean surrounds the East Isles, a myriad of tropical island chains. No sailor can accurately say where the exotic eastern islands end and Vithela, the fabled Land of the Dawn, begins. East Isles ships regularly sail up the rivers of Vithela, or so their captains claim. They seek the wondrous artifacts that occasionally float downstream. Sailors should be careful never to land on Vithela, drink the pure river water, or eat any fruit from the trees overhanging the water. To do so brings instant and total contentment, and so no one who lands ever returns. Farther east still is Vithalash, a part of the Outer World where only immortals and great heroes go.

Many small seas arise from the Eastern Ocean. Almost all are warm, pleasant, and friendly, none more so than Gengarva, who lives among the northern Hanfarador Islands. Her home is the Freshwater Sea, whose waters are so pure that they help protect drinkers from the powers of the anti-gods.

The Ocean of Terror

The Togaro Ocean is known as the Ocean of Terror because it was the first to invade the land. It is extremely warm, washing in from Sramak's River where it exits from the Burning Seas. Its currents carry patches of boiling water into its adjacent seas.

Somewhere in the Togaro Ocean are the Daria Istos Islands. They are believed to be too hot to be habitable, though no one has ever visited them. Elsewhere within the Togaro, a spout of lava, “Born of Fire,” can suddenly appear from the ocean, shooting molten rock high into the sky.

The Homeward Ocean

The Benaran Ocean at the center of the world is known by many names: the Great Circular Ocean, Hundred Mothers' Son (because it was spawned by all the waters of the world), and the Homeward Ocean (because it eventually bears all things back to the placid and hidden subterranean waters). At its center is Magasta's Pool, an impossibly vast whirlpool whose base empties into the Underworld. The raging pool averages 125 miles wide at its mouth, although it is wider during Sea Season and narrower in Dark and Storm seasons.

Escape from Magasta's Pool is impossible once a ship is caught in a doom current. The only hope is for the ship to try to dock at Nowhere Land, a bleak and desolate place that sailors swear sits deep within the Maelstrom. Nothing grows on Nowhere Land, but it lies exactly on the boundary between Life and Death, so no one ever dies. It is so far down the Whirlpool that the land is almost vertical compared to the surface above, yet people stand and walk on it normally. Rumors of other lands in the Maelstrom, including a dwarf fortress made entirely of iron, are even less believable.

Northern Waters

The waters that wash the coasts of southern Genertela, from Teshnos to Seshnela, flow from the Togaro Ocean far to the south. Thus, they are generally warm, but are also treacherous, for their source was the greatest of the oceans to assault the land during the Gods War.

The Solkathi Sea

The waters south of Western Genertela are washed by the Solkathi Sea, which flows in from the east. Its coastal current is relatively weak, but ships that use it must beware of the Great Mud Volcanoes that periodically erupt with showers of boiling mud. These can occur anywhere along the coast, from Ornior to the Mirrorsea. If the seas abruptly turn chunky and brown, ships in the area have only minutes to steer clear! The central current is stronger, and in the west flows around the Dip, an area where the surface of the waters dips downwards a hundred feet towards a great black rock that somehow floats at the bottom of the “crater.”

The Seshnelan Coast

Seshnela's Castle Coast is a peninsula with no cities, just stout castles and many ruined ports, from which a few lords now seek to build their own fleets. Its interior is full of exotic centaurs, satyrs, and dragonewts, as are the wooded Kanthor's Islands south of the peninsula. Many elves live here, and some people believe that their ancient Great Tree still survives on one of the

islands. The immortal Luathans destroyed Old Seshnela. They still sally forth from their hidden Castle of Purple Shadows in their great swan-shaped, eagle-visaged Purple Ship; few humans have survived encounters with this mighty vessel and its inhuman crew. Local fishermen believe that the Ouori act as scouts for the Luathans, but these seal-like mermen deny this.

East of Kanthor's Islands are the Pasos Islands, ruled by the Quinpolic League. Three of the League's five leading cities dominate the islands. Arsdan is the main naval base, guarded by "the Serpent's Teeth," a spiked iron gate that is raised after each ship enters or leaves. Manday is another major naval base, a center for resupply with significant shipbuilding and fleet docking facilities. Egarun is a lesser port, but an important fleet repair and resupply point. The only other port with any ship facilities to speak of is on Ginorth, but it is inhabited by northmen from Yggs Isles who, like the Wolf Pirates, worship violent Ygg. The port has few amenities, mostly seedy taverns filled with shady characters and hostile northmen.

Noloswal, at the estuary of the Tanier River, is a great naval base—the largest port along this coast, one of the leaders of the Quinpolic League, and the seat of Mulliam, Doge of Nolos. The mighty river mouth, with its shifting mud banks and currents, makes gaining entry to the harbor difficult at the best of times. Mulliam is an ally of the Doge of Pasos, and has started building his own fleet on the island of Gilboch (whose baron is more loyal to him than to the King of Seshnela). The fifth city of the League is Oradoros, the capital city of Pithdaros. The Count of Pithdaros leads a dark-skinned people, descended from Pamaltelans who arrived here centuries ago, too late to fight in the Gbaji Wars. They colonized Pithdaros and refused to leave until Gbaji returns and is destroyed again.

Beyond the Pasos Islands and Pithdaros is Orniniar, a land dominated by simple fisher folk, with no ports until ships reach Khorst, in Maniria. Ships should be wary of the "Death from Below," an unusually large and intelligent sea troll that menaces shipping along this coast. Addagil Rain Bringer, son of Heler, dwells off this coast, tossing aloft his foreboding thunderheads that can be seen each evening during Storm Season.

The Manirian Coast

The coast of the Mournsea has numerous estuaries and is dotted with hundreds of small isles, the remnants of the hills and mountains of sunken Slontos. It is a dangerous coast—hidden rocks just below the surface can easily wreck ships, and the pirates of Alatan and the Three-step Islands are common in this region.

Perhaps the best anchorage along the coast is Khorst, where it is possible to hire a naval escort as protection from the Alatan pirates. A shifting network of sandbars and smaller reefs make entering the harbor

very difficult for inexperienced captains. Sailors should be incredibly wary of weighing anchor anywhere in Ramalia, for the people of this land hate and fear the sea, and attack any landing parties on sight. It is far better for damaged ships to limp through the Tainif Straits to the mouth of the Noshain River and the port of Handra, nestled atop its famous Seven Isles. Its fleet is small but conditioned to war. Handra is also famous for its seasonal Seaside Market, where Ludoch happily trade some of the less exotic riches of the deep for the unusual goods of the land dwellers, whom they term "dry food."

The next important port is Kaxtorplose, famous for its First Age defense against Gbaji, now infamous for lacking all but the most basic facilities for ships. In the great bay between the Manirian and Wenelian islands is the city of Erenplose, enclosed in an air bubble deep underwater. Only true heroes like Dormal can hope to dive down to its depths and trade for fabulous treasures.

Further east are Fay Jee and smaller Peelo, which are only just kept free from the local pirates by the irregular visits of vessels traveling between the Holy Country and the Quinpolic League. Fay Jee's "fleet" consists of a few motley ships, but Prince Yorge of House Caroman seeks to rebuild the navy destroyed by Wolf Pirates and the treachery of Handra and Kaxtorplose. Sailors who hug the coastline here should beware, for the influence of the Petrified Sea can turn the already dangerous, raging sea here into cast and barren stone, trapping ships forever.

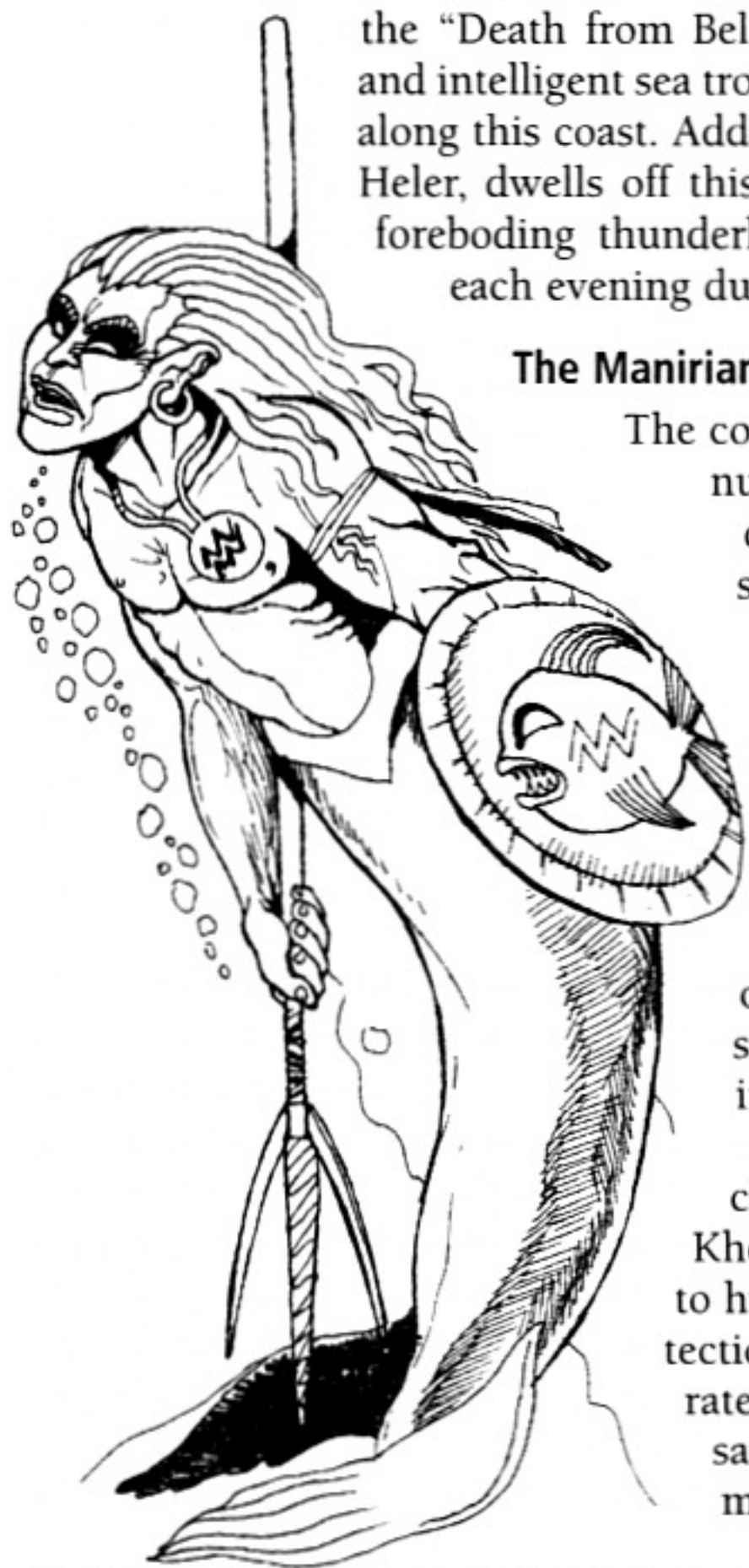
The coast of Caladraland is called the Poison Shore. All along this coast are living volcanoes, which regularly smoke and belch lava into the sea, causing steaming clouds and dense fogs. Choking yellow clouds burst from beneath the waves, poison the air, eat at the sails and timbers of ships, and cause those who remain on deck to go blind and speechless. Ships must be wary not to be drawn into these waters by the Poison Gyre, a circling current. Captains should watch for the light of the long-dead volcano of Lighthouse and learn to distinguish the false lights of pirates seeking easing prey. South of the coast are the Threestep Islands, a small archipelago once home to simple herders and fishers but now ruled by the Wolf Pirates, who ravage shipping all along the Genertelan coast.

The Holy Country

Choralinthor Bay is known as the Mirrorsea because it is so calm and friendly. It is the center of the land called the Holy Country, formed of six nations. The only deepwater entrance to the bay is through Troll Strait. In the waters of the channel is the underwater port of Ssemenzen, called Deeper by humans. This merman city is the center of the large Choralinthor Ludoch tribe, and no ship may enter the Bay without their notice.

Around the edge of the Bay are several good ports. Nochet is the best known, richest, and largest. It is controlled by the matriarchs of Esrolia, who maintain no navy but contribute many sailors to the Holy Country fleet. Esrolia's other major port, Pedastal, is forbidden to non-Esrolians. South of Pedastal are Storos and the more affluent Rhigos, both under the control of the otherwise landlocked Porthomekan Lords.

The Rightarm Islands, although relatively poor, produce some of the best sailors in Glorantha. Since the coming of the Pharaoh 300 years ago, their High Admiral has commanded the entire Holy Country fleet. These tidal islands become a single marshy peninsula at low tide, cut by hundreds of brackish channels; at high tide, only a few large islands remain above the waters. The best anchorage in the islands is at Seapolis, the Jewel of the Bay, famed for its elaborate Shell Harbor. It also has a magical road that allows land dwellers to descend to Deeper, and sea dwellers to walk the streets of Seapolis.



The eastern shore is riddled with deep fjords, each of which has a good port. The only one of importance, however, is Karse, a trading city now occupied by the Lunars. All ships entering the harbor must carry a licensed pilot and are subject to inspection. The only safe transit is to remain to the east of a line between the pier head and the Red Flag that marks the termination of underwater rocks. For those wishing to avoid the Lunars, Leskos (at the mouth of the Bullford River) boasts impressive new facilities. The port is watched over by the "Black Gull," a rock formation that locals say comes alive to protect them against any aggressors. Both the native Heortlings and the monotheistic Esvulari provide sailors to the Holy Country fleet.

Perhaps the most famous city in the Holy Country is Casino Town, a well-defended and policed cosmopolitan center in the so-called God Forgot Islands. The city is dedicated to Our Lady of Credit, and it is possible to meet gamblers from all over Glorantha there. Even gods sometimes come to try their luck. Other ports in the Leftarm Islands include Talar Hold, a well-defended colony of immortal Brithini that has an unusual lighthouse originally built by the Waertagi; and Refuge, the City of Thieves. The Bandori River, at whose mouth Refuge sits, creeps along slowly, as though unsure which way it should go. Finally, on the southernmost island is the Clanking City, a dangerous ruin of the Imperial Age that is cursed and haunted to this day.

The Rozgali Sea

The waters south of eastern Genertela have gentle currents that wash westward. In the eastern Rozgali, fogs creeping out

Belintar and the Pelaskites

To the south of the Rightarm Islands is the Solkathi Sea, a dark and stormy body of water with its origins far to the south of Genertela. The Solkathi has always been a source of mystery and change for the Pelaskites. It was to the coast of the Solkathi that Pelaskos came seeking his father, Diros, and it was from this sea that Pelaskos had his wife, Oyster Girl. Centuries later, it was from these dark waters that Belintar swam ashore to begin his conquest of Kethaela.

Belintar became the Pharaoh, and he made the Rightarm Islands part of his Holy Country. He kept his promise to the Pelaskites, and raised long-sunken Loon Island from beneath the waters of the Choralinthor. He then appointed the High Admiral to rule the people by his word, thereby giving the Pelaskites some autonomy from the Ludoch. He reigned for three hundred years with the Pelaskites as his sailors and marines. Now that he is gone the Ludoch have regained their dominance: the Pelaskite sacrifices to the Ludoch and the sea have increased, and the High Admiral is once again their servant.

The Pelaskites are famous for their seamanship, the shellfish they catch, their bond with the Ludoch, and their love of rowdy songs and long-winded debates. There are two subcultures among the Pelaskites. The Kovadi, or Open Sea Folk, dwell on the coastal islands that are washed by the waters of the Solkathi. They rescued Belintar from the sea, and for this act he always favored the Pelaskites. The Clivadi, or Sheltered Sea Folk, sail and fish in the Choralinthor Bay and the marshes of the Rightarm Islands. They were always among the most loyal of the Pharaoh's subjects, for he brought them a freedom they had not known in centuries, and which they long for again. Now every fishing expedition is once again accompanied by Ludoch guides.



of the Kahar Sea are commonplace in early morning and late afternoon. When the currents are slow and the waves calm, sailors can sometimes see the Pharaoh's Fish Road leading to Vostmostezerfarshoorp, where lives Rozgali himself, his tribe of tritons, and other aquatic beings. His daughter, Veria the Unseen Wave, can swamp vessels anywhere along this coast.

The coast of the Wastes consists of steep cliffs overlooking treacherous marshes. The only anchorage between Talar Hold and Teshnos is the minor port of Corflu, founded by the Lunar Empire in the delta of the River of Cradles. Giant mosquitoes infest the stagnant waters of the area. To approach the harbor, a ship must pass the Watchdog of Corflu, a giant, Lunar-controlled statue that squats in the narrow silted channel.

Teshnos is the most powerful nation in Verenela. The land is covered in verdant jungles cut by several large estuaries and dotted by countless villages, modest temple-cities, and magnificent palaces. The wealthy live in opulent luxury; the greatest among them live in sprawling, jeweled palaces containing harems, menageries, and hundreds of servants and bodyguards. Teshnos has no fleets and only one true port, Dombain. While docked there, sailors should beware of the snakes with multi-colored bands circling their bodies, for they often slip into ships' holds. Obese addicts hooked on the snakes' venom are common throughout the docks, as are snake charmers.

Melib lies off the coast of Teshnos. It is a place of contrasts, with hills and tropical rainforests in the interior and towns with rice terraces on the coast. A Teshnan priest, Harstar of the Sea, has lately occupied it and declared himself prince. The primary port on Melib is Dosakayo, founded by the Pharaoh as a port for the Holy Country navy. Now it is the main base of operations for Harstar and his growing fleet. Dosakayo's "Fog Lantern" both guides vessels into the deepwater channel and assists in keeping ships away from the rip currents that are hidden by the seasonal fogs.

East of Melib are many islands covered in lush jungle. Hidden thereon are fabulous ruins and tombs of the Imperial Age. Most are inhabited by yellow elves. The largest island, Trowjang, is inhabited by the infamous Marazi amazons, who paddle their war canoes out to take grim vengeance on any man who dares to seek plunder in their waters. The Sofali Islands are home to small villages of Turtle People, who fish the waters and would live in idyllic peace if it were not for the attacks of the terrible Tangerine Tiger Shark and the many humans who hunt them and their turtle brothers.

Eastern Waters

The Eastern Waters are deep, lively, warm, and bright. The celestial powers are strong in the eastern waters, for they flow either from the Sky World, directly from Sramak's River, or from the rivers of the immortal continent of Vithela.

The Sea of Fog

Fog, both natural and magical, blankets this warm, stagnant sea, which was formed when Seluro roared in with his brothers to attack the god Kahar. No one chooses to sail these waters, for the Sea Where Kahar Loved is filled with treacherous and living fogs, Zabdamar mermen who swim in the fog as if it were water, and magical places—like the floating island of Kyclerela, which is inhabited by monsters and demigods.

Where Kahar's Sea mixes with the Rozgali is Kralorela, the Dragon Empire, a vast and densely populated land of fearsome Dragon Kings and ancient, forbidden magic. Only a single port, Lur Nop, is open to foreign ships, and outlanders are strictly



forbidden to set foot outside its walled harbor on pain of death. Most sailors do not mind, however, for Lur Nop offers distractions for sailors of all cultures—the dangerous opium houses, exotic beauties of the District of Red Lanterns, and cock fighting pits of Bu Chou are only the most infamous.

The coast of Kralorela is governed by the Ambassador to Harantara, an exarch. The Kralori navy has huge oared barges, easily linked together to form floating islands where men can fight as if on land; some are so massive that cavalry can charge across their decks. All Kralori ships carry marines of the Cult of the Orca, who use magic to turn into orcas and fight against the merfolk and sea trolls that infest these waters.

The Kralori navy is not needed to defend against nearby Vormain. Although the natives of that realm are fiercely proud and despise all foreigners, they never venture forth from their islands. Thus, most sailors know of Vormain only through the attacks of the Dusky Barracuda that haunts its waters, the infamous Tsankthi pirates, and the storied fates of the many ships that never returned after attempting to land there.

The East Isles

The East Isles are a vast archipelago that covers an area as large as a small continent. Many nations and tribes inhabit the region, each worshipping their own gods, spirits, and essences but all claiming to be subjects of the Emperor of Vithela. The islands are so close together that sailing is never difficult, even during the long Typhoon Season, since a safe anchorage is always near when a storm blows in. The whole area is protected by the autonomous Vithela Wind often called “Vith’s Breath” or “Veldru’s Gift,” which defies other winds and makes typhoons uncommon. During even the worst storms, “Mashunasan’s Blessing,” a perfumed wind, often blows from the east to moderate the gales.

The islands are many and varied, and among them contain sandy beaches, swamps, coastal cliffs, inland heights, grasslands,

tropical jungles, and a myriad of hidden coves, sea caves, and inlets. Most are sparsely populated, and many are inhabited by unusual races and creatures found nowhere else. Each island is distinct from its neighbors, although they tend to share a richness of color, a friendly native disposition, and total disinterest in changing their ways of life. The islanders rarely exhibit any desire for foreign goods, whether toys, weapons, or foods. The islands and their cultures become more exotic and fabulous as one travels east, toward mythical Vithela.

Most islands have only small fishing boats. Sacred “fish havens,” where the Ludoch have decreed that no fishing is allowed, are marked around many islands by floating buoys. Locals warn all foreign sailors never to be tempted to drop a line or net in these waters. Only one major port is known now in the East Isles: Champaya, the main port of Haragala. Its natural harbor is small, so the Haragalans have built a huge fortified pier to protect it. A large sunscope guards the main harbor entrance. Only the wealthiest sailors can enter the “Masked Boudoir” of Champaya, a warehouse operated by the Veiled Princess of Dreams. This mysterious individual is renowned for her exotic girls, quick wit, seductive eyes, and impeccable sense of style.

Several smaller fleets do exist. The residents of Angazabo Island trade as far away as Teleos, Verenela, and Maslo, seeking ever larger and more beautiful pearls to eat. The Arandinni Islands are home to the Andin demons, who constantly seek to overrun the rest of the East Isles, as they did of old. Hanfarador might be a great naval power, but all of its ships and magic are dedicated to keeping their islands safe from the Andin demons, and they cannot spare energy or materials for trading or patrolling outside their own waters. Mokato, the Jeweled Isle, was once the fabulously wealthy center of the mighty Eastern Sea Empire, but it has no fleet now, and its inhabitants are content to bask in the glory of their past.

Several distinct seas enclose the East Isles, all mild, warm, and friendly. A small, unmoving freshwater sea lies in the northeast. Large, organized kingdoms of Ludoch inhabit the Kostar-ankarujahobbi "Sea of Jewels" in the southwest; the small Valar-arriano Sea west of the tip of Vithela; and the Alsporanjabbi "Sea of Flowers" that stretches from the Jabbi Islands to Vormain. Also in the north are the Dang Leng Dang or "Standing Waves," whose twelve- to sixteen-foot waves never fall, so that boats must sail up and down hills of water. Most sailors avoid the phenomenon, and the islanders living therein have given up boating altogether. Most of the central East Isles are within the Venperhan Sea, from the Sea of Flowers in the northwest to the Sea of Jewels in the southeast. Venperha protects the islands from the Outer Seas, and for this all East Islander sailors worship her. During Fire Season, huge growths of bubble kelp called Guntuna Riskara ("Floating Plants") make sailing difficult throughout the Venperhan Sea. The large clusters have other varieties of plants growing upon them, and often resemble huge, mobile islands. The Deselenro Sea lies south of Vithela and the Venperhan Sea. Other seas, such as the Loso, Eninvolosso, and Vemati, are so far east that even most East Islanders have never heard their names, and consider them part of the Eastern Ocean.

The Bezarngay Boil is a steaming current of water that rises above the surface and runs northward from the Sshorg Sea at great speed for several hundred miles. The boiling water is fearsome enough, but the occasional monsters that come out of the scalding current terrify all witnesses. Fortunately, the Boil is very visible—the deadly steam rises like a wall along its path. The Boil is impassable to small boats and most ships, and only a few brave "Cutters" sail their small magical ships across it.

Particular and constant attention must be paid to the currents when navigating among the many archipelagoes. Near the islands, currents are always accelerated but are often "deep," several feet below the surface and so difficult to detect. Many islands are so low that it is often impossible to see them at night, especially during low tide, and ships may sail onto encircling reefs without any warning from soundings.

Teleos

Teleos is a lightly populated tropical paradise, mountainous in the interior and jungle-covered everywhere else. In the Imperial Age, it was called the Pirate Kingdom until the God Learners destroyed it. Now, the only native boats are small fishing craft; no natives build ships as they did in the past, although many ships take on Teleons as crewmen.

The island has only two seasons. The Windless Season begins at Clearburst, when the Great Storm loses strength and the Doldrums expand to a width of nearly 2000 miles in one day. The Windy Season begins 147 days later. For about 50 days, it is only moderately windy. Then, until the end of the year, the island is washed by daily typhoons, sometimes days and nights long, isolating Teleos from the rest of the world.

Six human tribes, each of a different skin color, inhabit different parts of the main island. They exhibit unnaturally similar cultural characteristics: all speak the same language, wear the same types of clothing, hold identical religious and social festivals, and share a single morality. Yet each tribe loathes the others. Each tribe trades with a specific foreign naval power at its own small port. Fortunately, the natives are unusually friendly, and any ship can find safety in any of the ports when the typhoons come.

The Sshorg Sea

The Sea of Terror gives rise to several doom currents that wash northward, arch around Teleos on either side, and enter the Homeward Ocean. The waters of the Sshorg steam, and Hakka-Orn the Flaming Sky Wave lurks in these waters, destroying ships in retribution for his expulsion from the Sky River.

Southern Waters

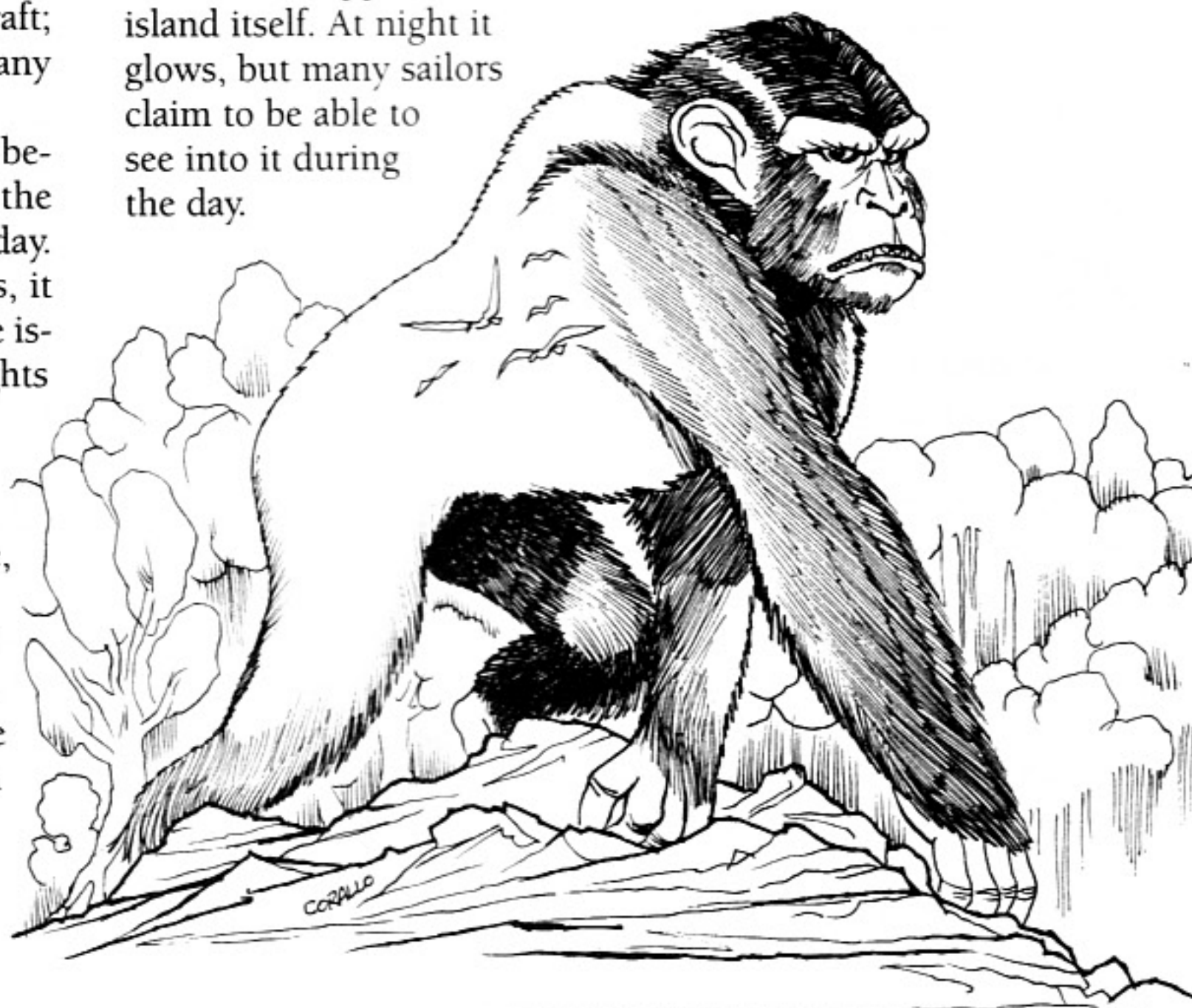
The southern waters flow primarily out of the Togaro Ocean. They are for the most part warm and shallow, cooling as they travel westward.

The Dinisso Sea

The Dinisso Sea is the center of the Margansti Confederacy of Ludoch. Somewhere a few leagues off the coast of Maslo, the Sunken Peaks of Lunkibiasi jut above the waters. Only a few brave souls have seen them, at a distance, but they are rumored to be the monumental tombs of the sunken land of Genjera. Wide-eyed storytellers feed the speculation about them with the tale of one ship that landed on the peaks and returned with fabulous wealth—and with many stories of those who have approached or landed there and never returned. Most mariners regard sighting these rocks as an ill omen, so that they will not speak of them once safely ashore.

The sea surrounding Loral is gentle, in stark contrast to the many vicious and terrifying monsters that cover the islands. Many of the monsters are huge and unique, like the turtle that swims in the air above the islands, or the awesome Queen Kweng, a giant chimpanzee. Many strange species found nowhere else plague the islands, such as the four-armed yellow apes and the ever-hungry tooth-beasts.

A kingdom of Ludoch controls these waters; sailors swear that they aid the monsters of Loral against humans. Ships sailing these waters must watch out for the Scarlet Ichthyosaur that prowls the northern portion, and also the Black Boat-eating Sea Urchin, which can completely devour a boat in less time than it would take to reach landfall in nearby Maslo. Off the coast of Loral lies the Coral Road, a submarine "covered roadway" of coral and shell that begins in crumbling and overgrown reefs about three miles off the coast of the main island. It travels northwest and disappears under the island itself. At night it glows, but many sailors claim to be able to see into it during the day.



The Maslo Sea

The Maslo is quiet, beautiful, and shallow. The local Ludoch tribe is very powerful, ruled by Estingitorix, who claims descent from Manthi demigods. All Ludoch in nearby seas, including the Marthino, acknowledge him as their king and high priest.

Ships sailing in the Maslo Sea must be wary of the Floating Coral Reef that drifts about three feet below the water's surface. Within the center of the Maslo Sea is Gotani Var, "The Place of Mirror Foam," where foam from breaking waves throughout the sea collects into a place where currents and tides have no influence; the foam builds up into thick rafts of cloud-like consistency. Halitopi Mist Girl, bride of Ikk Tik of the Rainbow Dancing Waves, dwells along this coast. Each morning she lingers, searching for her lost mortal lover, Keb Gargaff.

Maslo

During the Closing, the Maslans were able to maintain a fleet within the Maslo Sea, so their sailing tradition remained intact. Because of this, almost all of the ports of the Elamle and Onlaks peninsulas are on the inner coast rather than on the Dinisso or Marthino Seas. The sailors of Maslo are the most widely-ranging of all in Glorantha, and only their twin-hulled ships are regularly seen in ports throughout the world.

Of particular danger along the entire Elamle coastline is the Mother of Monsters, an impossibly huge monster that slowly travels along the coast from Wendo to Neutebeum and back over the course of 148 days, devouring everything in its path. Each night it lays a single egg, and the next morning its tainted offspring is born, a swimming, hopping, or flying monster that wreaks havoc in its wake.

Numerous towns and small cities dot the coasts. Westel is the primary port of Maslo and the seat of the Dynast of Flanch, whose fleet dominates the Maslo Sea. Westel easily resists yellow elf attacks from the local jungle, for it is at the end of a long sandy peninsula, completely unsuitable for most plant life. Foreign sailors may be tempted to go pearl diving in the bay, but only the Maslans know how to avoid the stinging puce jellyfish and toxic emerald sea fans. All other ports of Maslo are marginal at best, as the Mother of Monsters regularly destroys them. The only one of particular note is Neimengu, famous for its underwater gardens tended by tame sea elves, and also for being the last place Elamle-ata was ever seen. In her temple there, her perfectly detailed picture weeps tears every Sacred Week.

The only suitable way of entering the steaming Errinoru Jungle is the Aliss River. Along this river runs the Rope of Red

Harkenkarth, an invisible and insubstantial enchantment that guides and protects boatmen all along its length. Although the elves are obliged to sink every seventh boat they see, the enchantment guarantees that victims of the attack will survive, and offers a chance for their boat to be salvaged as well. Thus, some Maslans trade with the elves at designated spots along the river. Of course, they must still avoid the attacks of the lightning crabs that can kill with a single touch. In the Imperial Age, the Errinoru elves grew great tree-ships that used their leaves as sails. All were destroyed when the House of Errinoru fell. Some Maslan sailors claim to have seen new elf ships sailing from the port of Wendo, but no one believes this rumor.

The Tortugax Archipelago lies just off the northeastern coast of Onlaks. Its hundreds of small islands are inhabited by the Sofali, a race of turtle-worshipping people. The Sofali travel in small, saucer-like boats often pulled by sea turtles, and have been known to carry outsiders as far away as the Elamle Peninsula.

The Marthino Sea

This pleasant tropical sea teems with life. Stunning coral reefs line much of the coast. A multitude of diverse, colorful mollusks and hundreds of kinds of vibrant fish choke the tropical reefs and shallow waters. The native Ludoch would lead a lazy and pleasant life, except that they continually war with baleful Malasps from the Dashomo Sea. Both sides aid or attack human ships as they feel will best help their own cause. The Ludoch merman known as Cerulean Earshalshoo, a renegade from the rule of Estingitorix, leads his Fangs of Wachaza to attack vessels throughout the Maslo and Marthino seas.

Local sailors know to avoid the Musical Rocks, where three sea nymphs dwell. They can give knowledge to sailors who come to them, but they are treacherous, and the charm of their magical songs is so irresistible that many unhappy ships are lured to destruction on the rocks. Elsewhere in the Marthino is the Isle of Upward Rain, where the waters of the sea rise and rain upwards for over five miles into the sky. During Dark Season, typhoons rage in from the northeast; later in the year, during Storm Season, cyclones assault sea and land. At these times, locals say, both Gomori the Long Wave and his brother Gotori the Short Wave can form suddenly along the Laskal coast to swamp unwary boats. There are no established ports suitable for ships along this coast. Those that wish to land must set anchor in a shallow bay and row ashore in small boats, which make enticing targets for the Big-eye Thresher Sharks that mate and feed in these waters.

Mysterious Islands

Kylerela is the greatest of the floating islands. This Otherworldly place boasts such unusual features as the Canals of Eroticism, the Singing Mountain, the Violet Forest, and the City Without Food or Sin. Some say Kylerela is lost within the Sea of Fog, but others say it is merely invisible and might be found anywhere.

Boloastagos is the Island of Virtue, so rich that living there is like living in the Godtime. Anything anyone could want is provided. As long as all residents live in total harmony, the island keeps rising higher, growing larger and allowing more people to live there. When its people start to dispute, it starts to sink again. At the Dawn, the island lay off the coast of Kralorela. Since then, it has sunk and risen four times, each time in a different place, before sinking the last time. Many philosophers expect it to rise again, but cannot agree where.

Leviathan, the Island Beast, is so huge that ships sometimes mistake it for an island and land on it, for trees and plants often begin to grow on it when it surfaces. Most such ships are wrecked before long, for the sailors usually camp and light fires, which awaken the beast so that it dives to stop the irritation.

The Luathan Islands are known to be in the far west. Among them is the Island of Dusk, where the great bronze gates to the Underworld open to let the heavenly bodies submerge. From them sailed the Luathans, demigods who crossed the oceans during the Closing and destroyed Old Seshnela.

Plague Island is the said to be the source of all disease in the world. It is rumored in all seas, and God Learners postulated that there were several such islands, or perhaps one that moved as the health of the world changed. Stories about this island are wildly different, with but one common, expected, similarity: the presence of broods.

The Fonritan Coast

The Fonritan Peninsula includes a hodgepodge of duchies, satraps, principalities, and theocracies (including Shining Afadjann and the Golden Empire of Kareeshtu), which make common cause only against invading elves and, previously, the Vadelis. The overlords rule over a population of slaves, but claim in turn to be slaves of their own overlord. Afadjann had a good fleet until it was destroyed by the Empire of Golden Kareeshtu; now all that remains of it is Tulman the Reaver and his Cutlass Banner corsairs, who are feared throughout the Maslo Sea. Malasps dwell to the south in the Marthino Sea and to the west in the Dashomo Sea.

Moist sea winds and heavy rainfall give the whole region a mild, humid climate. Late in the year, the coast is lashed by terrible typhoons that can persist until Sacred Time. The storms are only driven away when the Doldrums rapidly expand west of Fonrit in the Clearburst (see page 38).

Only a few of the many ports in Afadjann are of note. Sailors everywhere fear Abesh, for many lurid tales are told of the ships that docked there, never to leave because their crewmembers all contracted the terrible and frightening Death Affliction. Almost as bad is Siwah El, ruled by a sorceress who forbids drinking or debauching in her port. To avoid severe fines and reprisals for infractions, most captains deny any shore leave in this port, which leads to numerous complaints and unrest among their crews. Another dangerous port is Sarro, ruled by an impudent pirate called the Jann of Thieves. Its harbor is surrounded by acres of gloomy abandoned buildings, haunted by ghouls and base foreigners who worship strange gods.

Sailors enjoy docking at Ebbeshal, for the pleasures at this port are exotic and enticing: opium dens opened by Kralori traders, the dusky harem girls of the Endless Orgy, and the many eating-houses offering any dish (even troll fare). Unfortunately, Ebbeshal is reached only after a difficult passage around Kanem Dar Island, and most captains dock at easier ports instead. Temisrah is a more popular anchorage, especially for those with damaged ships, for its Elder Race Ghetto includes several skilled Waertagi and elven shipwrights.

The Fonritan port most often visited by foreign sailors is Dindanko, the City of Shining Domes, capital of Kareeshtu.

Ghost Islands

Among the many dangers faced by sailors are mysterious "Ghost Islands," remnants of lands lost before or during Time. Most are near the coasts, but a few deep-sea Ghost Islands are known.

Many Ghost Islands are of only local fame. These include the Island of Birds, in the East Isles, which appears every 100 years, always off the coast of a different, favored island; the Waha Rocks, a small group of tiny islands which appears periodically off the coast of the Wastes, each time in the shape of a different herd beast; and the Little Spike, which appears in the same place in the northern Homeward Ocean on an irregular basis, usually during Sacred Time.

Some scholars speculate that many Ghost Islands are actually normal islands exposed only in years of very low tides. Others say these islands do not actually exist, that reports of them are merely the result of poor navigation or inaccurate charts. Still others feel they are created by volcanic action. Most people scoff at such ridiculous ideas, and some captains spend years searching for one of the ghost islands in search of powerful magic or fabulous treasure.



The famous Admiral Yacht is in dry dock here. Sailors must be wary of the seasonal fluctuations in the approach, as the Pillars of Water can arise almost anywhere during Storm Season, causing the Squid Rain (both of which first appeared when the Closing struck the land). In contrast, sailors detest docking at Katele, home of the "Pure Doctrine Freedomists" that harass sailors and urge them not to trade.

Western Tarahorn and the coastal lowlands surrounding the Koraru Bay have a rough and rocky coast, and ships cannot dock except in the few ports, of which only two are notable. Despite its distance upriver, Kormanis is still a seaport, although the nearby marshes harbor giant lizards that can take a man's leg in a bite, giant river hippos that hide underwater until boats are close enough to eat, and snakes that can kill with a single bite. It is better for ships to dock at Dumanaba, the "Floating City" that clogs the estuary of the Baruling River. Hundreds of channels wind between the frequently-moving rafts. During the Closing, a small fleet was saved from destruction here by Kadiola, a wily sea spirit; not so lucky was the Invisible Fleet of the God Learners, which was denied Kadiola's protection.

The Dashomo Sea

The Dashomo Sea is cool and placid, full of fish and sea life. It would be the most pleasant of seas to sail if not for Terthinus, Voice of the Deep, a violet-skinned mer-king who tyrannizes the area. He and his followers form the Hroarilli Tribe. He controls sea serpents and other monsters to enforce the "Laws of the Dashomo," and sinks all ships that do not pay his levy of sea-metal (aluminum and quicksilver).

Kumanku Islands

The Golden Empire of Kareeshtu currently rules the Kumanku Isles. The oppressed natives labor for their masters; most still resist in their hearts, but active rebellion has ceased due to the abominably harsh Kareeshtan reprisals. Many native clans look to the Monster Girl King of the Starless Night as their leader.

The fortress port of Quarash was originally a Vadelis city, but now is the home of the draconian governor, Red Ravaal. He has forced the natives to construct a colossal fortress-palace, with high towers commanding an excellent view of the harbor and sea. From here, his corsairs raid in the name of Golden Kareeshtu. Yet even they are wary of the Jaws of Magasta, an enormous saltwater crocodile that dwells in the waters off the island.

The Umathelan Coast

Umathela is a land of coastal river valleys that are navigable until they enter primeval elf forests. It is temperate rather than tropical, more like that of Genertela than the rest of the Pamaltelan coast. It is dry and warm in summer, gradually becoming moister as the year progresses. When the wind changes in mid-winter, it brings much rain and occasional snow. The inhabitants of the river valleys are Orlanthi, but their culture and religion have changed much over the centuries.

The inhabitants of the coastal cities call themselves Malki, and cling to Malkioni ways. The largest port is Nikosdros, capital of Cerngoth and ruling seat of the Patriarch of Nikosdros (to whom most of Vralos pays tribute). A jagged reef encircles the harbor, and the docks are located in a deep, sheltered bay. Nikosdros is the home port of the largest fleet in Umathela. The Church's annual ship blessing protects vessels against sea monsters and helps them evade bad weather, but even the Patriarch's personal blessings have been unable to help ships avoid the taxes or retributions of Terthinus.

Flaurine was once the seat of a powerful naval force, but its prince resisted Terthinus, who raised the sea floor and destroyed the harbor in retribution. Now the city is a vast ruin, haunted by vagrants and strange monsters. Tortrica sits at the mouth of the Ediruss River, whose banks are lined with black, foul-smelling mud that somehow does not enter the harbor (which is of poor quality). Its ruler, Prince Mornth, maintains the only cavalry unit in Umathela despite the difficulty of keeping horses healthy in Pamaltela.

Garzanz controls trade up the Riogache River into the Enkloso forest. Its ruling commodore is one of the most influential men in Umathela. He plots against Terthinus and the Malasps, and hopes to convince the blue elves of the coastal waters to aid him. He is secretly developing a fleet of ships based on Genertelan designs, in defiance of the dictates of the Patriarch of Nikosdros. The sea here is quite shallow; passage upriver can be made at high tide, but the current can be strong as the tide turns.

The Worm Sea

More properly called the Swermela Sea, this large and shallow body of water between two great marshes abounds with giant worms of all kinds: squirming tapeworms, pelagic nematodes, ciliated flukes, and gigantic leeches that attach themselves to whales, kraken, and hapless ships. Although these monsters are found throughout the world, they are rare elsewhere and concentrate here, perhaps to breed. Aquatic dinosaurs, great swimming reptiles, and other monsters are also found here, along with strange, worm-like mermen called Dwerulan.

Slon is a temperate, foggy land with warm summers and winters. It is dominated in the north by dwarves and in the south by giants, huge saurians, and other monsters. Enormous, gloomy forests of dark trees fringe the coasts, so that the human explorers of the Imperial Age thought it all to be jungle. Those few who have sailed near Slon and returned tell of vast stone platforms just offshore involved in some kind of underwater mining, great stone ships, and other fanciful things.

South of Slon lies Porlaso, a dreary marsh. Giant saurians slither everywhere and wild packs of goblins thrive in the dense thickets.

Western Waters

The western waters flow from the Hudaro Ocean and are generally cold. Those closest to their source are deep, but as the waters travel farther south, they grow shallower.

The Brown Sea

Mermen and humans alike call the Kereneth Sea "brown" because it is so turbid and shallow (hardly more than a half mile at the deepest). It is so shallow here that an unwary ship, or one without an experienced and knowledgeable navigator, can run aground on shoals or small islets. Humans rarely sail these waters, but tell tales of vast sargasso seas populated with monsters. The "Living Waters" are a place where the sea waters writhe with life-like intelligence, sending tentacles of water up from the depths as if searching for food. Somewhere in the Brown Sea is the Danmalastan Triangle, an area in which ships are said to experience strange lapses in time and other magical effects, or even disappear without a trace. The Adum Reb School of wizardry, in Umathela, believes that these effects are due to the area's unique nature, for it is filled entirely with pure essence waters.

The "blue elves" that inhabit all coastal waters may appear humanoid, but they are plants, as different from humans as is seaweed.

The Jrusteli Isles

The Jrusteli Isles are the former highlands and mountain peaks of Jrustela, once home of the hated God Learners. At the end of the Imperial Age, the continent was shaken by huge cataclysms that destroyed most of the land and all human habitations. Fringing the northwest side of the islands is Aurelion's Breakwater, a vast petrified lava wall that shelters the waters off Curustus Island from the worst effects of the doom currents.

Most of the archipelago is unexplored, untamed, and unnamed by humans. The native inhabitants, the many races of insect-like creatures called Timinitis, are found on most islands. Many are hostile to humans and other races; none are truly intelligent, although the spider-like Arachans are extremely clever. During the Closing, trolls, elves, and dwarves came to this land by magical means. They grew strong in a world without humans, and each race dominates its own islands. The trolls have sleek black galleys that scythe through the archipelago's waters at night, seeking prey. Malasps allied to Terthinus of the Dashomo fill the waters. They are hostile to all life, but do cooperate with the trolls when it serves their purposes.

The humans of the Orange Guild were originally slaves of the evil Vadeli, but freed themselves after their masters were largely destroyed in the south. Now, they are form federation of traders (including foreign merchants and even some Vadeli) who ruthlessly maintain their monopolies. They maintain heavily armed and armored mercenaries as guards. Each member of the Orange Guild runs one or more ports, and provides or pays for a warship to protect the entire Guild's interests from trolls, pirates, Malasp malice, and invading fleets.



The Hero Wars are between... Opening and Closing

The powers of the Closing—whether Doom Currents, Killer Waves, or Monsters—prevent passage on the open seas. Most mortals accept this, and either ignore or fear the seas. Even those who live near the coast stay in the shallows and never leave sight of land.

But Men of the Sea can resist the powers of the Closing and make their own destinies. Using the secret of the Opening, taught by Dormal, they cross the open seas, and even visit the Other Side to confront the powers of the Closing directly.

Any ship that can afford it is strongly advised to pay for a warship escort while traveling through the Jrusteli Isles. The protected routes through the archipelago are the Nolorian Passage, the Madostar Passage, and the Jiklinn Strait. Captains should never sail the Malisk Straits, as the trolls of the islands along the route loot and sink any vessel they find; the sailors of such ships are never seen again. Likewise, captains should never be tempted to stop at the beaches of Parinstora, for although lush, they are haunted by ghosts that spit and bleed acid.

Most of the ports of Jrustela are open only to Orange Guild ships and their crews, but two ports are open to outsiders, and are thus the only places for ships to stop between western Gentela and Pamaltela. Crandess thrives on the iron trade with the dwarves of Dalamgring, who destroy any Orange Guild member or ship who tries to monopolize the port. Jiklinn caters to merchants, speculators, and adventurous types wishing to exploit Jrustela's fabulous ruins.

The Banthe Sea

The great Banthe Sea is cold, gray, bleak, and unforgiving to those who venture across it. Its main Central Current passes north of Jrustela, entering the Homeward Ocean somewhere northeast of the Kumanku Islands. The secondary Listless Current runs southward into the Brown Sea. Fog, precipitation, and whiteout blizzards are the principal obstructions to visibility, while the currents frequently carry large icebergs. Mirages, halo phenomena, and other visual distortions are commonplace due to the cold. Experienced sailors frighten those new to the sea with tales of the Rising Pipkrakers, icy spears hurled by bored daimones from far beneath the sea to pierce the hulls of unwary ships. A confirmed danger is attack by the Gray Count, a massive daimon who regularly assails ships with his walrus warriors. Lucky ships may be warned of his approach by local Ouori, the only merfolk who can live in these frigid waters.



The Neleomi Sea

The waters of the Neleomi Sea are very cold, and flow in three distinct currents. The slow Fronelan Coastal Current hugs the coast and is used by merchant ships. The Central Neleomi Current is fast and strong, and often drags unwary ships into the doom currents of the Ocean Without Return (as many Fronelans call the Homeward Ocean). The Brithini Coastal Current is weak and sluggish.

The Neleomi Sea once held the great island of Brithos, but it disappeared sometime during the Closing. Now the Brithos Fog fills the waters where it once lay. By all accounts, it is filled with terrible monsters that lurch from the depths, inhuman howling that drives sailors to ground their vessels onto the wicked reefs, and flashing shoals that can easily capsize even the sturdiest of ships. The few survivors who have reported dragonships are called mad or believed to have seen only ghost ships, for all sailors know that the Waertagi cannot return while the Closing lasts.

The Neleomi Sea contains several islands. Most notable are the Vadeli Isles, homeland of the Brown Vadeli. More ominous are the Red Vadeli Isles, which appeared during the Closing. They are home to the Red Vadeli, who were exterminated before Time but have now returned; many people fear that if they are back, the Blue Vadeli cannot be far behind. Old Trade is believed by some to be a myth, but Dormal himself stopped at this last remnant of Brithos and brought back the first of the Old Trade Pilots, who alone can find this source of wondrous lore. Far to the north, the water freezes into glacial pack ice that prevents any ships from entering the White Sea.

Far to the northwest, beyond even primitive Whalebone Isle, is Last Stop Island, for which Dormal sailed on his last voyage. Only heroes and spirits have ever visited this land, and few have returned. Most say it is a wonderful place, half-filled with people and half-filled with the wonders of the Otherworld. A few have said that it is a dreary place, half-filled with ruins and half-filled with the dead.

The Fronelan Coast

The coast of Fronela is rocky and desolate in the north, where Winterwood meets the sea. For most of the year, the prevailing winds blow from the west, carrying snow and hail in winter and rain in other seasons. Icy hurricanes sweep the coast in late winter, forcing ships to remain in harbor, whether in the Yggs Isles that thrust outward into the icy waters of the north or in the ports of the Kingdom of Loskalm to the south. It is in these isles that the Wolf Pirates have their ultimate origin.

The southern coast is marginally better. A succession of banks and deeps lies off the coast. The deeps usually extend toward the larger bays, inlets, and islands, the greatest of which is the Ozur Bay that provides some shelter from the bitter winds and freezing currents. In the spring, glacial melt waters rush to meet the sea, often swamping unwary vessels in the bay and along the coast, and even captains of the greatest skill and tenacity sail with caution. Numerous fishing vessels cautiously sail this coast, for even in summer, squalls can blow up quickly, and are more violent near land than farther out.

Northpoint and Southpoint are the primary ports of the Kingdom of Loskalm. Northpoint is the capital of the kingdom. A huge triple curtain wall and deep moat guards the harbor, while fortified bridges across the river stop hostile boats foolish enough to attempt traverses. The banks of the estuary are lined with high, crenellated walls that also cut off the docks from the rest of the city. On the tip of a small spit stands Svagad's Monument, commemorating his victory at the Battle of Deep Shallows. On the opposite side of Ozur Bay, fronted by rocks with a heavy race offshore, is Southpoint. It is a medium port, smaller than Northpoint and less guarded, and most foreign ships dock in its protected bay.

Deep inside Ozur Bay, within Loskalm but not part of it, is Sog City. This ancient city is dominated by the ruins of its immense drydock, large enough to hold a Waertagi dragonship. The harbor entrance is broad and deep, but can be rough, especially at low tide or when strong southeasterlies meet the ebb tide. The principal hazard is the Black Rock Shoal near the center of the harbor entrance. The native population descends from the ancient Waertagi who founded the city, and they await the return of their kin. Ancient Brithini, unusually generous for members of that race, rule from within the red-hot brass walls of the inner city (which is forbidden to those not of pure Brithini blood). The Cult of the Ship and the City, a local prophetic religion, is well-known, for its leaders had visions of the Opening before it occurred, and met Dormal at the docks when he landed. The cult's popularity has continued to grow, as even newly arrived foreigners get caught up in the excitement generated by dreams of the return of Waertagi cityships.

Farther south, in Arolanit, the great Waertagi Beacon warns all non-Brithini to stay away from Varthulwal, for only the large port of Laufol is open to foreigners. When ships approach the harbor, the Gray Pilot comes to assess taxes and tow them into a berth. As ships draw close to the harbor, sailors can see the enveloping grayness of the land, as even the color was long ago sapped out of the earth, sea, and air to power arcane spells. No sailors may leave the city walls, and only a few are permitted outside the walled harbor area into the main city to visit the Talar's palace. All departing ships are towed out to the Isle of Delights, a tiny rock upon which anchors are placed to allow the performance of the Dormal rites.

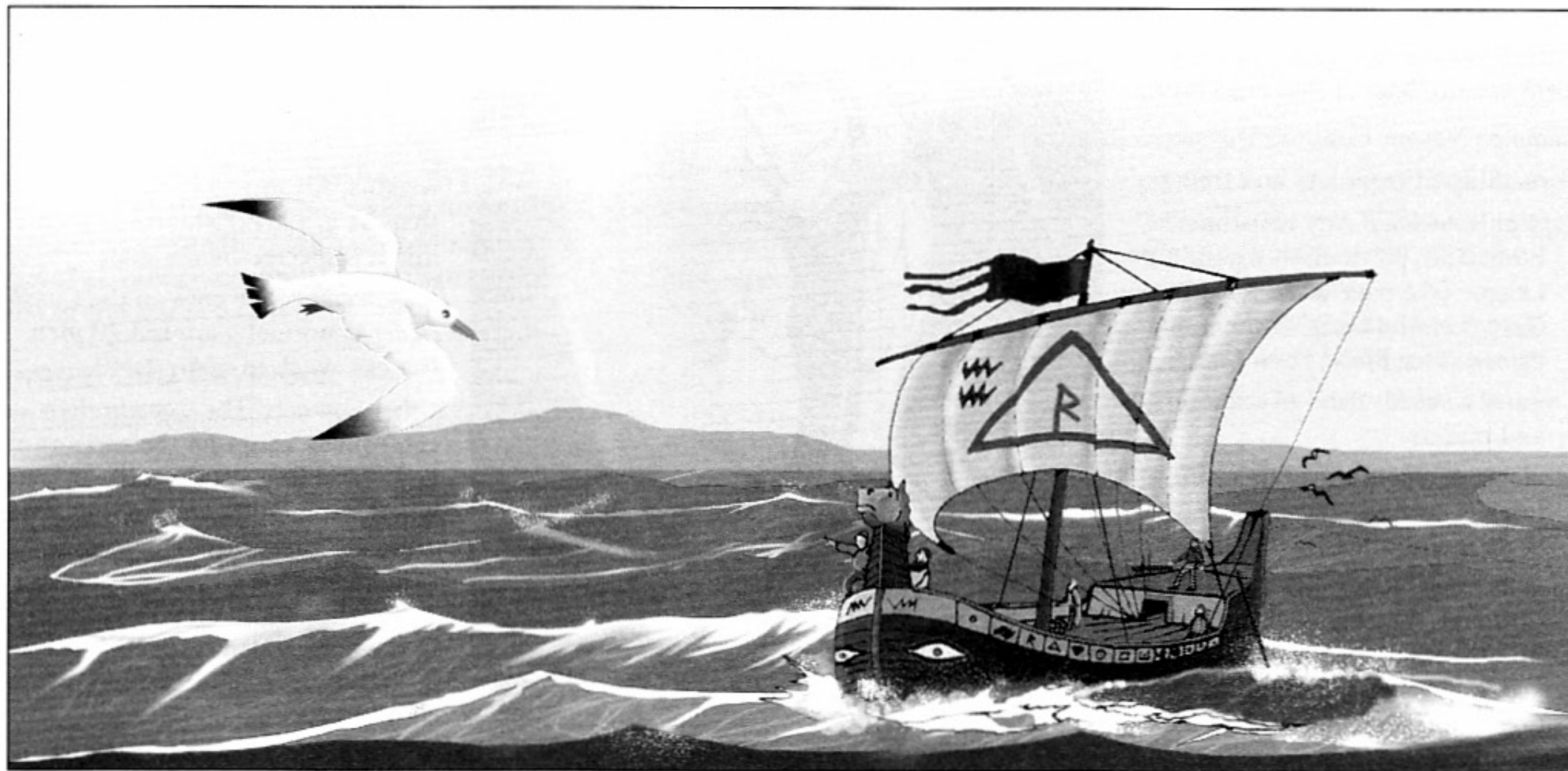
A Meeting with Malasps

Source: *The Travels of Ialorat*, c. 110 S.T.

We sailed north again, but this time with more trouble. A number of splashing figures were sighted about noon one day, and they closed with alarming speed. As they drew near I saw they were sea folk, deep green and finned, bearing wicked-looking weapons whose very appearance frightened me. I prayed to Rathor, but feared he would be too far away to hear. Taegiin stood beside me, fingering his own axe, and praying too. I felt strong again, and ready for the enemy.

But there was no attack. The fish men circled the ship, weaving a spell about it so it would not have moved even had we been rowing. The captain brought forth a man I had never yet seen, whose manner and dress showed him to be a wizard. He conversed with the mermen, then talked with the captain.

The captain argued a bit, but looked once at the figures, then disappeared below. He returned and cast some object over the side. The sea people stopped circling. The wizard spoke again to them. One listed and nodded. The captain threw another object to the fish man, who caught it deftly and happily. The sea folk all dived, and suddenly the ship was hurled forward faster than any rowing or wind could have done. We continued under the power of the sea men, enjoying the giddy speed. I would have lounged, but the captain made us spend our time cleaning the ship and sharpening our weapons. When we sighted land the sea people disappeared, and we set to rowing.



The Coastfinders

"New lands, new peoples, new ways."

The *Coastfinder* is a ship of naval explorers and merchants that operates along the southern coast of Maniria. It occasionally ventures further afield, into the Neleomi and Banthe seas, and even all the way to Jrustela. The ship is based in Handra, although the captain and most of the original crew came from Nolos. When Dormal's fleet reached Nolos in 1581 S.T., Comito's father was among the excited folk that welcomed the Opener. Although a young boy at the time, Comito was deeply touched by the arrival of Dormal, and under his father's guidance, he turned his dreams towards following in the wake of the Great Opener.

As soon as he was of age, Comito joined the royal navy of Doge Mulliam of Nolos. Comito soon displayed his prowess and enthusiasm for the seas and rose to the rank of captain. His career was cut short after an unfortunate incident at his wedding to Juliana DeHertalia, daughter of a wealthy Seshnelan merchant family. He was discovered in a tryst with her bridesmaid, Vardia, who committed suicide in shame (although some say the DeHertalia family poisoned her). Rather than seek the comforts of drink or the solitude of a monastery, Comito decided to flee the shame. He used his savings to commission his own vessel and recruit a crew to continue his dream. Comito is estranged from his father, his family, and his inheritance.

Comito is always dreaming up grandiose plans to visit exotic lands, sail the Purple Sea of Darkness in the far west, discover legendary sites like the Fountain of Youth, and accumulate wealth to stagger the imagination. One of his recent wild ideas is the establishment of the "Scuppernongs," an association that he dreams will rival the fleets of the Quinpolic League. He is attempting to organize several captains into a league to protect each other's ships by quelling pirates, and foster safe travel by training pilots and building light-beacons. Most importantly, he seeks to control trade by gaining commercial privileges and monopolies and establishing trading bases. Currently, he is entertaining the overtures of the Prince of Fay Jee to form the nucleus of that city's navy.

Common Names: Comito's Questers.

Form: Ship of explorers and traders.

Typical Homeland: Any maritime homeland, particularly Quinpolic League (see page 22), Nolos (see *Heroes of Malkion*), or the Trader Princes (see *Blood Over Gold*).

Cultural Context: Band of explorers and traders.

Ideology: A whole world of adventures is awaiting us; all we have to do is find them!

Look and Feel: Early Venetian sailors. Although the core of the crew is from Nolos or Pasos, a few are exotic foreigners who joined the *Coastfinder* after the ship visited their land.

Purpose: To explore the seas and to make money and fame for Comito through trading.

Headquarters: The *Coastfinder*, a Nolos cog with several design amendments, like the "Flying Jib"—a special bow mast with a magical sail. The *Coastfinder* sails from port to port at Comito's whim (most often when he needs to escape a forced marriage to some local girl, or flee from the angry husband of one of his many paramours).

Reactions: The DeHertalia family and any of their associates see Comito and his associates as brigands and upstarts. Trader Prince houses view the Coastfinders with a mixture of disdain and avarice as they seek to extend their control. Port authorities of the Genertelan coast have varying degrees of trust or tolerance of the Coastfinders, depending upon Comito's past romantic or adventurous entanglements with the families of each port city.

Resources

Leader: Captain Comito Gabalabris is a collection of extremes. He has a reputation for being a womanizer and a shyster, and a lady in distress (or any state of undress) can easily dupe him. Yet he tries to do the right thing, and is loyal to his crewmembers. He carries the Brineblade, a blue cutlass forged from the essence of elemental water.

Renowned Members: Remolar Du Mirganvo, the son of a lowly chandler, who knows secret magics to make the finest sails that will never rip in high winds.

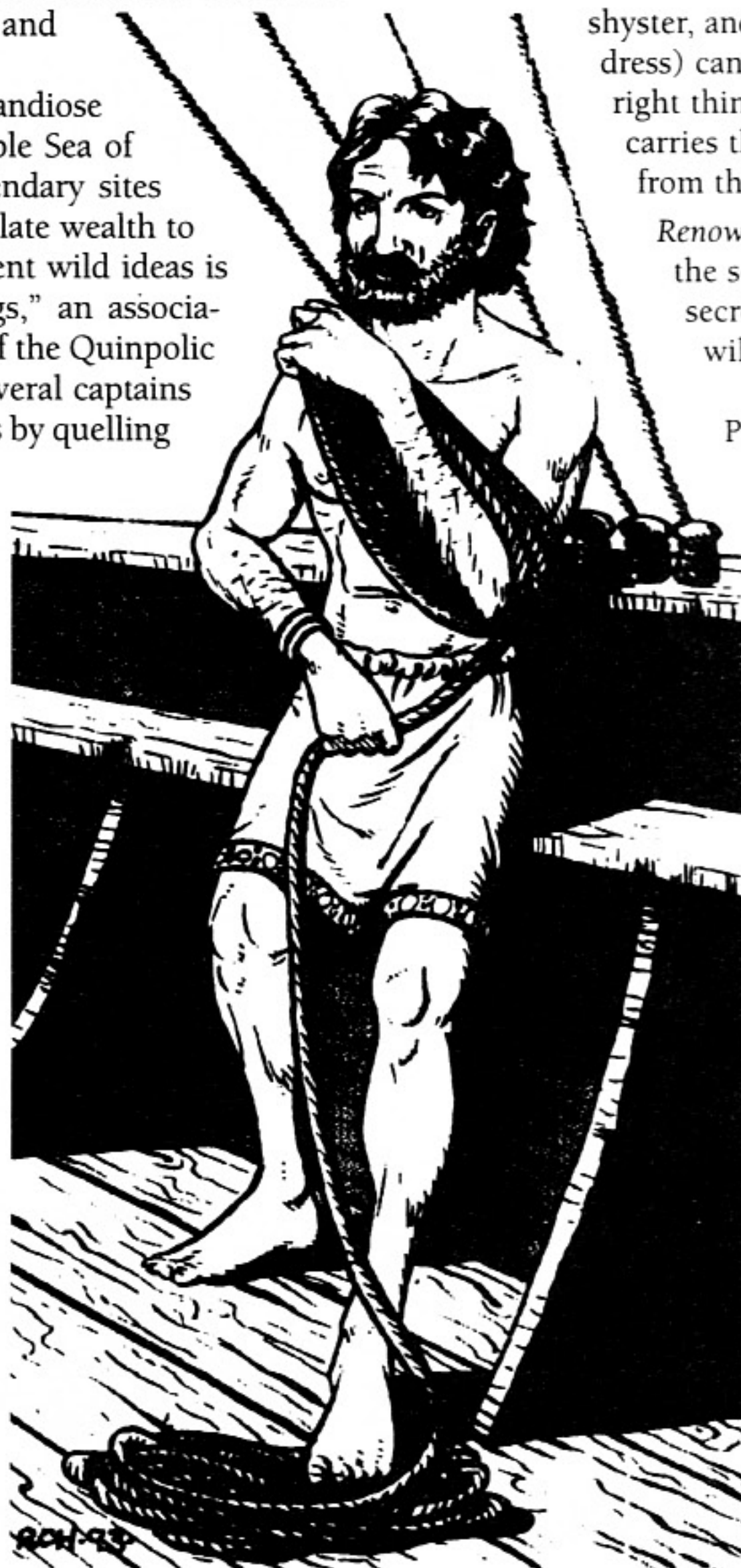
Ralbas Fondaco, an adept of the Pure Waves School of wizardry, known for his pious ways. His *Wave Mastery* has saved the ship many times.

The self-styled "Doge" Damelia Rakiston, who claims he is the rightful heir of the huge Rakiston fortune and their fine fortress on the Castle Coast.

Alyantano Tondalo, the ship's chaplain and a liturgist of the Order of Saint Althens, patron of shipwrights. Alyantano is a better sailor than he is a liturgist, and as such is much respected by the crew.

Membership: The crew of the *Coastfinder* is normally around 20 men, but can reach as many as 40.

Other Contacts: The Coastfinders can usually count on the support of Nolos and Pasos authorities, at least where exploration and trading activities are concerned. However, both Comito and his crewmembers have had "incidents" with port authorities in the past, which occasionally affects dealings with local aldermen or commanders.



Comito Gabalabris

Keywords: Orderly of Saint Deliam 19 (*The Brown Book of the Oceans*), Quinpolic League Sailor 7W, Ship's Officer 5W2.

Significant Abilities: Charm the Ladies 17W, Know Neleomi Sea 15W2, Know Banthe Sea 19, Management 19, Pettifoggery 8W2, Sail Cog 10W2, Sword Fighting 17W2.

Equipment: Brineblade (magic sword) +7, aluminum lamellar armor +4.

Coastfinder

Significant Abilities: Agile 12, Avoid Swamping 19, Deck of Essence Wood 5W, Deep Hull 14, Flying Jib Sail (Bless Crew 5W), Enlarged Cargo Hold 15W3, Kelvae 11, Large 12W4, Opener (Damelia Rakiston) 7W, Sail Fast 6W, Seaworthy 18W.

Alyantano Tondalo

Keywords: Liturgist of Saint Althens 5W (*The Abiding Book, The Plan and Measure*), Quinpolic League Sailor 14W.

Significant Abilities: Boating 3W, Carpentry 11W, Endure Weather 15, Hold Course 12W, Leader of Ship's Congregation 17W, Rope-making 9W, Sail-making 13W.

Equipment: Leather armor +1.

Contest Synopsis

Navigate (Comito): 13W2 (122 AP)

Open Seas (Damelia): 15W (35 AP)

Ship to Ship (Large; defend only): 19W4 (207 AP)

Shiphhandling (Seaworthy): 20W2 (121 AP)

Travel (Comito): 6W3 (185 AP)

Ralbas Fondaco

Keywords: Adept of the Pure Waves School 4W (*Names of the Sea, Voice of the Secret Deep*), Quinpolic League Sailor 10W.

Significant Abilities: Boating 6W, Endure Weather 1W, Navigate 17W, Sea Lore 3W, Speak Seaspeech 19, Staff Fighting 17, Strong-willed 6W.

Equipment: Staff +2, flowing robes +1.

Typical Sailor

Keywords: [Homeland] Sailor 2W, Lay Member of the Ship of Life Church 17.

Significant Abilities: Cudgel or Knife Fighting 17, Endure Weather 17, Hold Drink 1W, Navigation 13, Navigationalist Doctrine 13, Seamanship 17, Swimming 17, Tie Knots 17.

Equipment: Knife or cudgel +1.

Vardia (Guardian)

Vardia was Comito's secret lover for several months during his arranged courtship of Juliana DeHertalia, but died the night before the wedding, an apparent suicide. Some days after her death, Vardia appeared as a ghostly form to Comito. At first, he thought grief deceived his eyes. In time, however, he realized that Vardia was there to protect him and his newly formed crew. Unbeknownst to Comito, her true motive is to make sure her former lover remains loyal to her and, in time, to convince him to enact retribution for her poisoning by Juliana.

Vardia has a young, round face that displays her childish and impetuous nature. Her alabaster complexion contrasts with her raven hair and faded blue-gray eyes; she wears a sad smile and carries an air of loneliness. She possesses a lost, submissive tone of voice and rarely raises it. Vardia is very temperamental and jealous of any females that Comito shows romantic leanings toward. When she thinks he is ignoring her or favoring another woman, she sulks and refuses to communicate with him.

Method: Manifest.

Form: Vardia takes the form of a small, beautiful fairy-like woman. This form is visible only to Comito, however; to the rest of the crew she appears as a bright bluish light.

Communication: Vardia never speaks, and Comito alone can understand what she communicates by the sad music that accompanies her every movement.

Guardian Requirements: Never lie to a woman about your intentions or feelings.

Functions:

☉ Awareness—Detect Bad Water 5W.

⚡ Blessing—Safety at Sea 10W.

☐ Defense—Resist Feminine Charms 3W2.

☼ Dormal—Open Seas 13.

Organization

Captain Comito appoints the ship's officers from among the crew as necessary to keep the ship running. He does not otherwise adhere to a set organizational structure, with individual crewmembers assigned to one or another officer depending on their experience and loyalty or the needs of the job at hand.

Membership Keyword

Membership Requirements: All crewmembers are expected to give at least lip service to Makan and to follow the tenets of the Ship of Life Church. Conversion to the church as a lay member is beneficial, but not required—loyalty and skill mean more to Comito than religious beliefs.

Skills taught: Charting, Navigation.

Typical Personality Traits: Charming, Daring.

Magic: None taught, but crewmen who are at least lay members of the Ship of Life Church benefit from the normal blessings invoked by the ship's liturgist at weekly worship services.

Sailors of the Seabird Army

"From beneath we devour; from above we strike."

The Sailors of the Seabird Army were originally based on a single merchant ship, the *Shearwater*, named after a seafaring relative of the albatross. They are dedicated to exploring the myths of the Seabird Army, and transport cargo only to finance their investigations. Admiral Berentos Fillion leads the fleet throughout the Homeward Ocean from their home port of Karse.

Several years ago, Berentos and his crew were lost at sea. After days adrift, the remnants of his crew despaired when they saw an albatross, traditionally the harbinger of storm. Instead, the bird led them to landfall and spoke to Berentos in the voice of Avelania, the Great Seabird Mother. They were saved, and Berentos resolved to find out more about this goddess.

Berentos now commands a small fleet of ships. His is dedicated to visiting places that are (or might be) sacred to Avelania. The fleet has already sailed to the East Isles, where the crews braved cannibals, plant-people, and demons to find the legendary Bird Island. Unfortunately, to Berentos' frustration, they found neither it nor the Doom Phoenix. They have stolen sea turtle eggs from the Sofali people during a raid on the beaches along the Dinal coast, and followed the migration route of the whirlpool albatross around the Homeward Ocean.

Berentos has quested into the myths of the Seabird Army several times, clashing with both Orlanthi and Sofali turtle folk. He intends to revisit the East Isles to learn more about Amovomambi Island (reputedly the original home of the Rinofis bird people) and to seek the Doom Phoenix once more.

Early in his quest to discover more about the Seabird Army, then-Captain Fillion visited Skomer Island in the Banthe Sea, a sacred site of Avelania. There, he helped protect the burrows of the nesting shearwaters from raiding Orlanthi. Afterwards, her daughter-spirit Shonas, who guards the island, gifted him and his vessel with the protective shearwater spirit, Calotris.

Common Names: The Beak and Claws of Avelania, the Feather Heads, the Haglins.

Form: Small fleet of sacred questers and shippers of cargo.

Typical Homeland: Any maritime homeland, but most crewmembers come from Esrolia or the Rightarm Islands.

Cultural Context: Band of pilgrims and shippers.

Ideology: "We are the Sailors of the Seabird Army, and we will right the wrongs done to our Great Seabird Mother, so that she may return to her children."

Look and Feel: A cosmopolitan mix from the cities and towns along the coast of the Holy Country and further afield.

Purpose: To visit sites sacred to Avelania and to strengthen her position in the world and Otherworlds. The Army finances these pilgrimages through trading.

Headquarters: The *Shearwater*, a merchant ship from Rhigos.

Reactions: The Sailors of the Seabird Army are mutually hostile with Orlanthi (including Heortlings) and Sofali.

Resources

Leader: Admiral or 'Beak' Berentos Fillion, who has been gifted with an intelligent albatross follower by the Great Seabird Mother. It acts as a scout, warning him of threats at sea, including hazardous weather, sea monsters, and hostile vessels. Berentos worships only Dormal and Avelania, saying they are all he needs.

Renowned Members: Cylie Blackmor of Refuge, who possesses the stealth and trickery of the turtle-egg-stealing urdina. He once fashioned some garish giant puffin bills into helms for Berentos and several other crewmembers.

Wetwang of Hegua, the *Shearwater*'s boatmaster, has a tendency to bully fellow crewmembers whom he perceives as weak, particularly those even shorter than he.

Torque the Swimmer of Haragala, captain of the fleet's marines, who swims as fast as a penguin and can strike from beneath like a gannet.

The captains of the other four ships of the fleet are Basani, a blue-skin who claims to be a noble of Tarahorn; Nerleus Winoranya, a Pithdaran who can grow feathers from his arms; Sadan, a princess-turned-captain whom Berentos rescued from sacrifice to the Monkey Demon of Maloanastambi Island; and Silent Thorudorn, who never speaks but whose crew is loyal beyond reproach. All once served on the *Shearwater* itself; they are very loyal to Berentos, and rarely disagree with his decisions.

Membership: Greatly variable, but never more than a dozen ships at any time. Each ship carries 20 to 30 crewmen; the crew of the *Shearwater* numbers around two dozen.

Other Contacts: The Sailors of the Seabird Army are welcome in many ports of the Choralinthor Bay, particularly in Seapolis during the Twelve Birds Festival. Unknown to the Seabird Army, they receive limited covert support from "interested parties" among the Rinliddi, due to presumed (or hoped-for) mythological connections. Thus, they are favored with contracts when they seek cargo in the Lunar-controlled ports of Karse and Corflu.

Organization

The crew of the *Shearwater* is organized conventionally for a merchant ship. Berentos leaves the organization of each ship up to its captain, except that all the openers report directly to Cylie Blackmor, and the commander of each contingent of marines reports to Torque the Swimmer.

Berentos likes to meet every sailor and marine under his command. He often picks an attribute or behavior of a crewmember and gives him or her a seabird nickname. Thus, he calls Wetwang "Great Skua" due to his aggressive behavior, and this nickname is generally used by the other crewmembers.

Berentos and his most loyal followers have abandoned their old religions and worship only Avelania and Dormal. He urges all members to do this, but most do not. Berentos does not mind, as long as all crewmembers participate in the sacrifices to the band's divine patron as if they were communal worshippers.

Membership Keyword

Membership Requirements: Prospective members must take an oath to obey Admiral Berentos Fillion and not to murder or steal from other crewmembers. Members must participate in worship of Avelania, regardless of their religion.

Skills taught: Ambush, Guard Ship, Shriek Alarm, Swim, Swim Underwater.


Typical Personality Traits: Communal, Watchful.

Magic: Only sailors who have proven their worth and loyalty are taught Avelania's common magic.

Admiral Berentos Fillion


Keywords: Esvulari Sailor 14W, Worship Avelania 2W, Worship Saint Dormal 19.

Significant Abilities: Command Crew 2W2, Construct and Understand Charts 19, Detached 4W2, Know Solkathi Sea 1W2, Manage Ship 6W, Navigate 19, Organize Sailors 4W, Predict Weather 6W, Quelling Glower 19, Saber Fighting 15W, Sail Kyranae 16W, Seamanship 19, Swim 3W2.

Sidekick: Keerak Doomflyer (Albatross 10W: Fly Fast 7W, Spot Danger 14W, Worship Avelania 12W. 

Equipment: Saber +3, turtle shell and aluminum armor and giant puffin beak helm +6.

Torque the Swimmer

Keywords: Haragala Marine 15W, Worshipper of Ravanar the Sea Warrior 1W2. 

Significant Abilities: Opening ritual 19, Spear Fighting 1W2, Swim Fast 5W2.

Equipment: One-handed spear +3, lamellar armor and giant puffin beak helm +5.

Typical "Claw" (Marine)

Keywords: [Homeland] Marine 20.

Significant Abilities: Cutlass Fighting 1W, Guard Ship 17, Operate Ballista 1W, Swimming 5W, Swing from Rigging 17.

Equipment: Cutlass +3, bronze and leather armor +2.

Typical "Wing" (Sailor)

Keywords: [Homeland] Sailor 20.

Significant Abilities: Cudgel or Knife Fighting 20, Endure Weather 17, Hold Drink 17, Seamanship 17, Shriek Alarm 13, Swimming 1W, Tie Knots 17, Worship Avelania 13.

Equipment: Knife or cudgel +1.

Shearwater

Significant Abilities: Agile 12, Avoid Swamping 19, Ballista +6, Deep Hull 14, Enlarged Cargo Hold 15W3, Glide Over Ocean 5W2, Large 12W4, Sail Fast 6W, Seaworthy 18W, Ship's Kobold 14W.

Contest Synopsis

Navigate (Cylie): 9W2 (49 AP)

Open Seas (Berentos): 6W (26 AP)

Ship to Ship Combat (Berentos): 5W2 (191 AP)


Shiphandling (Seaworthy): 15W2 (130 AP)

Travel (Berentos): 6W2 (109 AP)


Cylie Blackmor

Keywords: Esvulari Sailor 10W, Follower of Sacreech the Black-Headed Gull 19 (Flee spirits, Greedy Hunger spirits, Taking spirits).

Significant Abilities: Elusive Shadow 6W3, Navigate 14W, Swim 1W2, Swim Quietly 7W.

Equipment: Knife +1, toughened turtle-skin armor and giant puffin beak helm +3. 

Wetwang of Hegua

Keywords: Flanch Sailor 10W, Follower of Dengenti 19. 

Significant Abilities: Boating 15W2, Bully 8W2, Cutlass Fighting 19, Hold Course 4W2, Navigate 19, Seamanship 1W, Swim 17, Tie Knots 17.

Equipment: Cutlass +3, hardened leather armor and giant puffin beak helm +3.

Calotris, Spirit of the Shearwater (Guardian)

Calotris provides different functions to sailors (including most officers) and marines.

Method: Emanation

Form: Calotris lives in the carved and painted shearwater head at the prow of the ship.

Communication: When Calotris speaks to Berentos, each crewmember hears the cry of a different seabird.

Guardian Requirements: Always wear tight white pants and conspicuously dark shirts or jerkins adorned with feathers while aboard.

Functions:

- ☞ Awareness—Wary Tern (sailors) 6W; Petrel Eyes (marines) 20.
- ☞ Blessing—Surefooted Gannet (sailors) 1W; Cormorant Dive (marines) 1W.
- ☞ Defense—Blinding Dunlin Cloud (sailors) 15; Deafening Fulmars (marines) 3W.
- ☞ Dormal—Open Seas 13.

Avelania, Great Seabird Mother

Ancestress of Seabirds

Avelania is the ancestress of all the world's seabirds. During the Gods War, the Seabird Army ambushed their ancient foes, the Sea Turtle Tribe, on the Western Shores. Avelania and her children were robbed of a great victory when Grandmother Sofala begged Orlanth for aid. Orlanth and his Wind Army attacked the children of Avelania. Rather than permit their senseless destruction, Avelania commanded her children to take to the air and scatter throughout the world. In the Storm Age, the Seabird Army destroyed the Diroti so that they could no longer feast on the eggs and young of Avelania.

Entry Requirements: Applicants must swear never to eat seabird eggs or meat. Members must drink from a bowl of turtle soup each day to show their contempt for Grandmother Sofala and her children. (Ships of the Seabird Army carry live turtles so that they can always make this soup.)

Abilities: Mythology of Avelania, Worship Avelania.

Virtues: Cautious, Flighty, Hate Orlanth.


Common Magic: Avelania provides common magic and helps her worshippers understand it. For other magic, she expects them to join an appropriate magical society or specialized religion.

R Talents—Speak to Seabirds.

R Feats—Spot Fish Shoal, Spot Sea Turtle.

R Charms—Resist Hunger, Resist Thirst.

R Spells—Find Food at Sea, Know Direction to Closest Land.

Other Side: Avelania's Nesting Ground is on the Gray Shore of the Great Western Ocean, but it was partially destroyed by Orlanth and his companions during his Lightbringers' Quest. 



Bibliography

Movies

Captain Kidd (1945): In this unhistorical account, Captain William Kidd is already a clever, ruthless pirate when he tricks the king into hiring him as escort for a treasure ship from India. Of course, Kidd's intentions are treacherous, but there is more to gunner Adam Mercy than meets the eye...

Jason and the Argonauts (1963): The legendary Greek hero leads a team of intrepid adventurers in a perilous quest for the Golden Fleece.

Master and Commander: The Far Side of the World (2003): In this movie based on Patrick O'Brien's "Aubrey/Maturin" series, the brash captain of a British frigate pushes his ship and crew to their limits in pursuit of a formidable French war vessel.

Pirates of the Caribbean: The Curse of the Black Pearl (2003): A light-hearted adventure based on the popular ride at Disneyland. Pirates, an ancient curse, zombies, even a zombie-pirate-monkey—what's not to love?

Sinbad: At least seven films featuring Sinbad have been made (some better than others), including *Sinbad the Sailor* (1947), *The Seventh Voyage of Sinbad* (1958), *The Golden Voyage of Sinbad* (1974), *Sinbad and the Eye of the Tiger* (1977), *Sinbad of the Seven Seas* (1989), *Sinbad: Beyond the Veil of Mists* (2000), and *Sinbad: Legend of the Seven Seas* (2003).

Epics and Sagas

The Odyssey (Homer): The greatest maritime epic of Western civilization follows the hero Odysseus on a ten-year voyage home despite the opposition of gods, monsters, and seductive sorceresses.

Modern Fiction

Many of these books have been made into movies or television mini-series, not all of which are listed here.

Captain Blood, *Captain Blood Returns* (aka *The Chronicles of Captain Blood*), and *The Fortunes of Captain Blood* (Rafael Sabatini, 1922, 1931, 1936): When physician Peter Blood escapes first the gallows and then enslavement, no ship sailing the Spanish Main is safe from him and his men. These classic adventures deal with the power of love, the role of fate, and the ways oppression can drive good men to desperate measures. Several movies based on or extending the series were made, including *Captain Blood* (1935) and *The Fortunes of Captain Blood* (1950).

The Earthsea Cycle (Ursula K. LeGuin, 1968 to 2002): This epic saga of self-discovery, magic, and heroquesting takes place in the ocean world of Earthsea. The first three books (*A Wizard of Earthsea*, *The Tombs of Atuan*, and *The Farthest Shore*) in particular involve maritime themes. It was adapted in 2004 as a television mini-series.

Gulliver's Travels (Jonathan Swift, 1726): The tale of Lemuel Gulliver's four voyages contains both fantastic adventure and brilliant social satire. A television mini-series starring Ted Danson was produced in 1996.

The Liveship Traders trilogy (Robin Hobbs, 1998-2000): *Ship of Magic*, *The Mad Ship*, and *Ship of Destiny* chronicle the adventures of a young woman captaining one of the famed Liveships as she tries to regain her family's lost fortune. These fantasy adventures are filled with sea serpents, pirates, and all sorts of magic, including the liveships themselves, which have distinct personalities.

Treasure Island (Robert Louis Stevenson, 1883): The classic pirate tale, featuring treasure maps, marooned sailors, and Long John Silver. "Them's that dies will be the lucky ones!" Many movies have been made of the book, including 1996's *Muppet Treasure Island* starring Tim Curry and Kermit the Frog.

The Voyage of the Dawn Treader (C. S. Lewis, 1952): In this third book of *The Chronicles of Narnia* series, the protagonists set sail to retrace the fantastic voyage of a lost sailing expedition.

Nonfiction and Reference

The Ancient Mariners (The Seafarers) (Colin Thubron, 1981).

Arab Seafaring in the Indian Ocean in Ancient and Early Medieval Times (George F. Hourani, 1995).

The Complete Book of Sailing (Bob Bond et al, 1990).

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The Maritime History Virtual Archives: Online maritime resource at <http://pc-78-120.udac.se/Nautica/Nautica.html> that includes bibliographies, information on ship construction and features, images of ships, and links to other online resources.

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Ships, Sailors and the Sea (Richard Humble, 1996): One of the volumes in the Timelines series.

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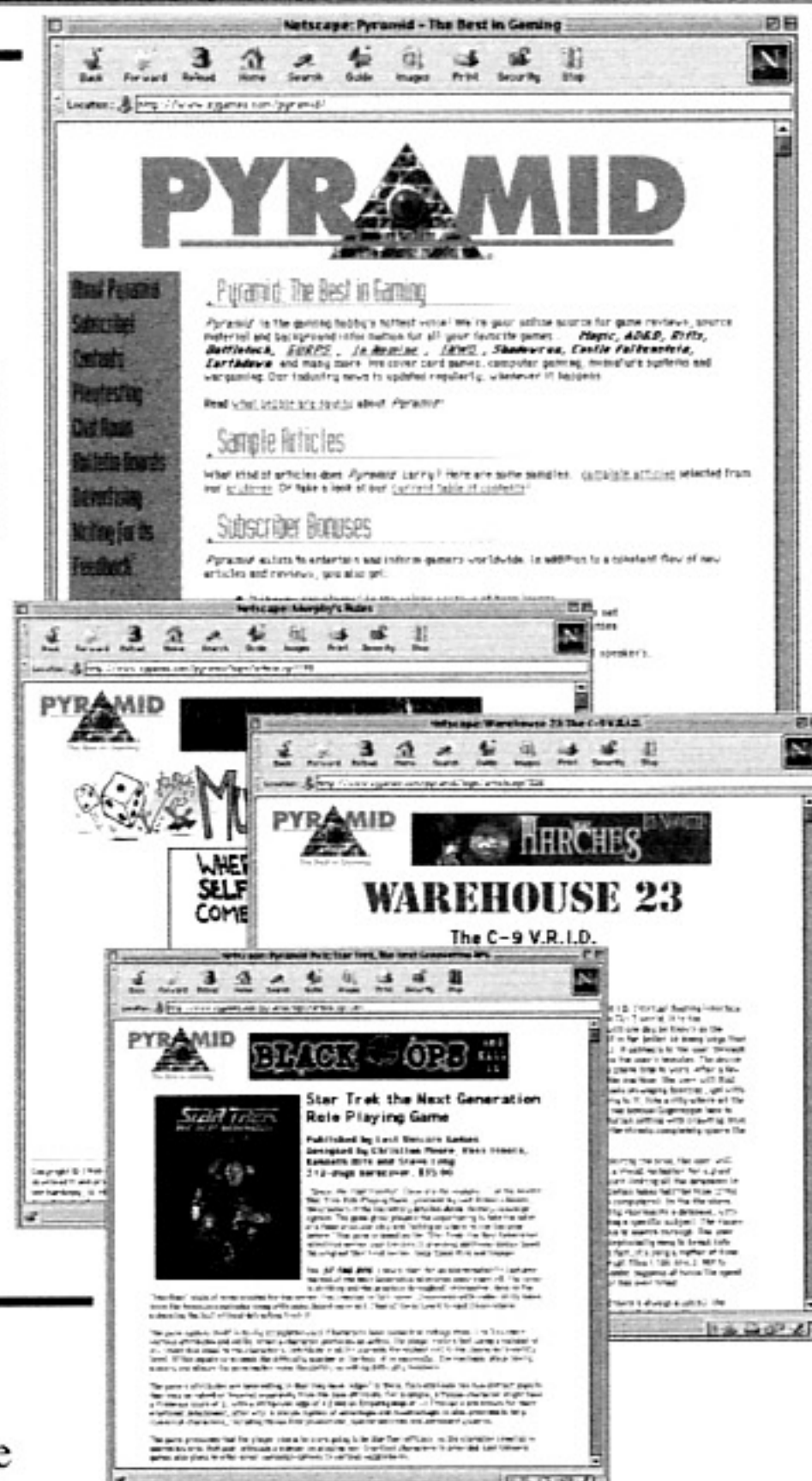
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