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#### **Table of Contents**

- Whose fault is it, anyway?
- 4 Five Ancient Horrors......Mike Dawson Some Names can never be spoken
- 6 A History of Fronelan Malkionism......Martin Crim Heresies, legalities, impalings and war
- 11 Fronelan Timeline ......Chaosium/ Compiled from many sources, now in one place Mark Sabulaskas
- 13 Map of the God Plane.....Greg Stafford Glorantha-side view
- 14 Galastar, A City Reborn......Mike Dawson Nearly destroyed by the Ban, Galastar faces a challenging future
- 26 Tribes of Mortasor ......Paul Reilley Some wild men live in the wilds around Galastar
- 32 Galastar's Myths .....Paul Reilley

Back Cover Lunar Philosophy .....Joerg Baumgartner

Subscription information: Inside Back Cover

## **Art Credits**



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\*Courtesy of the Savanna College of Art & Design



Con was tremendous. Without it, I doubt you would be reading this issue of Codex, because I probably would not have decided to continue publishing. My thanks to David Cheng for risking an awful lot to bring things off.

Alas, RQ Con comes but once a year. Because of that, I am faced with the difficulties of getting this magazine to you. I never considered the problems inherent in the Motion Rune as manifested by the US Post Office. Hence the shock I experienced when I discovered just how expensive it is to mail Codex at its current volume.

The Goddess Rumor whispers that postal rates will soon be increasing again. I desperately hope that before that dread day, I will have enough subscribers to make a bulk rate mailing feasible for US subscribers. Those of you who have encouraged me with your money and praise-I ask you one more thing: Find new subscribers! If I can get the mailing for each issue up high enough, I can cut the postal overhead by more than 50%! That savings will be passed on to you. So, don't let all your buddies borrow Codex. Make them go and buy their own, so yours stays in mint condition.

This is the first issue available via game stores. If I get a big enough print run, subscription prices will go down, possibly in the near future.

Enough of business. Now for a polemic.

The Next Paradigm in Gaming This is one of my favorite subjects. There have been a series of "new things" in gaming over the years. These are the paradigms, the advancing standards of game theory and design. These are the paradigms that have dominated gaming in the past:

- Chain Mail/Original D&D (invention of the idea of playing a single character instead of a unit.)
- AD&D, Chivalry & Sorcery (Mechanics design by patch and lots of rules.)
- RuneOuest I (the first unified system of mechanics resolution.)
- Pendragon (Invention of Opposed Resolution and methods of simulating personalities and traits in a character)
- Vampyre, Shadowrun, etc. (Redirection away from rules and mechanics to the story and the action, not to mention the packaging.)
- "So, what's next?," he said rhetorically. Strangely enough, I think the next paradigm will take
- us full circle, back beyond the point where it first became possible to play individual characters.

I have seen the next paradigm. It allows you to play a single person, an army platoon, a small cult, a tribe, a nation, or a god. All within the same system, with understandable relationships between them, and a method for resolving conflicts at any level.

I hear you now: "What does this have to do with RQ and Glorantha?" Very simple answer. This system lets you do HeroQuesting.

In #1 I said I wouldn't be publishing any articles on other game systems. I'm going to bend that rule in a future issue when I present more information on Greg Maples' EPIC system. I'm going to bend that rule because I believe EPIC is the way to go for Chaosium and HeroQuest. Epic is the ragged, bleeding edge of gaming design, and I hope our friends at Chaosium recognize it and harness it.

#### Future Jssues

Issue 3 will not be the earlier mentioned "all fiction" issue, though it will include the "Three Sisters"story about the Amazons of Trowjang. Also expect some interesting material from Harald Smith about the Lunarized kingdom of Imther.

#### Accomplices

The gents at Reaching Moon Megacorp could not have been more helpful in supporting my efforts with Codex. Their unstinting suggestions and encouragement went a long way toward getting me on track with the horrific, unfun parts of managing the production and administration of a magazine. Thanks very much.

Thank the Creator for John Bridges (who did art for Shadows on the Borderlands) who let me use his work on the cover, and to Twyla Kitts, who agreed to swap her work on the Galastar perspective for a few Freehand lessons.

Particular thanks to Colin Phillps, the new distributor for Codex in the UK. He has single-handedly quintupled the total print run for this magazine by acting as the distributor for Codex in the #1 RuneQuest market.

THANKS TO ALL MY SUBCRIBERS! SUPPORTIVE, PATTENT SUBCRIBERS! Multo

# Ban Stories Martin Crim

eople in Loskalm explain the Ban and its Lifting with stories about their Prince Snodal killing the God of the Silver Feet and then some easterner named Dormal whom they say is a saint. People elsewhere in Fronela may have heard these stories. However, they already had stories given to them by their elders and spiritual leaders, and they may not accept the official word put out by the Hrestoli. What do they say instead?

#### Junora

In lands ruled by pagan Orlanthi, the people believe that a battle between evil sorcerers killed their God of the Silver Feet. However, the winds of Orlanth never allow stasis for long, and are gradually breaking through the barriers. Unfortunately, the sorcerers, in their desperate attempts to reverse the Ban, created the Kingdom of War.

In lands ruled by Hrestoli, the people believe the Loskalmi stories. They believe the Kingdom of War came about when trolls were turned into people by the Ban.

In lands ruled by Jonating bishops, many people believe that the Ban was sent by the Invisible God to punish them. The Lifting is also a punishment, as can be seen from the invasions by the Kingdom of War. The Kingdom of War is a pagan thing, inspired by the Devil.

#### Kingdom of Mar (and Perfe)

The people here are silent about the origins of their kingdom, if they even know them. The peasants say that the Ban was brought about by Arkati demons, and that the Lifting came about through the magic of Lord Death on a Horse or the Unspeakable Name.

#### Jonatela

The Jonatelan bishops say that the Ban was a punishment from the Invisible God. The Lifting shows the power and piety of the bishops and of the King. The peasants agree with the first part, but have several theories about the Lifting. Some say it was Orlanth's doing, while others swear that Saint Snodal did it, and still others say that the Ban was an evil sorcery that simply expired.

#### Cimms

The bishops of Timms, and the Count himself, say that the Ban was a time of testing in which each people could contemplate their Maker. They say that the Lifting came when the Invisible God had mercy on his people, due to the intercession of the bishops and priests. Many common folk of Timms think that the Ban and Lifting were a Lunar plot.

#### Karstall

The bishops here said during the Ban that it was sent by the Invisible God to punish them. Since the Lifting, at the urging of the Count, they say that the Ban was sent to punish the kings of Jonatela. The Lifting was due to the piety of the Counts during the Ban. Common folk think that the Ban was a blessing to prevent wars, and that the Lifting was a curse, because it brought out the Kingdom of War. (Just before the Ban, Karstall had suffered several decades of constant war.) The Kingdom of War came about when the Ban turned trolls into people.

#### Oranor

The Orlanthi barbarians here say the Ban was caused by chaotic sorcerers, and was a return to the Great Darkness, when all the world was broken apart. Orlanth's ceaseless wanderings broke the Ban. That is why the Ban lifted from west to east, with the prevailing winds.

#### Rathori

The Bear people say that the Great Sleep came because the plow-people sent a great curse on them. But the sorcerers fell into their own trap, and could not take the Rathorelan forest because the earth sent up barriers to protect it. The Great Awakening came when the good spirits were finally able to break the curse.

#### **Uncolings**

The shamans tell everyone that the Ban was a sign of the wickedness of the sorcerers, and that the Lifting is a sign of their wickedness, too. The Ban came about because of their soulless machinations, and the Lifting because of their boundless greed.



#### Sog City

No one knows what the Brithini believe. The greenskins say that the Ban protected them from the Loskalmi, whose army was besieging Sog City at the time of the Ban. (Actually, it was the barbarian army which was ruling Loskalm at the time, but that distinction is lost on the green-skins.) The Lifting came about so that the City might fulfill its Destiny, according to members of the Ship and City Cult.



A helmet style popular in Junora and Jonatela



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#### Riverjoin

The Ban was sent to punish the sorcerers who do not follow the true Way, and the Lifting came as a blessing of the Red Moon. The Ban also created the Kingdom of War, as a natural consequence of the isolation of misguided sorcerers.

#### Zoría

The Ban was a call to the inhabitants of the city-state to meditate on the power of love, free from fear of war. The Lifting was a curse brought about by selfish and greedy magicians without love.

#### Southbank

All those filled with the Joy of Light know the Ban was caused by Yelm, that he might impart his secrets to his chosen people without distraction on their part. Now that his chosen people are fully informed of his worship, the Lifting has occurred, also at Yelm's doing. The rulers of Southbank and many of their followers firmly believe that Yelm (the Eye of the Invisible God) has called on their city to rule the Janube valley.

#### **Galastar**

When the Ban reached Galastar, there had been little warning aside from vague rumors of trouble downriver. The Noble Council was in the midst of putting down a persistent peasant rebellion led by reactionary Orlanthi struggling to expunge their culture of Malkioni influence and rulers. Since the Lifting, some founding Houses say that the Ban was a curse sent by the Hrestoli and others blame it on the peasant witches in the rebellion. All the nobles agree that the Lifting was caused by their own wizards.

#### Fggs Isles

Here people are concerned more with the Closing of the Ocean than with the Ban. The Closing came about when the deep-sea demons wanted to punish the evil God-Learners. The Opening came about when Ygg summoned aid, and Dormal came.

#### Nidan Dwarf

REPAIR-STATE DEVOLUTION FILTH PEOPLE RESPONSIBLE WORK-ERS REPAIR VISIBLE.

#### Minterwood Elf

Last enemy, anti-life, chops the spiritual wood into pieces. Many sorrow, one in Her, graft together again.

#### Erontree Elf

Meat men know no way, shake the living, slay their god. Earth sings to earth, intertwinings cannot be denied forever.



# Che five Ancients Forrors of fronela Mike Dawson

Cross the width and breadth of cold Fronela, from the edge of the great glacier to the tunnels of the Rockwood dwarfs, from the Wall of Brass to the misty wall of Charg, those who know the history of the land speak five names in whispers. In whispers and metaphors they speak of five sorcerers whose true names are too dangerous to speak, whose merest nicknames make brave men grow pale as new snow. Through the history of Fronela these five names have been associated with some of the greatest evils perpetrated on the land and the peoples. Those five are the Ancient Horrors.

A few scholars hint in secret correspondence that the destruction of the Jrusteli in Fronela may be the fault of the Ancient Horrors. Records clearly show that the Five set themselves in opposition to the God Learners, though they continued their own excesses during the Second Age, victimizing God Learner and Traditionalist alike. At the time that riots erupted against the Jrusteli, Fronelan Godlearners had been involved in a ritual designed to destroy the Five Ancients. A few theorists maintain that the Godlearners caused the change of heart in five sorcerers who had previously been protectors of the Word and the People.

Some blame the Ban on the Five Ancients. They suspect the sorcerers of having broken up the land into pieces small enough for them to work their will on one bit at a time, or they suggest that the walls of the Ban were actually the inscriptions of some monstrous enchantment rune.

Loskalmi stories of Black Hralf the Weasel a "son of the Devil," earned his second title through the aid of some or all of the Five Ancients. Scholars and historians implicate members of the Five Ancients in the Junoran Civil War, the destruction of the Crown of Oranor, the first desecration of Saint Mena of Perfe's sepchulchre and the Timms Library Fire.

All sources agree, however that the Nameless Man shows no friendship to the Five Ancients. Some of the kindest acts of that mysterious spirit have been ones that revealed or undid some scheme of the Five.

Rumors abound about how the Five Ancients relate

to one another. South of the Janube, most knowledgeable theorists agree that the Five are related by bonds of blood, magical oaths, or previous apprenticeship to some even more monstrous sorcerer. North of the great river, more people believe that the Horrors are engaged in an ages-long battle for domination of the region.

At the Chancellor's Congress on the Lifting of the Ban in 1600, Zzabur Pinel Malçion, holder of the Blue Staff Seat of Sog University, made the power of the Five clear. In a vivid demonstration of the wrong-headedness of his theory that the Ban destroyed the Five, Pinel was crushed to death by an invisible claw when he began referring to the Five by their real (not their True) names. Since then, the following euphemistic names have regained firm popularity.

#### Che Voice of Lies

When well sealed away from any untoward eavesdroppers, some very knowledgeable Wizards deign to speak of the Voice of Lies. They say he is a master of deception, able to hide any falsity from the flame of truth. His powers lie in his ability to control men through lies and the turning of their hearts away from truth. "He can make a man to deceive even his Own Heart." says the Sogolothan Codex. The Voice tempted Saint Talor in his quest to seal the Gate of Banir, offering him great riches and power in the world. Talor laughed at these lies once he saw through them, though one of Talor's Weapons was lost to him until the Gate was sealed.

Perhaps Fronela is still safe from the Voice, as the last pre-Ban reports of his activity spoke of his attempts to turn a band of Chargi Worlati to the worship of demons.

#### Che hand Chat Cakes

No text makes reference to the Hand-at least no text in any library known to decent Priests. Some Brithini remember the writings of Tersallán Illiån the Stern, who wrote of his knowledge in the Great Steel Ledger of Akem. That volume, 1 by 1 1/2 meters and 10 centimeters thick, disappeared from its warded pedestal in the middle of the day in 1256 and has never been seen again.

When a great theft occurs, the common people (and



#### Che Unseen face

No one likes to speak of the Unseen Face. How would they know whether the person they were speaking to





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was the very sorcerer itself? "The Unseen Face is every man and no man." is the single gilded line of warning in Southbank's Sacred Scroll of Threats to Perfection. Below it, in a refined hand but a nightblack, unclean ink are the words "Fear me."

The Unseen Face goes where it will, taking the guise of whom it will. Its disguise is more than the changing of features, more than an imitation of the person. It clearly uses extremely powerful magic to become someone so completely that the most sophisticated magics and spirits are fooled. The Unseen Face may have been one of Saint Gerlant's foes on his road to union with the Creator.

Unsurprisingly, no evidence gives consistent evidence on the preferred residence of the Face.

#### Che Blinding Eye

"A Beauty to make the Gods tremble and stutter" wrote an anonymous God Learner monk in 774, "within is an evil so dark that the very stones weep to see it." Kept as a slave for a short time by the Prince of Eastpoint before the fall of the Jrusteli, the Eye's escape from them caused the death of everyone in Worlat's Mill, a town outside of Eastpoint.

Her land is high in the tundra, near Valind's Land. The Pralori know to stay away from it and the faceless men she controls and protects. Anyone who looks at her tower in full daylight goes blind for a season.

The Blinding Eye retreated out of Loskalm forever, thanks to the efforts of Saint

Xemela and her son, Saint Hrestol. The tears of Saint Xemela were said to be too pure, too sad for the Blinding Eye to gaze upon.

#### Che Unspeakable Name

"Some things can never be spoken. Some words may not be pronounced by true men." So warns the Companion's Book which all true Malkioni revere. From these forbidden words, these Damned Things, the Unspeakable Name finds his power.

Once the neighbor and nemesis of the Black Forest Trolls, no one has reliable information on the Unspeakable Name since the lifting of the Ban. All Fronela fears that the Name has some Devilish Pact with Lord Death on a Horse. Indeed, it is a common belief in Perfe and Junora that Lord Death is a child of the Unspeakable Name. His tower can be clearly seen from the Janube, though it is bad luck to look at it.

The Unspeakable Name allied with Black Hralf the Weasel in Siglat's time, acting to imprison Gaiseron, the chief wizard of Loskalm, within an illusion of retired farm life. Siglat rescued his old mentor when he returned and defeated Hralf.

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My Lord High Priest I have made this history of all those sects which follow Malkion the Prophet, whether Hrestoli, Rokari, Stygian or otherwise, for the glory of Saint Galastar and the edification of his people. I thank you for the use of your library, and your patient correction of my errors. Let this document be copied and sent forth, to show the unity of all persons who venerate Saint Malkion. Let the high priests and bishops together realize that, just as the visible world all came out of the River Styx, so all true religion comes out of the words of Saint Malkion. The works of the Creator are good.

At the outset, let me apologize for the errors that remain here despite your assistance to me, and for which I humbly apologize. Yet the study of Malkioni church history is filled with perils. The writer tries to be fair to each party, but we know of some sects, movements, and individuals only from their enemies' accounts. Thus, one must stay unconvinced of even the most agreed-upon facts. For if scholars may dispute how many Arkats there were, what can the mere amateur hope to think he knows?

The period before the Dawn is legendary, and cannot be called history. Then, men knew only the survival of the Malkioni way amidst the pagan world. The non-Malkioni whom the Malkioni encountered most often were Hsunchen beast-men, who worshiped animal gods and claimed kinship with animals.

Malkion appeared among a people whom we now refer to as Brithini, but they were not on Brithos and they were not as we know the Brithini today. The Brithini of today are cold, heartless atheists who never die of old age, but can be slain. The people to whom Malkion preached became known as the Kingdom of Logic. These ancient Logicians had a wonderful society of perfect equality and harmony, with peace and plenty for all castes.

Malkion was the second revelation of the Invisible God, the first being the Creation itself. Malkion's father was a demigod of storm and his mother a sea nymph, but he left them behind when he preached amongst the humans. Malkion appeared and preached his word, and

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travelled. Some say he preached to inhuman races, too, to prove his great Love for that which God had created.

Maĺkionism

Martin Crim

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Malkion left his followers behind with copies of his Book and permission to preach. Among the ancient Malkioni, some bishops were above all the others and held the title of archbishop. Under the bishops were the many priests, all from the Zzaburi or wizard caste, of many levels from bishop down to canon.

Rumor says that the Vadeli murdered their children, slept with their mothers, and read the Book of Malkion backwards. However, the Vadeli vanished from the world, and reappeared only after Saint Dormal broke the Ban. Modern Vadeli are pirates and sorcerers, but we know nothing of their beliefs or way of life.

Malkion's bastard is called Waertag, and that son's descendants were the first to combine the worship of the visible gods with the promise of Solace. It is said that they were the first Stygians, but in fact they represent a separate tradition.

Then the third revelation of the Invisible God came, in the second year after the Great Dawn, when the prophet Hrestol had his revelation or revelations of the New Rites and began to preach. This is the beginning of all modern Malkioni sects except the Brithini and Vadeli. His word spread quickly throughout the Western world.

Hrestol promised Solace in Glory, which is union with the Invisible God and brings the fulfillment of Joy. This teaching came like a fresh spring gale into the stale and stifling Malkioni church of his time, and all accepted him as Prince, Judge, and Prophet (or Third Revelation).

Throughout the First Age, the major strife within the Fronelan church was political, but there were also clashes among the Hrestoli between purists and henotheists of one stripe or another. Hrestol never put this matter to rest one way or the other. On the one hand, he made converts among the pagans and even some beast-men, who kept many of their old beliefs. On the other hand, he preached against any swerving from the Law.

Hrestol taught that only through the Law could one achieve Solace in Glory after death. His promise of Joy and the Solace in Glory swept across the Malkioni



world, converting most of the Brithini of his time. Missionaries went forth from Fronela, as they have many times. Brithini sorcerers and talars martyred many, but this merely gave the Hrestoli church renewed faith.

After Hrestol's death, the leadership of his church fell to his archbishops. First they elected Nurkhor as leader, then Sheskor of Northpoint. Sheskor called a convocation of the companions of Hrestol, to compile all the stories they had about the life and sayings of Hrestol. This book, the Companions' Book, serves as a guide to all true Hrestoli.

In the 200's, there arose a movement in Akem called the True Hrestol Way. The Way taught that every man should strive to reach Solace in Glory by progression through all four castes. In its early days, the Way renounced the patronage of the saints, teaching that progression was the only salvation. Until Saint Talor came along, in fact, the Renouncers strove against the Venerators. Saint Talor taught that a man could progress and also venerate the saints, and he was venerated as a saint during his life in the inner world.

Even the bishops who rejected the True Hrestol Way said that they were Progressional. The Progressional ideal is that each man should start in the peasant caste and advance by his own merits through the knightly, priestly, and finally lordly caste.

Also in this time, there arose a brotherhood called the One. This mystic group grew out of the True Hrestol



Way and took Hrestol's teaching of Oneness to an extreme. Many a follower of the One was martyred by an outraged mob when he came to the logical conclusion of the One's creed and said, "I am the Invisible God." Bishops fought against the One with every tool at their disposal. The One became extinct in the fourth or fifth century after the Dawn.

The One show how, from the earliest days of the church, Malkioni felt the immanence of the Invisible God. The Hrestoli church of today, as well as the Rokari and Brithini, stress the transcendence of the Invisible God, his nature as a being alien to our experience, and our role as part of his Creation. Saint Galastar, say some, was a latter day believer in the One, but whether or not he was, he taught by word and example that the Invisible God pervades his Creation. Here follows an excerpt from the anonymous Commentary on the Words of Saint Galastar:

The teaching of Saint Galastar may be summed up in his parable of Saint Malkion's flea. In this parable, The Holy One had a flea he could not find. It caused him great discomfort, so his disciples searched his body for this flea. One of them found it, and the Holy One ordered him to crush it with his fingernails. Then the Holy One told them, "This flea had a good life, and taught what it could."

This teaches that nature is good, as are all things that come from the Invisible God. The Creation exists to teach us, and we must learn what we can from it, not only in personal experience but in society with our fellows. Though we express our being through our impulses, this is not base so long as we learn from it. As the Invisible God is immanent in His Creation, it is all holy. There is a moral character in all our doings, and it is the Creator's will that we align ourselves rightly.

In those early days, there was much correspondence between the Hrestoli in different cities. One subject of debate was whether Hrestol had only one revelation from the Invisible God or many. A related question was this: did Hrestol understand his revelation at once, or did he need time and reflection to understand it?

Most of Fronela put its trust in faith and mystical revelation, represented by Oneism and Immediatism. Those who opposed caste mobility, mostly in the south, came down on the side of the Manyists and Reflectionists, who used reason in addition to the revelation. The southerners used the teachings of many foreign and dubious saints to bolster their claims, often falsely claiming that writings were much older than they were. This split between mysticism and practicality continues to this day, albeit under different names.

In his abbey in the Nidan mountains, Saint Joklor the Black quested to achieve unity with the Invisible God. His reward was the Revelation of the Styx, which achieved widespread acceptance in his lifetime, even extending into Ralios. The Revelation of the Styx taught that the visible gods existed to aid men in achieving

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Solace in Glory. Those of them who were not corrupted by the Devil could receive worship and deliver aid, much as the saints do. His movement encompasses many different beliefs, including those who elevate their favorite gods above the Invisible God or who place them as equals. Here in Galastar, we know that the Invisible God is immanent in his many divinities as he is immanent in every blade of grass. We also know he is often misapprehended by those who see only the fraction, rather than the totality of the Creator.

The Stygian movement rejected the authority of the Hrestoli church (which then included those who would become Rokari). It founded a new hierarchy of priests, High Priests, and Patriarchs. Later, it became identified with Arkat and his Dark Empire. Though it is dangerous to generalize about its teachings, it can safely be said that the Stygians rejected universal truth in favor of local truth, and concentrated on the present, not the future.

The bishops of Fronela in this age recognized the Ecclesiarch of Northpoint as their leader. The Ecclesiarch's school gave the world many priests and monks, and also produced most of the books used in Fronela for many hundreds of years. Only during the Ban did people elsewhere begin to make their own books.

The Interpretist legal school proved that the Tap spell was contrary to the Law, and it was banned around 150. Their argument was closely reasoned from the Book of Malkion, Book of Hrestol, and the Companions' Book. The moral superiority of their position is acknowledged

all over the world, and whenever the Literalists grow strong, they are confronted with the charge that they do not ban the Tap spell. Hrestol's second son, Habshab, was an ardent supporter of Interpretism. He was bishop of Noloswal, and later archbishop of Leplain. Habshab died without issue, however, and all of Hrestol's other descendants preferred the temporal to the spiritual.

After 375, priests of Gbaji began to ooze into the West. They were agents of a false god, a monster of chaos created by krjalki and twisted men. Gbaji's priests wore masks of illusion, appearing to be benevolent and wise. Thus they seduced men into their false way. Men turned aside from the way of Malkion and Hrestol, and became ensnared in the ways of Gbaji. Entire nations turned into krjalki monsters. They thrived on filth and grew healthy through the diseases of their neighbors.

Blessed Talor the Laughing Warrior freed the land from Gbaji's evil, and slew Gbaji's champion, the giant Varganthar. He did not destroy where he did not need to, and Fronela survived the cleansing much better than Seshnela or Ralios.

After Talor swept the Janube basin clean, most people there embraced Stygianism. They looked to Arkat's Dark Empire for backing, because that was the strongest kingdom in the West. The Empire, for its part, cared little about how each bishopric spoke the Word or taught the Law, as long as the tithes still came to the Emperor. Although the Empire never ruled in Fronela, its agents and missionaries moved far and wide. Talor, meantime, was content to be the Champion of Akem, where he died of old age. He refused to condemn the Stygians, although there was a growing sense among the Hrestoli that Stygianism was a threat.

Another legacy of the Dark Empire is the practice of declaring heresies. Arkat was the first to declare heresy. He declared the Boristi to be heretics, and directed his Crusade as much against them as against the true Gbajists. At first, he decreed that heretics should be impaled, in the Seshnelan tradition. When he passed into Ralios, though, he decreed that they should be crushed with stones instead, in deference to the local custom.

On the subject of heresy, this copyist wishes to relate a personal anecdote derived from many sermons to the bear people. They understand, when I explain it, that the Hrestoli and the Jonatings excommunicate each other as heretics, but they do not understand when I tell them that the Hrestoli and Jonatings do not excommunicate the Stygians. To them, it seems that all three are faiths of the Invisible God, and so they are. What they do not see is what every Malkioni takes for granted, that the Stygian faiths are as far from the Hrestoli and Jonatings as the Stygians are from pagans. Indeed, in the Hrestoli and Jonating churches, Stygians are classified as pagans.

To return to our discussion of the first age: there was no great love between the archbishop of Malkonwal and



the archbishop of Northpoint. The former declared the Fronelan doctrine of Oneism to be a heresy, and the Archbishop of Northpoint then declared the archbishop of Malkonwal to be a usurper and a tool of the Devil.

In the time between Talor's cleansing of the North and the Jrusteli invasion, the word of Hrestol spread out from the Janube river into the highlands. The legal schools of that time debated whether to keep the pagan laws where pagan kingdoms had accepted the Malkioni Law. The Absorbists favored it, the Rewriters opposed it. Where the Absorbists won, the kingdom always turned to stygianism or reverted to paganism. Where the Rewriters won, the kingdoms always fell into civil strife.

The God-Learners began on the island colony of Irustela and soon spread to the mother country of Seshnela and later all over the world. They combined Malkioni belief with a cold-hearted use of visible gods. They were born arrogant, and got worse. Fronela was too disorganized to oppose them effectively. Some say that they stressed the immanence of the divine, much as Stygians do, but if so, why did they treat nature as inferior and place so much emphasis on secret knowledge?

The Battle of Tanian's Victory in the year 718 made the world see that a new force was present. The God-

#### Malkioni Church Structure

Lordly ranks (must be filled by a member of the Lord caste): Ecclesiarch (Rokari: Leplain; Hrestoli: Northpoint; holds a high court), which is equivalent to Patriarch (Henotheist: Kustria) Archbishop (Rokari: Malkonwal; Henotheist: Azilos, Dangk [in exile), Estali, Fiesive, Syran, Tinaros, Valantia) Bishop (in all other cities of the West; may hold a high court) Bishop Coadjutor (Henotheist and Hrestoli only; may hold a middle court) Diocesan Bishop (Henotheist only; may hold a middle court) Suffragan Bishop (Hrestoli only; may not hold court) Sub-bishop (head of a city church which is not a cathedral, or an assistant to the Ecclesiarch; may hold a middle court; equivalent to an Archdeacon in precedence) Dean (assistant to a bishop; may hold a low court; equivalent to a Vicar in precedence) Priestly ranks (must be filled by a member of the Wizard caste): Archdeacon (head of a church in a small city or a church other than the major one in a larger city) Presbyter (Hrestoli and Henotheist churches; like an Archdeacon) Vicar (head of a large town church or a pilgrim shrine) Subdean (Henotheist churches only; assistant to a Dean) Canon (head of a town church) Curate (head of a village or rural church) Prebendary (Hrestoli church only; minor functionary) Next are ranks of priestly officers who are not leaders of a church. Those required to be a consecrated priest: Chanters (who take part in the liturgy, can perform some rites unsupervised, and may argue in any court) Readers or Lectors (who perform various rites under supervision, teach the laity, and may argue in low and middle courts) Deacons (who have various administrative and magical duties; subcategories include Thurifer, carrier of incense burner, and Sacristan, in charge of sacred vestments, etc.; some are qualified to argue in the low and middle courts)



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Learners broke the Waertagi monopoly on sea travel and trade. This set them up to become a world power.

The God-Learners soon grew wealthier than any earlier empire, by dominating trade and spurring the growth of ports. When it came to war, they used the divisions in Fronela effectively to advance their influence. They did not do away with the native sects along the Janube and in the highlands, as long as no one undisputed their control over all political and magical power.

In our land, the God-Learners drove their major foe, Syranthir Forefront, up along the Janube and into Peloria. Although Syranthir and his army called themselves Hrestoli, they were allies of Arkat's Dark Empire. After they got to Peloria, they were called Carmanians, after their King. The God-Learner archbishop of Northpoint sent out a letter to all his bishops declaring Syranthir's followers to be heretics soon after they were safely out of the region.

Fronela was the first to rebel against the Empire and then the rest of the West also rose. The confusion of the time leaves little in the way of records. The hatred for the God-Learners led to many atrocities on both sides, but the God-Learners hung on until the end of the age. Jonat Bigbear was a Second Age noble from Okarnia,

- Beadles (keep order during services and argue legal cases in low courts) Those not required to be consecrated:
- Clerks (a general name for scholars and wizards without heavy ecclesiastical duties)
- Gatemen or Ostiaríi (control admission to churches, keeping out the unworthy)
- Rectors (teach under the supervision of Readers)
- Clerks (record keepers and copyists)
- Grave diggers (prepare and bury the dead; these are hereditary officers from the peasant caste)
- These are the ranks of the monastic orders:
- Archabbot (a lord; abbot of a Grand Abbey; equal in rank to a bishop; may hold a middle monastic court)
- Abbot (a lord; equal in rank to an archdeacon; may hold a low monastic court)
- Prior (a wizard; equal in rank to a vicar)
- Friar (a wizard; equal in rank to a canon)
- The Stygians who are not in the Henotheist church use the following ranks of clergy and laymen:
- **Clergy:**
- Patriarch (supreme head of the Stygian movement; only the Henotheist leader in Kustria now claims this title)
- High Priest (leader of a city or region; always a noble)
- Haruspex (chief meditator and diviner, one per church)
- Chief Priest (leader of a branch devoted to a saint or god; of the noble or priestly caste)
- Priest (intermediary with a saint or god)
- Clerk (one who studies the powers of the world) Laymen:
- Elders (nobles who have qualified through study)
- Musician (nobles who are not elders; qualified knights)
- Grave Diggers (a hereditary office among the peasant caste) Initiate (knights who are not musicians; all peasants except grave diggers)

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which was a small town in an area called Syanor when Jonat was born. He wandered far, visiting Seshnela just before its destruction. There he converted from Worlat to Malkionism. The sect he joined was an obscure Twoist offshoot of Nurkhorism. This sect followed the Hnafyan legal school, which suffered pagans to live if they paid a tax. It also encouraged the worship of visible gods among the lower castes, so long as the priests came under the control of the wizards. Some scholars hold that the reason this sect is unknown in Seshnela today is because Jonat took all its adherents with him when he left.

In any case, Jonat took this religion, now called the Jonating sect, back to his homeland and conquered it. With his cavalry and wizards, he imposed a feudal order on the people and founded a kingdom. He also made war on the local cults, conquering them, and their subjugation goes on to this day. The bishop of Okarnia for a time accepted the Archbishop of Leplain as his superior, but that link has lapsed.

The Jonating sect has never codified its beliefs, preferring to spread through the power of the sword rather than through proselytizing. Their wizards teach that the Invisible God demands loyalty to the divinely-authorized temporal powers, especially the king. Likewise, the higher castes show their loyalty by providing direction and protection to the lower castes. The people may please the Invisible God through adherence to the caste structure of Malkion. They reject Progressionalism as contrary to the Third and Fourth Laws of Malkion, for they say that mixing up the castes ruins them and shows disloyalty.

All over the Malkioni world, new abbeys rose from ruins of God-Learner abbeys. Peasants, knights, and lords were happy to earn religious merit by giving their money or labor to the rebuilding. A new order, the Good Men, imposed an austere discipline on its members. Their rule called for silence and the mortification of the flesh, and they turned their backs on the world. This brotherhood has spread from Fronela into Ralios and Seshnela.

After the destruction of the God-Learners, the kingdom of Loskalm began treating its Progressional ideal as dogma. There then arose a debate over the proper way to test for passage into a higher caste. The tests had become corrupt in many towns, and king after king tried to reform the system with only partial success each time.

Also around this time, the Hrestoli bishops of Fronela stopped impaling heretics. Rather, they had them flogged and, if they persisted, banished. In this, they said they followed Hrestol's example.

The fall of the God-Learners created a resurgence of the barbarians, who conquered many castles and cities. The Bear people briefly held Southbank, and the Horned King swept through Easval into Agria. This was when the once pagan Derongens first captured fair Galastar and forced marriages into the Noble Families. All Malkioni

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Fronela was weak, but especially Loskalm. Its Prince Snodal had to flee after a barbarian invasion in 1443, and the church came under the sway of the barbarians.

The Lunars sent their missionaries, soldiers, and settlers into the upper Janube valley. They took over several cities and founded others, reaching as far as Riverjoin. Many of these people were refugees from the wars in Peloria, and felt no great loyalty to either the Lunar faith or its Emperor. Some refer to this movement as "the Carmanian backwash," but records show that a large number of the refugees were actually from the Solar cultures of the Oslir valley.

Then came the Ban. This magical prohibition on all travel and communication fell suddenly on the land, without warning or explanation. Some thought it was the end of the world or the return of the Gods' War. Others blamed Zzabur or the God-Learners. Since the lifting, we have heard that the Loskalmi take the blame, saying that their Prince Snodal slew the God of the Silver Feet to prevent an evil prophecy. Why they should take the blame for this universal disaster is a mystery to common men.

In Loskalm, during the isolation of the Ban, Saint Siglat built the radical Loskalmi church on the basis of his revelations from Saint Hrestol. The result is what people now think of when they say "the Hrestoli church." Siglat succeeded in reforming the law of the caste tests, where all had failed before.

Siglat is venerated in Loskalm, Sog City, Junora, and Oranor. Missionaries carry his radical teachings further, preaching from copies made of the book he wrote with his own hand (called simply Siglat's Book).

The Kingdom of Loskalm says it does not fund the Hrestoli missionaries or even give them diplomatic protection. The Hrestoli church does fund them and give them magical support, however. The distinction between the Kingdom and the Church is lost on many who view the missionaries' message of meritocracy with alarm.

In the Janubian city-states, the Ban gave each local sect time to develop without outside guidance. In Eastpoint, for example, the people mixed Malkioni and Lunar belief, and made statues purporting to represent the Invisible God Himself (something which outrages good Malkioni). Another heretical belief grew in Southbank, where Ehilm is said to be the Eye of the Invisible God. These pious insights are attacked as blasphemous by the Jonatings and other conservatives.

In Jonatela and Junora, the reaction to the Ban was a call for return to conservative principles. Caste boundaries became strictly enforced, with intermarriage banned. The legal precedents of centuries fell out of favor, and judges relied solely on oaths and ordeals.

Malkionism now vies with the Lunars for souls. Neither religion has made many gains among the barbarians, so the main field of conflict has been our home, the Janube valley.



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Most of the following material is compiled from:

Deluxe RO, Introduction to Glorantha Book Genertela, Crucible of the Hero Wars: Trollbak, Uz Lore

Gods of Glorantha, Cults Book Various History of the Lunar Empire arti-

des from Wyrms Footnotes or HEROES Magazine.

- 0 The Dawn The Sun rises anew, time begins.Small western colonies in Fronela are beset by hsunchen.
- 01 Prince Hrestol discovers new revelations of the Invisible God. Soon Hrestoli faith spreads to the colonies including Fronela. The Brithini resist the new Rite. First "Hrestoli" church established in Akem.
- 02 Hrestol establishes New Malkionism in Seshnela. King Froalor of Seshnela has a son with the Pagan goddess Seshna Likita, This son, Prince Ylream, supercedes Hrestol as heir, and founds the Serpent Kings dynasty. The borders of the Kingdom expand.
- 100 Silver Empire colonies in Fronela have expanded along the entire Fronelan coastline. Trading posts are slowly established further and further up the lanube river.
- 128 The Count of Northpoint is ennobled as Prince of Norans. Northpoint had been a bastion of humanity since before time began.
- c. 200 Hrestoli revisionists establish the True Hrestoli Way. They outlaw all tapping, condemn primogeniture and

- the Serpent Kings. 374 Fronela wizards engage a powerful test. They promise a great sign of their strength to destroy their foes. god is struck with weakness. This be a force in history again.
- c. 385 Scattered holdings of Fronelan monotheists begin the process of Gbaji worshiping missionaries begin infiltrating the West. c. 390 Dwarfs destroys troll center at
- Oral-Ta. 400 A Brithini army liberates Arolanit. They then attack and are repelled by Brithini Army. He makes his way to Seshnela, preaching against Gbaji
- 402 The people of the Janube river delta unite into the Kingdom of Akem. 410 Arkat is accepted as a Hrestoli candi
  - of Seshnela.
- ments along the Janube river are destroyed.
- 418 Sir Talor, the laughing warrior, leads barian horde of Varganthar.
  - Akem.

# Cimeline for Fronela Compiled by Mark Sabulaskas

all the other corrupting pagan ways of

heathen god in a thaumaturgical con-The Sun stops. The invading heathen allows the wizards to attack the god's army which breaks and flees, never to

political integration. At the same time,

Tansorian Heretics. Arkat is among the date in the household of King Gerlant

414 Varganthar, the Unconquerable Knight unites the barbarians of Fronela against civilization. Lopasar and other settle-

the defense of Akem against the bar-

419 Sir Talor begins his battle against the Gbaji worshippers who had infiltrated

c. 420 Sir Talor joins with heroes from other lands. Great oaths are sworn against the Gbaji cult.

- 421 The Telmori controlling High Llama Pass are driven into Fronela by Arkat.
- 422-24 Arkat fails to force the Kartolin pass after many attempts.
- 425 Arkat becomes apostate, accepting worship of heathens gods. He dupes the barbarians into accepting him as the son of one of their gods.
- 428 Fortiar, Prince of Northpoint, marries Karemli, Queen of Tarins, uniting the principalities and founding the Kingdom of Loskalm.
- 435 Talor and his companions defeat the last of the Gbaii worshippers in Fronela, also closing the Gate of Banir.
- 450 Arkat returns to Ralios after destroying Gbaii, and all of Dorastor. He will establish the Stygian Alliance. Trolls in settle in Guhan.
- c. 475 Agria and Tawars integrated into Loskalm.
- c. 525 Easval integrated into Loskalm
- 534 Jorri conquered by Loskalm
- c. 580 First western colonies settled along Umathelan coast.
- c. 650 Kingdom of Akem dissolves and Pomons joins Loskalm.
- c. 690 Kingdom of Loskalm begins campaigns and settlements in Junora.
- c. 700 Beginning of a quarter century of Loskalmi war of succession.
- 718 Waertagi sea dominance destroyed by the Jrusteli at the Battle of Tanian's victory.

719: Syranthir of Jorri, rebels against the God Learners in support of the Ecclesiarch. Defeated by treachery at Acrisan, he marches up-country with 10,000 men. They serve as mercenaries for various petty princes and |anubian city states, and after ten years' wandering they enter Peloria.





- c. 725 Loskalmi faction backed by Irusteli confederation and dwarves wins war of succession. Syranthir Forefront, the last claimant defeated, leads his followers from Fronela.
- 727 Loskalm joins the Irusteli Empire.
- 729 Syranthir Forefront founds the Kingdom of Carmania.
- 735 Galastar founds his city.
- 750 Galastar killed by God Learner magic.
- 758 Irusteli agents seize Galastar's bones, preventing his saintly succession.
- 785 Confederation of Mortasor formed to resist the growing power of the Irusteli and Eastpoint.
- 789 Empire of the Sea and Land is created. King Svagad of Seshnela is named Emperor over Irustela, the new colonies, Loskalm, Safelster, and Slontos.
- 790 Under the direction of the God Learners Loskalm begins a haphazard campaign of conquest up the Janube River. Complete control over all of Fronela is never gained, in large part due to the byzantine politics of the Irusteli Empire. The idiosyncratic nature of the God Learners ethics and magic will grow increasingly unpopular in Loskalm.
- 813 First warning concerning spirit plane ecology published by Valastos With Seven Pens.
- 823 Emperor Miglos attempts to invade Brithos with a vast army and navy. The Emperor is killed and his followers are drowned almost to a man.
- 826 Loskalmi expansion reaches its greatest extent with the conquest of Eastpoint.
- 842 The God Learners invade the Shadowlands, starting a war with the Empire of the Wyrms Friends.
- c.850 Saint Valkaro the Good Wizard leaves the corrupt Jrusteli empire and preaches the Malkioni Liberation in the East Isles.
- 852 Riots in Morain are ruthlessly put down by God Learners. The cruelty of the suppression sparks a rebellion against |rustela.
- 855 Loskalmi garrisons are withdrawn from the rest of Fronela in an attempt to restore order. The solders refuse to attack their countrymen and join the rebellion. Soon all of Fronela rises in general revolt against the God

Learners and their supporters.

- 859 Confederation of Mortasor sacks Eastpoint's Low Quarter, but fails to penetrate the city's sacred sites. The Confederation dissolves over arguments about shares of loot.
- c. 865 The last strongholds of the God Learners in Fronela are cast down. Loskalm enters a period of internal debate, barbarian invasion and religious reformation.
- c. 875 The EWF expands into easternmost Fronela. The Orlanthi of Charg are never fully subjugated, however.
- 891 Hrestolism reinstituted throughout Loskalm with the crowning of Gwainric the Good. From his reign to the present each King of Loskalm has risen from the ranks of the peasants.
- 901 Galastari knights rescue the bones of their Founder from Eastpoint sorcerers.
- 919 to 929 Shah Nadar the Avenger leads Carmanian troops on extensive raids of Eastern Fronela, reachinbg as far as Eastpoint.Not a lasting conquest, the whole army returned home.
- 920 The Closing starts radiating from Brithos. 922 The Closing reaches Fronela. Ozur's
- bay remained navigable.
- c.940 Irustela sunk.
- c. 975 Jonat leaves his home in eastern Fronela and seeks the Secret of Kingship in Seshnela.
- 993 Jonat returns and unites many small counties and tribes into the Kingdom of lonatela.
- 1042 Empire of the Wyrms Friends destroyed overnight by dragonewts.
- 1049 Seshnela sunk by Luathans. 1232 Carmanians defeated by the Lunars at
- the First Battle of Chaos.
- 1247 Red Moon rises into the sky. 1268 Lunars destroy the Carmanian royal house in the battle of Dolebury.
- c 1310 Lunars conquer Carmania.
- 1392 Lunars seize Eastpoint.
- c. 1400 Lunars colonists, fleeing Sheng Seleris, begin settling in Arrolia. Some seize territory, others swear fealty to the Kingdom of Valmark.
- 1443 A barbarian army led by Black Hralf the Weasel, invades northern Loskalm. Snodal is defeated in battle, and is driven northward by Hralf. He flees across Valind's Glacier into the lands of legend. 1444 A new star appears in the sky, the

moon visibly dims.

- c. 1450 Arrolian properties liberated from Lunars.
- c.1480 A period of increased pagan resistance to Malkioni rule in eastern Fronela. Many peasant rebellions overthrow local barons.
- 1483 Snodal returns from the land of the Altinae. He defeats the barbarians and rebels.
- 1495 Barbarian refugees from the fighting in Loskalm join the Orlanthi resistance to Malkioni rule in Mortasor. Open warfare breaks out. Many lowland cities seiged by barbarians.
- 1499 Prince Snodal leads a band of sorcerers, priests, and Heroes. They slay the God of the Silver Fleet, causing the Syndic's Ban. The Ban magically isolates each Fronelan nation within a few weeks of the god's death.
- 1500 Snodal's son, Siglat, crowned High King of Loskalm.
- 1559 King Siglat the Wise dies.
- 1582 Saint Dormal the Sailor lands in Loskalm, breaking the closing, and beginning the Thaw.
- 1585 The Ban east of Loskalm begins to Thaw.
- 1588 Sog freed from Ban.
- 1589 Lunars reach Eastpoint by Moonboat.
- 1594 First Rathori awaken.
- 1597 Riverjoin freed from ban.
- 1599 Thaw reaches Galastar and Zoria.
- 1602 First Orlanthi settle in Galastar.
- 1603 Southbank Thaws.
- 1609 Harrek the Berserk slays and binds the Polar Bear God.
- 1612 Kingdom of War erupts from Ban. 1615 Harrek raids against Sog City.
- 1614 The "Greenleaf Rebellion" Green
- elves and hsunchen start marauding forays into civilized lands. With a mighty host Meriatan counterattacks, but Mallowmere wins the peace when he quests alone into Winterwood and signs the Axe treaty with the High Elf King,
- 1616 Kingdom of Jonatela freed from Ban. 1617 Sir Meriatan drives Harrek from Fronela.
- 1618 Kingdom of War strategy changes from raiding to conquest.
- 1619 Congern, King of the Jonatings, begins a campaign against Fraltigern, Count of Timms.





odex 12

# Galastar

s the Ban lifts over Fronela, explorers along the length of the Janube River search for old landmarks, memory of which came down from before the mists separated one people from another. Some old places are gone, some new places have appeared, and some, like Galastar, are...different.

Before the Ban, Galastar had a place in Eastern Fronela as a major trading city. Its bridge over the North Dona, its open market and tolerance of diversity encouraged Jonating traders, the Rathori, and others to meet there for trade. A vibrant culture based around Malkion and the local patron, St. Galastar, kept the city unified. Pilgrims from all over Fronela came to Galastar's Festival of St. Talor, there to see the Bloody Cloak of the Laughing Warrior. Farmers around the region looked to the knights of Galastar for protection from bandits or raiding foreigners.

During the Ban, Galastar's isolation devastated the population. Cut off from all but a few hundred acres of its arable land, riots from general panic, then food riots and neighborhood wars decimated the population. Many of those who survived the fighting ended up

starving to death after all. Only a few families, well organized, powerful and well supplied managed to survive the terrible die-off of over 90% of the population.

When the Ban lifted, the first explorers into Galastar thought they had found a ghost city. This was the rumor that flew from one end of the Janube River to the other. The first large expedition of thieves to attempt pilfering the Cathedral of St. Xemela found out differently, to their regret. The few hundred survivors of Old Galastar captured and impaled the thieves.

Later explorers avoided the strong defenses along Palace Ridge, instead combing through the lower city. Some simply moved in, and when loot became scarce, many turned to farming or trade. From almost the start these newcomers outnumbered the old nobles, and asserted themselves as the new owners of the lower city by right of possession.

Worsening conditions in Jonatela made Galastar an altractive alternative to dving in a rebellion. Before the King of Jonatela established border patrols, several whole villages in in Jonatela "hopped north" leaving ghost towns behind them.



A perspective view of Galastar, showing major landmarks and defensive structures only. Most interior buildings are not shown. Outlying hills are not shown.

#### **Distory of Galastar**

Galastar is the second city to exist on this site. During the Dawn Age, Varganthar the Unconquerable Knight razed the prehistoric pagan city of Lopasar. The site stood abandoned until 735 S.T., when it was resettled by Baron Galastar the True-tounged, a political exile from the Irusteli Empire. He chose the site because of its defensibility, commanding view of the river, and the granite quarries nearby. The city assured its livelihood with the completion of the Great Bridge over the North Dona River in 810 S.T.

The city never got along with the Jrusteli. Galastar the Founder achieved martyrdom from God Learner sendings in 750. From 785 until 859, Galastar formed part of a loose coalition opposing the God Learners at Eastpoint. In the first quarter of the eighth century, Galastar led the coalition.

Jrusteli agents interfered in Galastar's affairs until the end of the Second Age, most notably when they stole Baron Galastar's bones in 756, preventing the effective

sanctification of the Cathedral of St. Galastar the Founder. This had to wait until 910, when a band of knights from the city raided Eastpoint and returned with the sacred relics of their Founder.

During the Ban, the main city was separated from the Janube and Dona rivers. People in the city could only travel 1200 meters outside the city walls to the north, and less than that in the direction of the Great Bridge and Downtown. Lacking enough land to support its excess population, famine and rioting reduced the city from 10,000 to 1,000 in a few years. Only the powerful, well organized, and the ruthless survived. These survival traits can still be found in the culture of the Founders whose families made it through the Ban. No effete citified nobles for Galastar!

Members of the seven surviving Houses value the skills and ethics that allowed them to make it through the isolation of the Ban. They are fiercely possessive of their traditional lands, devoted to the idea of personal competence in arms and magic, and anxious to reestablish their city's place in the region.

Freed from the ban in 1599, the repopulation of Galastar has been a saga of joyful relief, welcome acceptance, political machinations and sectarian violence. The surviving members of the Founding Families originally welcomed new settlers. As the new residents came to



'odex 14 war in the city, with riots, crop burning, and other violence. The establishment of the Uleria Temple in 1618 helped to calm things. The tension between quarters of the city has greatly relaxed in the past three years.

As of 1621, there is no real government in Galastar. Various factions each exercise control over their own sections of town. Relations between these factions range from amicable to almost warlike, depending on the issue and the parties involved. Most people keep strictly to their own section of town, where they know the rules and have friends to help them out.

The city as a whole has no police force, organized public works (aside from water and sewer service) or unified foreign policy. Each section of the city maintains its own watch over its section of the city wall. Neighborhoods organize their own protection from thieves and other lawbreakers. Petty justice is rough and ready.

The main city sits on three steep hills. Its skyline includes two surviving Jrusteli-style aerial defense towers, each rising 55 meters above the city streets. One is the residence of Galagern, High Priest of Galastar, and



the other is a part of the Lightbringer's Temple. Galastar's port is called "Downtown," and is set some distance from the main portion of the city. Downtown was cut off from the rest of Galastar by the Ban, blocking the upper city's river access.

The Ban depopulated Downtown and Newtlings infested it. They retain some presence there, sharing the area with human river dwellers and fishermen who revere St. Yunurian, patron saint of the Janube River while also worshiping at the famous temple to Janube.

Several fishing clans now claim portions of Downtown for their own, and call it New Dock. A modest shipyard manages to build one warship and half a dozen merchant ships each year. Galastar's warfleet numbers three ships, each sponsored jointly by a Founder's Family and the Cult of Galastar. The temple of Janube has two warships of its own, along with many smaller vessels.

Downtown supports the reopened temple to Janube, once a Large temple, now only maintained at a minor status except during high holy days. Then it may briefly reach large size. Built entirely out over the river, the blue-tiled temple is an ancient and well known architectural masterpiece. Its aluminum dome reflects for miles when the sun strikes it.

Most of the population is Orlanthi. Orlanth's temple here is Large, and contains shrines to Elmal, Chalana



Arroy and Ginna Jar. Along with the Issaries temple and the Humakt Tower all these temples are parts of a great complex, formerly the great palace of the Derogern lords of Galastar. A hidden shrine to Eurmal is rumored and not unlikely, since the Orlanthi chief has a trickster under his protection. (By Western tradition, observed by the Rawin Tribe, this trickster is called a "fool.")

Hsunchen adventurers and outcasts form a significant portion of the population. Some refuse to live in the city itself, instead camping out in "Bearville" outside the walls. Some live in Squatters' Valley. Others live in the Pagan Quarter, where a few have actually married or been adopted into one or another clans of the Rawins.

The fur trade with the Hsunchen provides the second most important source of hard cash for the city. Galastar is rightly known for its fur markets for that reason. The fur market opens daily just inside Worlat's Gate.

The dominant Malkioni church in town is the Cathedral of St. Xemela's on the Hill. St. Hrestol's Grey Chapel has also reopened. Several Malkioni orders maintain their easternmost chapterhouses in Galastar.

Lunar missionaries restored a small manor east of the city, and use this as a base for their activities in Mortasor. Though the city fathers refuse to allow Lunars to preach or build in the city, Etyries merchants can buy and sell, and followers of the Red Goddess come and go. Traders between the Lunar Empire and Eastpoint supply most business to Galastar.

Old families of original inhabitants are city cult and ancestor worshippers, with a smattering of Malkioni. Several ancient lineages who trace their nobility back to Baron Galastar are nearly extinct. These folk dominate

#### Reasons to come to Galastar

If you are not starting a new campaign in Galastar, you may need a reason to get your adventurers to town. Different people have different reasons, but there are things acting to increase Galastar's population as the years go by. Some of them may be enough to attract your bunch.

#### Good Reasons

Galastar is the largest city in Mortasor. Markets operate here all the time. Temples are larger, and sorcerers are more plentiful than anywhere else between Eastpoint and Carmania. Amber, rare woods, furs and leather goods are staple trade goods. Some elf-made goods are available.

People who need to contact elves may be able to find a Rathori intermediary in Galastar.

#### Spurious Reasons

Palaces stand abandoned in the High City, ready for plunder. Free food and housing for all who come here, in a beautiful city whose streets are paved with bronze!

Decadent nobles from before the Ban pay for bread with gold! The town is up for grabs—a strong arm and a sharp sword can get you installed as mayor.

All the women of Galstar have become followers of the Pagan Goddess of Zoria, preaching Free Love and recruiting diligently.

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the Founder's Quarter and hold many mansions in the Palace Quarter. Their greatest leader is Galagern, High Priest of Galastar.

Other inhabitants of the city come as refugees from the borders of the Kingdom of War, from the fighting in Timms, or just from the oppression within Jonatela. Along with them have come agents and provocateurs from the Kingdom of War, slowly and secretly laying the groundwork for invasion.

All the Quarters of the city can hold many more people than they currently do. The new inhabitants tend to group together for safety and convenience. Naturally, they do this in what were once the best neighborhoods. All of Galastar's former slums are still abandoned ruins. Most fell prey to fires during the Ban.

#### Native Galastari Customs

The peculiar fact that only nobles survived the Ban in Galastar leaves something to be explained. The truth is that the noble houses enforced their survival through the brutal and systematic destruction of the lower classes trapped with them. During the worst of the famines, noble Galastari poisoned their own loyal household servants to assure enough food for themselves. They did this to the very troops who so efficiently put down the peasant riots that had threatened their masters.

The Seven Houses keep extensive and detailed records of their lineage, a habit made necessary by the Ban. All of these families place Galastar the Founder in their ancestry, and all of them have suffered from "the Old Curse" during the Ban. The terrible loss of a House patriarch to the Old Curse traumatized House Shain so badly that they gave up ancestor worship entirely.

Only nobles survived the Ban in Galastar. One change necessary involved adopting an outlook not too different from that of the Hrestoli Idealists. In Galastar during the Ban, nobles were not forbidden to do physical work. Since the end of the Ban, they have little need to dig their own ditches, but pragmatism is still deeply engrained in the survivors of the Ban.

In Galastari custom, descent is entirely patrilineal. Society demands that a bride place all loyalty with her husband's family, even to the point of bloodshed. Ties to her birth family are greatly weakened after marriage, a fact made necessary by over 150 years of isolation, a shrinking pool of prospective mates, and the constantly shifting political climate of Galastar during the Ban. Carefully arraigned marriages of alliance proved to have little influence when Houses struggled over some limited resource.

Even before the Ban, native Galastari did not consider marriage a happy occasion, and the concept of romantic love often provokes scorn. Founders consider love likely to introduce discord among precariously balanced forces striving to maintain order.

Things were so bad during the Ban that the Galastari survivors instituted a semi-secret, tacitly approved poli-



It is the custom among the Founding Families to place the possessive prefix "Dal" before their family name. Adults are also entitled to use "Master" and "Mistress" before their name, if they lack any other title. Thus the noted duelist Tülerin from the Gerner family is properly known as Master Tülerin Dal Gerner.

Though few newcomers use the custom unless courting favor, members of the Seven Houses prefer (and some insist) on use of "Master" and "Mistress" in all situations: "Yes, Master," and "No, Mistress," for example. The Orlanthi particularly dislike this use of titles.

### Sections of the City

#### free Quarter

The Free Quarter has that name in celebration of the freedom the first residents found there. Most of the population is Malkioni, of peasant stock. They all came here to flee oppression or war, and are doing the best they can to quickly turn into a middle class. Guilds formed here, chapels to most sects (with the notable exception of the orthodox Jonating sect) have reopened, and a variety of finished goods are now produced locally. The Brewers, Tanners, and Furriers Guilds are the most powerful organizations in the Free Quarter.

Most of the local residents have refurbished original houses dating from before the Ban. Many of these houses are multi-storyed, stone walled and slate roofed, partially sunken into the steep hillsides of the Free Quarter.

The political climate in the Free Quarter has a great deal to do with the unstable politics in Galastar. Most of the residents here remember a lifetime of abuse and unfair treatment from their overlords, and are in no hurry to let someone else become their overlord. These Malkioni have rioted before over this issue.

Rumors persist that the Ecclesiarch of the Hrestoli Church plans to appoint a bishop to Galastar, a post that has been vacant since the last pre-Ban local Bishop died in the food riots.

Nobles in Jonating livery are not safe in most of the Free Quarter without strong escorts. Rude signs proclaim this outside the Jonating Gate and the Free Gate. Armored knights disregarding these warnings have been found murdered by various means, often hung as common criminals.

Nevertheless, several more acceptable Malkioni religious orders maintain chapterhouses in the Free Quarter. St. Xemela's Sisters and the Brothers of Hrestol are particularly popular. The Talorites control the Citadel of Galastar. They arranged this by paying the Founders for it, and agreeing to man it in defense of the city. Rumor





says the payment "killed five strong oxen in its delivery." Members of this order frequent the Free Quarter.

The Free Quarter is host to a great, slow-building religious tension. The increasing number of Jonating refugees come here to escape the oppression of Jonatelan overlords, but the majority of them are very conservative religiously, and seek a liturgy and priesthood similar to the one they left behind in Jonatela. Some Jonating parish priests came with their flocks, since unlike most sects, a Jonating clergyman may be lowborn or highborn, but in any case does not automatically qualify as a member of the ruling class.

These poor village priests joined together to seek the common good for their flocks, but as yet they have not decided how to progress: Should they embrace the seemingly heretical notions of the egalitarian Hrestoli missionaries from Loskalm? Submit to the rule of the Hierophant of Southpoint? Petition for tolerance from the Bishop of Okarnia, who may well have no idea where or who they are? Some even suggest establishing their own sect, or joining the hierarchy of St. Galastar's.

#### free Quarter People of Note

#### Elaman the Protector

Born a peasant on the closed border of Timms and Jonatela, Elaman grew up sheltered from the excesses of





Adults, Left to right: Syra, Broke Five Spears and Thasblad

Okarnian rule. His village developed a strong independent tradition of veneration for many "local" saints (more easily recognizable as pagan gods to outsiders) in an area once a seat of pure Malkionism. Though technically "Stygian" in nature, Elaman's version of Malkionism actually embraced many spirits of light. When the King of Jonatela reasserted his fealty over the area, Elaman and his fellows put up a spirited resistance, ambushing and killing several knights and inquisitors before Jongror the Killer razed their village.

Elaman and his family fled, ending up in Galastar. Here he struggles to teach Jonating peasants how to defend themselves and acts as organizer of the Free Quarter Militia. He personally stands up for the rights and freedoms of the peasants here, to the point of attacking foreign knights who abuse them. Much to the surprise and shame of these lifetime warriors, Elaman has magical and martial strengths that have overcome all challengers so far. In fact, if not by investiture, Elaman acts as the knight for the free Malkioni peasants of Galastar.

**Reasons Orlanthi come to Galstar** It has the only Large Temple to Orlanth in Mortasor The Chalana Arroy Hospital can do difficult healing Lunars in need of killing live here Preachers of the cult of Invisible Orlanth do their work here The merchants in Pagan Quarter sell the best woad in Mortasor Mercenary companies hire recruits here

odex

#### Jongar, Priest of the Jonatings

A poor parish priest from a village in the Jonatelan lowlands, Jongar risked his life and soul to bring his flock to a better life, free of the oppression of the nobles. Now he struggles to find spiritual direction and guidance for himself and his followers, after abandoning the guidance and rule of the Jonating sect. Most liberal of all the Jonating clergy in Galastar, he favors the convocation of an ecumenical council to address sectarian friction in the city.

#### Pagan Quarter

The area around Orlanth's Gate was once a slum like those found in Squatter's Valley. The barbarians tore down the old slums. Using recycled building materials and imported wood, they rebuilt the market area into a strange version of an Orlanth town. Here the Orlanthi style longhouse may be two stories tall, or have a back wall incorporating a run of gleaming white marble, or have a central fireplace that once ran up the side of a tenement. All have stout bronze bound doors, and almost every one of these "Long Townhouses" sits over one of the old basements already on site. Some straddle two of them! Builders haphazardly incorporated decorative wood, metal and stonework from the old city in their new homes.

The Orlanthi control Pagan's Quarter. Istavin Skinflint, High Priest of Issaries, oversees tollage at New Pagan's Gate. He charges 5% of all goods for sale as an entry fee. Most business is in furs and hides. Guards at all other entrances into Pagan's Quarter do not allow hide shipments through. Merchants setting up to sell hides in any other quarter are routinely troubled by strongarm tactics sponsored by merchants from Pagan's Quarter. Of course, the merchants deny their involvement.

Goats and goat products are not allowed inside Pagan's Quarter, by order of the Storm Voice of the temple of Orlanth.

A separate Minor temple to Issaries sits in the High Street Market.

The Lightbringer's Palace complex occupies what was once the Palace of Derogern Lords, a noble family that died out during the Ban. Some walls around the palace complex have been pierced to more easily include the southern portions of the structure. These were once separate military fortifications, including the Muster Yard, the West High Tower and the Three Towers Garrison. The Muster Yard is now the main ground of the Orlanth temple. The West High Tower is the priests' and Lord's residence, and the Garrison is now the site of a small Humakt temple.

On the Lightbringer's council here, (known as Rawin's Ring) Volger Rawin sits in Orlanth's Seat, Istavin Skinflint takes Issaries' role, Toothless Old Bastard is Rawin's Fool, Wasach Masar plays the scholar, Melora Greenskirt, High Priestess of Ernalda takes Ginna Jar's seat, and Broke Five Spears, High Sword of Humakt sits as the Flesh Man representative.



#### Pagan Quarter People of Note

#### Masach Masar, elder Voice of Orlanth

The eldest of the Masar clan, a group of Orlanthi who have settled mostly in the outskirts of Galastar and partially in the city. Volger appointed him to his Ring in an effort to appease the Masari, with an eye toward adopting them into the tribe.

Though not a scholar trained by Lhankor Mhy, Wasach is old and wise. His opinion and knowledge of tradition serves Volger well, though he was not the Rawin's first choice.

#### **Coothless Old Bastard**

Rumor says this old reprobate is really a relative of Wasach, perhaps his younger brother. Everybody knows he is a Masari, since Wasach gave Toothless to Volger as a present at the forming of the Ring.

This old bastard combines all the worst features of a dirty old man and a mean little boy who never grew up, even after 60 or more years. He smells, he passes gas, he snores during ceremonies and mocks important visitors. Apparently, Volger finds him useful for something, since he has yet to be hung by his neck. Volger does occasionally hang him by his foot.

#### Sword Broke five Spears

This primitive from the elk tribes received a vision of a sword on his first dream quest, and followed its instructions across most of Mortasor and Dona in service to Humakt. Broke Five Spears is his name, earned in battle against solar troops from Southbank. He enjoys the good things in life, stays friendly with his old tribe, and loves to make fun of cult brothers who take themselves too seriously. He came to Galastar at the invitation of his blood brother and old adventuring partner, Wind Lord Thasblad Rawin. Broke Five Spears accepts only Humakti into the Three Towers Garrison. He takes Flesh Man's seat in the Pagan Quarter Lightbringer's Council. While he has an abiding friendship with Sir Thalen Joyeuse, Elder of the Galastar chapter of the Brothers of St. Hrestol, he doesn't much care for Master Banern of the Companions of St. Talor.

#### Melora Greenskirt, high Priestess of Menena

Melora comes from the Rawin Orlanthi clan, a family expanding rapidly throughout Mortasor. They control several towns upriver along the Dona. She is a dutiful wife to Orlanth and discourages any emphasis on the militant side of Earth worship. Melora's skill with gnomes and gargoyles is notable. Thasblad Rawin is her brother-in-law.

#### Storm Voice Volger Rawin

Chief of the Rawin Tribe, Volger and his tribes hail from



Mortasor. His leadership in bringing the Rawins to Galastar has proven inspired, greatly increasing the wealth and status of his people. They love him for this, though his inflexibility in dealing with other factions in the city serves them less well.

Chief Volger strives to form a government in the Pagan Quarter based on the ancient Orlanthi traditions of the Orlanth Ring. So far, his Ring has gained little acceptance outside of the Pagan Quarter. This lack of acceptance is proven by the refusal of several different non-pagans to join the Ring in Flesh Man's seat. Rumor has it Volger would like to see a priest of Galastar join the Ring in Ginna Jar's seat, also currently empty.

#### Mind Lord Chasblad Rawin

Thasblad is the son of the Rawin tribal chief. He advances his father's interests here in Galastar and promotes the cult of Orlanth vigorously throughout the region. His early years of adventuring took him all over the region, as far as the edge of Charg and Perfe. In those travels he has conceived a hatred for the people of Eastpoint, a sentiment that puts him in good company with the Seven Houses of Galastar. Thasblad has a particularly nasty relationship with Rune Lord Holsten the Lunatic of the Riverjoin Red Moon Temple.

#### Istavin Skinflint, Issaries Priest

This Goldentounge priest carries high status in Pagan Quarter, thanks to his leadership and guidance in bringing several of the resident Orlanthi clans here. Entry fees and market use fees charged by Istavin go in part to the Rawins, who are greatly enriched thereby. Istavin sits on Volger's Ring, where his opinions are highly valued.

#### high healer Syra Gentlest

Another member of Rawin's Ring, Syra works from her neutral position within Chalana Arroy to build unity among all the factions of the city. Her voice does not go unheeded, though some of the Rokari and other conservative Malkioni deeply distrust all pagans, regardless of her claims to oaths of mercy and succor for all people.

#### Yangar of Carmania, Priest of Invisible Orlanth

A newcomer to Galastar, Yangar has done little as of yet to provoke the powers that be. He seems well funded, patient, and interested in the problems of the common folk. Most Galastari really don't know what to make of him, and few have taken up his offers to hear what he has

**Reasons Hdventurers come to Galastar** The Goddess Rumor places one of the Three Weapons of Talor in the hands of a noble house from pre-Ban Galastar. The Flail of Talor is said to have been carried to Mortasor during the late 13th century by the last survivor of a Karstalli noble house. Outlaws running west out of Lunar Carmania hit Galastar before they get to any other major city. The prohibition against Lunar shrines, missionaries or officials makes such folk comfortable.

to say. Yangar and his retinue often speak of the need for greater cooperation between the Nobles and the Orlanthi.

#### Mistress Deenina of Zoria, Priestess of Aleria

Perhaps the most popular foreigner in the city, Deenina is rumored to be a candidate for Rawin's Ring, probably in the Ginna Jar position held by Melora. The Orlanthi clans love her, even though she refuses to denounce the Lunars in the area. "Love shall conquer even the Moon." she says.

#### founder's Quarter

The Founding Families control the center of the city, including the Armory and Galastar's Hill. They have stockpiled most of the ancient wealth present in pre-Ban Galastar. This includes the old City Treasury, City Armory, and many sacred relics from temples and churches closed during the Ban. The Cult of St. Galastar the Founder is strongly allied with these ancient families, though it is not well supported among the immigrants. Still, no one wants to cross the Founder. The Founding Families also control most of the city's water supply through the ancient plumbing system, and exact payment for supplying that water to other quarters.

# Fouses of the founding families

**Gerner**, the largest with 125 members. This House dominates most ranks of the priesthood. Of course, Galagern chooses who to promote. Galagern married into this family 40 years ago. Their union was childless, and his wife died just before the Ban lifted. The Gerners adopted a very peculiar Malkionism during the Ban, though this worship is still strongly influenced by Malkionism. They place the saints at the center of their belief, especially the worship of their ancestor and Founder, Galastar. Children not marked for priesthood still study sorcery, something not usually tolerated and generally considered shocking to conservative Malkioni.

Tasrensar, next largest with 99 members. They con-

Reasons Malkioni come to Galastar Free sorcerers here accept paying students of any class. Hrestoli knights audition potential squires here. Hrestoli wizards audition potential acoltheists here. Jonating peasants are safe from their overlords in the Free Quarter. The guild structure is loose-advancement is quick. Galastari Nobles seek knights to swear fealty to them. Land is available for those who swear fealty. Plenty of work for masons, carpenters, tanners, smiths and brewers Easternmost houses of several religious orders accept petitioners here. It seems far enough from the Kingdom of War to avoid sacking.

**Population of Galastar** Galastar is a Medium city in RQ terms,

with a population in 1621 as follows: 1500 orlanthi 900 Malkioni 604 Galastari Founders 100 squatters 200 Bearville folk 100 Lunar missionaries & associates (most located out of town) 210 Newtlings 400 Downtowner fisherfolk **4140 Total population** 

**Galastar** n RQ terms. B0 members. This family also suffered greatly because of the feud with the Aforenstars. Their hatred led to the attacks that resulted in the closing of St. Hrestol's Cathedral.

> Endenzee has 75 members, notable for their enthusiastic welcoming of the Hrestoli church back into Galastar. With great pomp and ceremony, they recently sent several teenage family members out to become farmers. The Endenzees vocal support of a plan to petition Southpoint for new Hrestoli Bishop of Galastar offends many more conservative Malkioni in the city.

Vegaitern has 71 members. Most liberal of all the houses, a few members of the house occasionally attend pagan

services in the Lower City, though none have gone so far as to publically seek initiation.

trol the waterworks and sewer operations, and have

some representation in the Galastar priesthood. Their

of the Ban, though members of Tasrensar speak more

forcefully about expanding Galastar's borders.

mon cause with the Jonating sect.

allegiance with the Gerners has been solid since the end

Aftorenstar has 89 members. This House's feud with

the Holengen family has lasted for 86 years and greatly

diminished the Aforenstar's numbers. They see com-

Shain, the smallest with only 65 members.

Conservative Malkioni, distant from the mainstream of Idealist Hrestoli belief. They are particularly jealous of their inherited prerogatives, and make a habit of hiring mercenaries to drive squatters off of lands considered theirs before the Ban. They have a standing feud with the Masar Orlanthi clan, who have taken up residence at their "country manor" west of the city.

Considering that half of the population of these Houses consists of children under the age of 15, the Seven's hold on power seems remarkable. But the Houses have access to other resources than manpower.

First, the Seven Houses had 150 years to collect all the wealth of the City. Nor were they poor before the Ban. Almost all the precious goods of what had been a Large city has been concentrated into the hands of two dozen Household elders. Quite soon after the Ban lifted, the Houses assured their military survival by buying mercenary protection. Each household keeps between 20 and 80 mercenary guards in their permanent employ.

Second, they did the same thing with all the magical resources of the city. Each House has one or more powerful wizards, and every knight from the Seven Houses embodies a precious commodity, equipped with a fortune in scavenged enchantments and ensorcellments. Just after the Ban lifted, noted clan chief Wind Lord Ruffan Ironbolt of the Blackface Clan tried to claim the



whole of Galastar for his family. Sir Prüsten Dal Aftorenstar killed him in two minutes of single combat, knocking down two buildings in the process. Ruffan's clan decided to move on.

#### Palace Quarter

Most residents think of this as just another section of the Founder's Quarter, but several important independent households reside here. Some of the residents are Founders, others set up in the fine palaces here before the political makeup of the city took form, and others like their privacy. Up here the residences are ancient, beautiful and in need of major repair. Several mansions stand abandoned, just because of the expense of renovation. Neighbors may not get along all the time, but they are unified in their active dislike of squatters who show no interest in improving their residence.

#### Downtown

The River Cult and its associated clans control Downtown. They squabble between themselves for the most part. Unity occurs only when Uptown factions try to impose their will more than they have already. Bluenose Janela, the current High Priest of Janube for Mortasor, is a mystical, passive man uninterested in politics. Though he receives respect from all the river families, he is not really capable of leading them. A more dynamic leader might forge the river clans into a potent political force.





#### Palace Ridge

This area is the exclusive domain of the Founding Families. They post guards at all gates into the area and clear off any squatters who try to set up near the wall. The only foreigners here are the formerly landless knights who have sworn fealty to the Galastar lords in exchange for land and leadership over the mercenary units bought with Galastari silver nobles.

#### Galastar's Hill

This beautiful temple complex is decorated with several levels of porches complete with statuary gardens, fruit trees, and impressive monuments to Galastar's past. The Founder's Temple and St. Xemela's on the Hill dominate the area. Between them is the 55 meter tall Galastar's Tower, the twin of Orlanth's Tower. Galagern lives here.

The decorative walls surrounding the Hill's interior would not slow down siege engines, or even thieves.

Gardens decorate the temple plaza. Once dedicated to food crops, they have been partially converted to ornamental gardens since the end of the Ban.

#### Market Quarter

The Market quarter has only begun to see business in the past few years. Its old facilities for livestock sales burned down or rotted during the Ban, but they are being rebuilt now that the city is large enough to make livestock importation worthwhile. Markets for sheep, horses and cows are open almost every day.

Folk from the Founder's Quarter do no buy much meat here. During the first years of the Ban they ate all their large animals.For the rest of the Ban they lost most meateating habits, though they still consider rats a delicacy.

#### Empty Quarter

Once known as the New Quarter, this section of town was the newest expansion before the Ban. Built on the sides of several hills, the construction has not lasted well through the years of abandonment. Many buildings were torn down by the Founding Families to provide more farm land during the Ban. With the exception of a few large structures, the vines and rot have overcome most of the buildings in this Quarter. New residents of the Pagan Quarter have freely scrounged the edges of the Empty Quarter for building materials.

One resident claims to have lived through the whole Ban. Known as "The Hermit," some say he is dedicated

Reasons Founchen come to Galster Metal is available here. City folk hire scouts here. Gods who have called during dreams may be propitiated here. Foreign enemies of the tribe live here. Salt prices are lower than anywhere else nearby. Mercenary companies hire recruits here.



to St. Valkaro. A few old timers know his real name is Sefinor. His residence is called "Hermit's Tower," a partially restored aerial defense tower like Orlanth's and Galastar's Tower. Extensive damage to it over the ages has reduced it considerably. It is only 23 meters tall.

The Hermit is the only Empty Quarter resident of note. Aside from the Orlanthi patrol station at the Janu Gate, this section of Galastar is a ghost town. The water and sewer systems do not work in this Quarter. Better shelter can be found in Squatter's Valley.

On market days the route up to the Market Quarter sees some traffic, but that's about all.

#### Squatter's Valley

During the Ban, the Founding Families razed many buildings here to uncover arable land. Its steep slopes made farming worthwhile only when no other alternative existed and since the lifting of the Ban the Founders have let it go fallow in favor of fields outside the city. In its place, Hsunchen and other drifters who prefer not to live in a real building have taken up residence here.

No one controls the entrance to the Valley, but guards do keep a watch at the Valley entrances to the other quarters. Mostly, no one lives here for more than a season, and that season is usually spring or summer.

Groups of settlers who have just arrived often camp here for a few weeks while negotiating with the residents for places to live.

#### Che Cult of St. Galastar

The founder is revered by the locals as a saint and patron. This is an example of the sort of variant Malkionism that sprouted up at the fringes of Hrestoli society. Galagern is a wizard, as are his lower ranking priests. They teach sorcery to those they deem worthy, usually only members of the Founding Families or their trusted retainers.

## Secrets of Galastar

#### **L**opasar

The ancient city of Lopasar once stood on the same site as Galastar. Galastar is much larger than Lopasar, and over the ages new building has completed the job Varganthyr began. Every visible sign of the old city has been eradicated. Only scholars and historians of Founder blood recall even the name of Lopasar.

Nevertheless, not all of the ancient city is gone. Several cisterns from that period have been cleaned out



for use. Excavation for new housing on the east side of the city sometimes turns up old ruins and foundations. Rarely, an uncollapsed basement to a long forgotten building is found cut into the bedrock of the hill. Some buildings on Palace Ridge and the Market Quarter have sub-basements. St Talor's and the Founder's Temple both make use of Lopasari excavations, if only to seal them off for use as cisterns. Some of these old diggings have been joined to create a passage from Galastar's Tower to the Founder's Temple and on to the Citadel. Another passage connects St. Xemela's on the Hill to the Tower of the Companions of St. Talor.

#### Che Hidden folk

In the pressures of the famines and pogroms of the early Ban, most of the residents of Galastar died. The fittest, most powerful nobles took control of all the food and weaponry in the town, and let everyone else die.

Or so the nobles thought. In fact, there are two ways to survive a famine. The nobles showed one way, but the Hidden Folk discovered another. Rather than act as predators on the remaining society, the Hidden Folk acted as the scavengers of Galastar. They kept to the shadows, hid from the nobles, and learned how to get what they needed by theft, scavenging, and making do with less. When soldiers of one of the Seven would raid peasants for their food, killing everyone, the Hidden Folk would come behind them, and meticulously gather up ever scrap of food, every spilled grain of millet. They grew what they could in tiny, hidden patches inside the town, and dug down into the earth for worms, mice, rats, and anything else the Knights of the Seven missed.

In the process, they discovered many of the ruins of Lopasar. Making the most of this discovery they relied on the old ruins for bolt holes, underground mushroom gardens, and dark meeting places.

This lifestyle takes its toll, of course. The Hidden Folk are very small in stature, and extremely secretive. Only 127 Hidden Folk lived to see the Thaw. They may go about on the street, blending in with immigrants, but they never admit that their descent from original Galastari. Mostly, they survive now through petty crime, begging, and some farming outside the city. They also sometimes sell relics of Lopasar or Galastar they have held onto for generations.

The horrible life style of the Hidden Folk resulted in a fundamental cultural change. Their religion degenerated, and they now maintain shamans for most of their spiritual needs. Through their shamans, they worship some ancestors and some darkness spirits, most notably Xiola Umbar. They even have a shrine to Subere. None of these shrines are open to outsiders, and only the Hidden Folk even know if their existence.

#### Discovering the Big Secrets Galastar is an ongoing project. Ultimately, it will be



pitched as a stand alone book or set of books to Avalon Hill. I already have more info on it than I have chosen to present here, especially some very important secret information, not intended for the eyes of players.

How can you get that information? Pretty simple, really. Send me a letter with a SASE (or international reply coupon as appropriate) or e-mail me the following info:

- 1) Your promise not to spill the beans to players about Galastar's Big Secrets
- 2) A description of any of the buildings in Galastar that have a letter-number code on the map on page 16-17. This description can be as long or as short as you want, but make it as good as you can. Don't contradict anything presented here, though. Short descriptions are fine, as long as they are interesting and colorful. On a disk would be great, but not required unless it is over 250 words. See the boxed examples of good and bad descriptions.
- 3) A signed release that lets me use your description in any future product for publication, in return for a copy of the "Secrets of Galastar" and author credit in any publication. It should say something like:

"I hereby grant Michael Dawson the right to publish my work (description of the work) in any form, at any time, and transfer full ownership of this work to him. He may edit it as he sees fit, or publish it as is, as long as I am credited in any publication as an author." If you really want to add a big chunk of work to Galastar, write me with your idea. I don't want to own the work of people who are interested in large contributions—I want to work with you to get both of us paid!

If you send me these three things, I'll send you "Secrets of Galastar." This is around 1000 words. It contains important, defining secrets about this town, the sort of thing that your adventurers should work for years to find out, things that will come as tremendous shocks, as defining moments in your campaign. I think they make the Eye of Wakboth look boring.

Examples Here's a bad description that I won't use because it is boring: P-3 Boar Helmet Clan Lodge This somewhat shortened, but otherwise typical Orlanthi longhouse houses the local members of the Mortasor Boar Helmet Clan. The posts for the roof have boar motifs carved in them. It is only one story, but it has a full basement set slightly off center to the actual foundation. Zivolti Shaggyback is the clan elder here. Here's a better description that I would use: P-3 Boar Helmet Clan Lodge Zivolti Shaggyback claimed a hall for his clan the first year the city opened. Now, from his Tusk Chair in this hall, he rules over all his kinsmen in Galstar. Outsiders call this "the Pig House" because of the Mralot shrine the clanswomen keep here, and the clan's contro of the pork trade in town. Both of these are 55 words, but the second provides much more information, while the first just rehashes information easily determined from the material in this issue. odex



ith the fall of the Ban the people of Mortasor face the problems associated with living in the wider world; in particular, the Orlanthi leadership must face the challenge of encroaching Lunar missionaries and merchants, trade quandaries and raiding possibilities with their near neighbors, internal dissension, and the growing probability of all-out war in one direction or another.

#### **Che Region**

Mortasor has low ranges of hills, running north to south, with valleys in between. Many streams emerge from the Rathorelan forest and flow through these valleys into Father Janube. The land bears the imprint of Valind's Glacier, which left small lakes, rocky soil, potholes, and moraines.

The broad Janube Valley has its own unique soil, vegetation, and the best farmland. Bottom land produces more than half of all agricultural produce in Mortasor; while the upland clans do some farming, they rely more on herding, hunting and gathering. The Rathori say that the Grandmother is not yet dead in Mortasor and that she resists the plow; the Orlanthi say that evil Rannalar pushes stones up into their fields from underground.

Natural resources include copper and a few goldbearing streams; there is little native bronze or tin. Timber is plentiful; there are many stands of trees, remnants of the forest primeval.

Mortasor winters are extreme. For half the year, people huddle in their steads, surrounded by blasting winds and heavy snow. Bold souls go out on skis, sometimes to bring back animals that froze to death before the hunters ever got there. The Janube usually freezes over in Storm Season but its valley is somewhat sheltered from the snow hurricanes Valind sends blasting from his glacial home.

#### **Distory and Culture**

Long ago, the forest of Rathorela extended down almost to the Janube. Only the great flood plain and terraces were free of trees. Hsunchen peoples and Aldryami dominated the forest, then as now; the river valley was inhabited by a relatively peaceful folk now called the Janubians.

# Cribes of Mortasor Paul Reilly

They named it Mortasor, meaning "north shore."

The area colonized by the Orlanthi has slowly spread back from the river valley into what used to be Rathori forest. Grazing cattle and sheep ate the seedlings and bark of the mighty trees, pushing back the forest over the centuries. While elves resent the conversion of forest to grazeland, the process has been slow and "natural" enough to avoid provoking Aldryami reprisals. Tragic epics record some open warfare with the Rathori and their Aldryami allies, usually ending in disaster for the Mortasori.

While Loskalmi written records indicate contact with "Mordathorings" in the Second Age, the natives have few written records, relying on epic poetry for the knowledge of the period. At some point, the losers in an Orlanthi civil war, followers of an exiled prince (probably from southern Charg) crossed the Janube. According to legend, they made a pact with the river god to protect them from avenging spirits or curses. The Orlanthi were more warlike and better armed than the natives, and soon dominated them. An early Kingdom of Mortasor was established, but after the death of the legendary King Arnulf this fell into civil strife. The tribes united under Cynric Oxstrong to fight against the God Learners of the Loskalmi Empire in the Second Age. The kingdom fell apart when the outside pressure ended.

During the Third Age missionaries from Loskalm spread Hrestoli ideas. In the fourteenth century, the Lunars sent missionaries and traders as well, successfully converting several cities but making little headway in the back country. Galastar also resisted conversion, perhaps because Riverjoin embraced the Lunar Way.

The most important influence on modern Mortasor was the long isolation imposed by the Ban. Mortasor was isolated from the outside for over a century. For the residents of Mortasor, the Ban was a puzzling disaster with no apparent cause, leading to various responses among the people, some quite extreme. Local names for the ban include Iphara's Curse, Krjalk's Vengeance, Orlanth's Curtain, etc. Because of the isolation, wide cultural difference developed between neighbors.

The self-sufficient hill people of Mortasor survived without trade. Most tribes and clans reverted to their Orlanthi



roots. While most clans now practice Orlanth worship, a handful converted to Malkionism or the Lunar Way; these seem suspiciously foreign to their neighbors.

The isolation produced one almost universal cultural effect: most of the current leadership of every clan, tribe, and town grew up under the Ban, when local concerns were the only concerns. This shaped their thinking, and with the exception of a few unusual individuals, the elders have trouble adjusting to the idea of the outside world having any real importance in their lives. Most Mortasori born under the Ban have never seen a nonhuman. To them Aldryami, Uz and even Rathori are legendary.

One peculiarity sets off northern Mortasor from other Orlanthi lands: the northerners do not plow.

They grow garden vegetables, keep livestock, and enjoy hunting and gathering, but have little in the way of cereals. Scholars attribute this custom to their proximity to Rathorelan Hsunchen and Aldryami who view farming as sacreligious.

#### Modern Mortasor

Malkionism remains a strong missionary religion in Western Mortasor, alongside traditional Orlanth worship and Janubian style Stygian worship of ancestors and local saint/spirits. The Malkioni social pattern has made more headway; Malkioni nobles and native chiefs both rule their territories from old-style motte-and-bailey castles. The growing strength of Galastar has polarized the country around it into pro- and anti-city factions. The Galastari political sphere extends spottily for thirty kilometers north and east of the city, but its traders crisscross all

King-list **Hrnulf** Kolymar the Beggar Cyrnic Oxstrong\* Eric Mestwind\*++ Cynric Bearslayer. Orvald Hlenose + **Orvald Cinwill** Orvald the Unlucky. - interregnum -Oxnar Dammerband (fought chaos). - interregnum -

††fought against the Lunars \* Strong king, leader of a "real country † First of a new father-son lin

of Mortasor and even go beyond into Rathorela and Harangvat territories.

Government and Organization Galastar is the largest city in its region. The city's isolation during the Ban made it impossible for the Galastari Malkioni to maintain their feudal control of nearby tribes. Without those overlords, the barbarians of the hills rediscovered their Orlanthi heritage and methods of rule. The main unifying factors are wellorganized potential enemies (the Kingdom of War, Lunar Carmania, Eastpoint and Galastar Nobles attempting to retake old feudal estates), the rituals of Orlanth, and a vague sense of kinship. Most tribes disintegrated into clans during the Ban; the Teleri and Blackface are the strongest remaining tribes though the Rawins are making strong inroads. The many independent clans are beginning to redevelop some tribal structure.

Economics Economically, each clan is self-sufficient



for the necessities of life, relying on trading and raiding to obtain luxuries. The staple crops are barley rye, and millet with some use of oats and potatoes. The common meat is lamb; cattle are used for work and milk but are slaughtered only for seasonal holidays or after a successful cattle raid. Only Tricksters and criminals eat goats. The northern Teleri keep pigs; other tribes do not. There are more thralls in Mortasor than in the southern Orlanthi lands.

Local trade is rapidly expanding. Vigorous traders from Galastar crisscross the region, seeking to re-establish the economic might of their city; they find themselves at odds with the Lunars. Foreign trade possibilities abound; the Janube can carry goods-laden boats downriver to the cities or upriver to the Sweet Sea.

Mythos The mythology of Mortasor parallels that of Dragon Pass, with some differences reflecting local customs, history, and geography. Ernalda is unknown; Orlanth's wife is the faithful Menena, goddess of domestic duties and vegetable gardening. Her role is subordinate rather than that of a partner, as in Ernalda's case. Frona is Menena's daughter. Yelm is viewed as the Old Emperor whom Orlanth defeated Elmal is the sun god who steers Yelm's chariot, even now after the Lightbringers placed Yelm back in it.

Myths serve the needs of the people. There is little "slimy" chaos in or near Mortasor, and so the stories of Wakboth and his crew are little told. Instead, the main source of evil is the Kinstrife, the warring between Orlanth and his relatives that tears apart Orlanth's good kingdom. The Kinstrife is fed by the jealousy and madness of Rannalar, Orlanth's evil brother who covets the Good King's dominion and stirs up the other brothers

(especially Vadrus) and their sons against Orlanth. Orlanth and his loyal Household are the good guys here, eventually triumphing over Rannalar and his brood after they finally figure out that he is the villain. Rannalar is killed and rests unquietly in the Underground. His mistress Malia remains alive and exacts an unending revenge.

The great myth cycle here is that of Orlanth's Conquests. One of his epithets is Seven-Conqueror; another is Lord of the Seven Directions. The typical pattern of a Conquest is as follows: something is wrong in the world. Orlanth is petitioned; after deciding it is just he gathers his Companions and sets off to right the wrong. He conquers an adversary, takes from him a Power, and usually gains a Friend or Companion from the loser's tribe. The Companion helps the Orlanthi in some way. Social Structure The basic social unit is the clan.

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Tribes are coalitions of clans, bound by ancestry or common interest and usually owing allegiance to an elected tribal king. The life way of 'standard' (Dragon Pass) Orlanthi clans and tribes is described in *Player's Book*: Genertela and King of Sartar. Orlanthi kinship patterns are incidentally described in an article by John Hughes in Tales of the Reaching Moon #11.

The social pattern is similar to that of the Dragon Pass Orlanthi (see Player's Book: Genertela) but women have a generally lower status, perhaps due to Malkioni cultural influences.

The clans of Mortasor were reshaped by the harsh northern climate, by Malkioni cultural influences, and most importantly, by the isolation of the Ban.

Some tribes disintegrated into warring clans during the isolation of the Ban, and are only now rediscovering the value of unity. Two tribes are foremost in Mortasor, sharing the land with a host of small tribes and feuding clans.

#### Che Celera Cribe

Uniquely among the tribes, the Teleri trace their ancestry to a female founder, Telera. She is known as the Daughter of Heler and her spirit is still summoned to break droughts, which only happen rarely in Mortasor. Her gifts to her people include flowers, grass, basketry, and pottery.

The Teleri live in the northern sections of Mortasor and are reckoned the best shepherds in Fronela. They are so good at raising cattle and sheep that frequent raids from other tribes does not manage to wipe out their prosperity. The Teleri were isolated during the Ban. Of their seven clans, five survived. Thanks to strong female leadership, the tribal structure did not break down into warring clans; thus, the tribe presents a more united front than many others. On the other hand, the lack of endemic warfare during the Ban means that the tribe has relatively few good warriors. Few of the older warriors have experience of actual combat. You could represent this by limiting tribal weapons training to 50%.

Voriof (The Young Shepherd) has a Teleri temple in his own right, a rarity. He teaches Detect Sheep (Spirit Magic) and Call Sheep, a Rune Magic analogous to Orlanth's Call Followers, among other spells.

#### Clans of the Celeri

Telera The royal clan from which tribal kings are chosen. The nobles of this clan are eligible for the tribal kingship, but may not vote in the wapontake which decides on the new king. Uniquely in Mortasor, clan membership is reckoned by matrilineal descent (from Telera). The current king is Telera Hakon, also known as Hakon the Old. His mother was born before the Ban. The likely successor is Telera Korwin Iron, Hakon's nephew and a mighty warrior. His battle prowess makes him popular with the men of the tribe, and his looks make him popular with the women. His is unmarried, and considered the 'most marriageable man in Mortasor' by those in the know. An early love-marriage ended after a few years of childlessness.

Komar They have a strong chief, Komar Vastok, a widower who wishes to marry into the royal clan. Vastok wishes to accumulate suitable bride-gifts through trading or raiding now that the opportunity exists; he questions visitors closely about possibilities for either. His advisor is Tolan the Lawspeaker, a traditional Grey Sage, rather than a Wizard.

Blackface This clan worships Orlanth in his aspects as Sun-Conqueror and Night Thief. Their Orlanth temple includes a shrine to the Sandals of Darkness, which offers Dark Walk, the spirit magics of Silence and Blackface (see below.) Some Blackface worship Xentha as Orlanth's consort.

\*Blackface: Touch, Temporal, Passive. This spell adds 15% to the recipient's Hide skill per point of spell.

#### Sun-Conqueror

Eight clans owe allegiance to King Hargar Black and his Queen, Morna: Black Cat, Corvus, Nighthawk, Owl, Lucan, Carphax, Moran (the Queen's clan), and the King's clan, Darkwater. The clans warred with each other during the Ban and strong animosities remain; these are,

## **Che Seven Conquests of Orlanth**

Above, The evil Sky Emperor holds on to power beyond his time and the world begins to dry up. Everyone suffers but no one can die. With the power of Humakt, Orlanth slavs Yelm of the Golden Mask and is acknowledged King of the Universe. He frees Elmal, the Good Sun, who becomes his loyal Thane.

South. Orlanth obtains the Earth Shield as a Power and brings back Menena as his wife. Orlanth does not woo her as an equal, but carries her off with his power and she falls in love with him anyway. West. A great water demon invades the world; Orlanth slays it, freeing Heler, the rain god who is trapped within. Orlanth obtains the Scarf of Mist. North Orlanth goes North to conquer his unruly relatives. The power here is the Sword. He tames Storm Bull and allies the children of Kolat, He fights Vadrus' children, especially Valind before realizing that Rannalar is the source of the trouble and is reconciled (more or less) with the other brothers.

Below This is the Lightbringer's Quest., During the Bad Time, Elmal is wounded and the world grows cold. Orlanth and his companions must travel to the underworld to find a cure for the Good Sun.He also finds the Sandals of Darkness. Orlanth goes into the Underworld, conquers Darkness and binds the doddering Yelm to the service of Elmal.

Within Orlanth's hardest challenge. Having faced everything else, he must go Within and conquer himself. This is when he is isolated in a sea of Chaos. God Learners would identify this as an instantiation of I Fought We Won. He obtains a Secret Power in this quest.

The Final Conquest Clans differ on the other conquest (although seven is traditional.) Some count his conquest of the dragon Arangorf or the water powers of the East, including the Janube River. Some say that he conquered Malkion and carried off his daughter Menena, others proclaim that the seventh conquest is yet to come, somewhere in the East. Perhaps it is the Conquest of the Moon.



however, suppressed by the powerful leadership of Hargar and Morna, who together are masters of war and politics. Morna is of the Royal Line and Hargar would like to see his son Argat acknowledged as High King of Mortasor some day. This tribe prefers the night raid and sneak attack. Their current program is to secure domination over neighboring independent tribes; Lucan and Carphax used to be independents.

#### Che Crown Cribe

A High King of Mortasor may be elected by the clan chiefs in council, but he must be descended from the legendary Kings of Mortasor, Arnulf and Cynric. These kings were prolific, and most clans boast at least a few people descended from them, though several clans are dominated by members of the Crown Line including the Rawins, Boar Helmet, and the Harphaxi. These make up the Crown Tribe. The Crown Line was formed by breeding together the leading families of the region in a long series of dynastic marriages. The High King has little real power, but several kings and barons would like the status that comes with the title. The region traditionally views a High King as little more than a referee between the squabbling tribal kings who hold the real power - a bit like early Capetian France. Stories are still told of King Kolymar the Beggar, who tried to assert control over the tribal lords and was reduced to penury by a tax revolt. Unable to gift his warband with the largess expected, he wandered the land with a few loyal followers, staying under the roofs of farmers and herders. His son Cynric Oxstrong was later accounted one of the Three Wise Kings of Mortasor.

#### Clan Darphax

The Harphaxi are the largest clan in Stone Valley. They are a fairly typical Orlanthi clan, aside from their membership in the Crown Tribe. During the Ban the interclan rivalry between them and their other Crown Tribe neighbors grew extremely vicious due to a lack of external enemies to vent their hostility on.

The Harphaxi are examined in some detail in this article, to provide examples for fleshing out the other clans of the region.

#### **History of the Harphaxi**

Clan Harphax was founded centuries ago by Harphax Windmaster. They consider themselves to be the true heirs to the lands and revenues of the Windmaster Orlanth temple, however, they have been ousted from this position for several generations. This old slight still rankles the clan leadership. The Harphaxi support themselves by farming and by herding sheep and cattle on what they consider to be inferior land.

The clan is mostly concerned with local politics; most consider national wars, etc. largely unimportant and far away. Individual warriors or craftsmen sometimes leave



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in the hopes of being picked up by a great lord's retinue.

The Harphaxi have four important neighbors. To the Northwest is the Bearkiller clan, led by Bearkiller Vone Brokeskull; he calls himself "Baron" in the Western style but is your basic clan chief. He is more or less allied with the powerful Teleri tribe, and despite the name, his clan also has good relations with the Rathori. Nearly empty lands (practically depopulated during the Ban) lie between the Bearkillers and the Harphaxi; these provide a buffer but also a possible bone of contention.

To the east over the Ursus Ridge is Clan Carphax, relatives of the Harphaxi. The Carphaxi have recently been sworn to lovalty by King Hargar Black; Hargar and Morna have sent assurances of friendship to the Harphaxi but this means little, nominally loyal to Galastar; his policy is to sit tight and let the hill clans fight each other. His traders provide the warring clans with tin and fine weapons.

The Rawins and the Boar Helmet clans are neighbors and rivals of the Harphaxi. Each clan wishes to control the Windmaster's Hill Orlanth temple and its revenue. All three are involved in various property disputes with their neighbors. Several minor clans are involved in the feuding of these greater clans, some under the protection of a greater clan, others maintaining an uneasy neutrality. Together they historically formed the Crown tribe. The High Priest of Orlanth may choose to crown a tribal King, but without a clear leader in the area this would only lead to clan war and bloodfeud. All three



#### Naming Conventions among the Mortasori

Clan names work more or less as follows:

Thralls: A personal name, such as Wot, Jil, Waikon, etc. For peasants, etc.: a personal name and a descriptive moniker, often based on an occupation or physical feature: Jon Smith, Valin Red-top. etc.

Clansmen (warrior class) Name, followed by clan name, possible including a nickname: Rustim Valkori, Waldin Vargani of the Two

clan chiefs are descended from the old tribal kings and all want to unite Stone Valley under their own rule and become a power in the region. Union of the clans would benefit all, but they face the classic Orlanthi problem: who is to be leader?

Clan Population and Wealth The Harphaxi and their local allies and dependents number approximately 1,000 adults. Of these, about 30% are thralls or serfs bound to the land; these people receive little or no weapons training, etc. Another 30-35% are poor farm families. 15-20% are poor herders. The remaining 20% of the people own 80% of the wealth, and include the clan leaders, warriors, craftsmen, landholders, etc. These 200 people supply the Rune levels, chief's guard, etc; they are the people to whom the clan leaders owe their loyalty; they are also the clan electors and hold virtually all positions of responsibility. The revenues available to the clan leadership run about 8000p per year.

Clan Chief: Orvald the Old Orvald is old and his mind wanders to the good old days. Once a mighty Wind Lord, he aged suddenly after his eldest son was killed. Now he spends his time puttering around his garden or sitting next to the firepit with a blanket over his legs. He still retains his magic powers, etc. but he is working on a project to enchant away most of them into a magic sword and armor for his successor - and a crown. It is the expenditure of willpower into the enchantments that has sapped his Power and made him appear senile; he lives for vengeance for his son and first wife, Elyssa.

Orvald the Old bears a special grudge against the Rawins. Karl and Valdor were killed in a raid gone badly awry. Lyssa brought them back, but only at the cost of her own life. Orvald the Brave went off on bloodfeud against the Rawins leadership and was permanently killed.)

Earth-Queen: Galatea the Good The High Priestess of Menena at the Harphaxi Earth Temple. Orvald married her for political reasons after his first marriage, a love match, ended in the death of his wife Elyssa. Their son, Billi, is a fat, lazy, spoiled little boy, likely to retain those characteristics as he grows. He tags around with his mother almost all the time. She is guarded by Borbora, a fanatically loval (some say lesbian) Babeester Gor initiate. She is also served by an assistant priestess and heir apparent, Tamar Goodearth, and by three acolytes: Tarin Shaper, Lisel Goodearth, and Rosco Windwise, also an initiate of Orlanth and Barntar. Temple politics are simple: everyone does what Galatea says, without question.

Javelins, The Perilously Fair Isolda Mortimori. Nobles:Clan name, followed by personal name. Possible descriptor. Examples: Valkor Mikhail, Charrek-Vargan Ironwolf, Mortimor

Ana Battle Raven. Leader: Has a personal name. Often referred to by just the clan name. Often adopts the clan name as a personal name, like Valkor of Clan Valkor.

Lawspeaker: Karimbor the Wise Karimbor is often away at the Lhankor Mhy shrine in Galastar's Lightbringer's Palace. He hurries home when needed by his clan, but he trains hard to achieve high cult standing. In his place he leaves his nephew, Renfrew, known to most as Pencil. Pencil knows law, but is a poor orator and can be easily shouted down at a clan moot.

Steward: Vastyr Mulestrong Vastyr is an Issaries Master Trader. His moniker comes from his ownership of twoscore mules rather than any personal characteristic. He sponsors two mule caravans to trade for himself and the clan and owns a small trading vessel on the Dona as well. He may well be wealthier than the rest of the clan nobles, but if so, he is tight-lipped about it.

Healer: Aelwin Herbmaster This old man is an Arroin healer and herb-master. For several years he has expected to receive the accolade of High Healer (and the concomitant magical powers) but it hasn't happened yet. Perhaps he has political enemies within the cult - the local cult leader Richelda is from a rival clan, after all.

Wise-woman: Hilda the Shrewd Once an eminent Menenan, the crone-like Hilda is now mistress of the small but wealthy Asrelia cult in this region.

Advisor: Theophrastus the Wanderer A Malkioni traveller from Oranoar, the Wanderer is one of old Orvald's closest advisors. Some say he has sorcerous powers, and that he can either turn lead into gold or is getting a free living at clan expense by duping the old man into believing that he has some such power.

Jester: Corantes the Idiot Aptly described by his nickname, Corantes is one of "Eurmal's special children." Seemingly of the lowest peasant stock, rumor says Corantes is a bastard of one of the clan nobles, perhaps Orvald. Why else would he be in the chief's household? Corantes can compose and perform extemporaneous poetry and songs of a satirical or jolly nature as needed but he speaks heavily and stutters if he tries to talk normally. Eurmal has granted this buffoon several magical powers for no apparent reason: he can make chickens talk (although they have nothing sensible to say), gives children "rock candy" (made from real rocks - they often develop tummyaches later), and can make anything permeable to water (such as tankards, barrels, etc.) He has a cast in one eye, but not always the same one.

Orvald the Brave (deceased) Brave Orvald died wreaking vengeance for his slain (although resurrected) brothers and his permanently departed mother. Some say the Rawin's huscarls hacked him apart after his



death to prevent his return. He did manage to off Runewald, chief of clan Rawin, before his demise. Runewald has never been the same since his resurrection, however - perhaps they failed to find some vital piece of his brain? If he has the "death sickness," it has not manifested normally in Runewald.

Grandchild: Orvald the Young This young boy shows every sign of inheriting the heroic characteristics of his father. If Orvald the Old hangs on long enough, this boy is a shoo-in for clan chief; if the old boy pops off too soon, one of his uncles will probably be voted into the top spot.

Karl Oakhammer Notably hotheaded, he led a disastrous raid against the Rawins and was resurrected (by his Mother's DI) a day after his death. Karl always resented the fact that she raised his younger brother first, then died herself while bringing him back: he feels that people blame him for her death because of this.

Valdor Silverspear The younger brother, he followed Karl into disaster when he was sixteen. He dealt with it better than his brother, though.

Billi the Young This little snot would probably be strangled if caught away from his mama. People compare him to Orvald's older children and say the old man's seed went bad when he got old or that there must be some taint in Galatea's bloodline. A few whisper that she seems awfully fond of the chief's jester, who is handsome in a drooling and mumbling kind of way.

#### Other Notables

Vargo, Champion of Harphax Of shepherd stock, Vargo spent his early life out on the sheepfold. He proved to have an exceptional aptitude with weapons and has worked his way up to Wind Lord through a series of raids and complex adventures. Remotely related to the Harphax nobility, he is essentially a hired retainer and bodyguard to Orvald, but he retains a certain degree of independence. He is not of the Windmaster temple hierarchy, and certain elements there resent his presence at their ceremonies. Vargo's tastes run to gold arm-rings and Uleria priestesses. He is really too expensive for the Harphaxi to support for long. He also functions as a battlefield leader and as a weapons-master for the young men of the Harphaxi, especially Orvald the Young. Vargo has a gang of eight or ten hangers-on who came with him, including the minstrel Kerrick, rumored to be either a Donandar or Eurmal cultist due to his powers of illusion. Vargo is loyal to his patron Orvald, but may leave, wind-called to Adventure, if the stream of valuable goodies dries up. He gladly participates in clan warfare, especially to capture enemy nobles for ransom. He does not want to get involved in blood-feud and avoids participating in anything that might be adjudged criminal in an Orlanthi court. His prefers to call out enemy champions to single combat.



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Volmact Boar Helmet Chief of the Boar Helmet clan. he broke a seven-generation tradition when he picked a set of Humakti geasa different from his father's. While he and his companions follow the way of Humakt, most of the clan worship Orlanth and Menena. He is a canny politician and is laughing himself silly as the Rawins and Harphaxi knock off each other's top talent; when the others are weak enough he intends a takeover of the entire area, with himself as tribal king. Currently he encourages a balance of power, with his herald Cynric Smoothtongue going back and forth "attempting to maintain the peace."

Cynric Smoothtongue Herald of Volmact and Issaries trader, he is sometimes found at the court of Orvald, making diplomatic comments like "A toast to the memory of that great warrior and prince - ORVALD THE BRAVE!" at "state dinners." Also he may help out when the Rawins send messengers: "I'm sure he didn't mean that like it sounded, milord. Perhaps we should start over." Cynric is also a fine horse trader. Horses are in fact his main trade item. Others include tack, swords, and fine mead.

#### Other Notable Clans

Mortamori The Mortamori are an old and respected clan, famed for their honor and honesty. They inhabit the region around First Crossing. Many follow the Way of Humakt, the Sword of Orlanth. Mortamori are much in demand as judges, oath-helpers and hired swords.

The clan traditionally maintains a posture of neutrality in the shifting winds of Orlanthi clan and tribal politics. They form no alliances and wish for no enemies. Their battle prowess usually assures that these wishes are respected.

Kelvani The Kelvani are remarkable in that their leader, Kelvan, is over one hundred years old but still vigorous and hearty. They were isolated during the Ban but now are taking over large territories from neighboring areas that became underpopulated during the Ban. The Teleri are courting them as allies to counter the growing power of Hargar and Morna.

Harroli This clan embraced the Lunar Way under the guidance of a philosopher who was trapped with them at the start of the Syndic's Ban. They are peaceful and friendly. Their neighbors would destroy them but they fear reprisals from the Empire. Harroli lands are along the shore of the Janube in the eastern reaches of Mortasor. The Rawins hate the Harroli.

# Myths of Galastar Paul Reilley



#### Galastar and the Elves

Galastar brought his family here after the evil Jrusteli forced them from Syanor, but the Pine Men were strong the land. They still hunted humans who came onto the land at that time. One time he came inland looking for supplies. The Pine-men captured him and tied him between two pines. When Pindar the Pine-king came to laugh at him he smiled and thanked him for his lovely gift. The king asked "What gift?" Galastar said "The ground between these two pines, which is so lovely and comfortable. Pindar laughed, saying, "If you like it so much, you can keep it. Let all know that Galastar is gifted freely with the Land Between the Pines; he may remain there always." The elves left him tied there, expecting him to starve.

Galastar spoke secretly to the Two Pines; he bargained cunningly with them. He convinced them to move down to the riverside, where his family freed him. Later he convinced the Two Pines to move apart, enlarging his land. The elf-king was angry but could do nothing, having given his word. We still worship the Two Pines today because of the bargain Galastar made.

#### Galastar and Orlanth

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Galastar's house was struck by lightning and burned down. He took Orlanth to court with Lhankor Mhy as judge. Orlanth admitted that he had let Lightning Boy play around with his thunderbolts and was forced to pay compensation. As a result, Galastari may use Lightning Rods to protect their houses and barns from Lightning Boy.

#### Lupay

The nature spirit who lived here before Galastar came. From long traditiondating to the founding of the city, Lupay remains an object of worship at Lupay Park just outside the city. Once a year, a child is "sacrificed" to Lupay in the park by being pelted with berries. In return, Lupay gives the magic of Bless Wine, which insures good and powerful fermentation.

Some young mothers want the "sacrifice" stopped but to most people it seems all in good fun since no one is hurt. The "sacrificed" children actually have a sort of club and help each other in business and politics, so some parents make sure that their children attend the lottery where the "sacrifice" is chosen.

This ritual may be a holdover from a dark past, or it may always have been "merely" symbolic.

#### Gorm and Glam

These brothers run an independent stead up in the hills. They are mighty warriors: Gorm is a Wind Lord and Glam a Storm Khan. Both have retired from cult and clan duties and wish nothing more than to run their little two hundred-hectare ranch along with their wives and dependents. They shelter anyone who seeks refuge with them, however, and try to fight off even a king who threatens their guests. They eschew politics and politically-motivated warfare; only a great threat or reports of Chaos in the area brings them down out of the hills. They are both about 50. Clanspeople often talk about them in the past tense, perhaps leading outsiders to think that the brotherheroes are dead. Past exploits of the twain include The Scouring of the Foggy Forest (fighting "chaos demons" answering the description of Gargoyles), The Hounding of Malia (rooting out a broo Disease Master) and the Mooncrush (killing a Lunar trader with a chaotic feature.) These and other adventures appear in popular songs and chants in the area. They retired to the farm more than 10 years ago, so memory of their deeds has started to inflate them into heroic figures.



#### **Subscriptions & Submissions**

Codex costs \$5.00 per issue via US Mail domestic delivery Twyla Kitts did a fantastic job on the perspective of to the US, Canada and Mexico. Airmail overseas is \$6.75 Galastar on page 14. If I can keep getting art like this and per issue. US funds only please, via check or money order John Bridges great cover, maybe soon I can stop relying on made out to M. Dawson. (Most countrys' Post Offices can 19th century costume books for interior illos. Look for more issue a money order in US funds.) The publication schedof John's art in future issues, and for Twyla's work on a ule is intended to be quarterly, but depends on submisplanned two color, large size map of Galastar and environs! sions. The address for all US, Canadian and Mexican sub-Thanks To Tim Callendar for the scanning and advice. scriptions appears on the inside front cover. Issue 3 is The God Plane Maps scheduled for American release in Summer 1994. Foreign publicationis slightly delayed from that.. At the moment, subscriptions cost more than I expect them to by the end of Many thanks to Greg Stafford for allowing me to pub-1994. All subscribers at the current rate will earn credit in lish his maps of the god plane. Please note the differences the event the price drops. I expect that price to be lower between the "ideal map" on this page and the map that than the cover price.

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I solicit your submissions of Gloranthan materi-

al for publication in Codex. Disk is preferred to "Ideal" Godplane schematic e-mail, though file transfer via America Online © 1992 Greg Stafford is fine. Artwork is accepted in hard copy, but since I must scan everything in, it should be rendered in a Codex 1 debuted, Rick was on vacation somewhere sunny format suitable for scanning. (That means black & white and warm. No one knows what happened, because (like a ink drawings without large solid black areas.) All rights PC) he was scuba diving alone. revert to creators after publication, and creators receive a Now Rick is off on another adventure, another quest. free copy of the issue of Codex their material appears in. Good luck, buddy. Further, artists who send their work in a usable computer RO Con II format (Photoshop, TIFF, PICT, EPS, Freehand 3.0, 300 dpi or better) receive their choice of two copies of the issue their work appeared in, or one copy of two issues. The pre-Jan. 13-16 1994, Near San Francisco. ferred format is Macintosh Word 5.0, but I can read DOS disks and most word processor formats. I also follow most Send questions and suggestions to rqcon@erzo.berkeley.edu of the submission guidelines for RQ as published by or Avalon Hill. (I helped write them, after all.) Finally, a **RuneQuest Con 2** round of beer is on me at RO Con each year for all contrib-P. O. Box 272914 utors. For all contributors since last time, that is. Concord, CA 94527-2914. Finally, I am not interested in trading for 'zines that are If necessary, phone # is 510-649-8601. not focused on RQ and Glorantha. Look for Codex at RQ Con II!

#### **Acknowledgement and Thanks**

appears on page one. The page one map includes the Spike, the Cosmic Mountain of Law that held the Ideal World together. Greg has graciously allowed me to use this as the logo for Codex, so look for it on billboards around the world.

#### In Memoriam

This issue of Codex is dedicated to Rick Dow. Rick was one of the people I spoke of in general terms last issue-he was a good friend to me back in Wisconsin. We had tremendous fun exploring Pavis, Bison Tower, Brown Lake and the Dead Place. I wondered if Codex might bring us back in touch. We hadn't seen each other in 10 years or more.

Rick was a player character in this world. (It would not be wise for me to explain what I mean by that.) I hear he had settled down a bit since I last saw him-he was planning to get married even. Apparently he hadn't settled down completely, though. About the time

## Why does the Red Moon have phases?

## By Joerg Baumgartner

"The moon is always full, she only looks into different directions." (allegedly said by Jcilius Overholy)

"Darkness protects the world from the chaotic glow half the time, creeping around the globe of the moon to keep its influence from gathering in one place. The glowline thwarts this effort.

Because Light submitted to Lunar rule, half the time Chaos emerges unhampered." (A Dagori Inkarth mistress troll after speaking to Bina Bang)

"Another Crimson Bat, invisible, but even larger, orbits the Red Moon and spreads its glow. It is fed Storm gods by the Goddess."

(Allegedly told to Jojo the Bobo during dinner with the Mad Sultan) "The red glow is the spiritual blood wrenched from the deceived Lunar populace. The darkness is where the Void feeds on their souls. Jf the glow stood still, all Lunar worshippers in that direction would lose their souls at once. Beware of the machinations of Chaos by the Lunars!"

(From a speech held by Harmast Moonhater, a demagogue in Nochet.) "The orb of the Moon is a perfect reflection of the nature of the Universe. One half glows with Light, the other side of Darkness takes it in. As the World hangs in the Void, the Moon hangs in the world. As the World is of the Void, the Red Moon is of the World. From the Red Moon shall come the White, and once more shut out Chaos and Strife in Celestial Peace."

(From: Lunar Cosmology, confiscated by Imperial authorities from a raid on White Moonies)

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Tales of the Reaching Moon is the first amateur fanzine dedicated to Runequest and Glorantha. (Codex is the second.) Published quarterly, Tales has greatly improved its appearance and content of late. Recent issues featured the work of Greg Stafford, Nick Brooke, Michael O'Brien and even Mike Dawson. Highly recommended. For information in America, e-mail David Gadbois at gadbois@cs.utexas.edu or write:

> David Gadbois PO Box 49475 Austin, TX 78765