Guide to Glorantha

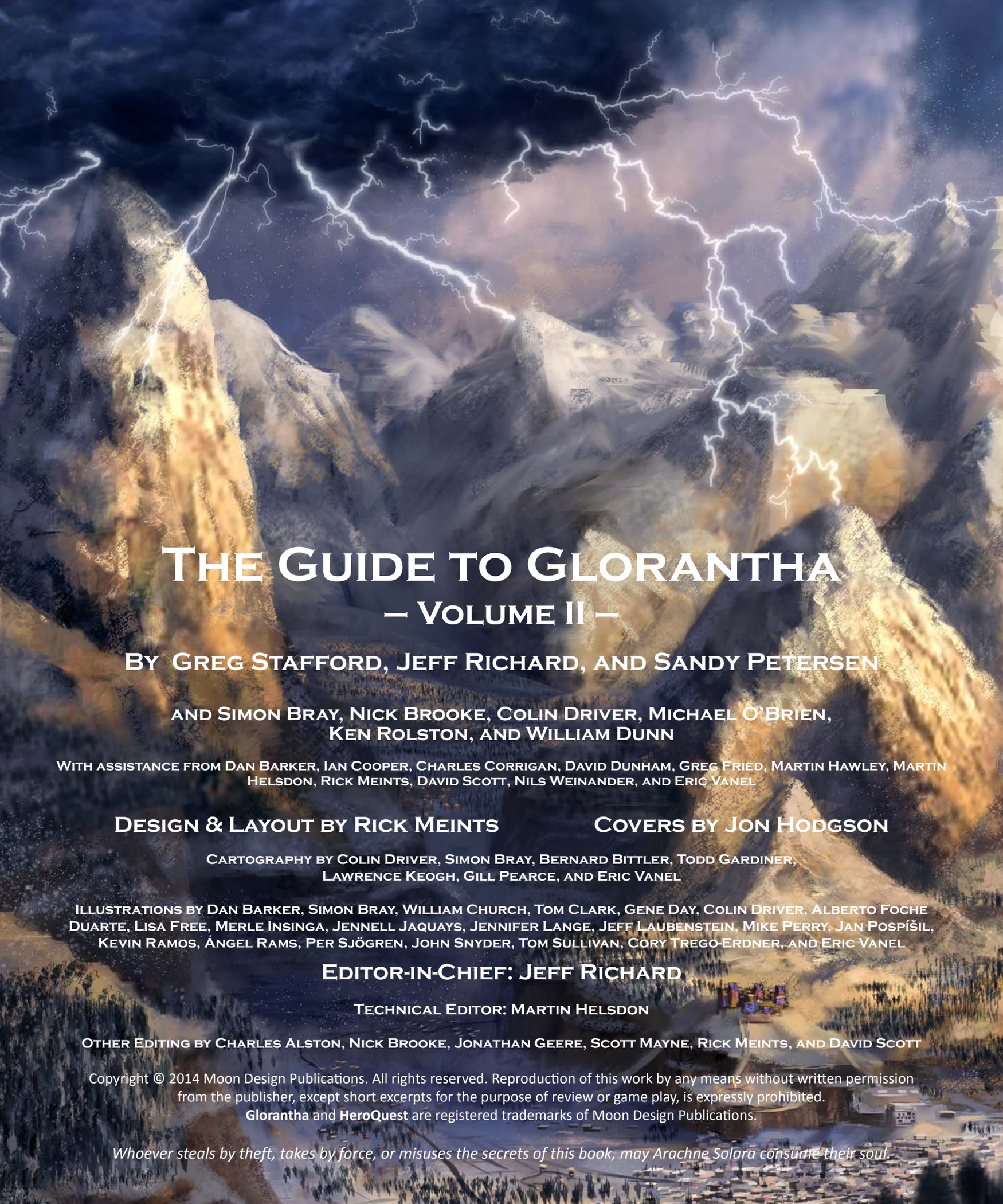
Volume II



By Greg Stafford, Jeff Richard and Sandy Petersen

Glorantha
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The Guide to Glorantha

– Volume II –

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Whoever steals by theft, takes by force, or misuses the secrets of this book, may Arachne Solara consume their soul.

Foreword

There is no Frigate like a Book
To take us Lands away,
Nor any Coursers like a Page
Of prancing Poetry
This Traverse may the poorest take
Without oppress of Toll
How frugal is the Chariot
That bears a Human soul.

– Emily Dickinson

I am grateful for the sense of sharing with this long-dead poet, for the gift of joy in travel to lands of wonder.

As I imagine my sharing with her, I imagine my sharing with you, Dear Reader, in your gratefulness for the gift we've been given in Glorantha.

I give thanks for the particularity of the language of the poet... 'frigate'... such a simple, yet vivid word, carrying a complete sense of time and place. In the same poet's way, I delight in the resonant names and places of Glorantha. Wakboth. Lhankor Mhy. The Reaching Moon. The Block.

Even more, I give thanks that our frigate was a game, grander than glorious books or poetry, because I participate each time in the creation of my own joy when I sit down to play with friends, or when I struggle to craft a tabletop scenario embodying Glorantha's signature character conflicts, or when I sit and pore over tomes of ancient lore in fanzines (like *Wyrms Footnotes*, or *Tales of the Reaching Moon*), or when I gaze complacently on finely rendered maps, or when I read with delight player's campaigns accounts on Gloranthan fan blogs, or when I brood darkly over the terrible pains of labor and joy that attend the birth of this book, and the labor and joy of all the books, and fanzines, and game sessions, that came before.

I give thanks for Glorantha's singularity of authorship, and the community of authorship.

I praise Greg Stafford, the founder of the feast. There is no greater honor than to preside at the head of the table, to graciously acknowledge the savory dishes, the toasts, and the themes of the feast, and the happy hearts and stomachs of the feasters.

However, because my vocation is the uniquely collaborative art of game development, how grateful am I for the collective enterprise in creating any great vast narrative like Glorantha, with its complex lore, and its varied incarnations on paper and around the kitchen table. Greg may have started the Wonderful, Terrible idea, but it is the glory of how eagerly others have snatched that torch from his hands that fills my heart with admiration.

I can't name them all, but, as I name 'Emily' alone as the token of all passionate, inspired poets and readers, I'll choose five Gloranthan names as tokens of all those who have contributed. Thank you, Sandy Petersen, for *Troll Pak*, and Michael O'Brien, for *Sun County*. Thank you, David Dunham, for *King of Dragon Pass*, and Rick Meints, shepherd of the new Gloranthan Dawn Age. And thank you, Jeff Richard, for the *Guide to Glorantha*. Grizzled, ancient professional and professor. Amateur-fan-turned-author. Award-winning video game developer. Patient and heroic editor and publisher, keeping the dream alive. Author and developer, to whom the torch has now passed. Representatives of so many others, these five have long labored in the bountiful orchards of Glorantha.

My own debt to Glorantha is most personal in its contribution to my own vocation, to crafting video games, and in particular, to Morrowind and to the setting of the Elder Scrolls. The creators of those video game experiences all held Glorantha in great awe and admiration, and were eager to steal from it at every opportunity. Glorantha campaign books were our paradigm for great fantasy game settings, and Glorantha histories, cultures, and myths were the touchstone experiences that guided our ambitions. And most of all, the open-ended vastness of choice and exploration in Glorantha were our inspirations, and our highest ambition was to capture in our video game the experiences of an inspired tabletop Gloranthan roleplaying game session.

Personally, I am grateful for a creation so grand, so daunting, that it makes me forever humble. An author must be proud of his voice and mastery, but he must also always be humbled, so that he knows he must continually strive to do more, and better. And Glorantha is my personal North Star as an author of vast fantasy games narratives... a sacred but unattainable grail.

I am overcome with gratitude and joy. I am burdened with the solemn duty of speaking here, on this page, for myself, and for all who have loved Glorantha, and whose lives have been shaped by that love. I am burdened with the duty of expressing how special, how particular, how best-in-class, how better-than-anything Glorantha has been, and how it resonates in my heart and memory above all the other vast fantasy narratives that have enriched my life. I am so grateful to have lived in an age when that vast narrative fantasy could be shared, not just in books, but in games and shared creative experiments around the kitchen table, with tragic dice, corny jokes, crises of faith, proud betrayals, and epic quests among the gods themselves.

And I am thankful for careless charms like talking ducks, because in Glorantha, even a terrible joke can evolve into a race with strange and touching dignity.

In the end, I give thanks for the mysteries, for Glorantha is the gift that never quits giving. Glorantha lives, in this Guide to Glorantha, particularly, and in its creators and readers. And after so many years, Glorantha continues to grow, rich in grandeur and ornament, and in humble, simple pleasures of play and imagination.

I'm grateful. I've got all that I need, and more. For now, and for the future, and for the ambition and expectation to explore even further the mysteries and delights of Glorantha.

Thank you.

Your humble admirer and servant,

Ken Rolston

Table of Contents

Genertela **405**
- Seshnela 405
- Teshnos 426
- The Wastelands 440

The Oceans **460**
- Waertagi 465
- Ships of Glorantha 466
- Trade Routes 468

The Islands **471**
- The East Isles 473
- Jrusteli Isles 501
- Kumanku Islands 513
- Loral Island 515
- Slon 517
- Teleos 523
- Vadeli Isles 527
- Vormain 530

Pamaltela **540**
- Errinoru Jungle 543
- Fonrit 550
- Jolar 576
- Kothar 590
- Maslo 600
- Tarien 610
- Umathela 620

Unique Mysteries of Glorantha **642**

Appendix A: The Sky **644**

Appendix B: Gloranthan Calendar **652**

Appendix C: Weather **662**

Appendix D: The Gods Wall **667**
- Gods Wall: Solar Court 670
- Gods Wall: Row I 672
- Gods Wall: Row II 674
- Gods Wall: Row III 676
- Gods Wall: Row IV 678

Appendix E: God Learner Maps **680**

Appendix F: Chaos **699**

Appendix G: Broken Council **707**

Appendix H: Nysalor and Arkat **716**
- Illumination 723

Appendix I: The Red Moon **727**

Appendix J: The Hero Wars **730**
- The Greater Hero Wars 743
- The Cryptic Verses of the Yellow Calendar 745
- Black Dragon Mountain Pictoglyphs 747

Appendix K: Sources **751**

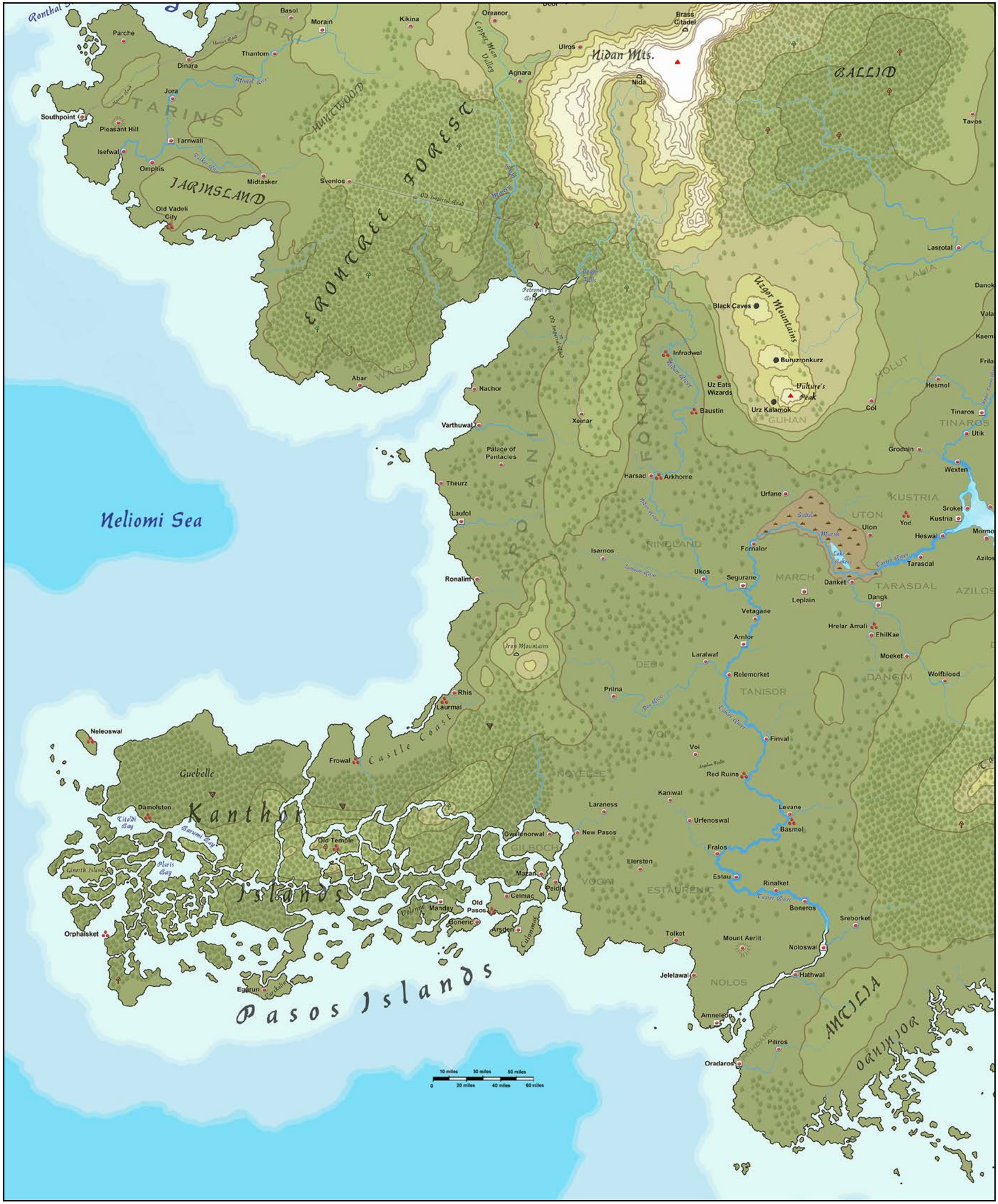
Postscript **753**

Afterword **754**

Index **755**

A Special Thank You to Our Art Patrons

Page	Patron
34-35	Jonathan Quaife
155	The Kalikos Society
182	Robin Mitra
196	Masatsugu Yazawa
266	Hiroki Tomoyuki
315	Nick Brooke
344	Stuart Mousir-Harrison
368	Shinya Hanataka
625	Joseph Vanden Borre
700	Hannu Kokku
705	Martin Helsdon
724	Rob Thornton


Neliomi Sea
Pasos Islands
Kanthor Islands
Quebelle
Castle Coast
Iron Mountains
Nidan Mts.
Uzgor Mountains
Eromtree Forest
Hinewood
Old Imperial Road
Copper Moon Valley
Jorri
Tarins
Jarnsland
Wagari
Ballid
Lalia
Uloth
Guhan
Tinaros
Kustria
Uton
Rinland
March
Tarasdal
Azilos
Deb
Tanisor
Voi
Novelle
Gilboch
Vogai
Estaurenic
Nolos
Amelia
Ormujor
Parche
Basol
Morain
Kikina
Oreanor
Brass Citadel
Ulros
Agnara
Nida
Thantom
Dinara
Jora
Southpoint
Pleasant Hill
Tarnwall
Isefwal
Omphis
Midtasker
Svonlos
Old Vadeli City
Abar
Nachor
Varthuwal
Palace of Pentacles
Theurz
Laufol
Ronalim
Rhis
Laurmal
Neleoswal
Frowal
Damolsten
Titeldi Bay
Barumi Bay
Old Temple
Gwalenorwal
New Pasos
Mazan
Peidig
Celmac
Old Pasos
Manday
Boneric
Arsden
Orphalsket
Egurun
Harsad
Arkhome
Urfane
Laraness
Kaniwal
Urfenoswal
Red Ruins
Voi
Finval
Relemorket
Laralwaf
Arnlor
Vetagane
Leplain
Dangk
Danket
Segurane
Ukos
Isarnos
Fornalor
Uton
Yod
Kustria
Sroket
Heswal
Wexten
Grodnin
Utik
Tinaros
Hesmol
Col
Urz Kalamok
Vulture's Peak
Uz Eats Wizards
Baustin
Buruzronkurz
Black Caves
Infradwal
Xeinar
Lasrotal
Tavos
Danok
Vala
Kaem
Frila
Azilos
Mormo
Tarasdal
Hrelar Amali
EhilKae
Moeket
Wolfblood
Levane
Basmol
Fralos
Estau
Rinalket
Boneros
Sreborket
Noloswal
Hathwal
Mount Aerlit
Tolket
Elersten
Jelelawal
Amneleon
Piliros
Oradaros
10 miles
20 miles
30 miles
40 miles
50 miles
60 miles

Seshnela

Seshnela has two parts. Eastward is the Kingdom of Seshnela, centered upon the Tanier River, one of the greatest rivers in Glorantha. This rich and fertile plain supports intensive agriculture, but also broad expanses of open grassland. Lions are still common in Tanisor and lion hunts are an important prerogative of the noble caste. The westward portions, called Old Seshnela, are wild, ruined regions of past history (for example, the coastal region of Arolanit, inhabited by the remains of the once-powerful Brithini culture). Thick Aldryami forests cover much of this region. The southern half of this land has been shattered into countless islands. The northern chain of islands is home to a strange race of Beast Men; the southern is part of the rising maritime power of the Quinpolic League.

"I am a man of the (caste), the loyal man of (title). What is your caste and who is your lord?"

Inhabitants

The humans are mostly Wareran humans, although a population of Agimori descent live in Pithdaros. Nonhumans include elves, Ouori, Beast Men, and a small number of demigods called Luatha.

Culture

Western, Rokari.

Seshnela is the ancient home of the Malkioni people, one of the oldest civilizations in Glorantha. The Malkioni are humanists with a complex magico-philosophical religion, famed for their wizards, magical specialists who shape the universe without consent from gods who are elsewhere believed to rule everything. The Malkioni believe all other peoples are inferior barbarians. As required by the Rokari school of Malkionism, caste distinctions restricting diet, dining practices, marriage, occupation, and so on are rigidly upheld so as to preserve spiritual harmony with the laws of Malkion.

In the Second Age, Seshnela was the heart of the old Jrusteli Empire. Now it is ruled by a peculiar alliance between a martial dynasty of aristocrats from the semi-barbarian lands of Rindland and Tanisor and the ascetic wizard-priests of the Rokari school of Malkionism.

The majority of the population are peasants who grow wheat and rice. Other important crops include cotton, vegetables, beans, and a variety of sweet fruits. The Seshnegi peasants use a plow drawn by a pair of oxen or water buffalo. Goats, sheep, and cattle are the main livestock; horses are the prerogative of the upper castes. In the south provinces, water buffalo replace cattle as draft, meat, and dairy animals. Tea (introduced from Jrustela in the Second Age) is a drink of the upper castes – drunk for pleasure, but surrounded by ritual.

Along the Castle Coast live a proud and fractured aristocracy of sorcerer-warriors still aping Jrusteli ways (although not God Learnerism), living in isolated but impressive castles, and attempting to outdo each other in philosophical insight and displays of martial prowess. They are twilight lords, re-enacting the splendor of a bygone age.

In Arolanit, a small coastal region, the Brithini culture holds sway.

The Brithini

The Brithini, now found primarily in Arolanit in the land of Seshnela, originated in the land of Brithos, which is now lost. They possess the most conservative human culture in Glorantha. The payoff for their perfect behavior is immortality. Practice has proven that it works, and that the one thing likeliest to upset their immortality is outside interference. Thus, most natives of Arolanit are both fearful and hostile towards outsiders. Brithini religion denies life after death, and so the Brithini cling fiercely to the one they have. Resurrection is possible after death, and even the lowliest of peasants expect their sorcerers to try it each time one of them dies.

The result is a land protected against interference. All natives immediately report strangers to superiors, who pass it up the line until a suitable spokesperson (and small army) can be sent to bring the visitor to a stronghold for questioning. Centuries of preparation have covered the land with traps, warning systems, and defenses. Outsiders who harm natives are treated harshly, often tortured, maimed, and cursed, then sent away to bear their stories to their homelands. Outsiders who respect the natives and interfere as little as possible are tolerated. No one ever travels across the land without a strong escort.

Fearing the emptiness of a violent death, the Brithini abhor violence and do everything possible to prevent danger to all their people, including their soldiers. Military action is always a last resort. Once committed, the Brithini Horali are certainly the most experienced and best-equipped, and among the most disciplined in Glorantha. Each horali has had several zzaburi enhancing him – enchanting his weapons and preparing healing – in addition to his own centuries of experience and training.

The Brithini are governed by the Talar caste, whose functions include management, trade, and generally dealing with outsiders. Internal social justice is determined by the will of the talars. Everyone accepts any behavior by their social superiors, with expectations that their betters are always working for the greater social good.

Population of Seshnela

Humans	
Arolanit	190,000
Castle Coast	50,000
Deu	100,000
Estaurenic	250,000
Gilboch	50,000
March	150,000
Nolos	550,000
Noyelle	100,000
Pasos	300,000
Pithdaros	120,000
Rindland	420,000
Tanisor	350,000
Vogai	100,000
Voi	150,000
Total:	**2,880,000**
Nonhumans	
Beast Men	30,000
Dwarves (Iron Mountains)	30,000
Elves, Brown (Kanthor)	100,000
Elves, Green (Kanthor)	50,000
Ouori	3,000
Total:	**213,000**
Grand Total:	**3,093,000**



Rokari Castes

The Rokari divide society into four ancient and hereditary castes: Worker, Soldier, Wizard, and Noble. In this scene in the city of Noloswal, the four castes can clearly be seen.

Noble Caste: This noble woman reclines on a palanquin carried by four workers. She is about 5 foot, 4 inches tall with light brown skin. She is bare-breasted and wears loads of golden jewelry – necklaces, earrings, bracelets, and anklets. Over her long black hair, she wears a feathered headdress encrusted with gems. She wears a wrap-around skirt of golden silk. She is admiring a lotus blossum while listening to the wizard.

Wizard Caste: Walking besides the palanquin is a tall (over 6 feet tall) and slender Rokari wizard. He has brown-black skin (he is from Pithdaros, a land long noted for their skilled wizards) and the sharp features of an ascetic. His flowing beard is black and uncut. He is attired with a long-sleeved robe, tall hat, and priestly breastplate with a number of Gloranthan runes on it (although this attire is not in the slightest bit sensible for a hot semi-tropical region, the Rokari wizards maintain caste attire unchanged from the Ice Age). He is wearing platform shoes to increase his height a few precious inches.

Soldier Caste: Riding beside the palanquin is a sturdy man of the Soldier caste. He is about 6 foot, 6 inches tall with pale reddish skin and brown hair. He sports a big mustache as required by his Warrior Society. He wears scale armor over a long-sleeved tunic and his horse is heavily armored. His horse, little more than a pony in height, is nonetheless strong enough to carry both the armored soldier and to wear scale barding.

Worker Caste: These men and women are about 5 feet tall, with skin colors ranging from light greenish to muddy brown. They wear loincloths and a sleeveless shirt (if male) or simple straight skirts (if female). Their clothing style and design identifies their occupation. The textile, colors, and design of clothing depend on the subcaste; farmers wear simple homespun linen, usually coarse and undyed grey and brown. Wealthier townsfolk (especially the trader and crafter subcastes) prefer finer textiles, and dye their clothes in those colors allowed for their subcaste (yellow, blue, and red being strictly forbidden).

Talars may not carry weapons. The wisdom of this practice has been often proved. However, the talars are the ranking officers of the horali, and never form units by themselves. Over the last ten centuries, the non-combative tools of the talars have been adopted to be used in combat, such as their deadly throwing "crowns" and bashing "scepters." Many talars refuse to use these, considering them to be contrary to the letter of the law and convinced that the users will, eventually, have to pay dearly for their transgression.

Though small, the Arolanit army is one of the best in the world. The horali are all heavily-armed, trained in all weapons and styles of combat, fanatical, and backed up by superior magic and equipment. However, they never ride horses, which are reserved for talars.

The Zzaburi claim to have invented sorcery, which is the only form of magic they use. They have many spells unknown to outsiders and which, even when known, often cannot be cast due to ancient restrictions. The sorcerers know a special spell which can only be cast when commanded by the talars. This, called the *Spell Forbidden by Urostio*, has proved its desperate value several times. It turns a band of placid farmers into a ravaging horde of motivated killers. Unfortunately, all participants in this spell – the talars who commanded its use, the wizards who cast it, and the farmers who were affected by it – are doomed to slow death by old age if they survive.

Dronars are the most numerous caste. They make up the farmers and artisans. Women ostensibly make up the Menena caste, but in practice are assigned to one of the standard four castes. They are usually restricted to being dronars or, if admitted to one of the others, generally find themselves stifled in opportunity when compared to men. This segregation, so obvious to outsiders, is denied by the Brithini.

Sex is shunned by male and female alike, except when ordered by the talars for purposes of reproduction. Intermarriage with outsiders is abhorred, and considered similar to bestiality. Thus, the birth rate among Brithini is very low, though their land seems under-populated by outsiders. Nonetheless, throughout history the Brithini have proved fertile in an emergency. "The Brithini are having babies," proverbially means that worse times are coming. Reproduction was last practiced widely at the end of the God Learners era.

Birth ceremonies are extensive and include, among other magics, a strengthening ritual. Rites of adulthood grant the individual the rights of his social class as a full working member of society. Marriage is a temporary state with little magical significance, signifying merely an ongoing attempt to reproduce, and can be dissolved easily. Children remain with their mothers after separation. Death rites are fearful and mournful ceremonies, usually a week long for everyone who knew the deceased. All gather within their wizards' protection, dress in black rags, rub ashes on their faces, and chant certain prayers reserved for this occasion.

The Brithini language has a rather simple common tongue, augmented by five exclusive vocabularies, one for each caste, plus one used by women. They do not often teach their language to outsiders, regarding it as yet another barrier to unwanted interference.

Language

Seshnegi, a Western tongue. Each caste has its own distinctive vocabulary. Tradetalk is used as a language of international trade, particularly in the markets of the Quinpolic League.

Government

In the Seshnelan state, the king is the sole and absolute ruler, and his power is regarded as having divine origin. The king is the supreme talar and, at least in theory, is responsible only to the divine law of Malkion of which he is the chief executor (and the Rokari zzaburi are the chief interpreters). The Serpent Crown of Seshnela is restricted to the Balifid House, and is normally passed from father to son. Although theocratic and absolute in theory and in principle, the king's powers are limited in practice. Political decisions must take into account the opinions and attitudes of important members of the Balifid House, and, perhaps more importantly, have the approval of the Rokari zzaburi led by their Watcher Supreme.

Bailifes the Hammer divided his conquests among his noble companions and allies, especially among the seven major talar houses, and set them up to govern the provinces that make up the kingdom. These counts manage their own affairs, have their own armies, and own the land worked by the peasants. They rule their province in conjunction with the powerful Rokari zzaburi and are entitled to a silver throne as a symbol of their authority. A few prefectures combine several provinces and are ruled by dukes – kings in all but name – who are allowed a golden throne.

The division of the land into independent fiefdoms, united only by the Serpent Crown, has caused continual problems to the maintenance of unity. Strong kings have been able to unite the land and maintain peace. Weak ones allow the land to fall into decentralized anarchy. In the last generation, King Lofting IV and his successor, Guilmarn, have regained direct control of the central provinces through means fair and foul.

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

Theoblanc, the Watcher Supreme, is the head of the Rokari school, the final expert on the interpretation of the Malkioni sacred texts. His rulings on Malkioni law are binding on all zzaburi of the Rokari School. A special regiment of horali serves as the Rokari religious police and enforces the Rokari interpretation of Malkioni law and caste restrictions.

Military

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

Talars are supported by non-noble cavalry or heavy infantry from the soldier caste. These professional warriors belong to *war societies*, each claiming descent from a Martial Beast (best known are the Lion, Mammoth, Wolf, Snake, Horse, Deer, and

The Seven Great Houses

Seven Great Talar Houses currently dominate the Seshnelan nobility, by far the most powerful being the Royal House of the Bailifids, who resurrected the lost Kingdom of Seshnela in 1414. The House of the Hadestolids is divided into two ruling branches: the main branch, the Hadestolids, rule Nolos; and a cadet branch, the Arisonids, rule Pasos. Other Great Houses include the Estaurenids (distant relatives of the Hadestolids who claim to have ruled their city since the Second Age), the Kivoinids (rulers of Vogai), the Hendenvelds (rulers of Noyelle), and the Merabids of Gilboch (who have risen to Great House status in the last century). All but the Hadestolids and the Arisonids have pledged their estates in obedience to the Balifid king.

Codes of War

The horal caste is subject to the Codes of War, and many supporting combat spells require that the soldiers have not violated any of the Code (or to have been purified of any violation). Some of the more important codes include:

- Combat must be confined to soldiers and nobles.
- Obedient workers must not be attacked for any reason, nor should disarmed and seriously wounded soldiers unless it is for killing them as an act of mercy.
- A soldier must never strike a noble.
- Fighting must not continue after sunset unless the foe is *krjalki*, barbarians, or heretics.
- All foes must be defeated.
- Raids must only be undertaken to compensate for past losses or to humiliate the enemy – never simply for personal enrichment.
- A woman must not be looked at in battle unless she challenges you. Unless a woman is in your enemy's army as a soldier, you must not attack her. If she is a noble, she can be attacked or asked to surrender only after the whole army is defeated.
- The objective of war is victory.
- A traitor must never escape death.

Herjan the Raider

Herjan lived after the Closing, and had ambitions greater than the land could support. He sought adventure and drove off a gigantic serpent that haunted the land. Herjan then pursued it into its lair and killed it, not knowing until its dying breath that it was Froalar, the ancient protective power of the kingdom. A few years later the Luatha landed, and Herjan tried to die fighting them. He was cursed instead, and is said to be wandering Glorantha pleading for peace and understanding.

Bull). Each society is divided into Regiments, groups of extended families headed by a captain. Regiments can number anywhere from 80 to 1,200 men. Most are Sworn Regiments, supported by a Noble House who they have sworn to serve. A few are Free Regiments, free-booting mercenaries who serve whoever pays them.

Most horali fight on foot, although some regiments are mounted. Their weapons depend on their regimental tradition; all carry swords as a right of caste. Most are armed with a bow or crossbow, and a variety of close combat weapons, including a single- or double-handed broadsword, spear, mace, or axe, depending on the regiment. Cavalry carry spears and bows. Soldiers tend to be more lightly armored than the noble cavalry, wearing boiled leather or leather with metal plates.

Each ranking talar maintains his own favorite zzaburi who may travel with the army to provide magical support and aid.

Dronar militia are common, but usually poorly equipped and motivated. They are usually armed as spear or bow men, and are more useful for garrisoning cities and castles than fighting in the field.

The maritime cities of the Quinpolic League use triremes to defend their naval dominance. Broad and round hulled sailing ships carry their goods across the oceans of Glorantha.

Religion

Malkioni, Rokari School

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

The Rokari School of Malkionism dominates Seshnelan religious thought. Hierarchical and centralized, Rokarism is led by its Watcher Supreme. Rokari wizards believe upholding the ancient castes of Worker, Soldier, Wizard, and Noble is required by Malkion's cosmic laws. They believe a man need only master his own duties of caste in life to achieve salvation, called "Solace", and philosophically value a great farmer as much as a mighty warrior or powerful king. Converts to Rokarism are assigned to the most appropriate caste by the local ruler, whose decision is final.

Rokarism rejects the Dawn Age revelations of Hrestol, blaming Hrestol for the later abuses of Arkat and the God Learners, and believes that they have returned to the pure truth of Malkion. The Rokari have purged their sacred *Abiding Book* of God Learner lies and blasphemies. They imitate Brithini concepts in a limited way: some wizards and lords have gained extended lives through their piety, but most mortals live and die within their born caste. Unlike the Brithini, the Rokari reject the Tapping of other sentients for magical energy.

Rokarism is the state religion of the Kingdom of Seshnela, and is closely allied with the king whose authority and legitimacy is sanctioned by the Rokari wizards. Other Malkioni schools are subject to varying degrees of repression.

In the Quinpolic League, Navigationalism is a growing school, based on ancient prophecies incorporated in the *Abiding Book*. These prophecies were fulfilled when Dormal the Sailor opened the Seas and overcame the Curse of the Closing. Navigationalism uses explorations in the physical and magical worlds to become closer to Malkion. Navigationalism is the religion of the Duchy of Pasos, and coexists uneasily with Rokarism throughout the Quinpolic League. The Rokari Watcher Supreme is investigating accusations that Navigationalism is a Vadeli heresy.

The Castle Coast preserves a Hrestoli school that is less rigid in its caste restrictions.

The Brithini enclave of Arolanit is a stronghold of ancient Brithini atheism. The Invisible God is universally acknowledged there as Creator. No other worship is allowed, even by visiting outsiders. Such necessary rituals as the departure rites for sailors are performed only after the ship has been towed out to an offshore rock.

The Abiding Book

The *Abiding Book* is a supernatural work, created by the Will of the Invisible God, to give guidance to humanity in a dangerous and magical world. The *Abiding Book's* revelations of the Invisible God provided the unifying factor for the Malkioni and the Middle Sea Empire in the Second Age.

Copies of the *Abiding Book* made by the ascetic wizards of the Holy Mountain consisted of 216 chapters of varying length; however, Third Age Malkioni widely believe that these copies include fraudulent God Learner revisions and additions. Each chapter is formed of several poetic verses, the number varying from chapter to chapter. The individual verses may be just a few simple letters or several lines. Chapter titles are derived from a name or quality discussed in the text.

The *Abiding Book* is a meta-textual, self-referential sacred text and reflects constantly on its divine origin. Except for the Articles of Faith (Credo) at the beginning, the Abiding Book seems to have no beginning, middle, or end, its nonlinear structure being akin to a web or net. Chapters cover subjects such as rituals, cosmic realities, and the moral laws of Malkion the Founder.

The style of the *Abiding Book* lends itself to several techniques of exegesis (literal, allegorical, moral, and mystical), each resulting in different readings of the text. For example, although the four Malkioni castes are recognized and given specific instruction, the question of inter-caste mobility is left open, as the *Abiding Book* can be read either way.

The revealed *Abiding Book* disappeared when Jrustela sank during the Closing and no trace of it has been found in the physical world since.

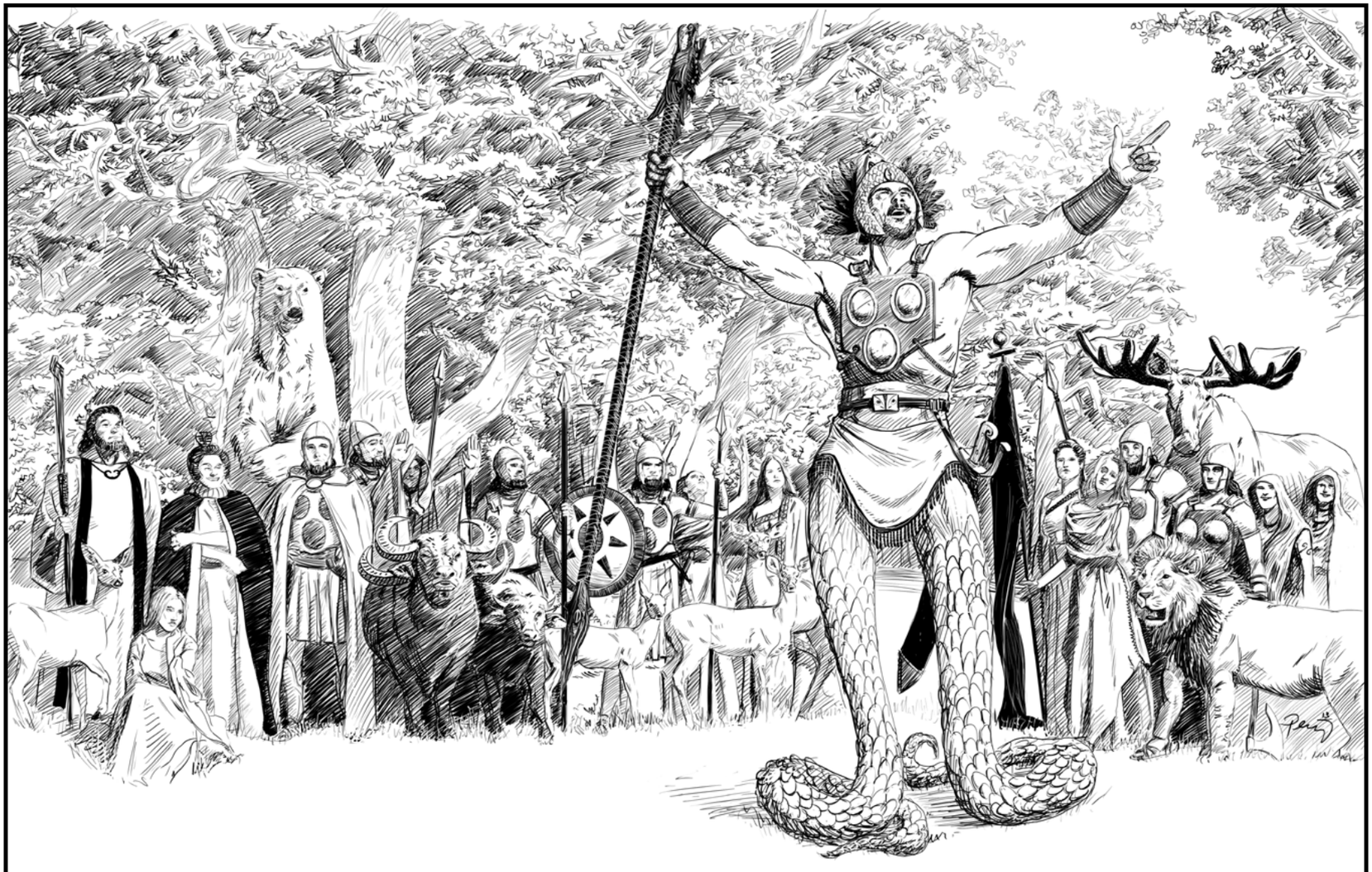
The Sharp Abiding Book

Through his relentless logic, the wizard Rokar of Leplain pierced the falsehoods and lies that the God Learners had added to the *Abiding Book*. Rokar redacted all the lies, edits, and modifications the God Learners had made over their centuries of misrule, and revealed the *Sharp Abiding Book* – the True *Abiding Book*, restored to its Truth.

Instead of the 216 chapters the God Learners had claimed, Rokar determined that only 72 were True and original. Superstition, lies, and falsehoods were removed to reveal the glory of the Truth. The *Sharp Abiding Book* is clear that the path to Solace is through adherence to the duties of caste and to the eternal Laws of Malkion the Founder.

History

The history of Seshnela begins in the land of Brithos during the Great Darkness. To forestall civil war between himself and his brother, Talar Froalar sailed across the Neliomi Sea with a band of settlers to found the colony of Frowal. Although the land was thinly populated by bands of lion-worshiping Pendali, the settlement survived thanks to the self-sacrifice of Queen Xemela and through the worship of various local gods, including Seshna, Worlath, Ehilm, and others. The remaining sorcerers of Seshnela joined with Zzabur's immortal sorcerers to complete the long and complicated ritual that ended the Ice Age and released the Sun from Vit's grip.



The Serpent Kings of Seshnela

This picture depicts Ylream, the Sacred Lord of Seshnela, in the Dawn Age of Glorantha. The son of Talar Froalar and the Land Goddess Seshna Likita, King Ylream is worshiping his mother at a rocky outcrop surrounded by a subtropical forest of oak, pine, and cedar. The Serpent King is accompanied by armed companions, and his priestesses. Various wild animals attend the ceremony as well.

The Serpent King:
King Ylream is a demigod, a giant of a man; instead of legs, he has great limbs like snake tails. His eyes are reptilian and do not blink. The Serpent King wears a copper helmet decorated with blue feathers; on its front is a large golden eye. He wears a bronze trefoil breastplate and a bronze sword, and carries the Dragon Staff in his right arm, making an occult gesture with his left.

The younger half-brother of Prince Hrestol, King Ylream reigned only three years as the Sacred Lord of Seshnela before he disappeared into the earth in the Year 27 before the astonished eyes of his court. Nonetheless, his reign was considered remarkably blessed and sacred, and during his rule Neleoswal, Tolsket, Temple, and Vensket swore fealty to the Seshnegi.

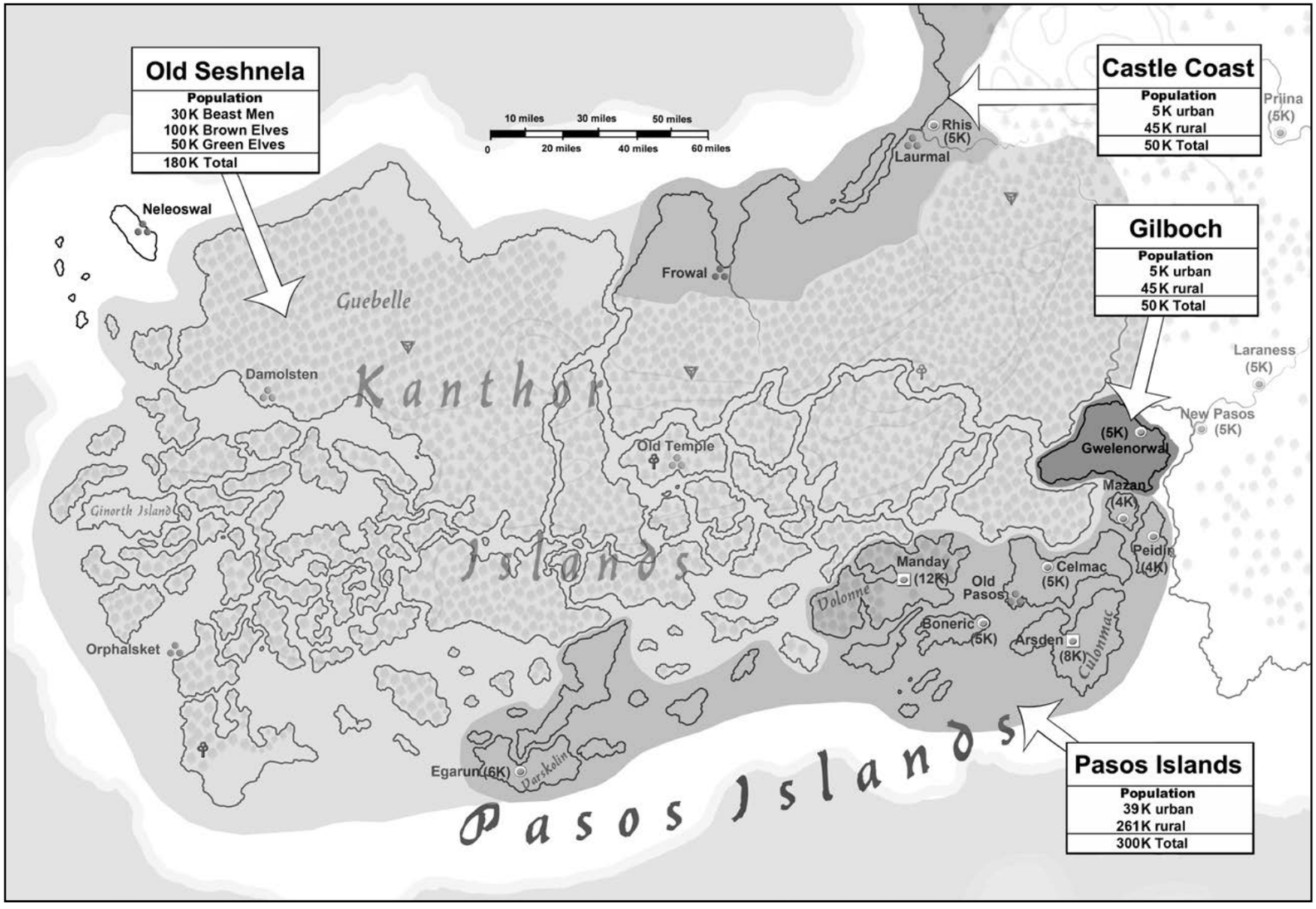
King's Companions:
These warriors are the elite of the Serpent King's nobility and many of them are related to him by blood (but are entirely human). They are bearded but without a mustache (the style signifies their mystical initiation as Men-of-All) and they wear a sleeveless lamellar corslet with a fringe of leather pteruges over an ornate loincloth and are barefoot. Their arm and neck rings display a serpent motif to show they enjoy the favor of the Serpent Ring. Their helmets are tall, conical decorated bronze with large, hinged cheekpieces. They carry bronze swords and spears.

Among the King's Companions are Yadmov, Talar of Neleoswal, and Faraalz, Talar of Vensket. Both were among the original Men-of-All initiated by Prince Hrestol and are among the most powerful men of the realm.

Seshna Priestesses:
The Temple priestesses of Seshna Likita wear a chiton draped over one shoulder, leaving the other shoulder bare. They are barefoot and their brown hair is long and flowing. They include the King's wife Terona, daughter of Talar Antalos of Brithos, and his sister Nebrola, daughter of King Froalar and Seshna Likita and High Priestess of Seshna.

Priestesses' Guard:
The priestesses of Seshna are guarded by a woman wearing a copper trefoil breastplate similar to that of the King's Companions, but she carries a copper axe instead of a sword.

Animals:
There are animals participating in the ceremony as well, including moose, deer, lions, bears, four-horned water buffalo, birds, and others. The Serpent Kings ruled in a time when the difference between man and beast was not as great as it is now.



When the Sun rose, the Malkioni found themselves surrounded by vengeful Pendali, the lion people who had hated them in the Darkness, and hated them now. The Malkioni were outnumbered, but they had walled cities and horses.

Prince Hrestol broke the stalemate, but at a price not truly realized for centuries. He and his companions cast off the restraints of caste and they taught each other their secrets. Then Hrestol went into the heart of the land and crippled the goddess of the Pendali. He would not have succeeded if he had obeyed the taboos of his Talar caste, and his deeds awakened the ambitions of the Malkioni. Hrestol himself traveled to the Malkioni colonies in Akem and then to Brithos itself.

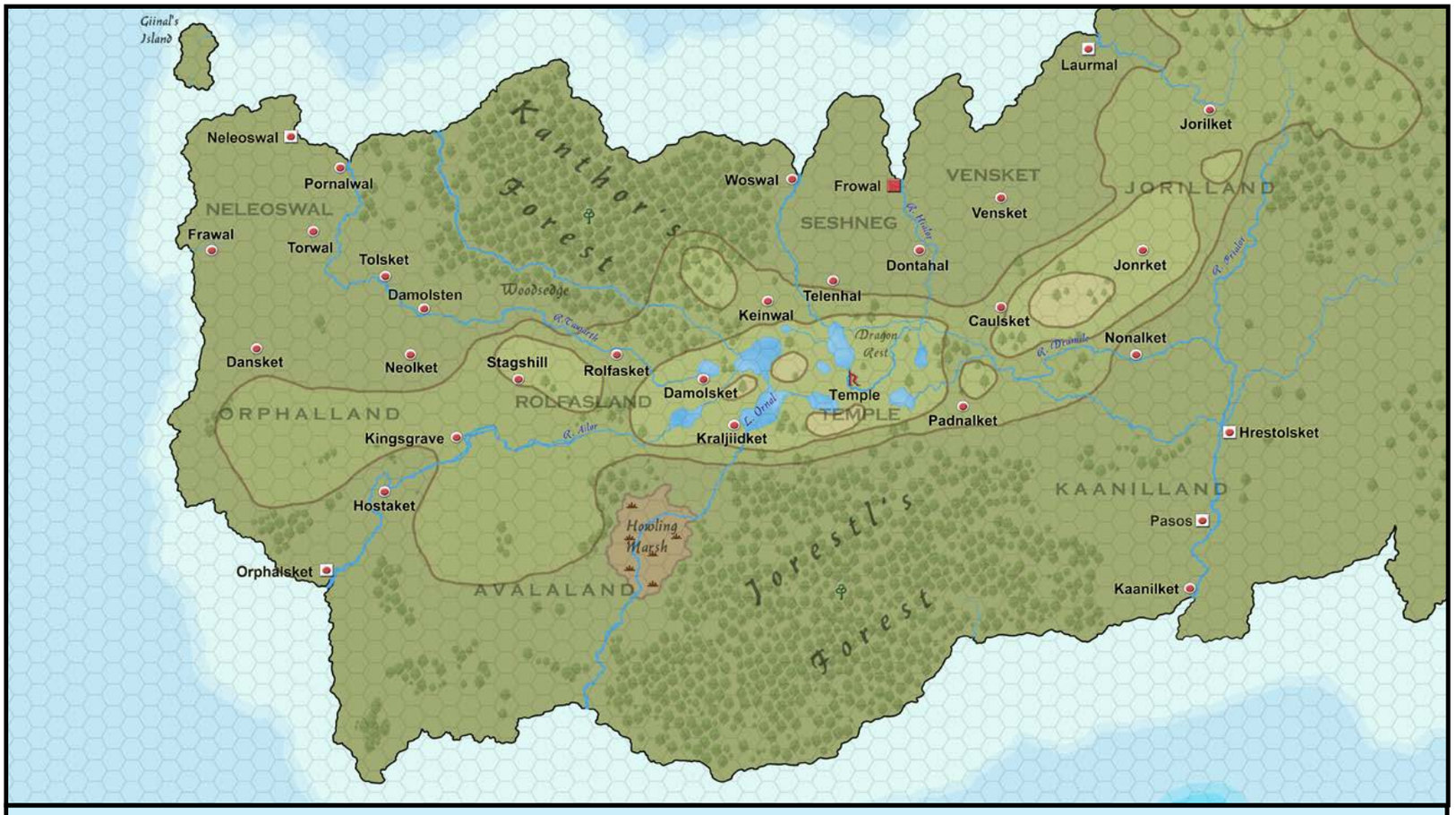
Froalar, Hrestol's father, embraced these new ways and he too went upon a sacred quest. He courted and married Seshna Likita, the goddess of the land. Froalar fathered a race of sacred kings bearing serpentine tails instead of legs known as the Serpent King Dynasty. With the aid of Seshna Likita, the Serpent Kings defeated the Pendali, who fled to Tanisor. A vigorous dynasty, they were the builders of roads and temples throughout Seshnela. They scrupulously avoided offending the Aldryami who shared their land, but otherwise razed forests, plowed fields, and built cities.

Later kings began a policy of expansion until they ruled over much of the West. This political entity, called the Silver Empire, was short-lived, as the later members of this house squandered their riches and wasted their minds and bodies in useless and jaded luxury under the influence of eastern Hykimi priests.

In 375, the Sun stopped, went retrograde, turned dark, and then returned to normal. A plague swept the land and neither the wizards nor the local priests could stop it. However, the foreign priests of the new god Nysalor could cure the plague, and so King Gwaloring of Seshnela had shrines to the new god set up in all his cities. Dangerous religious revelations and magical possibilities were revealed by the new cult. For example, the rulers of Tanisor were arrogant and fearful enough to want to maintain their present consciousness forever and the foreigners showed them how to make pacts with Chaos to do so.

Around 400, a Brithini army liberated Arolanit from the foreigners, but was defeated when they attacked the Kingdom of Tanisor. One of the Brithini soldiers, named Arkat, went to Seshnela and gained the support of the Seshnegi king to fight the Nysalor cult whom Arkat recognized as Gbaji the Deceiver. Arkat became a Hrestoli Man-of-All and led the effort to cleanse Seshnela of Chaos. In 417, Arkat was appointed Sacred Warlord by the Malkioni wizards to destroy the Vampire Kings of Tanisor. When the wizards withdrew their blessing (and their much-needed financing) of the Sacred War, Arkat did not resign his post as Warlord. Later, Arkat quit worshiping the Invisible God and joined the barbarian Orlanth cult. Despite that, soldiers and wizards flocked to Arkat's war against Gbaji and followed him all the way to Dorastor.

The Gbaji Wars confused the land, and Arkat's career hinted at the dangers Hrestol had enabled. Gerlant Flamesword, said by many to be the son of Arkat, followed Arkat to Dorastor and the Final Battle against Gbaji. Upon his return, Gerlant became king when the Seshnegi royal house died out and founded a new dynasty called the Flame Kings. The Flaming Sword of Gerlant, sacred weapon of the Flame Kings, was occasionally lost, often for long periods of time, but it was always recovered through heroic efforts until Old Seshnela was destroyed by the Luatha. Under the strict but just rule of Gerlant's



Major Cities and Provinces of Second Age Imperial Seshnela

Seshneg is the heart of Imperial Seshnela. **Frowal** is the capital of the kingdom, founded in the Darkness by Brithini exiles. Called the City of the Serpent in the First Age, it is now the favored city of the Emperors of Land and Sea. With the wealth of the Middle Sea Empire, its three walls have been rebuilt and gleam white in the sunlight. It has a hundred towers wherein live the nobles and sorcerers who lead the Empire to glory.

Laying at the center of the city of Frowal is the Temple of the Serpent. This is the home of King Froalar, where he lives immortally as the Great Serpent, husband of Seshna. It is a simple, low structure, with only a small inner section walled off. Within the walls lives the Serpent deep within the earth, and although anyone may visit the numerous altars outside, only the kings themselves can go within to receive the sacred oracles of the Serpent.

Most famous is the Temple of Makan, the center of Hrestolism. Here new Men-of-All take their sacred oaths and enter the service. Built along the lines of the original temple, it is lofty, although its antiquity makes it seem small when compared with more recent structures. The outer walls are decorated with scenes of Hrestol's adventures, but the inner chambers, bare and cold, are undecorated. Inside there are numerous chambers where mystics pray before being blessed, and there is no central room.

Neleoswal was one of the original Brithini settlements in Genertela and is the second city of Seshnela. A thriving port, its position on the northwest corner of the peninsula makes it a perfect crossing point for merchants of the Neliomi Sea shipping wares southward, and from the entire Middle Sea sending them north. The city is famed for the offshore temple to Neleos' divine lover, the water goddess called the Fan of the Shallows. Neleos instituted regular sacrifice to her, her river brother, and her father the Old Ocean. The island temple is patronized by the ship captains of the Empire and by the God Learners who use its secrets to master the seas.

Orphalland was a stronghold of the Pendali lion people at the Dawn and did not fall to the Seshnegi until 136. **Orphalsket** is the main port of the southwest peninsula, at the mouth of the Ailor River. **Damolsten** is the sacred grave of the demigod Damol, the Lord of the West and son of the air god Aerlit, who was tamed by King Thamor and served him loyally. The city is famed for the Hanging Tower, a structure that descends from above rather than ascends from the ground. It was built to rival a similar structure in Brithos.

Avalaland was home to a Pendali tribe at the Dawn but its rulers submitted to Sacred Lord Thamor the Serpent King in 56. It is a rural land and its inhabitants are considered backwards by most Seshnegi.

Rolfasland was a Pendali land at the Dawn, but was conquered in 36 by the demigod Damol, the Lord of the West and son of the air god Aerlit. **Damolsket** was founded by Great Damol and his descendents ruled this land afterwards from their palace here. **Vensket** was settled by the Seshnegi who drove off the local Pendali soon after the Dawn. It is a rich agricultural land and the breadbasket of Seshnela.

Jorilland was a Pendali land at the Dawn which long defied the Seshnegi. Its rulers were Sun-worshiping charioteers, but were finally driven out by the Serpent Kings and their sorcerers in 112. **Laurmal** is important because it is one of the shipping ports for iron traded by the dwarfs of the Iron Mountains. They go only to this place to trade, and only from here do they allow goods to enter their hidden kingdom under the mountains.

Temple is located in the center of the kingdom. First entered by Prince Hrestol, it gained in importance after the marriage of King Froalar and the Goddess in the year 3. The place grew more after King Ylream agreed to build the Sacred Road to it for the yearly springtime festival, and swore to give a quarter of the kingdom's revenues to the Goddess.

Being the home of the Goddess of the land, it is among the most honored places in the world. It lies amidst the woods fringing the enchanted Forest of Jorestl on the banks of Hialor's River where it begins its rapid descent to the lowlands along the coast. During the springtime festival the woods are crowded with people celebrating the event, although usually they are left quiet so that wild animals freely graze about.

The Temple is of made of thirty-six gray columns, each sixth one being colored in deepening shades of orange which turn into the black-brown of the earth itself. The columns themselves are unroofed and unpaved, and the hillside is covered with seemingly scattered stones, some carved or covered with ancient writings, others not. The entrance to the intricate and secret caverns below is unadorned save for a single arch leading to the main worship cavern, capable of holding several thousand persons.

Kaanilland was home to a powerful Pendali tribe at the Dawn. They resisted the Seshnegi until the Pendali were expelled in 108, leaving an empty land to Seshnegi colonists. **Pasos** is a seaport on the Prialor River. Goods sail down the river from central Seshnela and the Iron Mountains to be shipped across the Middle Sea to all corners of the Empire.

Royal Regalia of Seshnela

The royal regalia of Seshnela has been handed down since the time of Froalar, although after the destruction of Old Seshnela by the Luatha, none dared use it until the Rokari Watcher Supreme used it to crown King Bailifes. The regalia consists of the Serpent Crown, the Rod of Talar, the Cloak of Hrestol, and the Sword of Gerlant.

son, King Nralar, the kingdom regained its prestige and strength until civil war shattered the kingdom in the early Second Age.

The land was rescued by the Jrusteli, bearing the new words of Malkion in the *Abiding Book* and driving out the barbarians from Tanisor. Once freed and reunited, Seshnela reclaimed its old glory and thrived. Though Jrustela was a larger place with better growing seasons and new crops, and the home of the new sorcerous movement that became known as the God Learners, it was Seshnela that received the blessings of the Invisible God and became the center of power for the Middle Sea Empire. A combination of ambitious men and the God Learner's new knowledge allowed the Empire to rule over half the world.

Like most of the West, Seshnela embraced God Learnerism and suffered for it. The God Learners cast off all constraints in their quest for knowledge, and went too far. The first sign of this was in 930 with the Closing, an invisible barrier radiating from Brithos that closed the seas from all ship travel. But there was worse to come.

In 1049, Old Seshnela was destroyed: a shipload of Luatha from the western ends of the world landed and cast a terrible spell which made the land roll and cities fall; a mountain-high wall of water turned the southern land into islands; a wave of blue and red light washed across the land, killing thousands; and an elf army slaughtered all livestock and escorted humans to the border.

Tanisor had been the eastern half of the kingdom in the Second Age; before that, it had been the homeland of various barbarian peoples, including the lion-worshiping Pendali. When the oceans Closed, the sea ran upriver to kiss Sodal, flooding most riverine cities. Many nobles were killed, but general destruction was far less than the western half of the land. Tanisor absorbed the refugees from Old Seshnela and inherited the remnants of the royal mantle of authority.

Turmoil dominated for the first two centuries, at times degenerating into a Safelster-like profusion of independent states. A ruthless invasion and occupation by Safelstran mercenaries worsened matters. The terrible suffering at the end of the

The Kings of Seshnela

Turmoil reigned for three and a half centuries in the remaining regions of Seshnela, which was mainly Tanisor. During this time, no ruler took the lofty title of King of Seshnela because it was obviously cursed. If anyone ruled over others they were called Archduke, others Prince, and even the infernal Ralian title of Archon was used on occasion. At some point the title King of Tanisor was resurrected, though it too was first considered cursed, since everyone remembered the Vampire Kings that Arkat killed. As a result, the old title was again favored, wizards discovered the lost kingship rites, and they created anew the sacred regalia of the king. Here are the years of their reigns, and the major events which are commonly known:

1. **Bailifes the Hammer**, King of Seshnela. Reigned 1414 to 1431.
   1412: (First) Battle of Asgolan Fields. Bailifes of Rindland defeats the nobles.
   1413: Safelster subdued.
   1414: (Second) Battle of Asgolan Fields. Bailifes crowned King of Seshnela by the Watcher Supreme of Leplain.
   1416: Bailifes conquers Tanisor. Surrounding regions submit.
2. **Bailifes II**, King of Seshnela. Reigned 1431 to 1435.
3. **Ulianus II**, King of Seshnela. Reigned 1435 to 1449.
4. **Ulianus III**, King of Seshnela, son of Ulianus II. Reigned 1449 to 1465.
   1455: Ulianus III conquers Ralios.
5. **Urfenthos**, King of Seshnela, son of Ulianus III. Reigned 1465 to 1483.
   c. 1470: "Ditchers Rebellion", so called because the dronars invariably dug deep ditches around their towns and cities, where they also made tall walls.
   1471: Theoblanc born.
6. **Urfenthos II**, King of Seshnela, son of Ulianus III, Reigned 1483 to 1494.
7. **Ulianus IV**, King of Seshnela, son of Urfenthos II. Reigned 1494 to 1509.
8. **Vikard**, King of Seshnela, son of Ulianus IV. Reigned 1509 to 1520.
   1511: King Vikard gives the Most Grand Tournament of All History in Kustria. Subsequent collapse of economy, rebellion of cities in general, Safelster city-states in particular.
9. **Lofting II,** King of Seshnela, and son of Vikard. Reigned 1520 to 1545.
10. **Lofting III**, King of Seshnela, and son of Lofting II. Reigned 1545 to 1552.
    1552: Uz Eats Wizards. Seshnelan army defeated and King Lofting devoured by Guhan Trolls.
11. **Feliest**, King of Seshnela, son of Lofting II. Reigned 1552 to 1574.
12. **Svalanigos**, King of Seshnela, son of Feliest. Reigned 1574 to 1590.
    1581: Dormal lands in Nolos.
13. **Lofting IV**, King of Seshnela, and son of Svalanigos. Reigned 1590 to 1607.
14. **Guilmarn the Fat**, King of Seshnela, son of Lofting IV. Reigned 1607 to present (1621).

King Guilmarn

King Guilmarn (called "The Fat") of Seshnela receives the submission of a defeated prince. The king is seated on his throne atop a high dais. Beside him sits his queen and stand the king's tall, ornately robed and bearded wizards. Nearby is Rodtakmar the Lion, the king's ferocious champion. Seated below the dais are loyal nobles, and ranks of fierce soldiers. At the foot of the king's throne, a rebellious prince prostrates himself and presents his sword in submission.

King Guilmarn:
The King of Seshnela, Duke of Rindland and Tanisor, Count of Deu and Vol, and Lord of numerous fortresses and cities, Guilmarn is ambitious and shrewd. Obesely fat, Guilmarn has a big mustache, big gold earrings, and other gold jewelry. The king is drinking wine, handed to him by his favorite female serving companion of the noble caste.

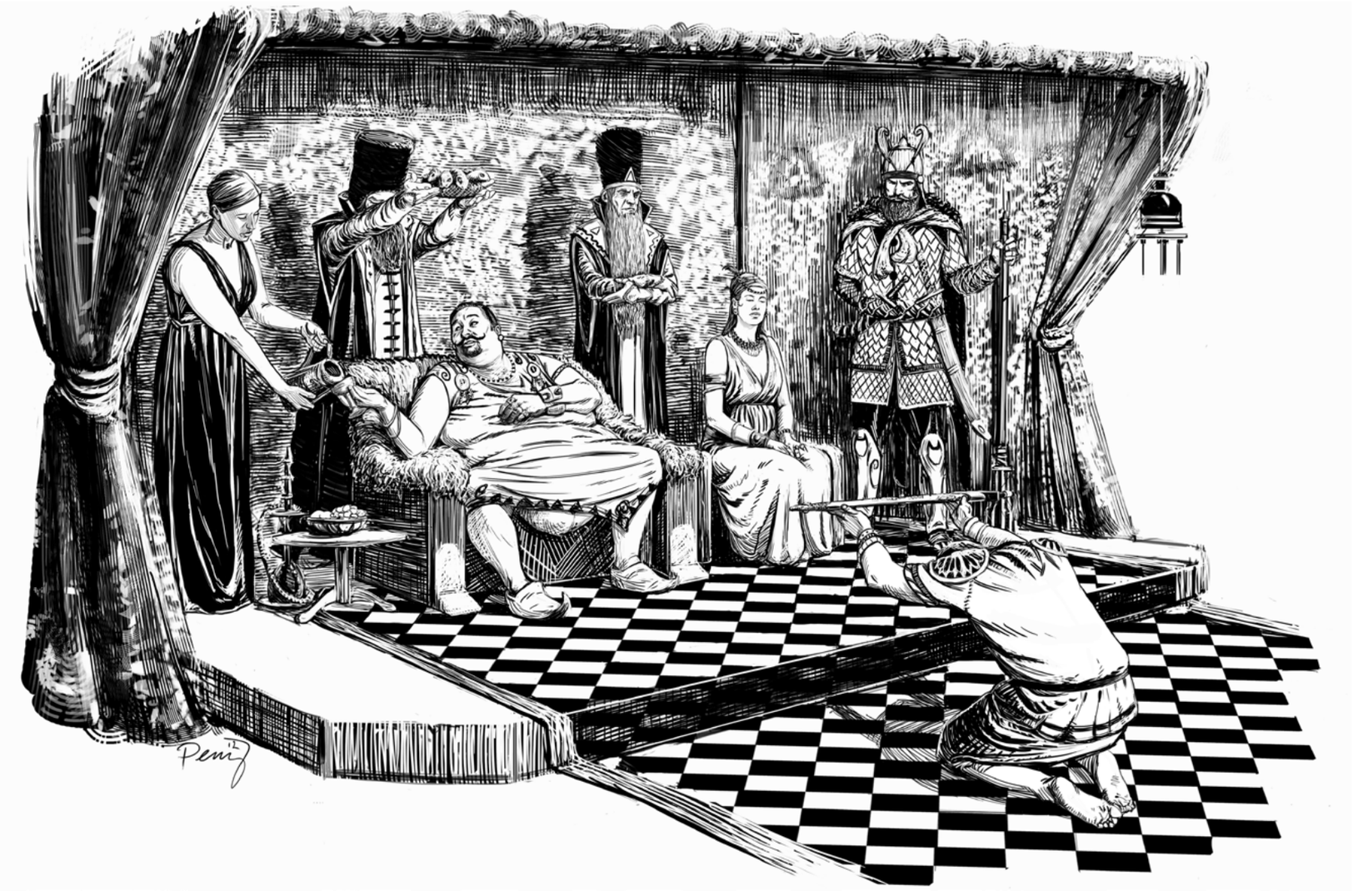
Queen Savala:
The king's favorite wife is beautiful, has a piercing intelligence, and is a powerful player in the court. The king is devotedly loyal, although not faithful, to her.

The Wizards:
These are the chief priests of the kingdom. They are tall men with long beards, tall hats, and long-sleeved robes. Their robes are marked with the Law Rune. One wizard stands behind the throne and holds up the Serpent Crown, the sacred regalia of the kingdom, above the king's head.

One wizard in particular stands out: the **High Watcher Theoblanc**, high priest of the kingdom (and arguably more important than the king himself). The High Watcher is over a century old and stands ram-rod straight. His eyes are that of a fiery ascetic.

Rodtakmar the Lion:
The king's champion and bodyguard is a heavily-bearded giant of a man wearing the skin of a lion. He wears greaves and vambraces, a coat of bronze scales, and holds a heavy mace. A sword is strapped to his side.

Rebellious Prince:
Prostrating himself before Guilmarn's throne is the defeated Prince of Rinalket, who had joined with the rebellious Duke of Nolos only to be defeated by the armies of Seshnela. He is presenting the king with his sword in submission.



Second Age prompted a frenzy of reformation and searching for the original roots of Malkionism. After three centuries, Rokarism, a reversion to supposed pre-Hrestol forms, prevailed. Its adherents, the zzaburi of the Rokari School, attempted to revive the Brithini caste system which was still prevalent in nearby Arolanit. The nobles claimed hereditary ownership to all property and enforced rigid caste laws on the peoples within their domains. The zzaburi told all the peasants that rigid adherence to their miserable way of life would achieve them Solace. The zzaburi gained dominance during the reign of Bailifes the Hammer.

In 1412, Bailifes the Hammer, Duke of Rindland, smashed the flower of southern nobility at the First Battle of Asgolan Fields. The next year he laid many sieges in Ralios and by autumn had exacted tribute from most of Safelster. The Watcher Supreme of Leplain, who headed the Rokari school of Malkioni wizards, crowned him King of Seshnela and presented him with most of the royal regalia of the old kingdom. Two years later he conquered the barons from Tanisor who disagreed with him. Surrounding areas, including Fornoar, Arolanit, Nolos, and Pasos, accepted his rule, and since then his dynasty has supplied the Kings of Seshnela.

Bailifes' successful politics were to endorse the Rokari schism and develop its beliefs to reward his loyal followers. Thus, he established hereditary nobility as the dominant political force in the land. Noble families and certain religious establishments became owners of their lands, with all other people divided into castes. Despite occasional fanatical efforts, the Kingdom of Seshnela has never established rigid castes to replace the middle and lower classes.

The centuries since the establishment of Bailifes' dynasty have been marked by conflicts between the central authority of the king and his major noblemen. The results have varied depending upon the personality and vigor of the individuals. Ulianus III mobilized or conquered the whole land from the mouth of the Tanier River to Lake Felster. But his dissolute grandson, Vikard of the Games, squandered it all in extravagant martial games without a care for his descendants.

The oceans were impassable and feared as a monstrous source of misery. Trade was centered on the rivers, and the coastal regions dwindled from the Closing to the Opening in 1581, when Dormal landed. Mulliam, Duke of Nolos, wisely invested in fleets of traders and warships, establishing the Quinpolic League with his fellow maritime princes, and has since grown increasingly independent of the king.

People of Note

Guilmarn the Fat, King of Seshnela, Duke of Rindland and Tanisor, Count of Deu and Voi, etc.: This despot, fourteenth in his dynasty, has diligently and successfully pursued his father's practice of destroying distant relatives in order to obtain control of their estates. His intent is to unify the entire ancient kingdom under his direct control, thereby recapturing the great glory of the past to his name. A man of gross appetites, both culinary and amatory, Guilmarn has six wives and numerous concubines.

Aamor: The son of Dandomal, the rebellious count of Dangim, Aamor is the rightful ruler of that land. When the rest of his family was killed by his usurping uncle Dagram at King Guilmarn's behest, Aamor managed to escape to Fornoar, where he became a master of both wizardry and swordsmanship. Aamor now searches for the lost island of Brithos, seeking allies for his vengeance against the Seshnegi.

Mularik Ironeye: This Arkati warrior-wizard from Dangk claims to be a lineal descendant of Arkat Chaosbane. He fled to the Castle Coast when Tanisor conquered Dangim and raised a company of iron-clad soldiers and sorcerers. Mularik and his company have joined the Wolf Pirates that accompany Harrek the Berserk.

A Brithini Warning

"Three things for a Hero War: courage, desperation, and free men. Beware the transformation! Destroy the devils of Freedom! The One Law cannot be broken."

This chant is so ancient that we can read of emissaries from Fronela visiting Brithos in the late First Age asking if the Empire of the Deceiver marks the start of the Hero Wars. Most modern Malkioni know only the first two sentences of the prophecy, which they recite with typical bravado.

Mulliam of Estau, Duke of Nolos, Prince of Galleys: The Talar of House Hadestolid, this canny statesman has managed to retain his independence from the increasingly powerful and hostile King of Seshnela primarily by maintaining a powerful navy and a close alliance with the Duke of Pasos. To help finance his military aims Mulliam has taken wives from several barbarian peoples to secure a number of trade alliances outside of Seshnela. His generosity to his loyal followers is legendary, and he is usually hiring wizards and mercenaries as well.

Ostorious Archmagus: Reputedly the most powerful sorcerer alive, Ostorious claims to have been apprenticed to Zzabur, the Sorcerer Supreme. No outsider has seen Ostorious for years, though everyone believes him alive at the Palace of Pentacles.

Porfain of the Rose: Duke of Pasos, Lord Admiral of the West: Talar of House Arisonid, he is a first cousin to the Duke of Nolos. A generation ago the dukes of Pasos and Nolos settled the question of naval dominion with the Three Contests: a game of *katurang* (a two player board game similar to chess), a duel, and a riddling contest. As a result, Pasos is now subordinate in naval matters to Nolos until a rematch is held.

Rodtakmar the Lion: The champion of champions, this horali of the Lion Society is the mightiest warrior in all of Seshnela. He led the assault on Dangk and defeated the Black Demon that guarded the city. Rodtakmar is twice the size of other men and fights with a mace enchanted by Theoblanc the Watcher Supreme.

Halwal

Halwal was an outstanding wizard, legalist, and spiritual advisor to the extremist Order of Spiritual Purity. When he was refused the position of Imperial High Sorcerer, Halwal left Seshnela and waged a 70 year war against the remaining God Learner wizards. He enlisted the aid of the Loskalmi rebels and gave the new King of Loskalm his regalia. He then worked to unite the cities of Ralios against Seshnela and sought to find the True Arkat, but was thwarted by Yomili.

Yomili

Yomili was a Pithdaran wise man. The Pithdaran people had accepted the religion of Malkion as a condition of living peacefully in the lands they had seized. They embraced the cult of Hrestol and produced many sorcerers noted for their mental keenness, but Yomili was the greatest sorcerer ever from Pithdaros. He, too, opposed the God Learner degeneracy, but supported the rightful kings of Seshnela against Halwal's rebellion.

Savala, Queen of Seshnela: The king's favorite wife has a piercing intelligence, a versatile temper, and sound common sense. She also possesses great physical strength and courage. Guilmarn is devoted to Savala and he entrusts much of the mundane work of the government to her.

Talar Malaskan Phillippe: The current ruler of Arolanit and the four-times removed great-grandson of Malkion the Prophet. He was born during the Ice Age, before the Sun rose and began Time. He led part of the Fourth Brithos Army of Law, and tore the helmet off Grachamagacan the Iron Vampire, King of Tanisor, when Arkat slew it. He became Talar of Arolanit about five centuries ago.

Theoblanc, the Watcher Supreme: The ranking wizard of the Rokari School of Malkionism is over 150 years old. He claims his long life is from his piety, though most people credit immortality spells. He is rabid in defense of the Rokari School and the spiritual authority of wizards.

Places of Interest

Abar (small city): Capital of the independent principality of Wagapi, this small port city thrives off trade with the Erontree elves.

Alegon Falls: This massive waterfall is nearly 800 feet wide and falls over a thousand feet into Sea Cup Bay.

Amneleon (large city): This city on the Tanier River delta is an important market and fishing port. The Tea Growers dronar subcaste dominates the city's affairs, although they are outwardly submissive to their rulers. Navigationalism is the dominant school of wizardry and various sea entities are invoked and propitiated in local ceremonies.

Arkhome (ruin): Site of a fortress established and occupied by Arkat the Liberator many centuries ago. It was here that Harmast Barefoot emerged with Arkat from his Lightbringers' Quest. Now in ruins, it is still the center of secret pilgrimages by both trolls and some devout (and fanatical) barbarian hero cults.

Arnlor (large city): This city is the site of the main royal treasury and is an important trading port on the Tanier River. It is divided into an upper and lower city. The upper city has a royal palace and treasury, guarded by Arkati demons enslaved in the Second Age. The lower city is densely populated by dronars, whose many guilds are allowed surprising power.

Arolanit: This impoverished coastal region is the last major settlement of the Brithini immortals. They live in strict accordance with their ancient ways and are ruled by Talar Malaskan Phillippe, who lived before the Dawning. The land is best known for its ancient sorcerers, several of whom were born on Brithos before Time began. Most travelers to Arolanit complain that everything looks grey, or as according to one merchant from Handra, "like the radiance was taken from the light. But most frightening is the lack of children."

Arsden (large city): Naval base of Nolos on Culonmac Island. Here are many mercenary captains' hiring halls, which supply troops to the Duke of Nolos for his wars. The city is rich from plunder and warfare, and filled with merchants, entertainers, prostitutes, and tavern keepers.

Asgolan Fields: Site of several famous battles, this is a major thoroughfare from north to south along the western Tanier Valley.

Basmol Ruins: These ruins are of a fortress of the Pendali lion people. They are unusual in their imitation of mountains rather than angular architecture. Every few years, bands of lion men sneak back here to enact their beastly rites deep within the tunnels.

In 1026, the armies of Seshnela and Ralios, led respectively by the powerful wizards Yomili and Halwal, met outside the city of Basmol and inflicted terrible slaughter upon each other. Finally, Halwal and Yomili met personally, casting great spells of destruction, destroying Basmol and killing thousands of innocents. When the smoke cleared and the earth stopped moving, neither wizard was to be seen. Wizards said neither existed anymore on any plane of existence. Basmol was so blasted with sorcery that it still glows with magic, and strange plants and animals can be found there.

Baustin: Ruin of an ancient city in Fornoar that was destroyed by an alliance of trolls and Vesmonstran barbarians in the early Third Age.

Boneric (small city): One of the Pasos Islands and a city of the same name. The island is famous for its wine and for the ancient thirty-foot-tall statue of some long-forgotten god or king that still sits on his throne on the southern tip of the island.

Boneros (small city): This city is built on a low rise overlooking the Tanier River. Many sets of steps lead from the city down to the river itself, where popular religious rites are performed. The local temple of the Invisible God is on the bank of the Tanier River and is best known for its distinctive and colorful spire representing the Cosmic Spike.

Castle Coast: Not everyone in Old Seshnela was killed when the Luatha shattered the land. Along the north coast, many people survived and created new forts near to strategic sites, often built using the stones of the destroyed cities. When Bailifes the Hammer defeated his political opponents in 1414 at the Second Battle of Asgolan Fields, many survivors fled

to these strongholds of Old Seshnela seeking to maintain the old, pure Hrestoli religion. Now several petty princes with grand titles and imposing fortresses worship Makan with heavy Hrestoli influences, and pay homage to no one.

Celmac (small city): One of the Pasos Islands and a city of the same name. It is populated by merchants, crafters, and fishermen, and is ruled by a delegate of the Duke of Pasos.

Culonmac: One of the Pasos Islands.

Damolsten (ruin): This was once the center of Old Seshnela; it is now populated by Beast Men. Intrepid sailors on the Titoldi Bay have ascertained that the fabled Hanging Tower still descends from above; the fate of its many treasures is unknown.

Dangim: This province on the Ralian frontier is the ancient heartland of the Ralian barbarians. The population is largely peasants of barbarian stock, notorious for their slavish obedience to gods and spirits. It was conquered by King Guilmarn in 1615. The rebellious count Dandomal was killed and Dagram, a rival member of his family and loyal to King Guilmarn, appointed in his stead. Fortresses are being built to hold the province.

Dangk (large city): This city was taken by King Guilmarn in 1615. It is garrisoned by a regiment of loyal horali, who are commanded by a royal official and not the Count of the March. The king has spent lavishly on the construction of a great temple to the Invisible God, with a Rokari School. Its tall spires now dominate the city's skyline.

Deu: A rich river valley of northern Tanisor; also, a northern county currently possessed by the King of Seshnela.

Egarun (small city): The largest city of the island of Varskolin, this is one of the three major naval bases of the Nolos navy, primarily for docking, repairs, and re-supply, not ship building.

Elersten (small city): This city is best known for being the setting of the famous love story of Falama and Jalan. Falama, the beautiful daughter of King Urfenthos, had been promised to Mebestan, the ruler of Elersten. However, she fell in love with his younger brother, Jalan, who eloped with her and took her as his wife, which started the Brothers War. Eventually King Urfenthos arranged the death of Jalan, but Falama died for her love. King Vikard greatly loved the tale and had two great statues of the lovers erected in the middle of the city and even now the city is popular with those seeking love and inspiration.

Erontree: This mighty elf forest is primarily inhabited by green elves, though there is a sizable minority of brown elves. The Aldryami of the Erontree have some contact with the immortal rulers of Arolanit.

Estau (large city): Seat of the Count of Estaurenic. This ancient city on the Tanier River was rebuilt after the Sundering of Seshnela in 1049, and many distinctive remnants of Jrusteli architecture remain. The city is heavily-fortified and is prosperous from commerce along the Tanier River. Estau has been ruled by talars of House Estaurenid since the Second Age.

Estaurenic: County of southern Tanisor. House Estaurenid is an ancient noble house loyal to the Balifids, and schemes to replace the Hadestolids as rulers of Noloswal.

Finval (small city): This city in Tanisor was famed for its wide walls and its golden-spired temple to Ehilm. When Bailifes conquered the city in 1416, the temple was given to the Rokari wizards, who converted it into a temple of the Invisible God. It is the home of the Deer Society of horali soldiers.

Fornoar: The northernmost Nidan River Valley is a fertile region contested by trolls (from Guhan), elves (from the Erontree Forest), dwarves (from the Nidan Mountains), and humans (from Arolanit, Tanisor, and Ralios). Many claim to rule the region but no one really does. The valley is sometimes called the Mostali Gutter, for the Mostali of Nida dump their refuse upriver of here. This is a source of wealth to settlers and adventurers who wander amidst the rubble seeking diamond chips, slag, and discarded dwarven tools and constructs.

Fornalor (small city): This extremely well fortified city on the edge of the Sodal Marshes serves as the gateway to Seshnela. It is the home of the Horse Society of horali soldiers and it is famed for its cavalry. The best horses in Seshnela come from here.

Fralos (small city): This city is traditionally ruled by an unmarried woman of the talar caste, as only such women can safely approach the city's powerful and dangerous magical guardian, descended from the Underworld goddess Nakala. Efforts by several different Rokari wizards to compel the lion-headed guardian to serve them without this female intermediary have all failed disastrously.

Frowal (ruin): Reputedly the site of the original capital of Imperial Seshnela. Its triple walls that once gleamed white in the sunlight now serve as a quarry for the local petty princes.

Gilboch: This island, inhabited by humans, is a county of the Kingdom of Seshnela. It was settled within the last century after a peaceable settlement with the elves, who abandoned it for the sake of Gwelenor, that most remarkable sister of King Lofting II. It is ruled by the Merabids, a Great House loyal to the Balifids.

Ginorth: This is a colony of Northmen, originally from Ygg's Islands, who emigrated from their overcrowded homeland shortly after the Opening. Once powerful, they have since been suppressed by the fleets of Nolos.

Guebelle: Island on the Castle Coast where rules a centaur king and council of beasts.

Guhan: The cursed lands surrounding the Uzgor Peaks were given to the dark trolls and their demonic allies a thousand years ago by Arkat the Traitor. Troll war gangs raid deep into Seshnela with relative impunity. The last great troll raid is when a million trolls boiled out of their strongholds into Fornoar and destroyed the famous Green Lions Tower and killed its ruler, the sorcerer Goventainer Shadowshirt.

Gwelenorwal (small city): The capital of Gilboch, this city was founded by Gwelenor, that most remarkable sister of King Lofting II. It is best known for its gardens, its library, and its artists.

Harsad (small city): Over the centuries, the *krjalki* and their barbarian allies have frequently sought to plunder the secrets of nearby Arkhome and revive the Dark Empire. Harsad is the home of the Bull Society of horali soldiers. A local order of Rokari wizards maintain the God Learner wards that prevent Arkat's return.

Seshnela Regional Events Table

Determine weekly per province or city

COMMON EVENTS

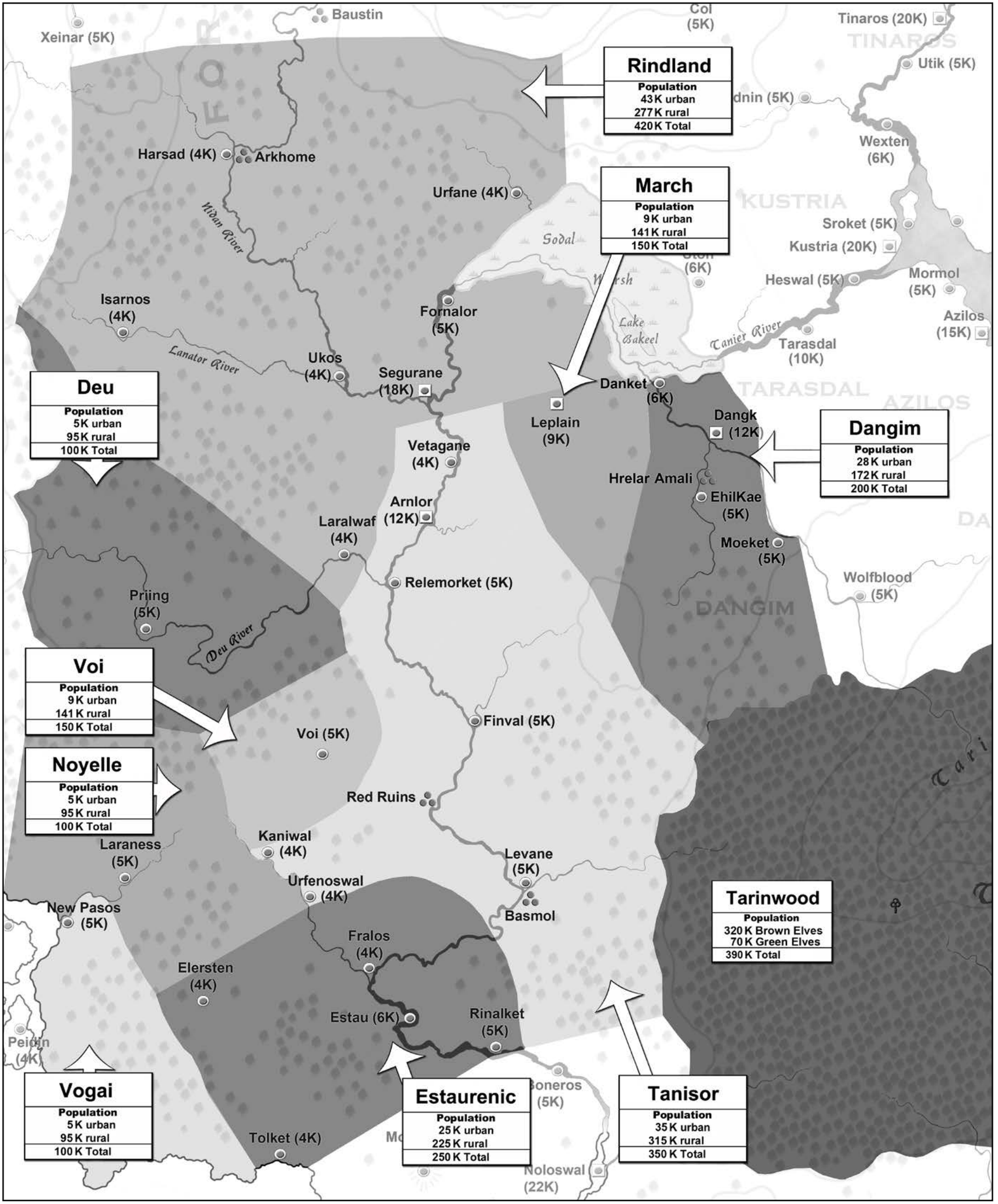
Royal officials visiting newly acquired fortresses and outworks for the king.
Royal envoy visiting to install new headmen in provinces to work for the king; local nobles suspicious.
Tax officials accompanied by soldiers visiting towns and merchants; guildsmen suspicious.
Wizards accompanied by religious police investigating allegations that caste restrictions have been violated by the locals.
Raiding parties being prepared against Nolos; mercenaries sought.
Merchants from Nolos visit, selling extraordinary foreign goods of all descriptions at exorbitant prices.

UNCOMMON EVENTS

Neighboring lord raids for cattle and plunder.
Peasants break out in revolt against landlords.
Outbreak of manifest spirits: wizards gather for ceremonies.

RARE EVENTS

Outbreak of Tapping occurs; all strangers under suspicion.
Raiders from foreign lands plunder countryside (in the north, trolls from Guhan; in the east, barbarians from Safelster; in the south, mercenaries from Nolos; in the west, Beast Men or a petty prince from Old Seshnela).
Outbreak of were-lions reported in isolated village.
Rumors that the Brithini of Arolanit have begun to have children again raises fears of the Hero Wars.


Rindland
Population
43K urban
277K rural
420K Total
March
Population
9K urban
141K rural
150K Total
Deu
Population
5K urban
95K rural
100K Total
Dangim
Population
28K urban
172K rural
200K Total
Voi
Population
9K urban
141K rural
150K Total
Noyelle
Population
5K urban
95K rural
100K Total
Tarinwood
Population
320K Brown Elves
70K Green Elves
390K Total
Vogai
Population
5K urban
95K rural
100K Total
Estaurenic
Population
25K urban
225K rural
250K Total
Tanisor
Population
35K urban
315K rural
350K Total
Xeinar (5K)
Baustin
Col (5K)
Tinaros (20K)
Utik (5K)
Wexten (6K)
Harsad (4K)
Arkhome
Urfane (4K)
Midan River
Sodal
Sroket (5K)
Kustria (20K)
Heswal (5K)
Mormol (5K)
Azilos (15K)
Isarnos (4K)
Fornalor (5K)
Lake Bakeel
Tanier River
Tarasdal (10K)
Lanator River
Ukos (4K)
Segurane (18K)
Danket (6K)
Leplain (9K)
Dangk (12K)
Vetagane (4K)
Hrelar Amali
EhilKae (5K)
Arnlor (12K)
Laralwaf (4K)
Moeket (5K)
Relemorket (5K)
Wolfblood (5K)
Priing (5K)
Deu River
Finval (5K)
Voi (5K)
Red Ruins
Kaniwal (4K)
Laraness (5K)
Levane (5K)
Urfenoswal (4K)
New Pasos (5K)
Basmol
Fralos (4K)
Elersten (4K)
Estau (6K)
Rinalket (5K)
Peidin (4K)
Tolket (4K)
Noloswal (22K)

Hathwal (small city): This city near the mouth of the Tanier River was founded in 1250 by Hathal, a heroic member of House Hadestolid who braved the Closing and recovered several magical items from the sunken ruins of Genertsket. The city is surrounded by water and is criss-crossed by canals; most commerce takes place on the Floating Markets.

Hrelar Amali: This powerful magical site is strongly associated with the ancient gods who control the different activities of the world, and marks the place where Flamal, the God of Vegetation, was killed by Eurmal the Trickster. It was a holy place for the Ralian barbarians, whose pilgrims still offer sacrifices to the gods of the place. Malkioni largely ignore the place; in the Second Age, God Learner wizards tried to master the gods by performing dangerous rituals here, but the Rokari strongly discourage such explorations.

Infradwal (ruin): This city in Fornoar was abandoned centuries ago to the Brithini wizard Mahlor and his demonic servants. Mahlor is believed to reside in a tall tower surrounded by a maze of small streets and tunnels.

Iron Mountains: This small range of steep hills or small mountains near Old Seshnela has been a friendly dwarf trading place since Time began. They freely trade iron, making this one of the primary sources of this precious metal for all of Glorantha. Perhaps half of the world's iron comes from here. The dwarves do not like newcomers, but are friendly with those traders who have maintained the traditions established ages ago. The dwarf settlement is called Belksan.

Isarnos (small city): This city is named after the First Age Hrestoli prince who overcame the Wolf People and tamed them to serve him. A Rokari School seeking to probe the secrets of the Mostali is based here. The celestial clock tower of Isarnos towers over 175 feet above the rest of the city; the time is struck by a dwarf-made bronze automaton.

Jelelawal (small city): This port city is best known for its nearby City of Caves that was carved in the Second Age by the God Learners. The caves (actually subterranean chambers) depict various gods from across Glorantha and their submission to the logic of the God Learners.

Kaniwal (small city): In the First Age, the rulers of this city were slaves to the Underworld God Kraljiid. They were liberated by King Torphing, who cast down his bloody altars, but the god returned when the Silver Empire dissolved and ruled the city until finally defeated by Arkat.

Kanthor's Islands: This archipelago is the remnant of the ancient land of Old Seshnela, whose upland forest is all that is left of that kingdom after its destruction. It is a maze of waterways walled by extremely high cliffs, some more than 3,000 feet high. Atop the cliffs are forests and the ruins of Old Seshnela.

When Seshnela was destroyed, the upland forest remained, defended by an ancient population of brown and green elves. The elves have a historic friendship with the Seshnegi; in the First and Second Ages, elves from here occasionally married into the Seshnegi nobility. The forest now serves as refuge for many strange creatures, most notably the Beast People of Old Seshnela.

The waters are patrolled by the Purple Ship, a warship of the Luatha which invariably destroys human ships and boats which it encounters. Local fishermen believe that the local Ouori scout for the Purple Ship to keep their waters safe from human invasion, but the sea folk deny it. The elves of the islands claim to have no agreement with the Luatha. Only the largest islands are shown on the map.

Laralwaf (small city): This city supported Halwal during the Sorcerer War. It is the home of the Bull Society of soldiers.

Laraness (small city): This ancient city is the seat of the Count of Noyelle. It is protected by Loronaga, a magical serpent woman, who is appeased with an annual ecstatic festival which includes wearing masks and costumes, overturning social conventions, and martial games. It is the home of the Snake Society of horali soldiers.

Laufol (large city): Arolanit's only open port where foreigners may land to trade. Most visitors are confined to the walled harbor area, though some are permitted into the city proper to visit the Talar's palace; none are ever allowed outside the city walls. All departing ships are towed far out to the Isle of Delights, a tiny rock upon which anchors are placed to allow the ship captains to perform the Dormal rituals necessary to preserve ships at sea.

Laurmal (ruin): This ruin is still important because the dwarves, ever conservative, still go there to trade their iron, as they did in the First Age. The dwarves only go to this place to trade, and only from here do they allow goods to enter their hidden kingdom in the Iron Mountains. For centuries following the destruction of Old Seshnela no one ventured here to trade. It was opened up by Tierre of Caskall, called Speaker to Beast Men, who also founded Rhis, one of the important castles of Castle Coast.

Leplain (large city): The City of Wizards, Leplain is the home of the Rokari School. Many schools of wizardry and their centers of learning, such as the Ezokite School of Alchemy, are located here, all under the supervision of the Watcher Supreme. It is the chief center of Malkioni learning outside of Sog City, and its libraries are the heirs of those of the Jrusteli. Faranazor's Tower, a water-powered clock tower, accurately figures time down to the fraction of the hour.

The Blue Temple is a fortified city within the city, and is the sacred precinct of the Rokari wizards. It is the largest shrine of the Invisible God still in existence. Mardron, the Watcher Supreme of Rokarism who magically restored the regalia of Seshnela and crowned Bailifes as King of Seshnela, is buried here, next to Rokar himself.

Levane (small city): This city near the ruins of Basmol is the home of the Lion Society of horali soldiers. The city is famed for its gold-roofed temple to the Invisible God.

Manday (large city): The capital of the Duchy of Pasos, this is the largest city of the island on Volonne, with an excellent harbor. At the edge of the harbor is a bronze statue of a sea god over 100 feet tall, used by the local zzaburi to control the sea. Manday is the major naval base for the Pasos navy, being a center for re-supply and shipbuilding as well as fleet docking. The ducal palace is built on the site of an old God Learner villa and features treasures taken from the ruins of Old Pasos.

March: This frontier county borders Ralios and is the birthplace of the Rokari School of Malkionism. It is a fertile land of gentle rolling hills and grassland.

Mazan (small city): One of the Pasos Islands and a city of the same name. Mazan is famed for its school of Malkionism which, although ostensibly Rokari, is alleged to have almost God Learner experimental sensibilities.

Mount Aerlit (small city): In 705, Prince Hadalin and his God Learner wizards defeated the army of Tanisor here when they commanded the air gods to turn against their barbarian priests. The citadel atop the hill and its library survived the flooding of 1049. It was an important religious center in the early Third Age, until it fell to King Urfenthos, and its treasures carried away to Segurane.

Nachor (small city): One of the forbidden Brithini cities of Arolanit, Nachor has been off-limits to outsiders for nearly seven hundred years.

Neleoswal (ruin): This was one of the original Malkioni settlements in Genertela, found by Neleos before the Great Darkness. It was the second city of Old Seshnela, famed for its rich temple to the Invisible God, which was built above the tomb of Neleos.

New Pasos (small city): This city was founded around 1200 by the descendants of refugees from Old Seshnela. The Temple to the Invisible God is noted for the many



The Luatha

In 1049, a single ship landed upon the shore of the Kingdom of Seshnela. It was shaped like a white swan, save for the fierce eagle head at the prow. It bore demigods from the Lands of Dusk, also known as Luathela; hence their collective name of Luatha. They destroyed the regional army which sought to repel them, then they smashed a larger force of royal troops and ships. Finally, a dozen years after landing they cast a great spell which shattered the once-great kingdom, turning the land into an archipelago and driving out all human residents. They built the Castle of Purple Shadows, whose existence has been proved, but whose location is still a mystery.

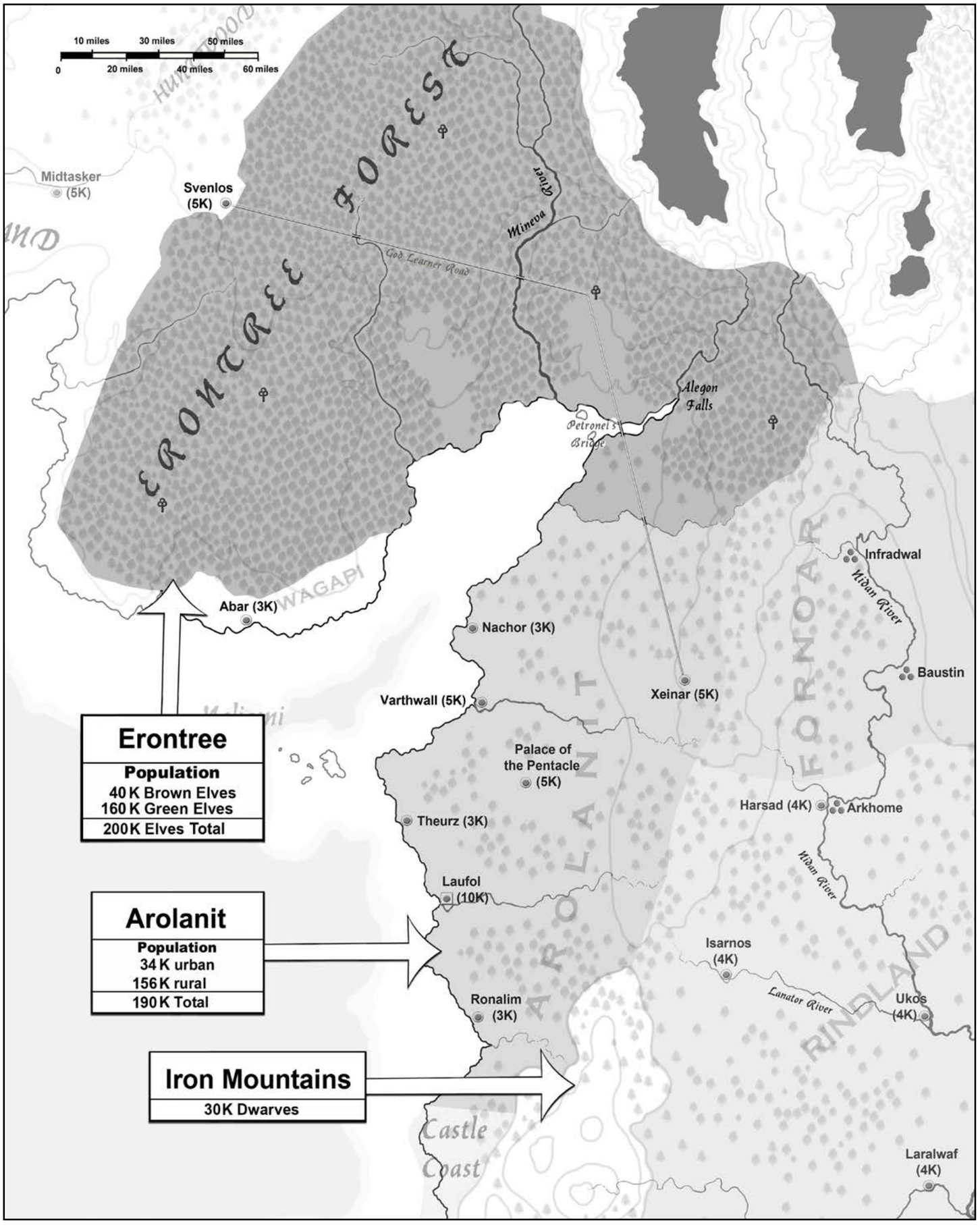
Since then, they have shunned human contact, being seen only by accident. Their presence is known mainly through the Purple Ship, a unique warship which is the size of a Nolos trireme and which is armed with powerful magical weapons capable of destroying a squadron or more of human warships. Although of only six oars, it is faster than any other wind- or oar-driven craft. It has managed to keep Kanthor's Islands free of humanity.

The Luatha are demigods. Their ancestry is traced through a few generations to the greater and lesser deities of Glorantha, and their measure is superhuman. They are over fifteen feet tall, purple of skin and violet of hair, and of thin physique. When speaking among themselves, they were heard to sing in an unknown tongue. They are inherently magical.

Their precise number is unknown, but estimated to be no more than twenty-five. Their motivations for coming are unknown, as are their current or future plans. They seem to be in friendly alliance with the elves and Ouori of Kanthor's Islands, though both races deny this accusation.

Their part in future history is unknown, but the few survivors of attacks by the Purple Ship dread interaction, feeling that their purpose is inimical. Their part in the Hero Wars is feared, for they seem to be hostile to humans. A school in Nolos, sponsored by the duke, is dedicated to learning about them to discover possible defenses for the future.


Mountains
Arnlor
EhilKae
Laralwaf
Moeket
DEU
Relemorket
DANGIM
Wolfblood
Priina
TANISOR
Deu River
Tanier River
VOI
Finval
Voi
Asgolan Fields
NOYELLE
Red Ruins
Kaniwal
Laraness
Levane
Urfenoswal
Basmol
New Pasos
Fralos
GILBOCH
Elersten
Mazan
Estau
Rinalket
VOGAI
Peidin
ESTAURENIC
Tanier River
Boneros
Sreborket
Culonmac
Tolket
Mount Aerlit
Noloswal
Jelelawal
Hathwal
NOLOS
ANTILIA
Amneleon
ORNUMOR
PITHDAROS
Piliros
Oradaros


10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
Erontree Forest
Midtasker (5K)
Svenlos (5K)
Mineva
River
God Learner Road
Alegon Falls
Petronel's Bridge
Abar (3K)
Nachor (3K)
Varthwall (5K)
Xeinar (5K)
Infradwal
Hidan River
Baustin
Palace of the Pentacle (5K)
Theurz (3K)
Harsad (4K)
Arkhome
Laufol (10K)
Isarnos (4K)
Lanator River
Ukos (4K)
Ronalim (3K)
Castle Coast
Laralwaf (4K)
Arolanit
Fornoar
Rindland
Erontree
Population
40 K Brown Elves
160 K Green Elves
200K Elves Total
Arolanit
Population
34 K urban
156 K rural
190 K Total
Iron Mountains
30K Dwarves

treasures taken from the sanctuary of Old Pasos. The most important port currently under the control of King Guilmarn, New Pasos is also the capital of Vogai province. It is heavily fortified and withstood an assault from the Quinpolic League in 1619.

Nida: This great stronghold of the dwarves is fully described in the Fronela chapter.

Nidan River: This river flows some 360 miles from the Nidan Mountains until joining the Tanier River at Segurane. It is navigable from the ruins of Baustin; above that, its course is too rapid and wild. The lower part of the valley is exceptionally fertile. The upper part of the river is sometimes called the Mostali Gutter, for it is there that the refuse from the great Mostali city of Nida is dumped outside their stone fastness.

Nolos: Most of this prefecture is fertile alluvial lowland, and is subject to frequent flooding by the Tanier River. Rice, wheat, sweet fruits, and fish are the most important sources of food; water buffalos are used for plowing. Tea is widely grown in the eastern hills near Tarinwood. The Rokari School is dominant in Nolos, although caste restrictions are less rigidly enforced than in Tanisor. The Navigationalist wizards have the support of the ruling talars, and of the powerful sea-captains of Noloswal.

Duke Ariston, father of the current ruler, would have surrendered his ravaged lands to the king had Dormal not landed in 1581. The canny duke pawned his birthright to the Shipwright's Guild, a previously secret organization which greeted Dormal on the decrepit docks of the city. His gamble paid off and when his son, Mulliam the Generous, inherited the ducal title in 1616 he got a tremendous treasury. With flowery words and liberal payments he hired all of the ravaging companies which were ransacking his lands and led them against the king of Seshnela in 1618. Since then he has maintained his independence through military success, personal feats of arms, and sea borne wealth which incites King Guilmarn the Fat of Tanisor to intemperate jealousy.

Noloswal (large city): This city, centered on an island in the Tanier River, is the greatest port in Seshnela. It was established by refugees from the older Noloswal, which was destroyed at the end of the Second Age. It is the seat of the Duke of Nolos, whose Hadestolid family has ruled the southern Tanier River for over nine hundred years. The city is surrounded with fortifications that encompass both the Left and Right Bank suburbs. Upstream, a barrage of heavy chains crosses the Tanier River, forcing all river traffic to pay tolls to Noloswal, and defending against river-borne military assault.

Noloswal is the major city of the prefecture, and is the largest base for the navy of Nolos. Noloswal is an important center of trade and commerce, with merchants from across Genertela. The Barbarian Quarter is notorious for its brothels, sorcerers, and demonic temples, all under the protection of the Duke.

Noyelle: Western county of Tanisor subject to the King of Seshnela. It was once called Jorilland and its peasants are periodically plagued by ferocious lions. Tea is grown in the western reaches of the province near the Prialor Forest. It is ruled by the Hendenvelds, a Great House loyal to the Balifids.

Old Imperial Highway: This ancient road goes through the Erontree Forest, connecting Fronela with Arolanit. As long as travelers remain on the road and perform certain Malkioni rituals at specific places, they may pass unmolested by Brithini and Aldryami.

Old Pasos (ruin): This was a rich seaport of Old Seshnela, destroyed in 1049. The ruins are haunted by ghosts, but a few lucky adventurers have managed to reclaim some of the city's ancient treasures.

Old Seshnela: The peninsula and islands were once one land and the heart of the Kingdom of Seshnela. The kingdom originated during the Darkness and was a major power until destroyed in 1049. Now the many islands have reverted to wild forests inhabited by elves. They are avoided by nearby peoples because they are thought to be haunted and full of bad luck.

Old Temple Island: This island is surrounded by high cliffs more than a thousand feet high (and more than two thousand feet on the western end). Atop it are forests and the ruins of the lost underground temple of Seshna Likita, the goddess of this land.

Oradaros (large city): Capital of Pithdaros. This city is also called the Waiting Place and was founded by the Agimori Army of Justice in 721. Oradaros is exceptionally formidable and has never fallen to siege or magic, and its wizards are famed for the rigorous, even brutal, education and training regimen they undertake as apprentices.

Orninior: This rocky coastland has no good ports for most ships, and so is inhabited by simple fishermen and pirates along the few suitable beaches.

Orphalsket (ruin): These are the submerged ruins of a great port city of Old Seshnela. A tribe of merfolk resides within.

Palace of Pentacles (small city): The principal place of residence and government for the Talar of Arolanit is star-shaped with a huge tower complex at each tip, wherein live the chief wizards who oversee all magic in Arolanit. The palace is at the star's center. Outside the walls sprawl many buildings which house the servants and farmers from the region. It is called Kelsitin by the residents of Arolanit.

Paliros (small city): The city of purity, Paliros is sacred to the Pithdarans. A great flame burns day and night in the center of the city, but needs no fuel.

Pasos Islands: Pasos was once a single region, but was shattered into an archipelago of countless islands in 1049. They have rugged, rocky shorelines with numerous sheltered harbors. Most islands are covered with forests of pine, cedar, fir, plane, and larch, considered ideal for shipbuilding. Only the largest islands are shown on the map.

The dukes of Pasos claim their rights as derived from the old kingdom, defying claims by the current King of Seshnela. The current ruler, Duke Porfain of the Roses, is a good friend to the Duke of Nolos and they have maintained a strong alliance for many years. Like most other coastal regions, the area is growing in population and wealth as overseas trade grows over time.

Petronel's Bridge: This massive bridge was constructed by the sorcery of the God Learners. It is over 3000 feet long and made out of stone.

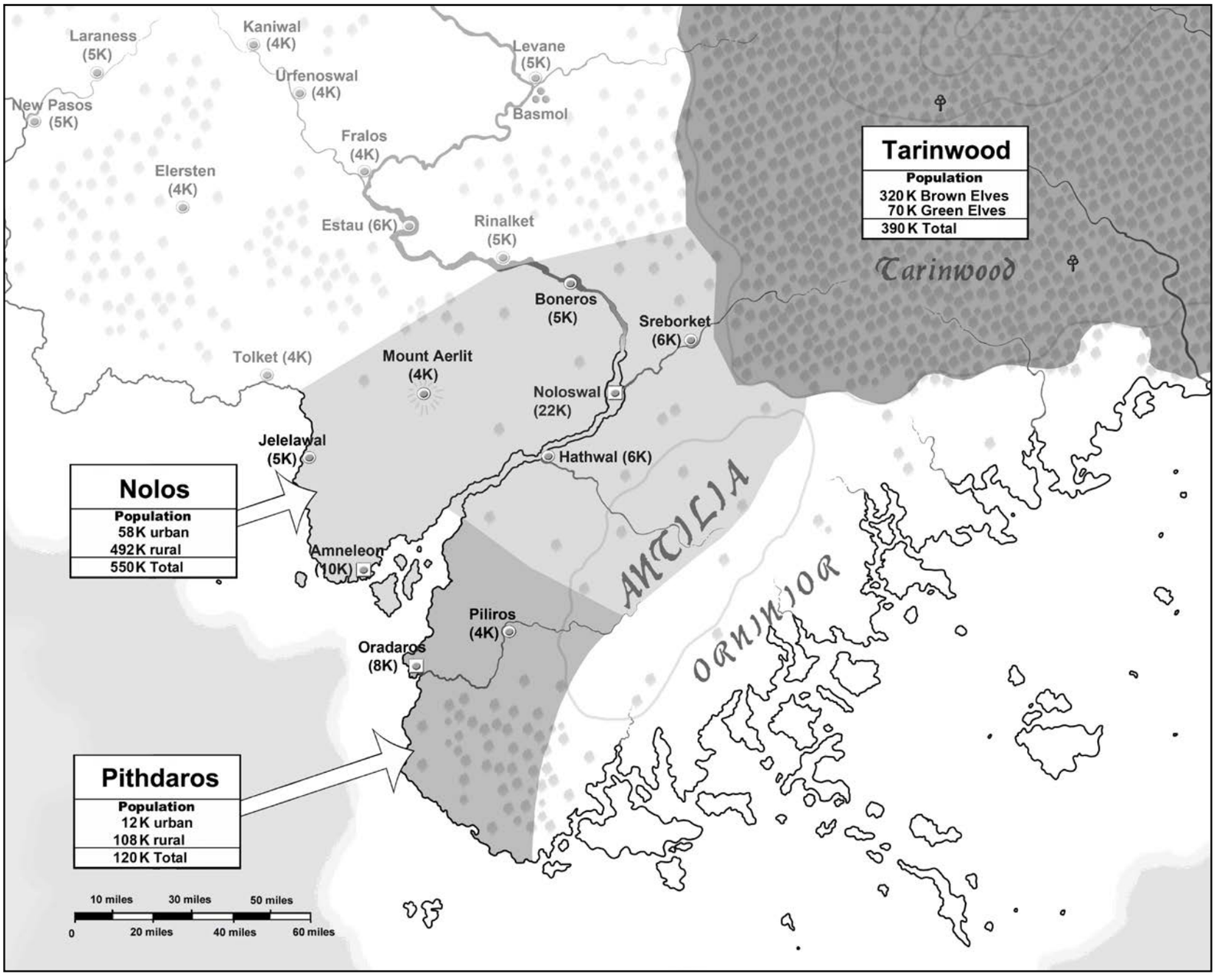
Peidin (small city): One of the Pasos Islands and a city of the same name. In 1618, the Seshnelan navy was defeated by the Quinpolic League in the channel east of the city.

Piliros (small city): This Pithdaran fortress-city is surrounded by high stone walls with four gates and numerous towers. It is also called the White Town, because the overwhelming majority of the buildings have whitewashed walls and red or brown tiled roofs.

Pithdaros: In 719, a huge fleet, numbering in the hundreds, landed here. The dark-skinned people, who were of many apparent tribal types, had come from their distant homes in Pamaltela, they explained, to fight Gbaji, the Bad God. Exploited at first by King Ullmal of Seshnela, they finally seized this plot of ground and promised to wait until Gbaji came back. Their descendants still live here, absorbed into the populace save for their dark skins and their inherited hatred of all things Chaotic. They are Malkioni; although the Rokari School dominates, several Hrestoli schools have strong popular support.

The Count of Pithdaros, Jahiz the Learned, is one of the most renowned poets in the West. An ally of Nolos and Pasos against King Guilmarn, Jahiz is widely rumored to subscribe to a Hrestoli school of Malkionism.

Prialor River: This river flows through a dense forest ruled by elves and inhabited by savage Beast Men. It marks the border between Old Seshnela and New Seshnela.



Priina (small city): This ancient city is the seat of the Count of Deu. Priina is famous for its Rokari schools of logic and for the marble pyramid that was built as a tomb for Emperor Hekaos.

Quinpolic League: The Sea Alliance of Old Seshnela is an alliance of cities more commonly called the Quinpolic League. A thalassocracy, the Quinpolic League rules the seas around Seshnela. It has five major members: Arsden, Egarun, Manday, Noloswal, and Oradaros. The League also includes many other independent cities, including Pasos, Nolos, and Pithdaros.

The Quinpolic League dominates the waters surrounding the Pasos Islands. They also control the Solkathi Sea, from Orninior up to the Arolanit Coast, sometimes patrolling as far as the Neliomi Sea. The Pasos navy operates from Manday; that of Nolos operates from Arsden. However, both fleets are repaired and resupplied from the smaller port of Egarun on Vaskolin Island.

Red Ruins: Site of the old capital thrown down by Arkat the Liberator, from whence once ruled the Vampire King of Tanisor. Although its ancient name was Tanewal, it has been called the Red Ruins since the Gbaji Wars, and no one goes there because it is haunted, cursed, and damned.

Relemorket (small city): This city was founded in 1015 as a new capital for the Vetagi Alliance that united Ralios. In 1190, Relemorket joined the city of Arnlor in successful rebellion against its Jorstland overlords and has been part of Tanisor since. It is best known for its large stone arch bridge over the Tanier River.

Rhis (small city): This castle was settled by Tierre of Caskall, called Speaker to Beast Men, and is important because it controls the iron trade between dwarves and humans at the ruins of Laurmal.

Rinalket (small city): This city was seized by the Duke of Nolos in 1618 and has been recently retaken by the armies of King Guilmarn.

Rindland: This region was named after an ancient prince, and is traditionally held by a duke, who is also currently the King of Seshnela. Its political center is the city of Segurane of the Walls. The Bailifes dynasty originated from here. In the First Age, this area was part of Fornoar and was inhabited by the Enerali people. It was later the center of Arkat's Dark Empire.

Ronalim (small city): One of the forbidden Brithini cities of Arolanit, Ronalim has been forbidden to other humans for nearly seven hundred years.

Segurane (large city): Known popularly as Segurane of the Walls, this large city at the juncture of the Tanier and Nidan rivers was founded in the Second Age as a key fortress to guard against the Dark Empire and the trolls of Guhan. It is now the capital of

the Kingdom of Seshnela and the ancestral home of the Bailifes dynasty. Segurane is surrounded by three rings of great stone walls that gleam white in the sunlight, in deliberate emulation of Imperial Frowal. Svalak's Bridge crosses the Tanier River with twenty stone spans and is wide enough for two chariots going in opposite directions to pass. It is decorated by a continuous array of statues of kings and wizards.

The city itself is dominated by the palatial complex of the king and his household, with its magnificent palaces, gardens, temple spires, victory monuments, audience buildings, and the marble tombs of the kings of Seshnela. Surrounding the palatial complex are dense mazes of private residences, with their markets and crafters.

Seshnela, Kingdom of: Centered in Segurane, the current king is Guilmarn the Fat, fourteenth of the Bailifes dynasty. He is liege lord of Tanisor, Rindland, Noyelle, and Dangim (in Safelster). He hates the Dukes of Pasos and Nolos, who refuse to pay any homage or tribute as their political ancestors used to.

Seshnelan Islands: Five centuries ago this peninsula was shattered by an invasion of demigods, the Luatha, from the Land of the Setting Sun (also known as the Land of Dusk). The palace of the demigods, called the Castle of Purple Shadows, is hidden somewhere among the islands. The islands are thick with woods whose elves betrayed a thousand-year alliance when they attacked the Seshnegi. Since then, their forest has spread widely and the elves have become shy and retiring and diligently avoid all outsiders. The archipelago is sometimes called Kanthor's Islands, just as the forest was of old called Kanthor's Forest.

Sodal Marsh: This once-dismal land is now one of the richest areas of the region. The ruling family of Dangim (now sworn to the King of Seshnela) has been expanding their lands for generations and reaping wealth thereby. Their lands are foreboding to outsiders who do not know the secret tracks, and rumors say that monsters exist there.

Sreborket (small city): This city near Tarinwood is famed for its gardens that are laid out according to precise instructions from the zzaburi wizards.

Tanier River: This great, silt-rich river drains the lands of Ralios and Seshnela. Its tributaries rise in the far off mountains of the Ralian barbarians and fill Lake Felster, the inland sea of the Safelstran city-states. From its Lake Felster outlet, the mighty Tanier flows nearly 700 miles through Seshnela until it discharges in the fertile floodplains of southern Nolos. The river is 3500 feet wide when it joins the Nidan River at Segurane, and over a mile wide at Noloswal.

The mighty Tanier River winds its way southward and gives its name to most of the area drained by its tributaries downriver of the Sodal Marsh.

Tanisor: Tanisor is a rich agricultural land, and is the heart of the Kingdom of Seshnela. The eastern reaches of the prefecture is hilly and wild, and notorious for its fierce lions.

Tarinwood: This vast virgin forest extends from the ocean to Ralios. It is ruled by Aldryami who maintain a traditional aloofness and forbidding presence from within their forested stronghold. Tarinwood is one of the great centers of elven culture in Glorantha, numbering almost 400,000 green and brown elves.

Tarinwood is dominated by oak and beech, with stands of cedars, cypress, hickory, and willow. Pine, spruce, and firs are common in the higher elevations of the Tarin Mountains. The forests are home to boar, deer, elk, and moose. Several large predators, including bear, cave lions, and wolves, can be found in Tarinwood.

Theuz (small city): One of the forbidden Brithini cities of Arolanit, Theuz has been off-limits to outsiders for nearly seven hundred years.

Tolket (small city): This was an undistinguished fishing village prior to the Opening, but has grown into a small city in a little more than a generation. It was captured in 1618 by Pasos and is currently occupied by free mercenaries.

Ukos (small city): Known in song and story as "grey-walled Ukos", this city at the confluence of the Nidan and Lanator rivers is the home of the Wolf Society of horali soldiers. The city's redsmiths are famed as the best swordsmiths in the kingdom.

Urfane (small city): This fortified city is a stronghold of Rokarism against the *krjalki* of Guhan, the Safelstrans, and their barbarian allies.

Urfenoswal (small city): This city was founded upon the ruins of an older city destroyed by King Urfenthos during the Ditchers Rebellion. Urfenthos decided to shift his capital from Segurane to his new city, and commenced the construction of a planned walled city with royal palaces, courts, pleasure gardens, temple to the Invisible God, private quarters, and so forth. His successor Urfenthos II returned the capital to Segurane in 1483 and the city now serves as an administrative center for the southern reaches of the kingdom.

Varskolin: Southernmost Pasos Island, it is the location of one of the Nolos naval bases, Egarun.

Varthulwal (small city): One of the closed ports of Arolanit, from which rises the Waertagi Beacon, a tall structure with a peculiar shape atop it, apparently attempting to summon the long-extinct race to the port. No outsiders have ever been to this harbor.

Vetagane (small city): This city was founded by the Enerali in the Dawn Age. Outside the city are the ancient temple-tombs of Enerali heroes and their chthonic gods. Elaborate rituals devised by the Rokari wizards compel the inhabitants of these tombs to defend Seshnela.

Vogai: This ancient county was once called Kaanilland or Nolosior. It is tied to the Pasos Island by history and culture, but is ruled by the Kivoinids, a Great House loyal to the Balifids.

Voi: This ancient province is marked by low hills and limestone plateaus. It is ruled directly by King Guilmarn.

Voi (small city): This city is famed for its many hot springs with curative properties. It is the most celebrated healing temple in the West since the shattering of Old Seshnela. Pilgrims flock to Voi to be healed by its specialist school of wizards, who practice the ancient teachings of Xemela. The city has grown rich from the donations of grateful supplicants.

Volonne: One of the Pasos Islands, noted for its naval base, Manday. It is an important ship building facility for the Nolos navy. The island's forests of cedar, pine, and fir are prized for shipbuilding and are rigorously protected by foresters of the horal caste.

Wagapi: The rugged coast of the Erontree Forest is settled by several Malkioni fishing communities who live in peace with the local elves.

Xeinar (small city): This city near the Fornoar border is the terminus of the Old Imperial Highway between Fronela and Seshnela. Outlanders may safely enter Xeinar and embark on the road if they strictly adhere to certain ancient Malkioni rituals and proscriptions. While so protected, they are completely ignored by the local residents, who seemingly cannot see, hear, or touch them.

Pendali Were-lions

The ancient Pendali barbarians were kinfolk with the lions of Seshnela and the original rulers of much of Old Seshnela and Tanisor. Even today, a lion cub is born every so often among those families descended from the Pendali. Worship of the Lion God is widely rumored to continue in secret in eastern Tanisor, among secret refuges in the Tarinwood.



The Hero Wars Begin

The advent of the Hero Wars is likely to spell doom for the land of Seshnela as a unified region. The Brithini will undoubtedly play a dramatic role in the wars.

SESHNELA: The High Seas

The Waertagi fleets are fated to return in strength, combing the Sea of Fog to find the remnants of Brithos. Many volunteer to aid them and, when successful, are betrayed and sacrificed in bloody rites. The Waertagi ally with the Brithini and they ferry a Brithini army to Arolanit. The Waertagi aid King Guilmarn in the downfall of Nolos and Pasos.

They then declare a crusade against the cult of Dormal and begin wiping the sea clean of opposing ships. The Wolf Pirates, supported by Harrek the Berserk, are their main initial opposition.

SESHNELA: One God, One King

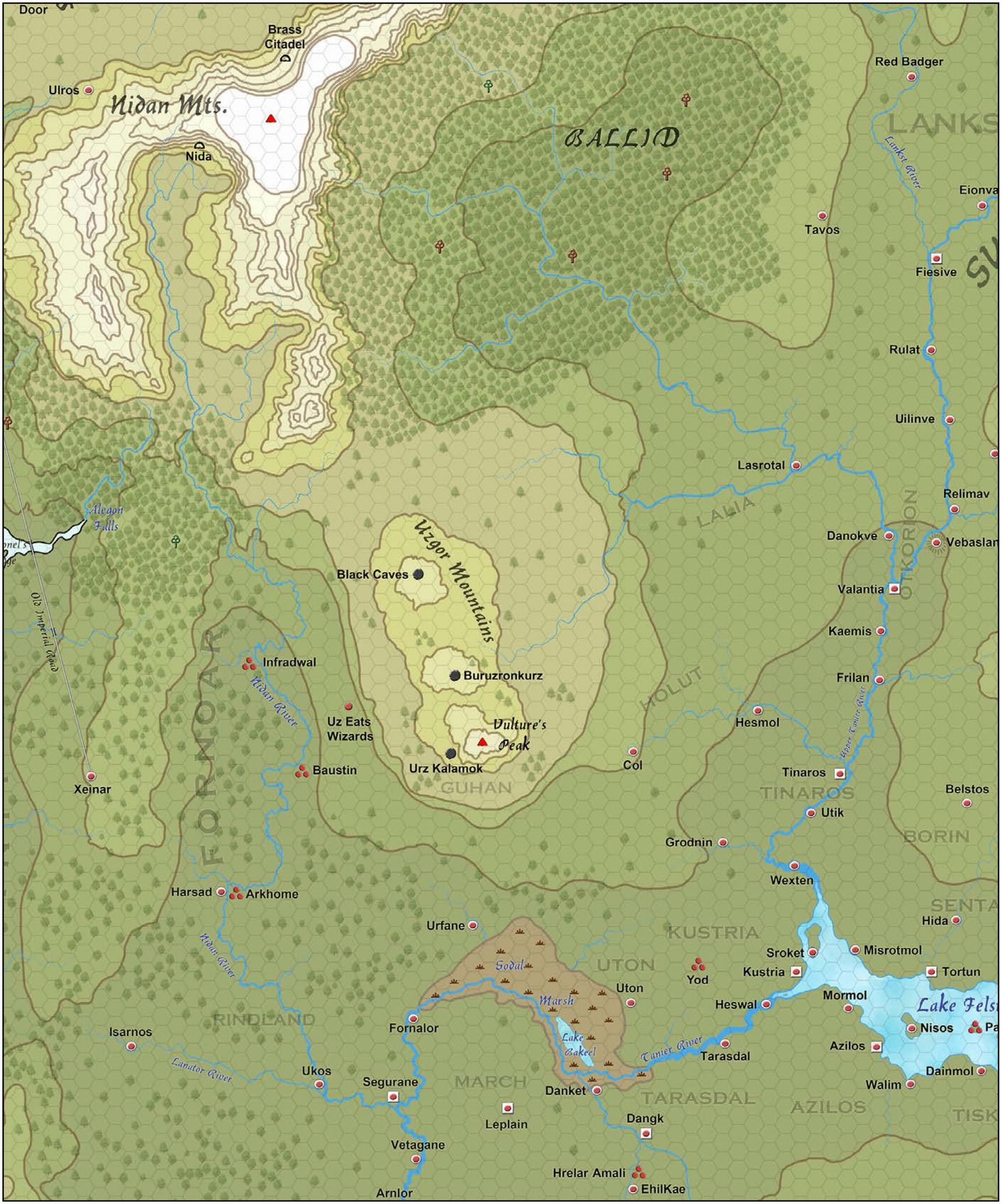
Supreme Watcher Theoblanc and his wizards work out the ancient rites used to unify the Malkioni in the Second Age. With this spell, King Guilmarn summons the wizards of Malkion to Segurane for a Seventh Malkioni Council. Theoblanc heads the proceedings and chooses one thousand wizards from across the West to question about the teachings of Malkion. Those who hold wrong beliefs are killed by demons. All deviations from Rokarism are declared heretical and the King of Seshnela is proclaimed the One King of the West.

King Guilmarn pledges to unify the West and to purge it of heresy and corruption. He begins by having Duke Mulliam of Nolos and Duke Porfain of Pasos declared deceivers and enemies of the Truth. With a great army, the king invades in 1622 with the aid of the Brithini and Waertagi. After battles, betrayals, sieges, divine intervention, and even the appearance of Harrek the Berserk and his Wolf Pirates late in 1623, Guilmarn unites Seshnela.

Once Seshnela is unified, Guilmarn turns his attention to Ralios and Fronela. The king launches an even greater invasion of Ralios with the goal to exterminate all Arkati. The Arkati strike back, with unexpected magic and new Heroquesting secrets.

AROLANIT: The Children Return

The Brithini of Arolanit are discovered to be breeding again, something that has not occurred since the Third Age began. This is viewed by outsiders as a harbinger of the end of the world or, at the very least, a sign that the Brithini are preparing for a cataclysmic war of the like not seen since the Gbaji Wars.


Door
Brass Citadel
Ulros
Nidan Mts.
Nida
BALLID
Red Badger
LANKS
Lankst River
Eionva
Tavos
Fiesive
Rulat
Uilinve
Lasrotal
Relimav
LALIA
OTKORION
Danokve
Vebaslan
Valantia
Kaemis
Frilan
Hesmol
Upper Tanier River
Tinaros
TINAROS
Belstos
Utik
BORIN
Grodnin
Wexten
SENTA
Hida
KUSTRIA
Sroket
Misrotmol
Kustria
Tortun
Yod
Mormol
Heswal
Lake Fels
Nisos
Azilos
Dainmol
Walim
TARASDAL
AZILOS
TISK
Tarasdal
Tanier River
Danket
Dangk
Leplain
MARCH
Segurane
Ukos
Lanator River
Isarnos
RINDLAND
Fornalor
Lake Bakeel
Marsh
Godal
UTON
Uton
Urfane
Harsad
Arkhome
Midan River
FORNOAR
Xeinar
Old Imperial Road
Alegon Falls
Infradwal
Midan River
Uz Eats Wizards
Baustin
Black Caves
Uzgor Mountains
Buruzronkurz
Vulture's Peak
Urz Kalamok
GUHAN
Col
HOLUT
Vetagane
Arnlor
Hrelar Amali
EhilKae

Teshnos

Teshnos is a small region of forested savannah which blends into jungle towards the east. It is flat, and nearly at sea-level. Several large rivers irrigate the land. In the north, hills slowly give way to mountains. Fethlon, a thick jungle, lies east of Teshnos. North of it sits the Kralorelan Empire, an ancient power which rarely makes efforts to dominate the jungle. The Sofali Islands lie east and south of Fethlon. They are covered by jungle, and most humans are Sofali tribesmen – Turtle People of Hsunchen culture and beliefs – living in scattered tidal villages. On one of the major islands, however, lives a fierce and bloodthirsty nation of Amazons. The land is normally warm and wet, but during Dark Season bad dry winds blow from the Wastes, sometimes blighting crops.

"I live in the (place), in the land of Teshnos. May your life-flame always burn brightly, stranger."

Inhabitants

Most residents are human. Most of these are of Kralori racial stock, although many have pale blue skin (particularly on the island of Melib). Yellow elves inhabit the jungle.

Culture

Teshnos culture is dominated by Fire-worship. The land is ruled by a king, whose every move is dictated by a council of the high priests of five sky gods: Somash, Solf, Zitro Argon, Calyz, and Furalor. Ornate temples to those deities (and a hundred local spirits) stand tall in the centers of their teeming cities.

Teshnite society is highly stratified. At the top of the pyramid are the noble-priests, followed by the lower officialdom, artisans, commoners, and slaves. The basic unit of social organization is the village community composed of extended family households. Commoners work land owned by either a noble family or temple. Houses are made of wood or woven bamboo, with thatched roofs.

Rice is the favored crop, though barley is grown in the hilly region. Elephants are domesticated and used for work, war, ceremonies, and as mounts. Teshnos is often raided by the fierce Animal Nomads from across the Feethos River. On the other hand, Teshnos is an old ally of the elves from the eastern jungles. This state of affairs has been stable for so long that "Western" is a synonym for "wicked" and "Eastern" for "friendly."

Population of Teshnos

Humans	
Central Teshnos	800,000
Hsunchen	100,000
Matkondu	350,000
Melib	410,000
Thoskal	60,000
Trowjang	170,000
Wokistan	380,000
Total:	**2,270,000**
Nonhumans	
Dwarves	50,000
Brown Elves (Fethlon)	50,000
Yellow Elves (Fethlon)	340,000
Yellow Elves (Sofali Islands)	200,000
Total:	**640,000**
Grand Total:	**2,910,000**

Language

Teshnan. This family of languages consists of three major human languages: High Teshnan, Melibic (or Low Teshnan), and Trowjangi. Hordes of savages live in the bordering mountains and jungles, but they speak only Hsunchen dialects.

Government

Theocracy, centralized, weak. Soravatoor, the Son of Heaven, established the Teshnos way of life, one of casual splendor and rigorous ceremony, at the Dawn.

The kings of the nation are found amongst the orphans of the land and serve as the sacred incarnations of Zitro Argon. The king is a sacred figurehead, secluded from profane society to perform the magical rituals necessary to preserve the universe, and largely devoid of worldly power.

Military

Only Garusharp, the High Priest of Somash, commands true troops. These are good fighting men: heavy infantry, equipped with bronze trimmed in gold, with combat magics. Other leaders must make do with whatever mercenaries they can hire.

The Lord of Melib commands one Haragalan Tallship as his personal vessel. Otherwise, naval vessels are unknown.

War elephants are used as mobile platforms for archery and magic, and as mounts for the noble-priests.

Religion

The Teshnos religion is centered on its Fire-temples. Their priests study the 1028 Hymns of Chal, the ancient ceremonial rules, procedures, and prayers that have been the basis of Teshnos' religion since the God Time. The religion is actually close to the standard Solar pantheon, though with different names, and with some interesting local variations.

Zitro Argon is the god of old men and old women. Pubnashap, the Vessel of Light, is considered to be the incarnation of Zitro Argon and might know some of the god's magic, though he is never called upon to do anything important.

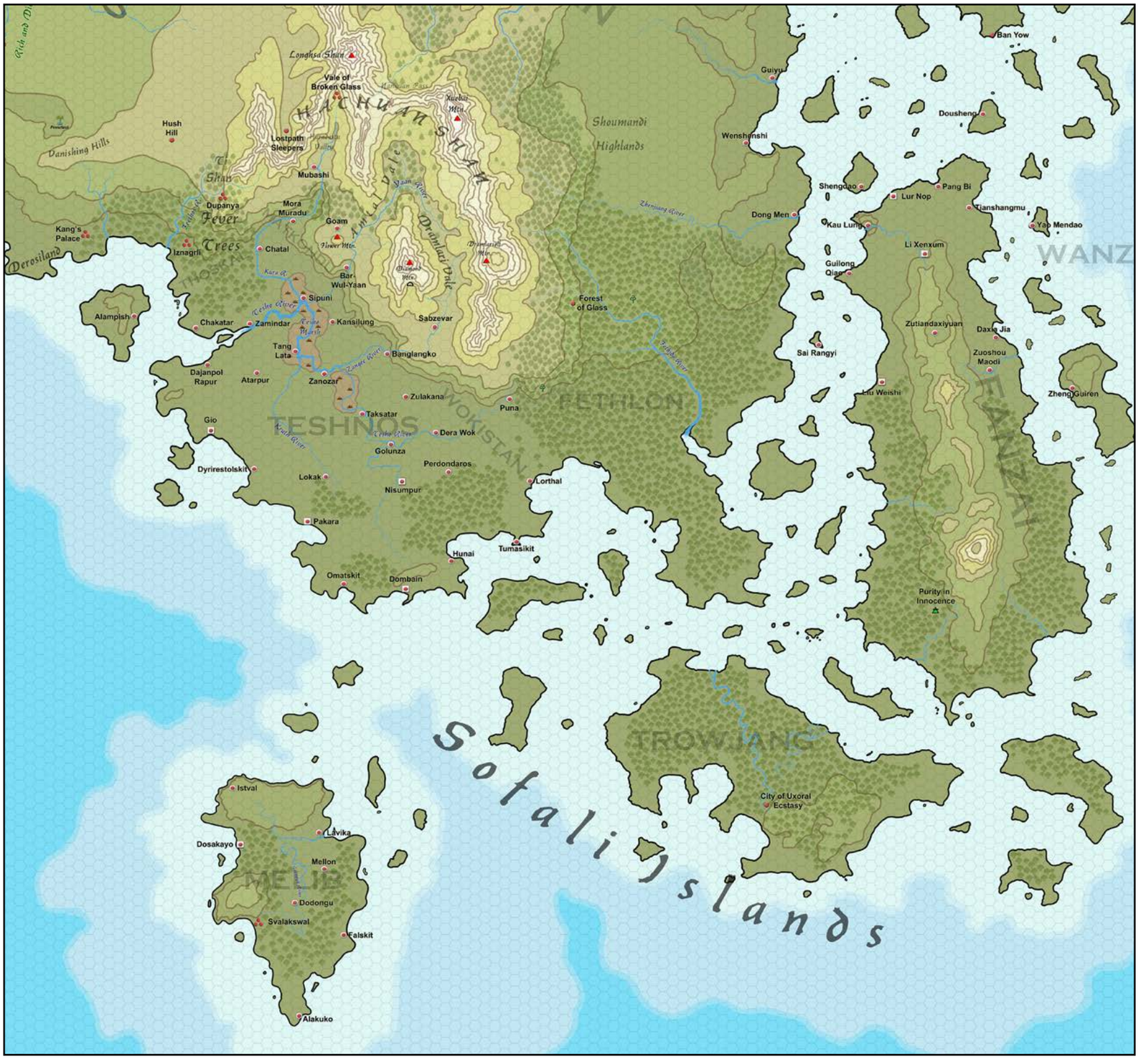
Somash is the god of the Sun, poetry, medicine, truth, marital fidelity, administrators, and warriors. Most government functions come from supporting the temples and performing the many religious functions properly.

Solf is a the lord of volcanoes who is believed to have made the mountains to the north, but burned himself out and has become a lazy god of decadence, always able to supply something to divert a hardworking man. He is the god of gluttony, sloth, intemperance, alcohol, opium, sexual deviance, and suicide.

Calyz, the Fire of Men, is the inventor of cooking, smelting, and sex. Considered to be the friendliest and most accessible of the deities, Calyz is the favorite of the common folk throughout the land.

Furalor, the Cleansing Fire, Goddess of Death. To her goes everything which disappears from this world, including souls, rotten stuff, misplaced items, seeds, forgotten thoughts, and lost causes.

Tolat, the God of the Red Planet and of War, is worshiped on Melib and Trowjang.



History

In the God Time, this was the land of Sechkaul, part of the Land of Enlightenment, and included what are now Melib, Fethlon, Teshnos, and Trowjang, and the waters between them. Emperor Metsyla offended the Blue Dragon Sshorg, who would have sunk Sechkaul but the land was saved by the fortuitous arrival of the Zaranistangi or Loper People. Their leader, King Dengbalu, began sacrifices to Tolat, the God of Love and War, and wielded the Red Sword of Tolat to defeat Sshorg.

At the end of the Storm Age, King Turvenost, under the influence of foolish mystics, demanded the worship of Tolat be ended throughout Sechkaul. The Melibites and Teshnites rebelled, and thus survived when Sshorg drowned Turvenost and his lands. However, when demons knocked Churanpur from the sky, Melib was desolated by the resulting tsunami, and then occupied by demons from Churanpur.

When the Demon Emperor of Kralorela invaded across the Hachuan Shan, Chal the Seer instructed Bulthshasam, king of the Teshnites, how to raise Somash to defend the land against the evil antigod. Somash woke, and with the burning god, Bulthshasam defeated the invading antigod army of Sekever. Bulthshasam then made alliances with the surrounding tribes; together they drove the Demon Emperor and his allies out of the passes and back to Kralorela. Chal then dictated a new set of ceremonial rules, procedures, and prayers, which have been the basis of Teshnos religion ever since.

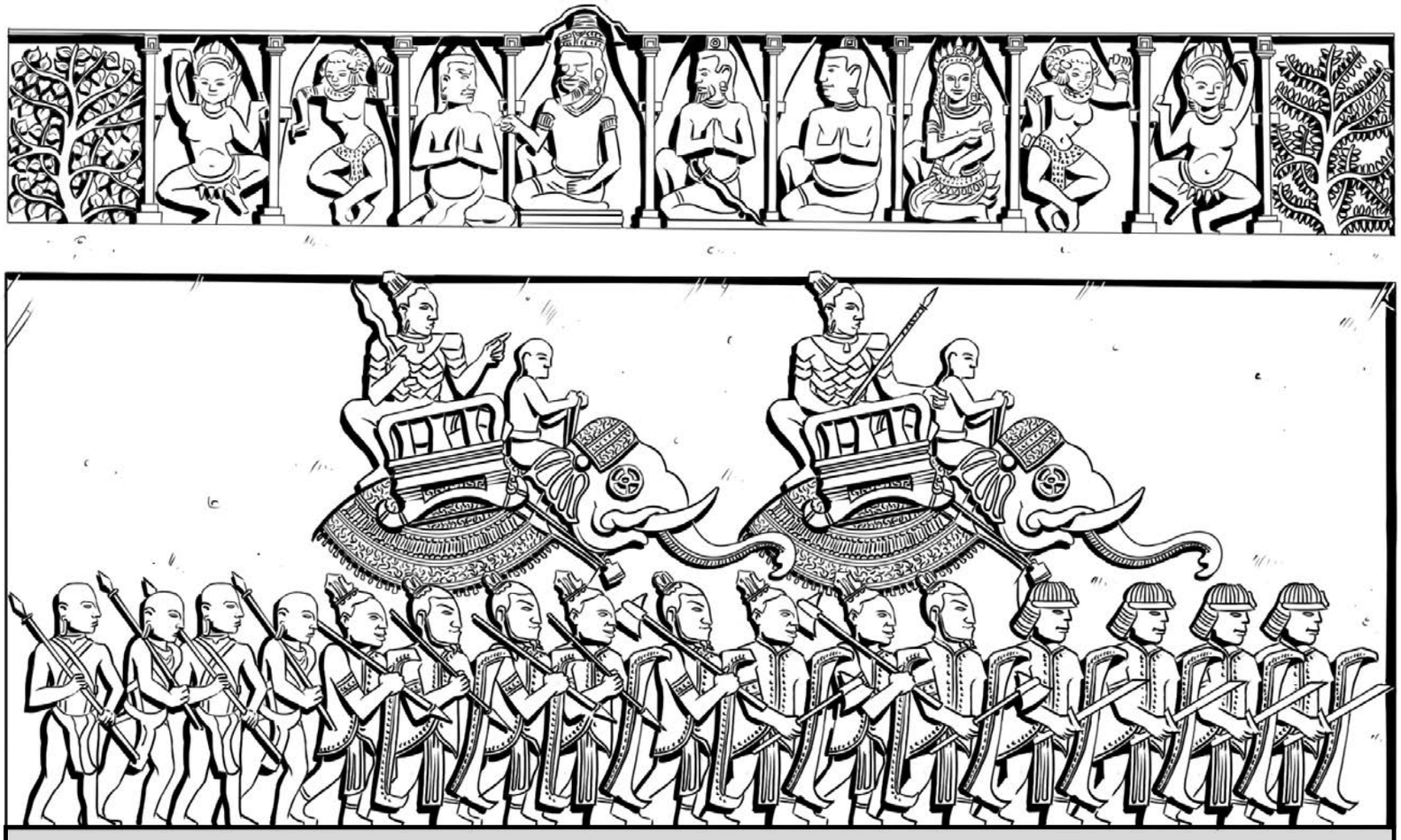
Melib was later liberated from its demon rulers by the Teshnites, who resettled it. However, their leader, the Hero Hisgoranstor of Gach, was shamed by the antigods of Melib when they refused to accept the teachings of Chal. The God Learners believed that this brought about the famous "lethargy" which they alleged permeates Teshnos.

In the Second Age, King Bradoszaran led his Zaranistangi people to conquer Slontos. They never returned, and some claim they were destroyed by God Learner sorcery.

Circa 775, Ordanal, a man from Jrustela, brought the Red Sword of Tolat back to Melib and placed it in the most ancient temple of the Red God, where King Dengbalu had first placed it in the God Time. As a result, he was acclaimed king. Ordanal joined his realm to the Middle Sea Empire, and soon after the Jrusteli conquered and unified the rest of Teshnos as the Kingdom of Eest.

During the nearly two centuries of foreign rule, Teshnos was abused by its God Learner overlords. Like all lands, it lost some of its gods, and the perpetrators suffered for it afterwards. In 950, the last and greatest of the Jrusteli dynasty departed without heir or successor, ending the God Learner Kingdom of Eest. A new king was found among the orphans of the land, as had been customary, and life went back to the casual splendor known since Soravatoor, Son of Heaven, established the Teshnos way of life which had endured since the Dawn.

Officially, the priesthood was relieved when the seas became impassable. However, some pined for the Red Sword that had protected Teshnos in the



This bas relief from Zanozar illustrates the stratification of Teshnite society. References are from left to right.

Top Row – High priests and nobles of Teshnos
The Nine individual figures frame the most powerful and important figure in the center of the row.

Fig. 1, 2, 8, and 9. Celestial Maidens: It is unclear whether these figures are star goddesses or their mortal devotees.

Fig. 3. Meditating mystic: He is clean shaven and wears only a loin cloth.

Fig. 4. The High Priest-King of Teshnos: Bearded and wearing a tall, ornate crown, his costume consists of golden earrings, a necklace, gold armbands, and a skirt around his waist.

Fig. 5: The High Priest-General of Teshnos: Dressed in the same style as the High Priest-King, he is bearded, wearing a crown with the Fire Rune on it and has a long wavy sword at his side.

Fig. 6. Priest of the Volcano God: This fat priest lacks a beard. He has a square Earth Rune on his smaller crown.

Fig. 7. Priestess of the Purifying Goddess: Her crown looks as if it is made of fire.

Bottom Row – Army of Teshnos
Ranks of soldiers march in front of two elephants with noble warriors atop them.

First Elephant: This elephant is driven by a mahout and carries a nobleman on a fancy platform over a decorated blanket. The elephant's eyes are protected by eye-guards. The nobleman wears scale armor and carries a long wavy sword in his right hand. His hair is tied up in a top knot and he wears a large golden necklace.

Second Elephant: It is similar to the first, except the nobleman depicted carries a long spear and wears armor made out of strips of plate.

Spear warriors: These warriors wear a long breach-cloth and a pair of shoulder belts. They carry spears and small round shields.

Spear and shield warriors: These warriors carry large shields and spears.

Elite axe warriors: These warriors wear ornate short-sleeved jackets and have decorated bands holding their top knots. They carry long axes with triangular blades.

Elite sword warriors: These warriors are dressed similarly to the axe warriors, except they wear a helmet with a long neck-guard. They carry long, single-edged swords that are broader at the point than at the base.

past. When the Red Moon rose, the hero Selenteen of Alampish led an expedition into the Wastelands in 1250, seeking the lost Red Sword. Selenteen failed to find the sword, but established a colony at the mouth of the Zola Fel that lasted several generations before disappearing, the likely victim of the Animal Nomads of the Wastes.

In 1586, a large fleet sailed along the coast of Teshnos, exploring and spreading the word that the Closing of the seas was lifted. In Gio, a priest of Calyz, Harstar, began searching for ways to get to the sea, and finally hired several shiploads of Kethaelan survivors seeking refuge from a pursuing Kralori fleet. With them and a band of adventurers he went to Melib and, in 1589, reconquered it in the name of Hisgoranstor of Gach. Rather than being rewarded, as expected, Harstar was declared anathema by the Vessel of Light, ruler of the land. Since then, Harstar has refused to pay any heed, honor, sacrifice, or money to the ruler, and has set himself up as a prince in Melib.

The Zaranistangi

The Zaranistangi are a blue-skinned race, often called the Loper People because of the loping canter of their riding beasts. Though ungainly in normal movement, the Lopers are capable of great leaps and, when ridden by the Zaranistangi, magical teleportation. They worshiped Annilla the Blue Moon, Emilla the Blue Goddess of Movement and Secrecy, and Tolat the Red Planet.

The Zaranistangi originated in Pamaltela, where they were great allies and friends of the Artmali Emperor Durpos. When King Zemendarn of the Zaranistangi saved Durpos' life, the grateful emperor gave the Zaranistangi the Red Sword of Victory.

Before the Darkness, the Zaranistangi traveled north to Sechkaul, where King Dengbalu saved Sechkaul. Some of them also traveled through Prax. In historical times they were known and feared in the West. A band of them led by the heroic King Bradoszaran caused great trouble as they raided their way across Ralios, heading westward towards Slontos, which they had been hired to help defend.

The Seshnegi put an end to the Zaranistangi raids, first taking the Red Sword from them around 760. Westerners believe that the entire race was exterminated by Seshnegi sorcery when the raiding party was ambushed in Slontos in 805. In truth, the Seshnelans didn't even destroy the entire raiding party, although the king was killed.

People of Note

Banajasab, Keeper of Crystal Wisdom: This sage rules the northern lands of Matkondu and resists the central authority, due primarily to an insult delivered by the Vessel of Light many years ago. He is a high priest of Calyz.

Garusharp, Prince of Elephants and Conqueror of Eagles, High Priest of Somash: This noble is the dominant force in the land at this time. His extensive lands lie in Wokistan and he does his best to keep all yellow elf trade within his domain. He is Highest Priest of Somash.

Gebel: This heroic adventurer from Melib sails the seas of Glorantha, questing for the Red Sword of Tolat and the lost secrets of the Zaranistangi.

Harstar of the Sea: Harstar is the rebel of the south, a priest of Calyz. The Vessel of Light will not recognize Harstar, who is said to be a foreign ruler from Melib. Harstar is fantastically rich, thanks to his close alliance with the Kethaelan merchants of Dosakayo.

King Pubnashap, the Vessel of Light: Pubnashap is the current king of the land, but his personality and influence are negligible and he will probably be remembered mainly for his place on the centuries-long calendar kept by the priests.

Places of Interest

Alakuko (small city): The Red Sword Temple is on a hill overlooking this city. This temple is Tolat's most sacred place in Sechkaul and is guarded by ferocious, red-painted devotees of that war god. The priests of Tolat specialize in ancient techniques of sword-fighting, and teach the students who congregate here.

Alampish (small city): This port on the hilly island of Cacheh is best known for its spices.

Amtal Vale: This valley in the Hachuan Shan Mountains is home to many bands of Hsunchen tribes, especially the fierce Hsa Tiger People. The legendary Tiger's Nest Monastery is perched high in the mountains above the valley, home to a legendary martial arts school, based on the mystical secrets of the antigod Herespur, who claimed that "nothing is true, everything is permitted."

Atarpur (small city): This city is dominated by its extensive Fire Temple to the Council of Five, but is best known for the enigmatic Cube of Avalor. This marble building is 40 feet high, and on its sides are carved inscriptions in High Teshnan, old Melib, and Western scripts, proclaiming the deeds of King Avalor.

The Red Sword of Tolat

Tolat is a name for the red planet called Shargash by the Pelorians. In the God Time, Tolat fought against Bredjeg and was aided by his sister's son, Artmal, in his time of need. Tolat gave his nephew his Red Sword (also called the Cutting Edge of the East). The sword gained many victories for the Artmali but was acquired by King Zemendarn of the Zaranistangi Loper People. The Zaranistangi brought the Red Sword with them when they came northwards.

Some Melib mythology concerns this sword. Sshorg attacked the Zaranistangi people where they lived, in the land of Sechkaul. The Sea God sought to drown them all. King Dengbalu of the Zaranistangi sacrificed for help to Tolat and all the people of Sechkaul sacrificed too.

Dengbalu stuck the god's sword into the ground, and Tolat reached down and pulled the sword up. The sword did not dislodge from the earth where it was stuck – instead the god lifted the whole land above the raging seas. King Dengbalu built temples to the Red Sword, and went elsewhere with the Red Sword. This was the start of Tolat worship throughout the Melib region.

Regrettably, the sword's absence was felt when Sshorg came roaring northward a second time, this time successfully. He stayed, leaving his sons to live there in the waters. However, the temples were not useless, because the lands where Tolat was worshiped in the Red Sword Temples survived. Since then, Melib has continued to rise, getting ever bigger.

The Zaranistangi never conquered huge areas, nor grew to large numbers, but wandered across Genertela in the Gods War and afterwards. In the Second Age, King Bradoszaran lost a sword in a skirmish against the Seshnegi in 760. The Seshnegi triumphantly bore the Red Sword afterward, for it was a potent weapon even though they could not wield most of its powers. Without the Red Sword to aid him, King Bradoszaran was finally defeated by the Seshnelans in 805.

As the God Learners spread around the Inner World, the people of Melib learned of the Red Sword being in the hands of Seshnegi nobility. They tried to steal it, but failed, and as a result, brought themselves to the attention of the Westerners.

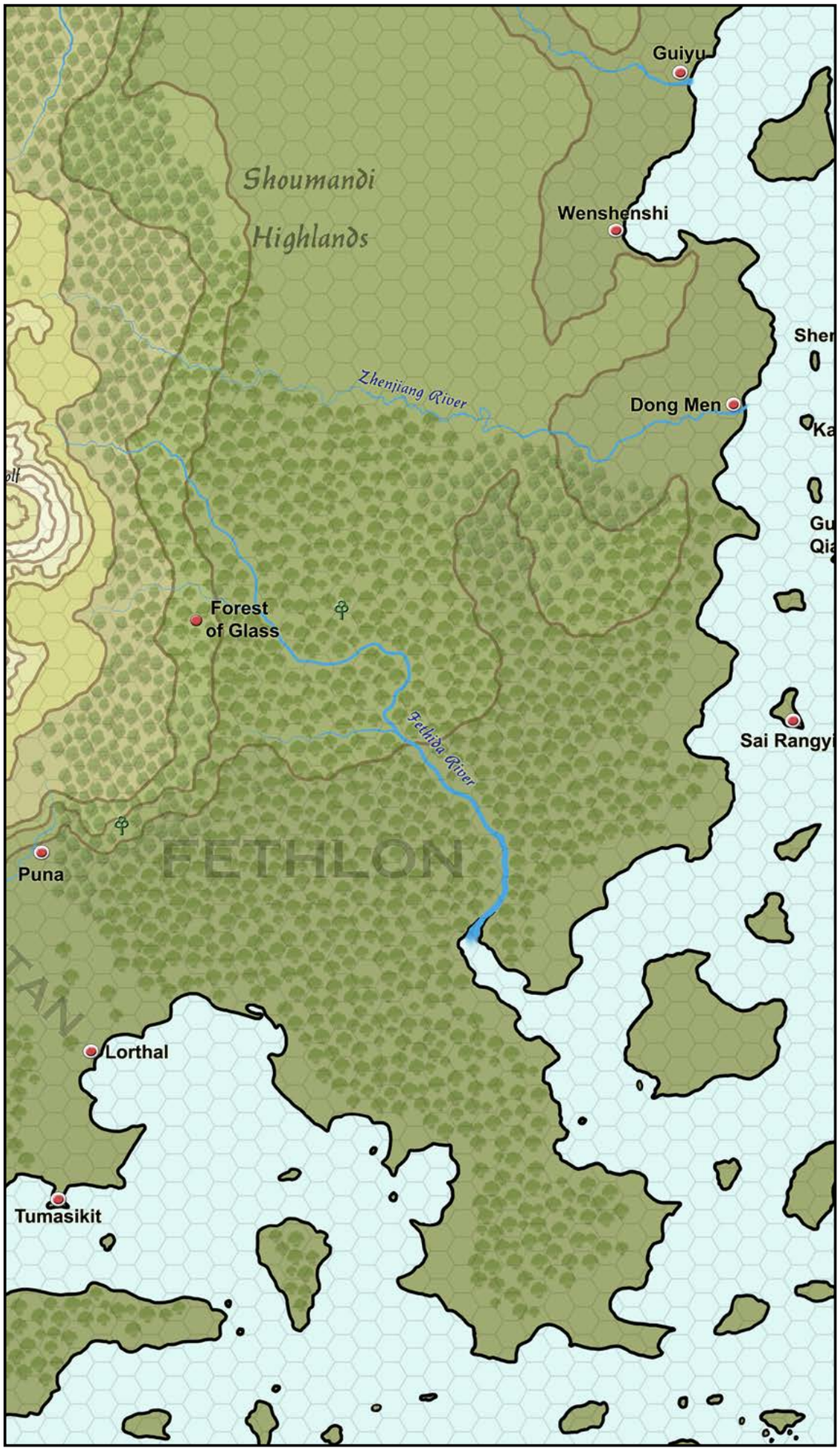
Around 775, a man from Jrustela named Ordanal brought the weapon back to Melib and placed it in its ancient place. King Ordanal could not afterwards remove the Sword from that temple, which was the place where King Dengbalu had first stuck the Red Sword. In 950, King Avalor, the last and greatest of the Jrusteli dynasty that ruled all of Teshnos, successfully removed the Red Sword to pursue those who had kidnapped his wife. He followed her kidnappers into the Wastelands, and neither Avalor nor the Red Sword ever returned.



The Hero Wars Begin

TESHNOS: The Wolf Pirates Raid
From out of nowhere, Harrek the Berserk and his Wolf Pirates strike at Teshnos, launching a blistering assault on Dombain. Harrek installs a young queen there, in violation of all traditions. After plundering the city and the lands around it, Harrek and his pirates sail away, leaving confusion and disorder.

TESHNOS: The Quest for the Red Sword
The Melibite Hero Gebel embarks upon a quest to regain the lost Red Sword of Tolat and reunify Teshnos that takes him to the four corners of Glorantha. In the process, he brings back both the Zaranistangi and Artmali to the Middle World.



Banglangko (small city): Here resides the demigod elephant Lang (an immortal white elephant), dispensing wisdom to the assembled priests of Somash from his Elephant Palace.

Bar-Wul-Yaan (small city): The Gates of Yaan, this remarkable city is built alongside the steep cascades and waterfalls of the Yaan River. Many rope bridges cross the Yaan here, and the slopes are so steep that the buildings seem built atop each other.

Cacheh: This island off the coast of Thoskal is inhabited by several Teshnite tribes. They occasionally trade with the nomads on the mainland and claim their ancestors conquered the Wastes centuries ago.

Chakatar (small city): This ancient city was the main port of Teshnos in the First Age, but was later superseded by the Jrusteli port of Pakara. The city is famed for two ruined temples, one to Tolat, and the other to the Blue Moon.

Chatal (small city): The City of Ash, Chatal is where Hsunchen traditionally come to trade charcoal, leather goods, meat, and other forest goods. It is also the location of an expansive temple complex to Furalor, and her fires cleanse the Teshnan merchants of the pollution caused by trading with the Hsunchen.

Dajanpol Rapur (small city): The ancient seer Chal preached to his students here, and dictated the Hymns of Chal. There is a monastic complex here, where mystics and priests study the sacred Hymns and meditate in seclusion.

Dera Wok (small city): This temple-city holds the annual Fire Festival during Sacred Time. Bonfires are made at every street intersection, and the people jump over the flames singing, *"My cold pale yellow is yours, your red fire is mine."* All impure things are thrown into the fires that burn for two weeks. The ancestral guardians and spirits of the dead come back for a reunion and are treated as honored guests. After the ceremony, a brand is taken from the bonfires and brought into the Temple of Somash, where it joins the eternal flame.

Diamond Mountain (dwarf city): This dwarf city lies beneath the Hachuan Mountains north of Teshnos. The residents are conservative, staunch believers in Octamonism, and therefore are little known to the outside world.

Dodongu (small city): This city in the interior of Melib is surrounded by the rice paddies of the floodplain of the Shevayo River. Nearly all the buildings are on piles to protect them from flooding, and there are many walkways and bridges that serve as streets.

Dombain (large city): The main port of Teshnos, Dombain is the sacred home of the god Calyz, the Fire of Men, who invented cooking, smelting, and sex. An important trade center, Dombain is notorious as a rich but decadent city of crafters, merchants, foreigners, opium dens, and bathhouses. It has the largest and most magnificent temple of Solf in all of Teshnos, famed for its erotic sculptures and exquisite temple dancers.

Dosakayo (large city): This port city on Melib was opened by an expedition from the Holy Country in 1588. The Kethaelans established a trading post and fortified settlement. It is now an important economic

and commercial center, and allied with Prince Harstar. It has a sizeable Kethaelan population which has swelled since the disappearance of Belintar in 1616. The city is ruled by a council of Kethaelan merchants.

Dramlari Vale: This valley is home to several clans of Pujaleg Bat People and haunted by demons and ghosts. Deep within the valley, at the foot of Dramlarsolf Mountain, is a cave that leads into the Underworld. It is sacred to the Pujaleg clans.

Dramlarsolf Mountain: This stratovolcano is where the god Solf now slumbers fitfully. Earthquakes and ash plumes are common around the mountain, although eruptions are rare; the last eruption being in 1120.

Dupanya (ruin): This was a royal capital of the Zaranistangi people before it was cursed by the God Learners and fell to the embrace of the jungle.

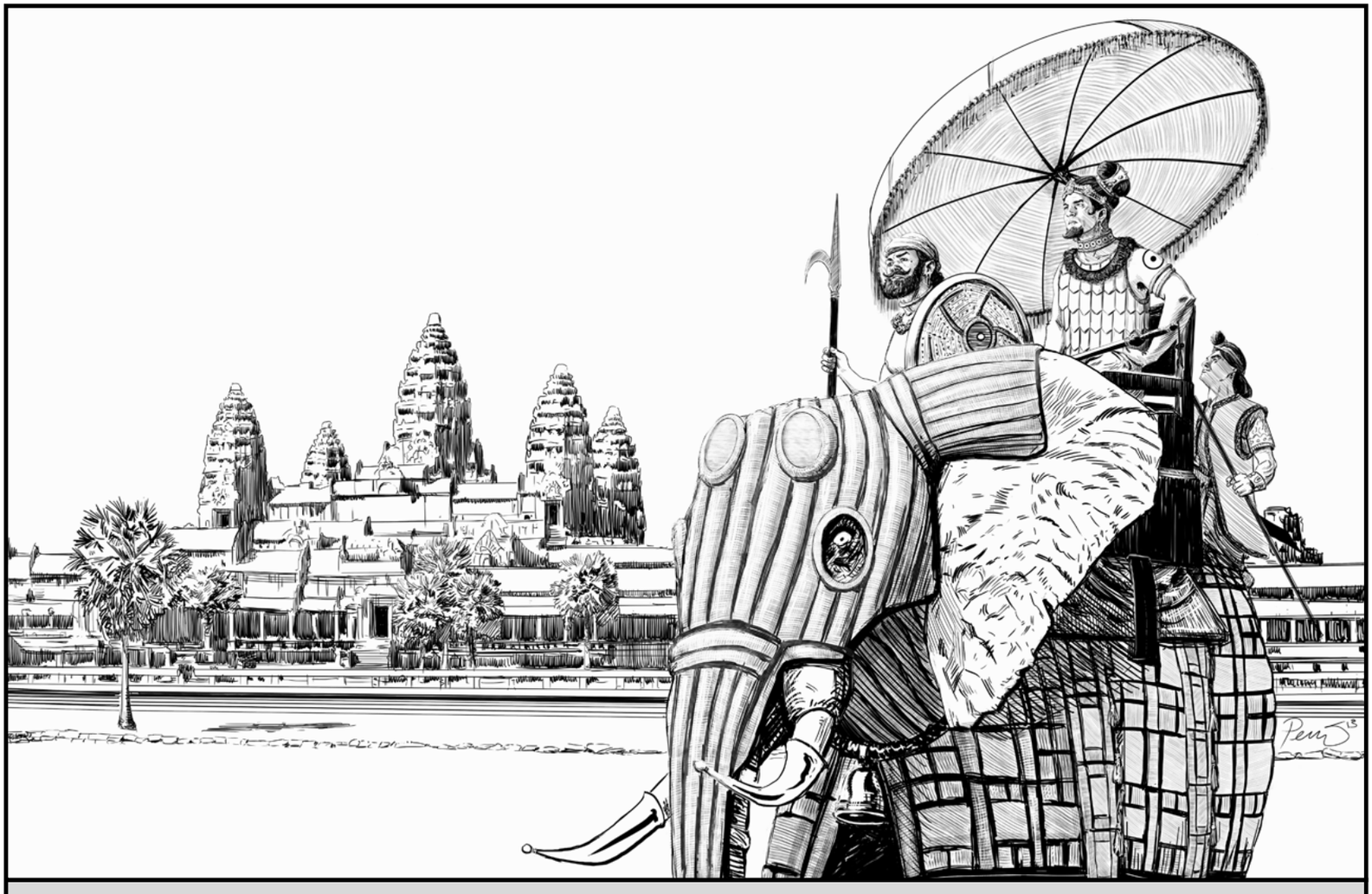
Dyrirestolskit (small city): This city was founded by the Jrusteli in the Second Age and was an important stronghold of the Kingdom of Eest. The noble-priests of Dyrirestolskit are famed for their tall hats covered with tiny mirrors to reflect the Sun in "all its splendor". The Arrow Pillar is built next to the sea and points directly to far-off Jrustela.

Falskit (small city): This fishing port owes its prosperity to an extensive coral reef which forms a spacious harbor with two entrances. The beaches near Falskit are beautiful even by Melib standards.

Feethos River: This river valley is unpopulated, due to the raiding nomads. It is the border between the Wastes and Teshnos. The raiders call it Fever Trees because they and their animals often suffer illness from the climate.

Fethlon: The warmest spot on the continent, it rains here in all seasons, though much less in Dark Season. The land is largely rain forest. The ground is moderately hilly, and so, from above, the jungle appears to rise and fall like some great, green, storm-tossed ocean.

Elves rule the inland of the islands and coast, organized into tiny territorial enclaves, each of which is generally friendly to the folk of Teshnos and antagonistic to the Kralorelans. Most of the elves



Teshnite Noble-Priest

This scene depicts a ruling nobleman-priest from the rich land of Teshnos seated atop his war elephant on a fancy howdah over a decorated blanket. The elephant is driven by a mahout, and a servant holds a parasol to protect his lord from the elements.

Nobleman-Priest: The theocrat has a trim beard and wears a high golden crown or his hair is ornately braided into a crown and held in place with gold pins and golden combs. He wears a coat of bronze scale plates over a long white skirt, and a large and ornate golden neck collar. He carries a long wavy sword. All of his items are decorated with runes of power – in this case the Fire Rune, as he is a priest of the Sun God.

The Mahout: The driver of the elephant is armed with an elaborate bronze hook to kill the elephant if it should go berserk. He is armed with a round shield depicting a golden sun burst surrounding the Fire Rune and several throwing spears or perhaps a long bow. The mahout wears a leather belt, a white skirt, and a golden necklace.

The Servant: The servant-bodyguard wears an ornate short-sleeved jacket and white skirt. He carries a long, single-edged sword broader at the point than at the base. He has golden armbands and his hair is tied up in a topknot held by a gold band.

here are yellow, but the population includes a sizable contingent of brown elves from the northern foothills and from upland Fethlon. The elves of Fethlon occasionally war among themselves for unknown reasons. They are often seen in Teshnos.

Forest of Glass: Everything here is transparent: trees, vines, plants, animals, everything. Humans rarely see it, but a steady stream of items from within the forest is traded by yellow elves.

Gio (large city): The second largest port city in Teshnos. Three years ago, the Vessel of Light came here to perform the Rite of Cleansing the Streets and the residents quenched all their fires to protest the treatment of Harstar. Shocked beyond words, Garusharp, Prince of Elephants and Conqueror of Eagles, had every third person in the city killed.

Goam (small city): This city is next to a sleeping volcano raised by Solf during the God Time as his home. Called Flower Mountain, its wide crater is home to 37 powerful spirits that protect the area. Goam is famed for its opium dens and handsome dancers.

Golunza (small city): This red-walled city is famed for its white pinnacles and copper roofs. In the Second Age, Golunza was the capital of the interior Mralani Kingdom until it was conquered by the Jrusteli Kingdom of Eest.

Hachuan Shan: Hsunchen clans wander about these mountains, often bearing goods for traders who pack their goods over the high mountain passes.

Haradastu Valley: Often called the Vale of Broken Glass, this legendary valley is still filled with shattered shards of glass. This was once the City of Rose-Colored Glass, famed for its beautiful glass temple to Bara Shal. It was destroyed during the reign of King Halaru, when God Learner adventurers tried to steal its beautiful glass windows. Now mystics perform austerities amongst the shards, seeking to reach the God of What, a mystical aspect of Somash.

Hunai (small city): Gleaming Hunai is best known for its magnificent Somash Temple. Within the temple is a statue of Somash made of pure gold and eyes made of large red rubies.

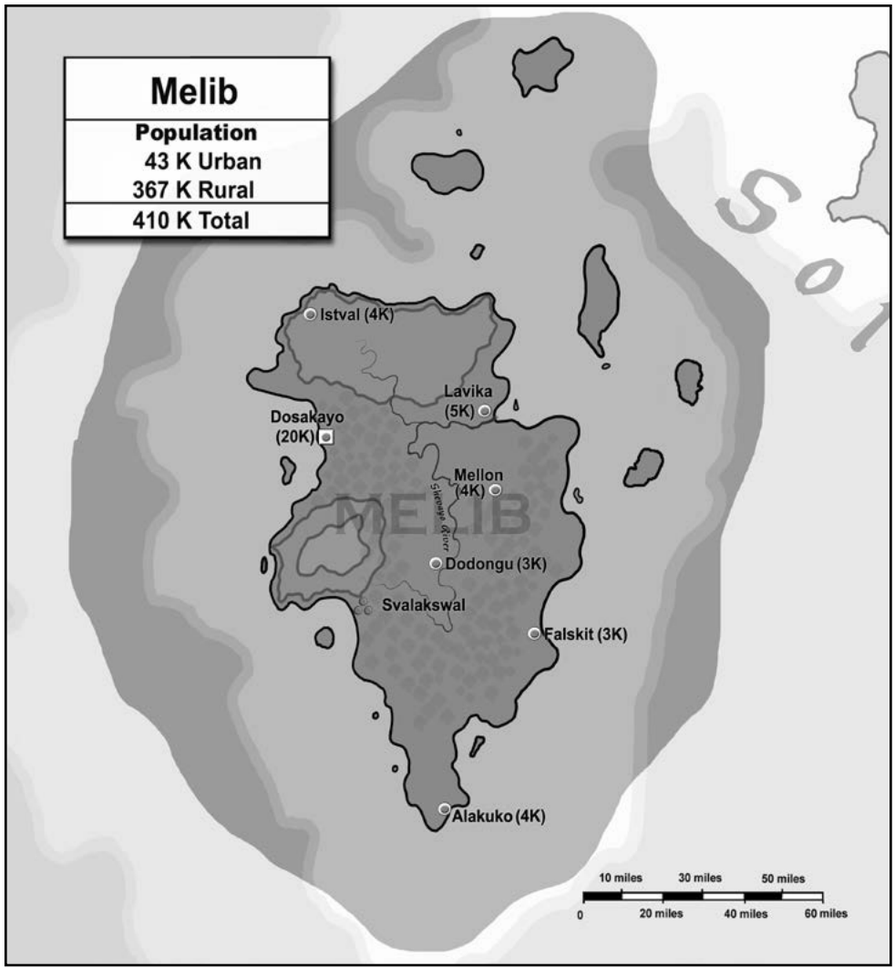
Istval (small city): This city is built around a Second Age fortress and religious complex. Several unusual shrines have been maintained here, including one to a female incarnation of Mastakos, the god of Movement.

Iznagrli (ruin): These ruins in the Fever Trees were the capital of a small kingdom that was destroyed by the God Learners. It has long been swallowed up by the jungle.

Kang's Palace (ruin): This ruin was the capital of Kang Luway, former lord of the vast Monkey Empire that ruled the entire West. Apes, monkeys, and baboons still reside in the ruins, protected by demonic guardians with the bodies of apes and the heads of lions. Kang Luway (called "The Conqueror") is a much-beloved folk hero in Teshnos, especially the stories of how he saved the Lords of Light from the Demon Dogs of Melib.

Kansilung (small city): Famed for its annual festival celebrating Calyz's rescue of Teshna from the sharp-toothed demoness Boda Kara that hid inside her and castrated her first husband on their wedding night. Nobles and the elderly are forbidden from even watching the festival, but it is well-loved by the rice farmers.

Lavika (small city): This palace-city is home to Prince Harstar and is the capital of Melib. Wild cinnamon grows in great profusion near Lavika and is an important source of wealth.



Teshnos Regional Activity Table

Determine monthly per settlement

COMMON EVENTS

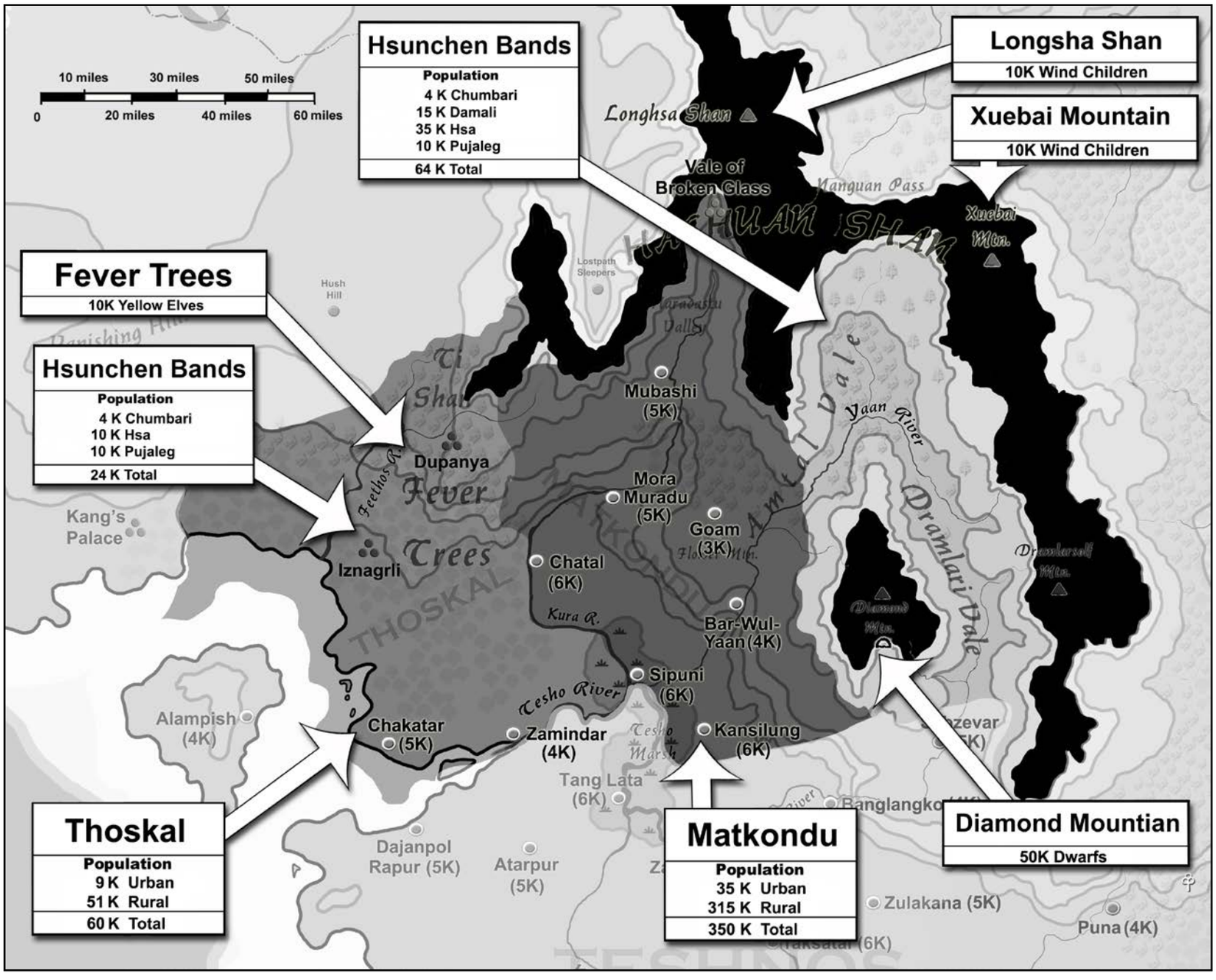
No event of note.
Calyz low Holy Day; all food prices halved for the day.
Merchants from Kralorela visiting; unusual trade opportunities.
"Yellow Traders" visiting to trade yellow elf goods from Fethlon.
Fire-temples announce festivals: agile dancers wanted for dangerous work.

UNCOMMON EVENTS

Raid by Amazons or pirates from Vormain; mercenaries sought for protection.
Zitro Argon prayer day declared; no food or drink sold from Sun up to Sun down.
Furalor mourning declared; everyone pays a woe-tax of 1 copper every time they see a priest of the cult.

RARE EVENTS

Nomads from Wastelands plunder province; army summoned, mercenaries sought.
Raiders (Hsunchen or Kralorelans) from the north plundering the province; army summoned, mercenaries sought.
Wind Children visiting to trade; unusual opportunities to view rare beauty.



Lokak (small city): This city is most famous for the hundreds of monkeys that live here, especially around the Calyz temple where they are protected by that god and his priests.

Lorthal (small city): The priests of this ancient port and fishing city offer sacrifices to all known gods and demons, including propitiatory sacrifices to such antigods as the sea demon Turvenost as well as sacrifices in the name of the Unknown God. Lorthal is an important center of learning in Wokistan, and the Library of Lorthal contains centuries of commentary on the teachings of Chal.

Matkondu: The northern lands of Teshnos, now ruled by Banajasab, Keeper of Crystal Wisdom. This is the ancestral homeland of the Teshnite tribe that resisted King Turvenost in the God Time.

Melib Island: This island nation was part of Sechkaul when Dengbalu preserved it from Sshorg. When Turvenost demanded the worship of Tolat be ended, the Melibites revolted, and thus survived when Sshorg drowned Turvenost and his lands. Melib was desolated by the magical tsunami of Churanpur, occupied by its demons, and then liberated by an army and navy from Teshnos, whose people rapidly resettled it.

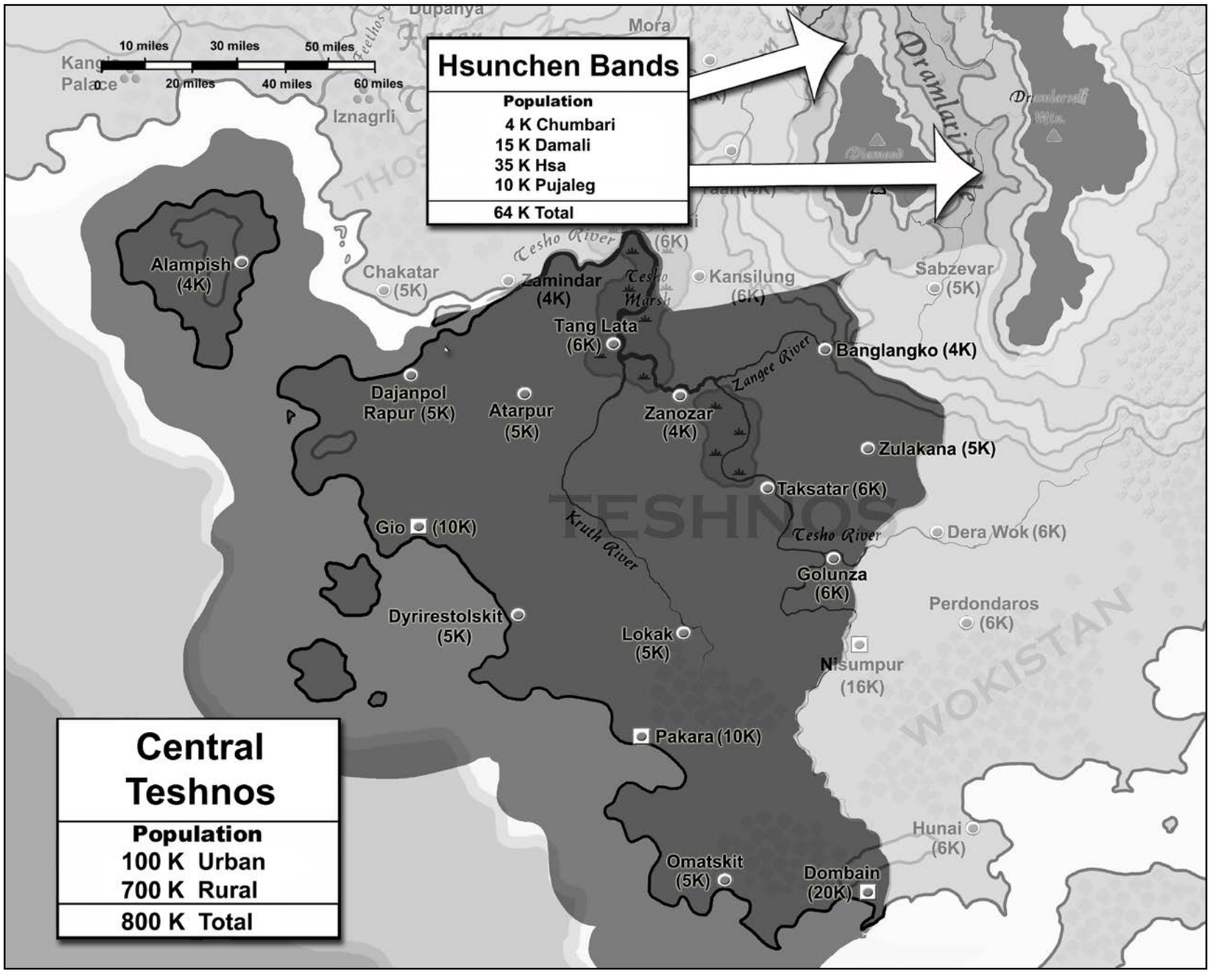
It was a province of Teshnos until King Ordanal seized it for the God Learners. Under the Jrusteli dynasty, Melib became the capital of a unified kingdom of Teshnos, and the overseer of Jrusteli interests in Kralorela, Teleos, and the East Isles.

After the collapse of the Middle Sea Empire, the island fell into a peaceful languor before the coming of Harstar. Now the islanders work diligently to fulfill his ambitions.

Mellon (small city): This city was the capital of Melib before its conquest by Prince Harstar. Although it has diminished from its former importance, the city is still notable for its Holy Goddess Temple, dedicated to Annilla, goddess of the Blue Moon, rice, and the Underworld, and for the stone tomb of King Dengbalu.

Mora Muradu (small city): This city along the Kura River is famed for its week-long Festival of Lights each Dark Season, honoring the Council of Five and the guardian planets. Thousands of golden idols are kept in the nearby Golden Cave and brought out only for the Festival of Lights.

Mubashi (small city): This monastery and fortress guards the entrance to the Haradastu Valley. It consists of a maze of courtyards, passageways, and corridors, and the complex contains as many as 25 temples to the gods of Teshnos. From his palace in Mubashi, Banajasab, Keeper of the Crystal Wisdom, rules over Matkondu.



Nisumpur (large city): The religious and trading center of Wokistan, this city is famed for the ornate Temple Mountain of Somash, originally built by King Bulthshasam in the God Time, and the magnificent Hall of Elephants, the hunting palace of Prince Garusharp. The palaces and temples of Nisumpur are built out of red and pink sandstone, while the lesser buildings are made of wood and thatch.

Omatskit (small city): In the Second Age, this city was ruled by the Jrusteli and has many strange and foreign customs as a result. Most notoriously, the natives of this city uniquely worship Calyz in the form of a beautiful goddess who tricks demons and otherwise beguiles the enemies of mankind. The Dance of the Enchantress is commonly performed by the women of Omatskit during festivals.

Pakara (large city): In the Second Age, this port city was the capital of the east colonies on mainland Teshnos, ruled directly by the Jrusteli dynasty. It is notorious for its demonic cults, which despite periodic purging by the priests of Somash, always seem to reemerge.

Perdondaros (small city): This sprawling fortress-city is home to Garusharp and his noble clan. It consists of a series of temples and palaces, the most notable being the Ivory Palace, called such after its magnificent ivory gates, carved from one immense piece of ivory, taken from a creature of gigantic size.

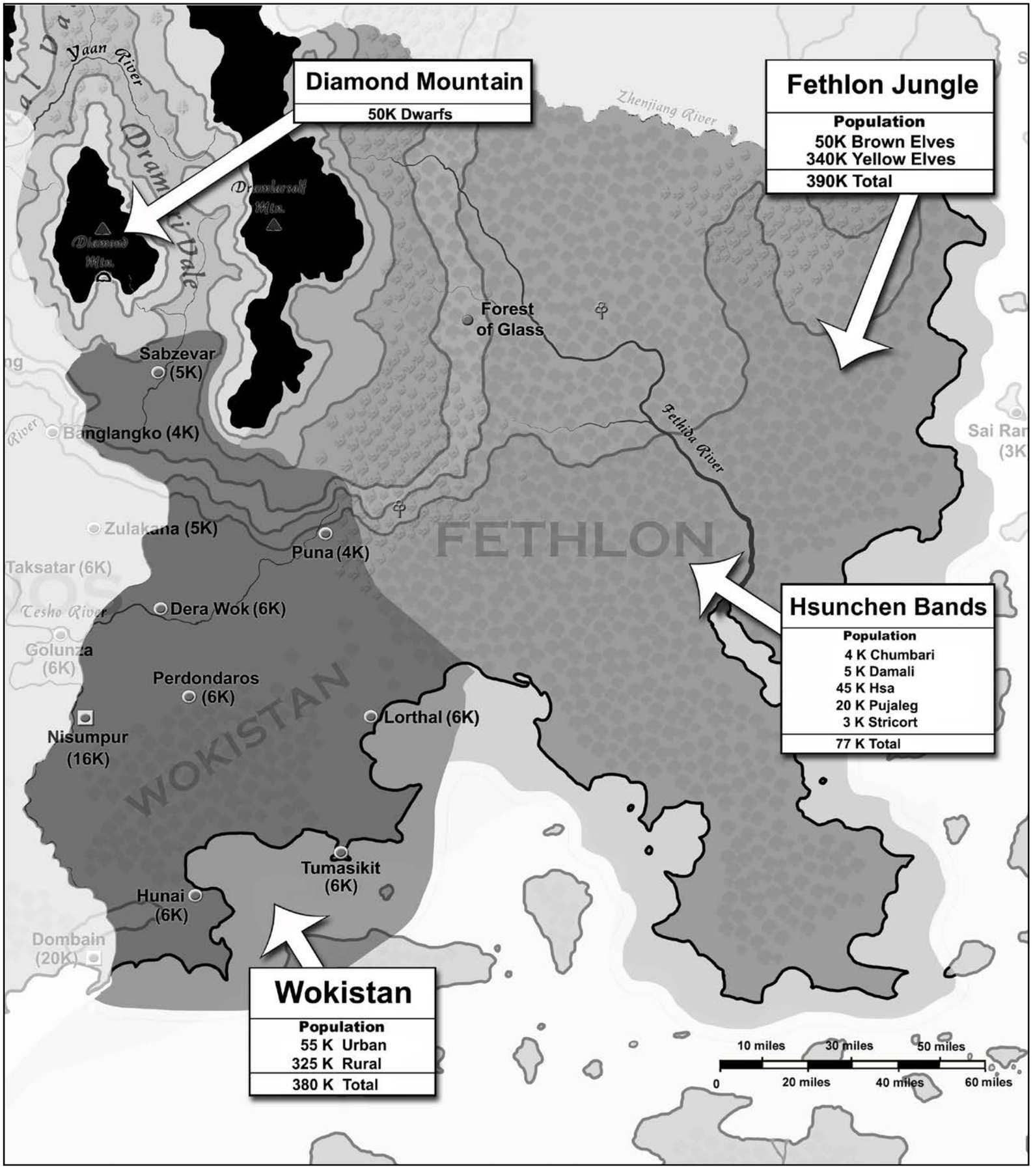
Puna (small city): This temple complex near the Fethlon Jungle is the site of the Jasmine Festival, when yellow elves come to trade with the priests.

Sabzevar: (small city): This city is sacred to Solf and his many wives and daughters. It was founded in the God Time by a demigod Hero who first stole the secrets of metal-working from the dwarves of Diamond Mountain. Each year, the priests of Solf present annual payment to the gates of Diamond Mountain in compensation for this ancient crime; each year, the payment is taken without response by the dwarves.

Sipuni (small city): This city is a collection of floating fishing villages surrounded by rice paddies. During the winter, this area is marshland; during the monsoon season, this part of the Tesho Marsh is flooded and becomes a very shallow lake.

Sofali Islands: Jungle islands inhabited by yellow elves. Along the coasts, villages of Sofali tribes folk live in stilt villages among the mangroves and ply the waters in sleek boats as both pirates and fishermen. Trowjang is the largest of the Sofali Islands.

Svalakswal (ruin): A port city on Melib founded by the Middle Sea Empire under sponsorship of King Svalak of Seshnela. It was the royal capital of the Jrusteli dynasty, but was abandoned before 1000.


Diamond Mountain
50K Dwarfs
Fethlon Jungle
Population
50K Brown Elves
340K Yellow Elves
390K Total
Yaan River
Zhenjiang River
Diamond Mtn.
Dramiersalf Mtn.
Dramier Dale
Forest of Glass
Sabzevar (5K)
Banglangko (4K)
Fethida River
Sai Ran (3K
FETHLON
Zulakana (5K)
Puna (4K)
Taksatar (6K)
Cesho River
Dera Wok (6K)
Golunza (6K)
Perdondaros (6K)
Lorthal (6K)
Nisumpur (16K)
WOKISTAN
Hsunchen Bands
Population
4 K Chumbari
5 K Damali
45 K Hsa
20 K Pujaleg
3 K Stricort
77 K Total
Tumasikit (6K)
Hunai (6K)
Dombain (20K)
Wokistan
Population
55 K Urban
325 K Rural
380 K Total
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles



Amazonomachy

This temple bas relief from Zanozar shows an Amazonomachy – a savage battle between the misandristic Trowjang Amazons and the masculine civilization of Teshnos. We see an Amazon warleader leading her boon companions to board a ship of Teshnite Sun worshipers. On the left-side ship are Amazon rowers. On the right-hand vessel are the Sun worshipers and their warriors.

Amazons

This female-only warrior culture is found on the tropical island of Trowjang. The women are sacred consorts to a god of war and sex named Tolat. The Amazons are notorious amongst the civilized peoples of Kralorela and Teshnos for their ferocity, martial prowess, and cruelty. Amazon warships roam from the Bleak Shore to the coasts of Kralorela, although Teshnos is most often the subject of their raids.

Appearance: The Trowjang Amazons have short black hair. As the sacred consorts of a divine lover they are often depicted as surprisingly attractive, with jewelry and other finery.

Clothing and Armor: Skirmishers and pirates, not heavy infantry, most Amazons fight unarmored, wearing a skirt similar to a sari under a tight fitting short sleeved blouse, and go barefoot with their hair cut short to stay out of their eyes.

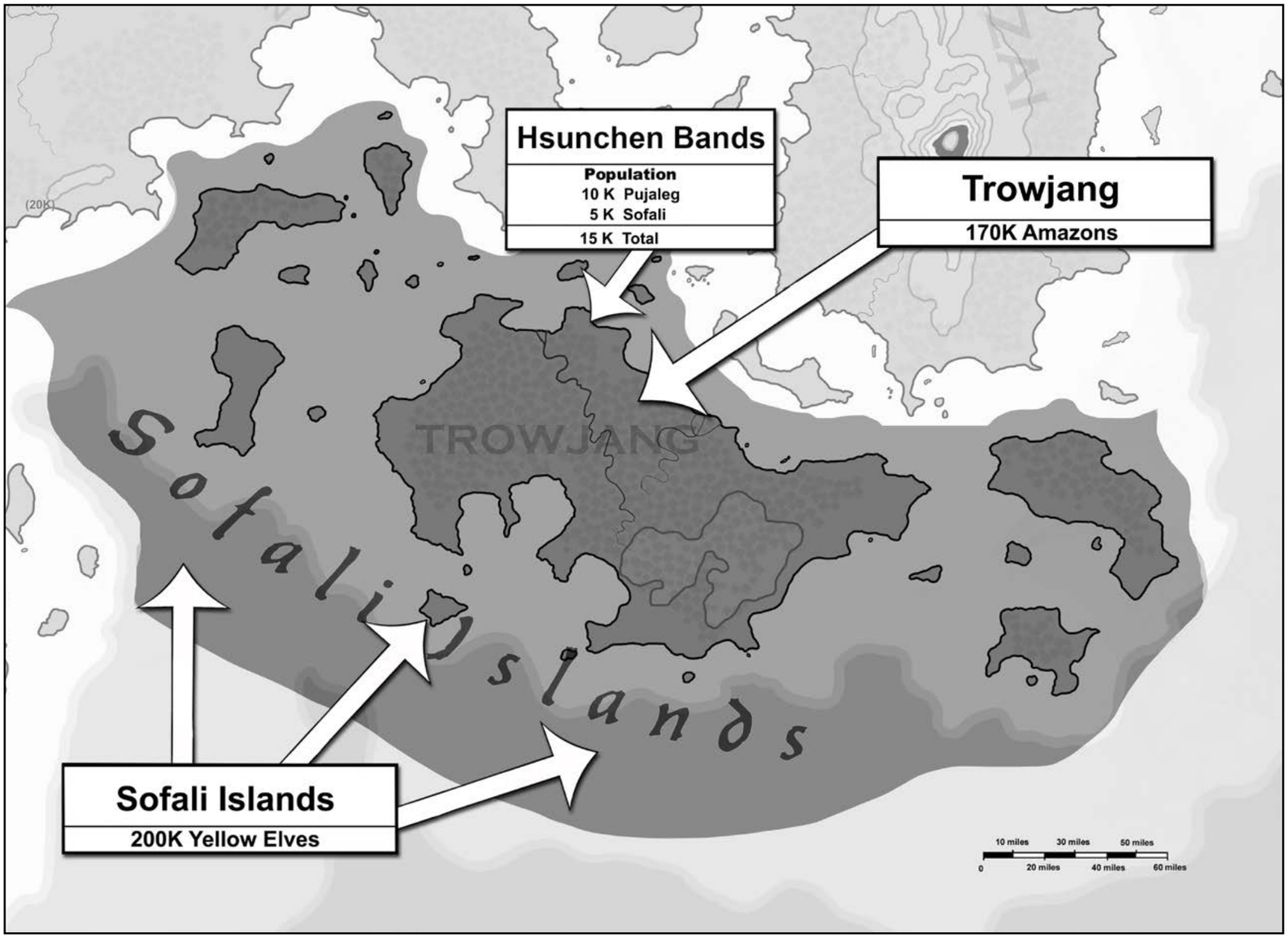
Their leader wears an armored 'vest' made of gilded plates or quilted linen, with a central round plate displaying the rune of Tolat.

Weapons: Famed for their swordsmanship, Amazons fight with a long thrusting sword in one hand and a parrying dagger resembling a sai in the other. They use easily concealable throwing darts at close range and at longer range are infamous for using crossbows.

Teshnite Sun warriors

The ship being boarded by the Amazons is defended by several Teshnite Sun warriors. The warriors are bearded noblemen; all except the leader are unarmored. The leader wears a coat of bronze scale plates and a large and ornate golden neck collar. The noble warriors wear long white skirts and fight using a long, wavy sword like a kris.


Sofali Islands
TROWJANG
City of Uxoral
Ecstasy
Istval
Lavika
Dosakayo
Mellon
MELUB
Dodongu
Svalakswal
Falskit
Alakuko


Hsunchen Bands
Population
10 K Pujaleg
5 K Sofali
15 K Total
Trowjang
170K Amazons
TROWJANG
Sofali Islands
Sofali Islands
200K Yellow Elves
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles

Taksatar (small city): This city is best known for its elaborate Rice Harvest Festival each Earth Season. The Temple of Solf holds a massive week-long feast, punctuated by professional and amateur entertainment.

Tang Lata (small city): This city in the Tesho Marsh is surrounded by rice paddies and countless canals. From 1363 to 1475, this was the palace of Nemarthshasam, the planetary god who ruled Teshnos for Sheng Seleris. In 1475, the Somash high priest Garushevara the Victorious overcame Nemarthshasam and a true king was found among the orphans of Tang Lata.

Tesho Marsh: This was once a shallow sea but was tamed in the God Time by Calyz, who built dikes and dug canals, turning the sea into swampland for rice paddies. These marshlands are the richest agricultural area in Teshnos, consisting of endless square rice paddies, and navigated by a maze of canals.

Thoskal: The western region of Teshnos extends out into the Wastes. It is not heavily forested, but only lightly inhabited due to raids by nomads. The region is notable for its dual-purpose "fortress temples", which serve as a refuge for priests and nobles in times of nomadic raids.

Ti Shan: Beyond the last barley fields live Hsunchen, wandering about these mountains.

Trowjang: This large, jungle-covered island is inhabited by the Marazi Amazons, a fearsome tribe of women who mate only with their deity, Tolat, a god of love and war.

Tumasikit (small city): This fortified port and fishing city is surrounded by water on three sides. It is a beautiful city, and a primary defense against Amazon raiders from Trowjang. A squadron of triremes from here patrols the sea between Trowjang and Teshnos. The ships carry the famed Women's Guard, a unit of swordswomen who worship Tolat with special sanction from the Somash priesthood.

Wokistan: This easternmost region of Teshnos, which gradually merges with the jungle, is the stronghold of Garusharp, Prince of Elephants and Conqueror of Eagles. The region is named after the Somash-worshiping Woki tribe that has dominated this area since the fall of the Mralani Kingdom in the Second Age.

Yaan River: This river rises high in the Hachuan Shan mountains and cuts through the forested Amtal Vale until it drops over 2000 feet in about ten miles, culminating in the waterfalls at Bar-Wul-Yaan. It then languorously flows into the Tesho Marsh.

Zamindar (small city): This walled city at the mouth of the Teshno River has been sacked by Praxian warlords at least five times since the Closing. Each time the city has been destroyed, the survivors returned to the Shrine of the Eternal Flame, found that its fires are still burning, and rebuilt the city.

Zanozar (small city): The City of a Thousand Temples is the residence of Pubnashap and site of the Golden Temple of Zitro Argon. It is a sacred city and only priests are permitted to permanently reside within its limits. All others must leave by nightfall, lest they spiritually pollute the holy place. Hundreds of temples and shrines, each topped with gilded domes and spires, dot the landscape. The Golden Temple serves as a celestial observatory, enabling the priests of Zitro Argon to watch the movements of the Sky Dome and decipher the will of the gods.

Zulakana (small city): This city is the home of the Snake Ancestors and famed for its Snake Festival. When Calyz drained the Teshno Sea to make rice paddies, the snake ancestors were enraged. To protect his people from their wrath, Calyz gave Zulakana to the snakes for one week. Each year, tens of thousands of snakes migrate to Zulakana, where they are fed and worshiped by the people of the city.

Minor Hsunchen of Teshnos

Many Hsunchen live in the jungles of Teshnos and Fethlon. Most numerous are the Hsa Tiger People and the Pujaleg Bat People (described in the Kralorela chapter), but several minor Hsunchen tribes are found in Teshnos:

Chumbari (Jungle Cat People) **Population: 12,000.**
Homeland: Teshnos.
The Chumbari live in the jungles of northern Teshnos and in the foothills of the Hachuan Shan (the southern expanse of the Shan Shan Mountains). They revere the Teshnan jungle cat, a small wild feline with lustrous golden-brown fur. The Chumbari are very secretive, and have little contact with other races, although they are friendly with the Aldryami. Because of this, very few outsiders have ever encountered a member of this hunter-folk, and many doubt their existence.

Sofali (Turtle People) **Population: 5,000.**
Homeland: Fethlon.
The Sofali dwell along the Fethlon coast, where they live by fishing and foraging. They are a peaceful people, although skilled at defensive warfare. They live in small villages ashore, and live off the sea's bounty. They are fine boatsmen, but do not use ships; their largest boats hold no more than a dozen people. Much larger populations of Sofali live in Pamaltela and the East Isles, and occasionally visit their northern kinsmen.

Stricort (Porcupine People) **Population: 3,000.**
Homeland: Fethlon.
The Stricort revere the ground-dwelling porcupines of the southeast. They are strict vegetarians. Although generally non-hostile, they are deeply suspicious of all outsiders, and aggressively deal with invaders. They deal with Aldryami only reluctantly, and so live only in the small patches of non-Aldryami forests in Fethlon.

The Marazi

This nation of Amazon women in Trowjang has existed since before the Dawn. Its origins are mythic – in the time when mortals and gods walked together, a band of women, most of whom were granddaughters of the Sun or daughters of star deities, chose the god Tolat as husband because mortal men had failed them so miserably and so consistently. They received the island of Trowjang as home, where they have lived ever since.

The women usually live in simple and primitive conditions. They are fierce warriors and raid passing ships, so they have gained notoriety as pirates. Most live a relatively peaceful life in the island's interior, raising yams, pigs, and children, and carving the beautiful hardwood charms which they export. They live in simple huts, which are often abandoned as they move from hunting site to fishing site to raiding site.

Most of the women of the Marazi were born in Trowjang. However, they have a rite of adoption which allows any woman who comes to them to join their clan, and many foreign women have managed to travel to Trowjang to join.

The women need no men for anything. The tasks which are so haughtily claimed by men in other lands are done without problem here by women. The people of the East especially fear the women's army, and the rumors of what they do to defeated opponents terrify the soldiers and sailors of Kralorela and Teshnos so much that both nations have formed special women's battalions in case they are forced to fight the Marazi.

Of unique interest is the annual assembly at the City of Uxoral Ecstasy, which is attended by as many citizens as possible. Here, and in every village of Trowjang where the women remained behind, the Wedding Vows are taken by the residents and by their god, Tolat, who then beds down with every citizen of the nation that night. No one has ever been unsatisfied with these conditions.

Child bearing is unusual as well. About half of the children are born in about 280 days, but some are sooner, some later, and a few much sooner and a few much later. The shortest gestation on record is 100 days, when the Five Girls of Araksang were born. The longest was the two year pregnancy (and two week labor) necessary to bear Araslithos the Sage, who was born speaking wisdom and prophecy.

No free men live in Trowjang. All who come there must be killed or enslaved, or receive the Visitor's Collar which both demeans and protects them at once.

The Wastelands

The Wastelands are divided into two parts. Prax, occasionally called Inner Prax, is the portion which borders upon Dragon Pass, the Holy Country, and Dagori Inkarth. The Wastelands themselves are a vast expanse of land in the eastern center of the continent. Both regions stand atop a tall plateau which ends abruptly at the Rozgali Sea.

The Wastelands are hostile to outsiders, thus many misconceptions about them are popular in other lands. The area has proven difficult to explore, and the native peoples are close-mouthed about their secrets, thus promulgating those misconceptions which see the area as utterly inhospitable to human life.

"I am of the (x) clan of the (y) tribe. Lay aside your weapon and be welcome to our campfire, stranger."

Description

The Wastelands cut a swath across the continent from north to south. The land is harsh and inconsistent in its terrain and weather. A vast whirlwind, the home of Storm Bull, rages at its center, sometimes moving north or south to devastate nearby lands. Great ruins of forgotten civilizations dot the land, and gigantic dangers range across its broken surface. Rivers are irregularly seasonal, and torrential when they do run. The northern parts, which receive more snow regularly, are measurably less harsh, but still difficult and inhospitable to civilized people. The soil is hardpan, and only wiry desert weeds grow. The entire Wastelands region is a monotonous, much-gullied steppe. The whole land is a great plateau, many hundreds of feet above sea level. Near the southern shore, giant cliffs separate the desert from an uninhabitable marshy coastal region rich in horrible insect life.

The plant life of the Wastelands is scrubby, tough, and sparse. There are thornbushes, cacti, and clumpy grasses. There are occasional trees and more succulent plants at the few scattered oases. Oases in Prax and near the seashore often boast date palms, but at most oases only skullbushes are found. The Krjalki Bog has a wide variety of weird and even carnivorous plants, and the Tunneled Hills are comparatively overgrown, though none but a starving beast-rider would call it lush. Near the western mountains and to the north the ground is more fertile.

No rain falls during Fire and Earth Seasons, and only rarely in Dark Season. During Dark, Storm, and Sea Seasons wild storms rage. In wet years, stagnant pools of water remain atop the pavement-like ground until Fire Season, when the Sun's fury dries them.

Population of the Wastelands

Humans

Bison Riders	80,000
High Llama Riders	65,000
Impala Riders	120,000
Independents	30,000
Lunar Grantlands	10,000
Oasis Slaves	20,000
Pavis and Environs	25,000
Pol-Joni	10,000
Sable Riders	75,000
Sun County	20,000
Total:	**455,000**

Nonhumans

Baboons	10,000
Broos	10,000
Morokanth	80,000
Other	5,000
Total:	105,000

Grand Total: **555,000**

Inhabitants

The folk of the Wastelands are the famous Animal Nomads, a bizarre conglomeration of feuding tribes to whom horses are taboo. The five Great Tribes of Prax are the Sable Riders, the High Llama Riders, the Impala Riders, the Bison Riders, and the Morokanth. There are about a dozen more tiny independent tribes, such as the Rhinoceros Riders and Bolo Lizard Folk. The great majority of the Animal Nomads of Prax actually live in the Wastes, rather than the region of Prax itself.

In the valley of the River of Cradles are several Orlanthi and Pelorian settlements, the largest of them being Pavis. Major native nonhumans are Morokanth, broos, and a type of large, intelligent baboon. Rogue bachelors of the newtling race live in the Praxian river valleys. Small bands of scorpion men infest remote parts of the desert.

Culture

The Animal Nomads are divided into five major and several minor tribes, each of whom rides and herds its own special animal. The "tribes" are far from unified, and each is divided into many tiny clans who only organize at times of mass intertribal war.

The nomads prefer to kill and eat another's animals rather than their own, and raiding for herd beasts is the usual activity of nomad life. Horses are taboo to them and they would never touch a horse, not even to eat it.

The Praxians are utterly dependent upon their herd beasts for survival. Their beasts provide everything needed for life, and nothing is ever wasted. After slaughtering and dressing an animal, nothing is left. Praxian beasts eat different things. Bison eat green, moist grasses. Impala eat brown, dry grasses. High llamas eat leaves from bushes and scrub. Herd-men are omnivorous but mostly eat roots. Sables eat almost anything. Because Praxians beasts have different diets, different tribes can share a single grazing area without competing for fodder.

Praxians count wealth in beasts. Generally, women own the beasts. Men own their own riding beasts and any beasts that they capture from other clans. Typically, families eat the beasts of other tribes first, so as to save their own breeding stock.

Even traveling in tribes, the Praxians quickly outgrew the available grazing. So the tribes divided their families into clans, which is how they travel. The clans are loose informal organizations which vary in size and change according to need and the appeal of leaders.

Language

Praxian. Theyalan languages (primarily Sartarite) spoken along the River of Cradles and in western Prax.



A View from the Paps

This sweeping view of Prax is from the foothills of the Eiritha Mountains, overlooking the oasis of the Paps, a fertile spot in the desert (which leads to a huge underground temple complex). The elevation of the view point is about 2200 feet above sea level, and about 500 feet or so above the oasis.

The Paps Oasis: The oasis is green and fertile, with palm trees and grass. It is one of the most sacred holy places of the Praxian Tribes.

Prax: Beyond the oasis are the Plains of Prax, a chaparral and sagebrush desert. Deeper into Prax, a dust storm is being whipped up by a herd of animals somewhere along Caravan Alley. The animals are too small to be identified, but the dust storm is visible.

The Block: An enormous block of magical rock, one mile high and a half-mile on each side, rises from hills of dirt. The Block is blue-grey in color (it is a metallic stone). The Block rises over 5200 feet above the surrounding plains and is about 2500 feet wide at the summit.

Tourney Altar: In front of the Block is a natural stone amphitheater sacred to the Humakt cult.

Hender's Ruins: Behind the Block to the north are Hender's Ruins.

Good Canal: Behind the Block is the Good Canal, dug by Waha to wash away the polluting Chaos beneath the Block.

Devil's Marsh: To the south of the Block is a vile salt marsh.

Stormwalk Mountain: Beyond the Block (about 55 miles away) are the white -capped Storm Mountains. They rise about 5000 to 8500 feet above sea level, with one mountain much bigger than the others – Stormwalk Mountain. Stormwalk Mountain rises over 10,000 feet and its top is covered in white ice year-round. It is shaped like a cork-screw and has a discernible spiral pathway rising seven times around its sides to reach the ice-covered peak. It once was a mountain god, but the mighty Storm Bull fought with him and twisted his head off.

Old Wind: At the north end of the Stormwalk Mountains is Old Wind Temple, sacred to the Orlanth cult. A thunderhead can be seen looming above it.

Quivin Mountains: On the far right side of the picture can be seen part of the Quivin Mountains. The peaks of this range rise 6000 to 7000 feet, with Quivin Mountain itself rising to 8500 feet.

Mount Kero Fin: Behind the Quivin Mountains is Mount Kero Fin. This mountain is behind the clouds, as it is far away, but at some 8 miles high can be clearly seen from here as a pillar of a mountain.



Praxian Warriors

On the arid chaparral plains of Prax, two bands of nomads are skirmishing. One band consists of White Bull Society raiders and is comprised of a Bison Rider, a High Llama Rider, and an Impala Rider. They are skirmishing against a rearguard of Sable Riders, while the rest of the Sable Clan tries to drive their animals away from the raiders.

Bison Rider: The Bison Rider is mounted on a domesticated bison marked with the runes of Air and Death. Its bridle is decorated with five Man Runes (signifying the Rider has killed five men in hand-to-hand combat) and various fetishes tied to it. The rider sits upon a high horned leather saddle, with gear is strapped onto it. Bison Riders are brown-skinned, dark-haired, and bearded. The warrior wears a bronze helmet with small horns, and a bone breastplate, decorated with gold and silver coins, shiny bronze platelets, and feathers. The breastplate is also a magical charm. This Bison Rider has been quite successful in war and wears gold and silver jewelry plundered from outsiders. He carries a wooden thrusting spear with a bronze spear point which he uses as a lance and carries a leather round shield. There is a bronze Orlanthi sword secured on his bison.

High Llama Rider: The high llama is a tall animal similar to an Aepycamelus. It has a long neck, and long, stilt-like legs; the top of its head is almost ten feet above the ground. High llamas tower above other Praxian steeds and can ride down even the swiftest skirmishers. This beast has a decorated bridle and a high horned lacquered saddle secured with a leather plate between the forelegs. The animal's exposed neck is given some protection by a leather "neck sheath", upon which has been painted stylized runes of Water, Movement, and Luck. As with the bison, the rider's gear is tied to the high llama.

High Llama Riders are tall, with olive-colored skin and black hair and eyes. Men typically shave their heads except for a ponytail at the back. This High Llama Rider dresses lightly, wearing only a loincloth, a leather cuirass and leather greaves to protect his legs. He wields a very long-handled bronze axe, allowing him to strike down as foes mounted on shorter animals. A leather quiver holds half a dozen javelins.

Impala Rider: The Praxian impala is a medium-sized (150 to 200 pounds), golden-tan horned antelope capable of leaping thirty feet in a single bound. This impala is painted with the Fire Rune and the Movement Rune, and has many lines painted on it (symbolizing raids its rider has led). The saddle is little more than a secured blanket to protect the animal. Impala Riders are pygmies. This rider is about 4 feet, 10 inches tall. He is dark-skinned and sinewy. He has shaved his head completely and painted the lower half of his face yellow. He wears nothing more than a belt to carry essential tools and a loin cloth. He is armed with a composite bow, which he used to harass the Sable rearguard.

Sable Riders: A rearguard of Sable Rider warriors are defending their herd. The large sable antelope has a horse-like body and mane and long, curving horns. The Sable Riders use a high horn saddle, which is often lacquered. The Sables have been ambushed so their mounts are not painted. Fetishes and magical charms dangle from their saddles. The Sable Riders have black hair and dark eyes. These Sable Riders are clean-shaven. They wear trousers, a short cloak over front and back, and Lunar imperial gear as many either have served as auxiliary cavalry to the Empire or received gifts for loyalty. Otherwise they wear helmets of leather and sinew decorated with antelope horns. They fight with curved kopis swords, spears for throwing or thrusting, and composite bows.

Government

Clan, tribal.

Each tribe is divided into more than a hundred small clans, each with a queen and a khan. The clan queen leads in peace and the clan khan leads in war. Within their respective spheres, their authority is traditionally absolute. Each clan consists of three to five septs, which are extended families of one to two hundred people. The clans of a tribe unite for religious rituals, war, and other major events.

Military

Every male Praxian is a warrior. Their life is hard and combat is integral to it. They organize into family groups, and then clans, and then tribes. It is rare that different beast riders cooperate.

Religion

Praxian Pantheon; some Orlanthi cults.

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

Waha the Founder is the culture hero who created the way of life appropriate for the surviving Praxians. He freed the herd beasts and women from the Darkness, tamed fire, established customs, and first learned the songs of power which are the culture's magical spells.

Eiritha is the Herd Mother, source of life, and wife of Storm Bull. She was buried beneath the earth millennia ago. She still sends out herds of wild and free animals from a secret cave, whose location is lost to living beings.

Shamans and medicine men (spirit society leaders who possess the society's medicine bundles) lead Praxian religious ceremonies. Civilized people often call these holy folk "witch doctors," "priests," or "sorcerers". The greatest religious festivals are held in the spring, at calving time, when raiding among tribes slows down considerably, save among those who are extremely desperate because they own no beasts of their own. Other ceremonies are held as needed and vary widely according to the place, tribe, and particular task at hand.

People of Note

Akasta Ironspear: This mighty khan of the numerous Bison People is a wanted outlaw, sought by the Lunars for his numerous attacks on their caravans in Prax. He has, so far, evaded capture.

Argrath: This warrior of Sartar, descended from Sartar himself on his mother's side, was driven from his homeland and outlawed by the Lunar Empire. At this time he lives secretly in the Praxian city of Pavis. A hero, Argrath is surely destined for greatness.

Cwim: The Spawn of Thed and the Devil. This monstrous entity of the Wastelands (and sometimes Pent) moves its feeding grounds on occasion, although it prefers to be in relatively fertile Prax. It has been known in past centuries to roam into regions bordering the Wastelands: Dragon Pass (during the Second Age), Kralorela (in the First Age), and Teshnos (First and Third Ages). Cwim has three bodies, attached by the necks to a single huge head. Each body stands about 50 feet tall at the shoulder and the head itself is about 60 feet across.

Egajia Chewer of Flesh: This most influential woman of the Paps is a Morokanth priestess of Eiritha. She personally negotiated the Armistice of Prax, which ceded control over the lands along the River of Cradles to the Lunar Empire in exchange for promises to stay away from the holy places in Prax. She has never lost the grace and love she has for the nomads.

Geras Shag: This dark troll from the Big Rubble is already a near-hero. He is a leader of the Kyger Litor cult, and especially reveres his ancestor, the troll Hero who first conquered the ancient city. His ambitions are to rule all the Big Rubble, then move on. He hates all humans, and has a spirit bound in a giant scorpion.

Inire the Red: This Sable Rider turned the Sable Tribe to the Lunar Empire for the Battle of Moonbroth. Reviled by the other tribes, he became the Greatest Sable Khan in 1610 under the Armistice of Prax. Although his duties are at the Paps, he resides at Moonbroth and places great reliance on his tribe-mates (in contravention of custom) and in his alliance with Sor-eel.

Kost the Tracker: This nomad, a zebra rider, is the most successful Desert Tracker alive. He has traveled several times to the lost ruins of Genert's Garden. He has a residence in Pavis where messages may be left.

Mokwaha Hearthand: More commonly known as "that fierce pygmy", Mokwaha was blinded by a Sartarite war party many years ago, but has replaced his human eyes with one from a mouse and one from a bear. He hates all non-Praxians and will not suffer them to live in his presence. He was last seen fleeing into Vulture Country with a band of Lunar soldiers in hot pursuit, though none of the soldiers have been heard from since.

Solanthos Ironpike: Ruler of Sun County, this nobleman is an ally of the Lunar Empire in Pavis and appreciates their assistance against the nomad raiders.

Sor-eel the Short: The Lunar Governor of Prax was installed in 1610, when the Empire invaded and seized Pavis. Sor-eel is a member of the powerful Eel-ariash clan that rules the Oronin Satrapy and is a kinsman of the Lunar Hero Jar-eel the Razoress. His forces control and guard the trade route to the sea down the River of Cradles.

Yazurkial Blue Llama: Khan of the bloodthirsty and much-prophesied Blue Llama Clan. He has strange ideas about magic, and likes talking to foreigners.

History

Before Orlanth slew Yelm and Darkness arose out of the Earth to shadow the world, this was the garden-palace of Genert, the Land God, a verdant and abundant land of plenty whose inhabitants ate the fruits of the fields and wandered where they pleased, friends to all.

With the Darkness, and Ernalda's withdrawal from the land, the peoples of the land met want and starvation, and most died. To keep away the Darkness, the folk called on Oakfed and fed him the forests of the land to keep him alive. The Wild Hunter, a rambunctious air god, howled about the plain, slaughtering all who crossed his path.

Eventually, the Devil himself arrived on his march of conquest. He destroyed Genert's Garden and slaughtered the Golden Age peoples, and Genert himself. Only the animal riders, allies of Genert's armies, survived, and they, too, were scattered. When the Devil met Storm Bull their long battle devastated the land. One section of the plains died; the rest was blasted by the energies released in the struggle. But when the Spike exploded, a fragment of that Truestone center of Law pinned the Devil to the ground and allowed Storm Bull to make his escape. The Devil still lies under the fragment, now known as the Block.

Then Waha the Butcher was born from his mother Eiritha, one of Ernalda's daughters, and he dug the Good River, and taught the starving people to live. Waha then brought the Covenant of Eaters and Eaten to the people of Prax. Certain animals, men and Morokanth, became the eaters, and fed on those other animals, – such as bison, impalas, high llamas, sables, and rhinos, – who could survive on the rough vegetation left upon the plains. Waha made all learn the magic songs to send the spirit of a slaughtered animal back to its mother Eiritha for rebirth.

After Time began, the tribes of men and Morokanth warred among themselves for the best remaining spots on the plains. Losers were often forced across the River of Cradles into Vulture Country, an arid region more blasted and desolate than Prax. In a few years, hardened

The Heroes: Jaldon Goldentooth

Jaldon Goldentooth, the Raider Khan, is an immortal Hero destined to reappear each time all the tribes of Prax assemble at his grave before leaving Prax for war. In the Second Age, he sacked the city of Pavis and cleansed Prax of the horse riders. He has been slain in battle many times before, but has always reappeared, astride the lanky steed he calls Home, to lead the nomads against whomever they fought in Dragon Pass.

Jaldon never speaks, but all the tribes obey his leadership. Jaldon wears tattoos which no one can look at. His only armor is a helm, greaves, and gauntlets, and he carries an unusual three-bladed sword, oddly-shaped throwing discs, and a lance which leaps out to reach its foe. Jaldon's steed is said to be not like any of the six great steeds of Prax, nor like any of the 21 lesser steeds. All Praxian prophecies agree that when Jaldon next re-appears, all of them would benefit to follow him. The White Bull secret society intends to bring Jaldon back to lead the war against the Lunar Empire.


Endless Yellow Grasslands
Hellcrack
Celestial Eagle Hills
Arinstoli
Wahalstorana
Eastern Rockwood Mountains
Balazar
Dykone
Sitting Llamas
Huck Sheng Hills
Monster Men
Horse Grave
Greydust
RAGING STORM
Northern Cactus Desert
DEMONS QUARTER
Vast Teeth Hills
Wahafanzali
THE WASTES
Seven Picture Walls of Artash
Choke Hole
Plateau of Statues
Badlands
Copper Sands
Sandstorm Hills
Chaos Box
Southern Cactus Desert
Bleak Hills
Bleak Hill Hts.
Wahoranstol
The Bleak Shore
PRAX
Dulcrae Country
Greatway
Crabtown
Boathouse Ruins
The Throne
Grand Mine
Stump
Toreh
Castle of Lead
Blue Sable Altar
Where the Rock Speaks
Pairing Stone
Indagos
Obscure Plinth
New Pavis
Big Rubble
Garhound
Sun Dome Temple
Copper Caves
Eskolli
Painted Wall
Helmbold
Winter Ruins
Swenstown
Boldhome
Highwyrm
Wimsters
New Lunar Temple
Wasps Nest
Old Wind
The Paps
The Block
Horngato
Ronegalth
Earle Stead
Stormwalk Mountain
Duchamp
Mt. Passant
Refuge
Talar Hold
Casino Town
God Forgot
Troll Straits
Deeper
Mschino Ruins
Ferda
Gorllu
South Head Acres
Mockey Ruins
Sog's Ruins
Dragon Pass
Shadows
Dark Hollow
Contemplative Crest
Alono
Herongreen
Skull Ruins
Dangerford
Jakdon's Rest
Two Ridge
Jonstown
Adari
Chur
Dykene
Dykene Mts.
Brothers Hills
Bear Hills
East Plain
South Wood
High Wood
Giant Bones
Troll Ruins
Dwarf Mts.
Dragon Mts.
Eagle Mts.
Grizzly Mts.
Gerks Hills
Red Hair Place
Grizzly Mt.
Trail Hills
Orathorn
Mok
Gic
Skik
Goon-Orta's Pass
Kat
Cyrnk
Chrys
Berg
Three Big Giant Mountains
Cyrn
Hisk
Wallmoot
Dolog
Turk
Huck Sheng Hills
White Cliffs
Emmelad Hills
Bagogix
Glat Crystal Mtn.
Celestial Eagle Mtn.
Derosiland
Kang's Palace
Orane's Lounge
Danising Hills
Hush Hill
Dubanya Fever Trees
Irnagrd
Alampish
Chekatar
Dojanpol Rapur
Atarpur
Glo
Dyrirestolskis
Rinsceros Rocklands
Krjalki Zog
Wild and Dry Young Grasslands
Tall Grass
Sacred Ground
Colorful Alley
Dragon Pass
Shadows
Dark Hollow
Contemplative Crest
Alono
Herongreen
Skull Ruins
Dangerford
Jakdon's Rest
Two Ridge
Jonstown
Highwyrm
Wimsters
Swenstown
Boldhome
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Ferda
Gorllu
South Head Acres
Mockey Ruins
Sog's Ruins



by the life there, the exiles would recross the river to raid and harass their now-complacent foes, and then re-establish their niche in the ecology of the region.

To understand the history of the Praxian region you must remember that the leadership and inhabitants of the area constantly change. Sacred Prax is often visited by whole tribes from the Wastes who come to pilgrimage in the ancient holy places. They visit the Paps, the Block, and raid the broo-infested marshes to make khans. They may raid Dragon Pass. Then they depart, often not to return for generations. The few stable institutions of Prax, such as the Eiritha priestesses at the Paps and the Storm Bulls at the Block, cannot enter into mundane agreements such as treaties or the raising of armies, but may only fulfill the functions of war or peace as prescribed by Waha. Thus the shifting populace enjoys a common religious continuity, but the peoples cannot be bound to any treaty. They can vow only for themselves, and their own particular followers or warband.

Though the nomads raid Pent, Kralorela, Peloria, eastern Maniria, and Teshnos, their homelands have never been significantly disturbed by outsiders. Their excursions have made few lasting marks, and founded few lasting dynasties. The nomads have been one of the influences, rather than one of the causes, of history.

In the Second Age, the nomadic lifestyle was interrupted by invasions from outside. The first was the intrusion of the Pure Horse People into Prax. The Praxian tribes mustered to fight these intruders, and in 680 at the Battle of Necklace Horse the decisive battle resulted in the utter defeat of the defending Praxians.

The second invasion came from the sea by a people with alien customs – the Jrusteli God Learners. They came in search of the giant cradles that floated down the Zola Fel to the sea. In 720, the God Learners built a port called Feroda, at the mouth of the so-called River of Cradles. About the year 780, the city of Robcradle was founded upriver from Feroda. In 800, an army of giants and nomads crushed Robcradle. For the next generation, Waha's people made trouble for everyone near Prax. Between 780 and 810, the Praxian Hero Caylash Rhino led many raids against Shadows Dance with great success. Once the Rhino Rider even reached the gates of the Castle of Lead and made a huge dent in the front gate to show he had been there.

In 830, the Hero named Pavis animated the Faceless Statue that sat atop the Throne in Dagori Inkarth. He allied with the Pure Horse People, and together Pavis, his army, and his statue marched to the old site of Robcradle. At the Too Tall Battle, Pavis defeated the giants and nomads, and crippled the god Waha. Pavis healed Waha to bring peace between Pavis and the nomads. That same year, Pavis founded the city that bears his name and resurrected ancient magics which antagonized sleeping giants and caused years of struggle. The giants lost and more foreigners came to Prax.

The Wastelands were inhabited only by Chaos creatures until Waha led many of his people beyond the Vulture Country after his shameful defeat by Pavis and the Faceless Statue. They found it to their liking, and since then the Animal Nomads have struggled to survive there, and succeeded well. From thence they have come to raid the civilizations and Pentans about them.

Around 890, the Hero named Jaldon Toothmaker was born in the Wastes. He was driven mad by the statues of gods he saw in the ruins of the Tunnelled Hills. Jaldon united the nomads of Prax and besieged Pavis from 927 until 940, when he summoned the power of the inspirational statues of his youth and chewed through the mighty walls of Pavis to sack the city and its palaces. The city of Pavis was demolished, becoming the Big Rubble, and trolls invaded the Rubble to stay. For over 400 years, Jaldon Toothmaker

Nomad Wars

In the volatile atmosphere of the plains, it is a short step between a meeting between two tribes and war. Feuds are common and since many male initiation rites include slaying a foe in battle, there is always an excuse for conflict.

Whenever one of the tribes begin to muster, there is a simultaneous gathering by all the other tribes in defense, resulting in frequent mobilizations by all the nations. Tribal Founders – the Sons of the Storm Bull – are summoned by their respective tribes, along with whatever spirits their shamans can bring forth from the Spirit World. There follows a general melee until one of the tribes is recognized as dominant, followed by a temporary peace until the next general mobilization.

led his warriors into Dragon Pass again and again, reincarnating each time the nomads needed him to lead them.

In 1250, the Praxian nomads temporarily united under the leadership of the Impala Hero Bimabwe Bigger-Than-Life and crushed the Pure Horse People at the Battle of Alavan Argay with Jaldon's aid. The survivors slipped away to Dragon Pass, leaving Prax to the Animal Nomads.

Throughout the Third Age, the nomads of Prax kept to their ways virtually unchanged. Civilization came once again. Settlers from Sartar arrived, trying to escape the doom foretold for their kingdom. Then appeared refugees from the Lunar invasion of Sartar, when Boldhome was sacked and the Lunar Empire triumphed over its long-defiant foe. Then came the Lunar Army itself.

The nomad headmen were well aware of the invasion. Storm Khans and Khans of all the tribes had predicted it, and each was sure it would bring glory to them as they crushed the Chaos-worshiping Moon followers.

When the actual invasion began, the nomads were embroiled in one of their usual fratricidal conflicts. Despite pleas from the priestesses of the Paps, who gathered all the Khans together, only the Bison and Impala Khans would lead their warriors against the invaders. In fact, the Sable Riders refused even to come to the gathering and showed up on the right flank of the Lunar Army. None of the other tribes realized that the famed Antelope Lancers of the Lunar Army were Sable Riders with close clan ties to their Praxian cousins.

The nomads met the Lunars on the edge of the Good Place, near Moonbroth oasis where the Lunar army was assembling. The Bison Riders and Impala Riders had gathered Rhinonoceros Riders, Pavis Survivors, Agimori, newtlings, Basmoli Berserkers, and the Bolo Lizard people to their side, along with powerful medicine bundles, a shaman-controlled Oakfed, and even a contingent of broos.

Despite the power of this coalition, it had no coherence, and the Lunar army used its strong mounted infantry to break the charge of the bison and rhinos. The nomads had never encountered caltrops before; the sharp spikes slowed down the assault so the Lunar hoplites could slaughter the oncoming hordes. The skirmishing Impalas and Pavis Survivors were met by the Sable Riders, Grazelanders, and dragonewt mercenaries who scattered them to the winds. Agimori, newtlings, broos, and Berserkers were crushed by the hoplites after their mounted allies were driven from the field. Oakfed could not withstand the Lunar magics; his shamans died again and again.

With the disaster at Moonbroth, all opposition to the Lunars ceased. The Impalas and Bisons were driven over the River; the Morokanth and High Llama withdrew beyond the Paps; and the Sable Riders were supreme between the Paps and the River, and occupied all the choice parts of the Good Place.

The Pol-Joni

Derik Poljoni was of the Blue Jay clan of the Dundealos tribe. He had a great hatred of the Praxians, as his family was slain by Sable Riders, and he escaped only because they thought him dead. Derik entered the service of King Yarandros of Tarsh. Derik accompanied the king on his famous raid to steal an immortal horse. In return, the king aided Derik on a similar theft. They raided the Opili nation's sacred herd and stole one of their great magical bulls. Derik traded a calf sired by his bull for a colt sired by the king's stallion. The two men were famous friends, and even successfully raided the Holy Country.

Derik needed no prompting to exact his vengeance upon the Praxian nomads after they treacherously invaded the Dundealos lands and pushed onward into Tarsh. Derik faced their leader, Jaldon Goldentooth, in battle and struck the mighty Hero down, but was wounded himself and lay unconscious for a month afterwards.

In 1420, Derik and his followers, called the Pol-Joni, moved their cattle, led by the magical bull, into the Praxian lands called No Man's March (now called the Pol-Joni March). He rode upon his war horse gift, and all his folks rode horses. They claimed the right to live in Prax, alongside the Praxian nomads, and challenged the natives to defy them, if they could.

In 1489, Praxians attempted to do so, but were driven from the Better Place with great losses after the Battle of Denzis Water. Derik was aided in this fight by Tarsh infantry, cavalry from the Grazers, and some dragonewt mercenaries.

Derik revealed the rules to be adopted by his tribe. His chieftains thought them unusual at first, but agreed because he had been right thus far. Any person could join the clan as a full member if they proved themselves to have the proper skills and attitudes. Derik urged the clan councils to accept anyone who passed the initiation test, even if the candidates were from former enemy tribes. Because they were thereby willing to accept every outlaw who wished to have another chance, the tribe grew quickly. Eventually the Pol-Joni tribe included pygmy riders from the Impala People, dusky alticamulus riders, bearded bison outlaws, and many others from footbound clans as well. All Pol-Joni rode horses. Their cattle bred profusely, and the horses bred true.

Within a few generations, the new tribe had grown strong enough to stand as equal to the peoples in the limited area of Prax. They called themselves the Pol-Joni, but the Praxians called them the "bastard tribe" and the "illegal tribe" because they were not pure, or worshipers of the Prax and Paps deities.

Nonetheless, trade passed between them, and occasional Pol-Joni went to the Paps to worship. Their warriors were accepted into Praxian secret societies, and they became, in every way, one of the many bickering tribes of the plains.

Places of Interest

Adari (small city): This town sits at the northern end of Prax, near the troll land of Dagori Inkarth. It was most prominent in the Second Age, and has been sacked and rebuilt many times. Pavis himself came from there.

Agape: These caves in the Eiritha Hills are home to the Three-Bean Circus, whose worshipers have maintained their peaceful ways since the God Time.

Akka: This small valley is arable and its vile gardens and fields worked by the wretched slaves of Than-Ulbar. It is ruled by an immortal sorcerer-priest of Atyar from Kralorela.

Ankori's Bison in Winter Grasslands: Ankori, a khan of the Elstorana dynasty, rediscovered this ancient grassland during the Second Age migrations. The Elstorana clans pushed northward, using the Winter Grasslands as a gateway to pastures in the north. The Bison Riders, especially those called the Snow Bison, then led the push against the horsemen of Pent.

Arinstoli: This area was not explored by Waha or his followers during the early migrations of the Praxians. Arinstoli Ten-Arrow, an Impala Rider, was the first man to lead a clan into the land, just like the Ancestors of old.

Arnstadle's Own Grassland: This fertile grassland was found by the Sable Riders during the Second Age migrations. Its proximity to the Krjalki Bog makes it a natural haven for Storm Bull cultists and their continuing war against Chaos.

Badlands: Many Praxians consider parts of this area forbidden since several early nomad Heroes were defeated in this area, giving it a bad reputation. It is inhabited by Hsunchen bands and the occasional Kralori patrol.

Bagogix: A valley swarming with Scorpion People and ruled by a powerful Scorpion Queen. At its center is a disease-ridden marsh hiding a holy monolith dedicated to Mallia's first son, slain by Yelm in the God Time. The Scorpion People raid out of their valley into the Wastes to the north and west.

The Better Place: The grass here is lush and verdant, well-watered by mountain streams. The Praxian tribes have long fought to control these pastures. Since 1420, this region has been home to the cattle herds of the horse-riding Pol-Joni tribe and is part of the Pol-Joni March.

Big Rubble (ruin): These extensive ruins were once the original city of Pavis, destroyed in ages past. Trolls and other beings still lurk in the ruins, adjacent to which settlers have built the city of New Pavis.

Biggle Stone (oasis): Biggle Stone was once part of the Sporewood of Dagori Inkarth. It was drawn into Prax when Great Spirit drew together Waha's bag. The lush mushroom forest radiates out only a few hundred feet from the jet black stone itself. It is a dark humid place, dripping with moisture.

Bighorns (oasis): This lonely oasis in the Southern Cactus Desert is home to the only sheep in the Wastelands. The Oasis People here claim the Sheep King grants them power, wisdom, sharp eyes, sure-footedness, keen ears, great strength, and strong heart. The nomads have never fully enslaved them, and have been unable to completely eradicate the sheep.

Bison Khan and Rainman Grasslands: Here the Bison Riders aid Waha in his fight with the Wicked Writher. Many travel here to prove themselves khans.

Bison Plains: This flat, arid region is frequented by both herds of wild animals and those of the Praxian nomads. At its northern edge is the ancient city of Adari. Troll hunters from the Great Caves frequently raid here.

Bitter Spring (oasis): Although only 50 miles from the Tunnelled Hills, Bitter Spring is protected from the Chaos by the Raging Storm.

Bleak Hills: These dry, inhospitable, and gullied hills are a source of occasional Chaos outbreaks. Many of the steep gully walls are studded with giant skeletons of long dead creatures in angry poses.

The Bleak Shore: This pestiferous grassland is called "the world without Waha", a figure of speech which means "impossible to live in." Steep cliffs rise precipitously to the height of the Wastelands Plateau, though many routes downward make its passage accessible. A vast marsh stretches between the cliff and the never-ending sea. These lands are bad for grazing, bad for hunting, and filled with parasites from the Maw of Mallia, although the peninsula known as Orani's Tongue is an exception. Only the moisture-loving Morokanth and Rhino People normally visit these marshes.

The Block: This enormous chunk of magic rock is a remnant of the Spike. It fell to earth during the Gods War, and crushed the Devil beneath it. The rock, now called the Block, still sits in Prax, a half-mile on each side and a mile tall, flanked by hills of dirt. Beneath are the Devil's remains, eroding under the ministrations of the Good River. A community of Storm Bull berserks fanatically guards the Block.

Bloody Path: This is one of the few routes to the top of the Plateau of Statues, and the only route accessible without passing through the Tunnelled Hills. Many of the stones on the path continually ooze blood.

Blue Sable Altar: This was the tribal center of the now extinct Blue Sable people. The arch formed by the horns of this huge sable head is a popular starting place for journeys into the Otherworlds.

Boathouse Ruins (ruin): Hundreds of standing stone outlines of giant cradles litter the landscape next to the river. The height of each stone varies and each is marked with runes, patterns, and even giant teeth marks; no two are the same.

Boulder Hills: These parallel granite ridges are topped with huge rounded boulders which have filled the valleys between. They mark the boundary between Gors Land and Gash Land.

Cactus Desert: This is the bleakest inhabitable part of the Wastes, mostly because of the malevolent influence of the Raging Storm, the persistent but erratic confluence of ill winds that plague the Wastes and make its difficult environment almost impossible, even for the hardy Praxians.

Cam's Well: This deep, covered well is the remains of a God Time palace. Inside, it consists of white pearlescent walls with a double helical ramp large enough for herd animals to traverse.

Caravan Alley: A popular route from Sartar for traders. Its path runs between the oases of Day's Rest, Tourney Altar, and Biggle Stone, and includes routes to the Block, the Paps, and many meeting camps in-between.

Chaos Box: This small coffin-sized box pops forth a monstrous Chaos foe every Storm Bull Holy Day. The dangerous region between the Sandstorm Hills and Dead Bottom are avoided by all except the Storm Bull cultists who are drawn here.

Choke Hole: This natural drain in the Krjalki Bog is locked in a constant battle with the surrounding plant life. Once or twice a season, the ground itself coughs out the obstructions and clears itself, a sign that the once great Earth magics of Genert's Palace are not completely gone.

Condor Crags: These tall, rounded crags of red sandstone rise up a thousand feet from the edge of the eastern highlands. They are quite perpendicular and hard to climb.

Copper Caves: These caves are the entrance of what was an extensive dwarf mine in the God Time. The Praxians avoid this place, claiming it is haunted by Mostali ghosts.

Copper Sands: The least hospitable part of the entire Wastelands, for nothing lies here but copper dust. The Copper Sands have no water, no plant life, and not even broos go there. When Genert's army was sorely beleaguered by Chaos, he turned part of his forces into a stinging cloud of copper dust to hold off the Devil and save the rest of the army. The Copper Sands bear witness to both the extent and the futility of the sacrifice.

Corflu (small city): This settlement and seaport on an island in the Zola Fel is under the rule of the Lunar Empire. Most of the inhabitants are riverfolk or newtlings. In 1619, the Lunar Army was ferried from here to Karse in the Holy Country.

Daka's Creek (oasis): This ancient place has long been used as a path by shamans to visit the Underworld. Avoided otherwise by Oasis People and nomads alike, this oasis is said to be haunted by ghosts from the Gods War.

Dakastor's Own Grassland: Here Dakastor himself fought alongside Waha against the Wicked Writher. The grasslands themselves are part of the well-known nomad trail out of the Wastelands to the southeast.

Day's Rest (oasis): A Waha holy place. This was Waha's first watering place after rescuing the Protectresses from the forces of Darkness. Nomads bring their herds here to drink the blessed water, as do caravans heading in and out of Caravan Alley.

Dead Bottom: This steep canyon is the deepest hole in the Wastelands which does not pierce through the earth into the Underworld. Many serpents (seasonal rivers) stretch down into it, and empty their precious water into its forbidden depths.

Hazia

Hazia is a euphoric substance derived from the stamens of a plant native to the Vale of Flowers in Dagori Inkarth. It is highly addictive, producing visions and a state of euphoria. In the Second Age, the plant was introduced into the River of Cradles where it was used in various mystical ceremonies. Some Orlanthi Heroquesters chew hazia as it makes it easier for them to contact the Otherworld. Hazia is usually smoked within the Lunar Empire; a pipeful of hazia comes wrapped in a small package of leaves from the hazia plant. Within the Lunar Empire, hazia commands a high price for its euphoric properties, although it is generally banned by the local authorities.

Wastelands Regional Activity Table

Determine monthly per herd

COMMON EVENTS

Raid against enemy tribe: courageous warriors wanted.
Raided by nearby tribe: warriors sought for reprisals.
Surprise sandstorm prohibits travel for up to a week.

UNCOMMON EVENTS

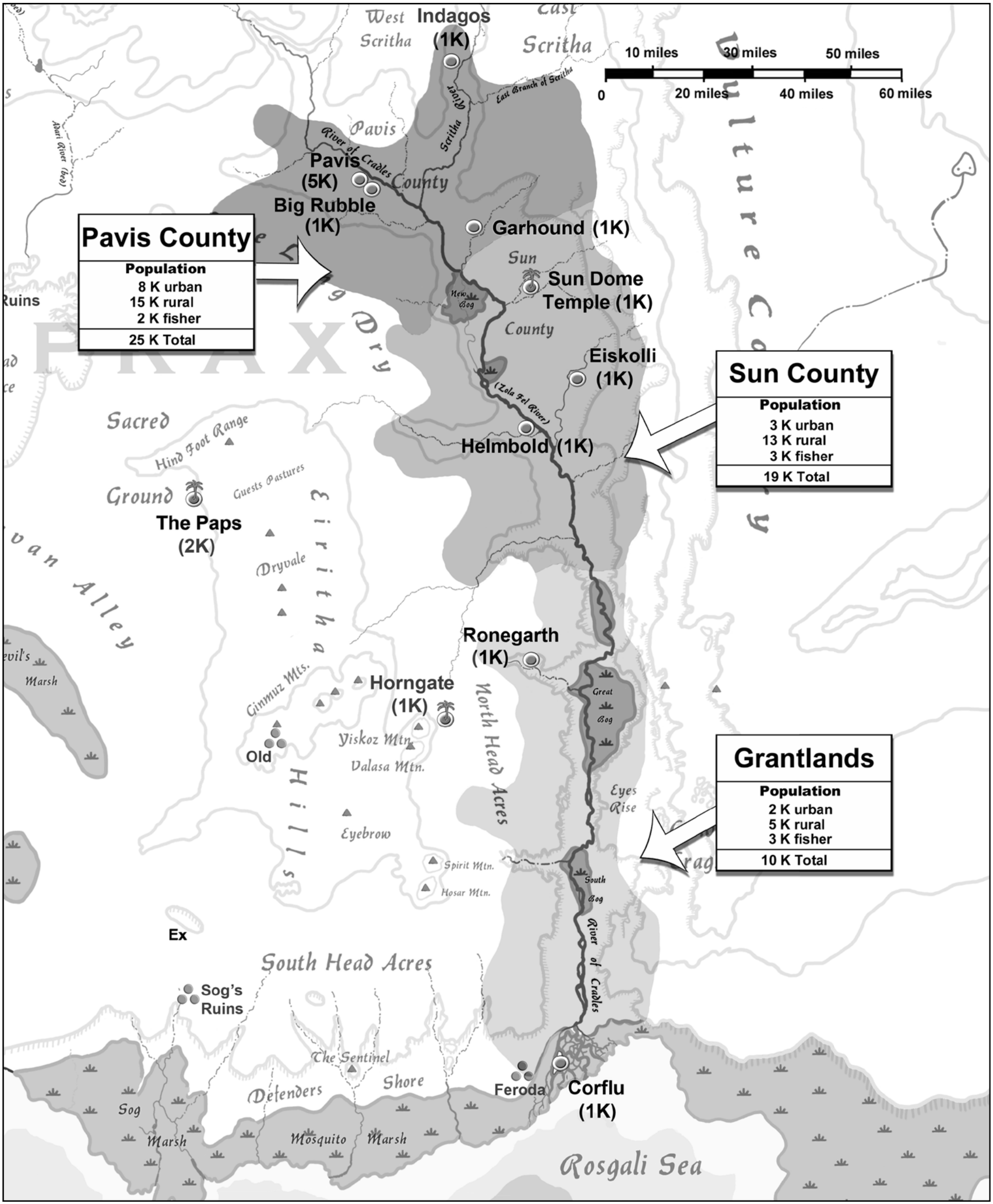
Broos sighted: all tribes prepare to fight.
Migration path decimated by drought: Scouts seek new lands.
Surprise migration of wild animals: expert herders sought.
Herd of Sky Bulls sighted: extraordinary opportunity for hunters.
Disease strikes tribe: shamans challenged by Eiritha priestesses.
Raiders from Pent reported; warriors preparing to depart for battle.

RARE EVENTS

Inexplicable Chaos raid decimates herd: new leaders sought for magical protection.
New spirit discovered; shamans go to investigate.


Griffin Mt
Er'oring Wilds
Orathorn
Mok
Biz
Skik
Gonn Orta's Pass
Troll Hills
Kaz
Tarnk
Thryn
Borg
Eleven Big Giant Mountains
Hidden Greens
Tind
Bear Woods
Hrak
Dolog
Wolfhead
Fork
Wahalstorana
Bear Hills
Eastern Rockwood Mountains
Storm Serpent Path
Fanzali's Place
Ankori's Bison in Winter Grasslands
Vast Teeth Hills
Eggs on Rocks
Toothstone Grass
Three Little Giant Mts.
Boathouse Ruins
Roundlake Mts.
Ronance Well
Arnstadle's Own Grasslands
The Throne
Hairymen
Blue Sable


Celestial Eagle Hills
Arinstoli
Hillside Bison
Secret Grasslands
Huck Sheng Hills
White
Cap
Monster
Men
Horse
Grave
Eiritha's
Print
Fanzali's Own
Grassland
Greydust
Bitter
Spring
RAGING
STORM
Northern
Cactus
Desert
Star
Crystal Mtn.
Bagogix
Tumuled Hills
Weeping
Valley
Duck
Valley
Serpent of Bitter Tears
DEMONS
QUARTER
HSATHAN
Yak
House
Waha's Blessing
Grasslands
Greystone
Well
Only Sale
Mostali
Graveyard
Thun Ulbar
Last
Drop


West Scritha
Indagos (1K)
East Scritha
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles
East Branch of Scritha
River Scritha
Pavis
River of Cradles
Pavis (5K)
County
Big Rubble (1K)
Garhound (1K)
Pavis County
Population
8 K urban
15 K rural
2 K fisher
25 K Total
Sun
Sun Dome Temple (1K)
New Bog
County
Eiskolli (1K)
(Zola Fel River)
Sun County
Population
3 K urban
13 K rural
3 K fisher
19 K Total
Helmbold (1K)
Sacred
Hind Foot Range
Ground
Guests Pastures
The Paps (2K)
Dryvale
Ronegarth (1K)
Gimmuz Mts.
Horngate (1K)
Great Bog
North Head Acres
Old
Yiskoz Mtn.
Dalasa Mtn.
Grantlands
Population
2 K urban
5 K rural
3 K fisher
10 K Total
Eyes Rise
Eyebrow
Spirit Mtn.
Hosar Mtn.
South Bog
Ex
South Head Acres
River of Cradles
Sog's Ruins
The Sentinel
Shore
Defenders
Feroda
Corflu (1K)
Sog
Marsh
Mosquito
Marsh
Rosgali Sea

Dead Place: In his fight against the Devil, the Storm Bull was thrown to earth, nearly dead. His mate, Eiritha, hiding in the earth, stripped the ground of its power, and gave it all to her lover. Revived and resurgent, the Storm Bull sprang again at his foe and fought him off until the Block pinned the Devil to his death. The area of Prax which Eiritha stripped of its potency has remained dead to this day. No magic works here, be it sorcery, divine, or spirit.

Defenders Shore: When the Great Flood came in the early Storm Age, the earth itself rose up to protect Genert's Garden. When the waters receded, great cliffs remained, later forming the southern edge of the Wastelands. The defenders of the Garden even reconquered a narrow sliver of land from the Sea Gods, resulting in this fertile shore.

Demons Quarter: This desolate, dusty land is good for grazing once in four years. Few Praxians graze their herds here as it is often raided by Chaos monsters from the Tunnelled Hills.

Derosiland: After the destruction of Genert's Garden, one of the survivors appealed to Eurmal to save his only son, Deros. Eurmal killed Deros and cut him into pieces. Each piece became a separate child, enough to defend their home from Chaos. Their descendants, the Deri, are all identical: squat and thick, with no hair on their bodies, light green skin, and flame bright eyes. Deri can communicate with each other without speaking, having in effect one mind, and crime is unknown among them. They are unisexual and reproduce without the need of a mate, although no outsider knows for sure how. The Deri do not allow outsiders into their stretch of land between the Wastes and the sea.

Desolation Hills: Sitting at the northern end of the Zola Fel valley, these rugged arid hills form a natural barrier between the valley and the high chaparral beyond. The only trails up are those following the Zola Fel and Scritha rivers.

Devil's Marsh: When the Devil was crushed beneath the Block, Waha dug the Good Canal to wash away the polluting Chaos horror. The Devil's Marsh was formed where the river, in shame, hid her head. It is thickly covered with brush, thorns, and twisted trees. The water is diseased and poisonous; only broo and other Chaos monsters thrive here. No Animal Nomad can become a khan before he has hunted and killed Chaos in this very marsh.

Dryvale: This is the poorest grassland in the Eiritha Hills, but still one of the richest in the Wastelands. As with all of the Eiritha Hills, it is controlled by the Paps.

Dwarf Knoll: This isolated hill was a Mostali stronghold in the God Time. Here Flintnail the Dwarf first met Pavis and learned of his plan to awaken the Faceless Statue. It is reputed to have been a dwarf city in the God Time, and there still may be dwarves in residence.



The Eternal Battle

The Eternal Battle is a phenomenon particular to Prax. The natives all fear it, for it is a battle of Immortals and the Doomed fought since before the Dawning. Learned scholars from other parts of the world have observed (and sometimes survived) the Battle, and they say that it is nothing less than the great battle where the Devil fought against Storm Bull for the fate of the cosmos. They claim that at the Eternal Moment when the non-sequential reality of the God Time was destroyed (usually pinpointed as the moment that the Spike exploded) the critical moments of the Battle were frozen in non-Time. There would seem to be some truth in this, for the descendants of the people in that battle are able to call forth their ancient kinsmen from the fight, if they can withstand the forces raging through the cosmic storm.

Eggs on Rocks (oasis): The stony ground surrounding this oasis is home to flocks of hardy birds. The Oasis People have a thriving trade with the nomads, as only they are able to harvest their eggs.

Eiritha Hills: These hills are sacred to the Praxian nomads and are said to cover the body of their goddess Eiritha. Only a few unmarked paths cross the mountains, and travelers do not cross without a veteran guide.

Eiritha's Print (oasis): The most northern oasis in the Wastelands, Eiritha's Print is fed by one of the seasonal serpents, but never empties. Fanzali's Own Grassland is blessed by its presence.

Eiskolli (small city): This small city in Sun County is the holding of a family powerful in both Sun County and Pavis County.

Erno Arkozal Grasslands: Second only to the Sacred Ground of the Paps, this bountiful grassland is said to lie on top of Genert's throne. Now in the center of the Krjalki Bog, only the hardiest nomads graze their herds there.

Ex: This deep depression was made by the Block while it was bouncing and skidding to its final destination. At the base of the depression are the flattened remnants of a Golden Age city or temple.

Exile Stead (small city): Also called Barbarian Town, this walled settlement is populated by Pol-Joni and by exiles from Lunar occupied Sartar.

Eyebrow: This peak is known for the rare healing plants that grow near its summit. There is an annual pilgrimage from the Paps and Horn Gate to here; only the correct offerings to the spirits allow the plants to be harvested and to retain their powers.

Eyes Rise: This cliff on the east side of the River of Cradles is 200 feet high at its tallest and painted with ancient symbols which look like five eyes staring down on the river.

Fanzali and the Hyena (grassland): This rich grassland was Fanzali's second discovery. Here he found more hyenas than ever, yet the hyenas do not bother the herds here. Fanzali rarely tells why.

Fanzali and the Ostrich Grasslands: Fanzali was a great Storm Bull hero of the First Migration. This is where he met the lost Ostrich Tribe of Prax.

Fanzali's Own Grassland: Under the Raging Storm and blessed by Eiritha's Print, Fanzali finally found a place where his bulls and cows could live an idyllic life in-between their never-ending hunt for Chaos.

The Oases of the Wastelands

The oases of the Wastelands have year-round water, and as such are places where people gather and settle. The oases are always fought over by the native tribes who want to 'own,' even temporarily, the lush land. Part of the property includes the permanent residents.

The residents of most oases are mostly mixed stock, including many blue-eyed people alien to the Praxian nomads. They live in conical huts of dried mud and palm-frond thatch within the walls. They grow herbs, dates, grain, and grapes.

The people are treated like slaves or animals by the nomads, as though incapable of organized resistance or of independent thought. The natives rarely do anything to counter that opinion. They gather, plant, harvest, and so on the way they have since Time began. When ordered to do so they will bring foodstuffs and tribute to the nomads who currently own the oasis. Good chieftains will trade with the natives and treat them fairly. Meat raising is generally forbidden to the oasis peoples and so gifts of it are greatly appreciated. They trade foodstuffs or child slaves.

Fanzali's Place (oasis): Fanzali's third discovery. Here the Storm Serpent Path feeds the oasis, which lasts until the next inundation. The Raging Storm's blessings are always felt here.

Feroda (ruin): These are the ruins of a Second Age Jrusteli port city, abandoned when the River of Cradles moved its mouth.

Fever Trees: This is a dense jungle south of the eastern mountains. Vegetation begins here, and grows thicker as one travels east. The name comes from the fact that nomads penetrating this region often come down with unusual diseases not found on the plains. Occasionally, a party of raiding nomads manages to survive the harsh journey through the jungle, and emerges into a rich, civilized land.

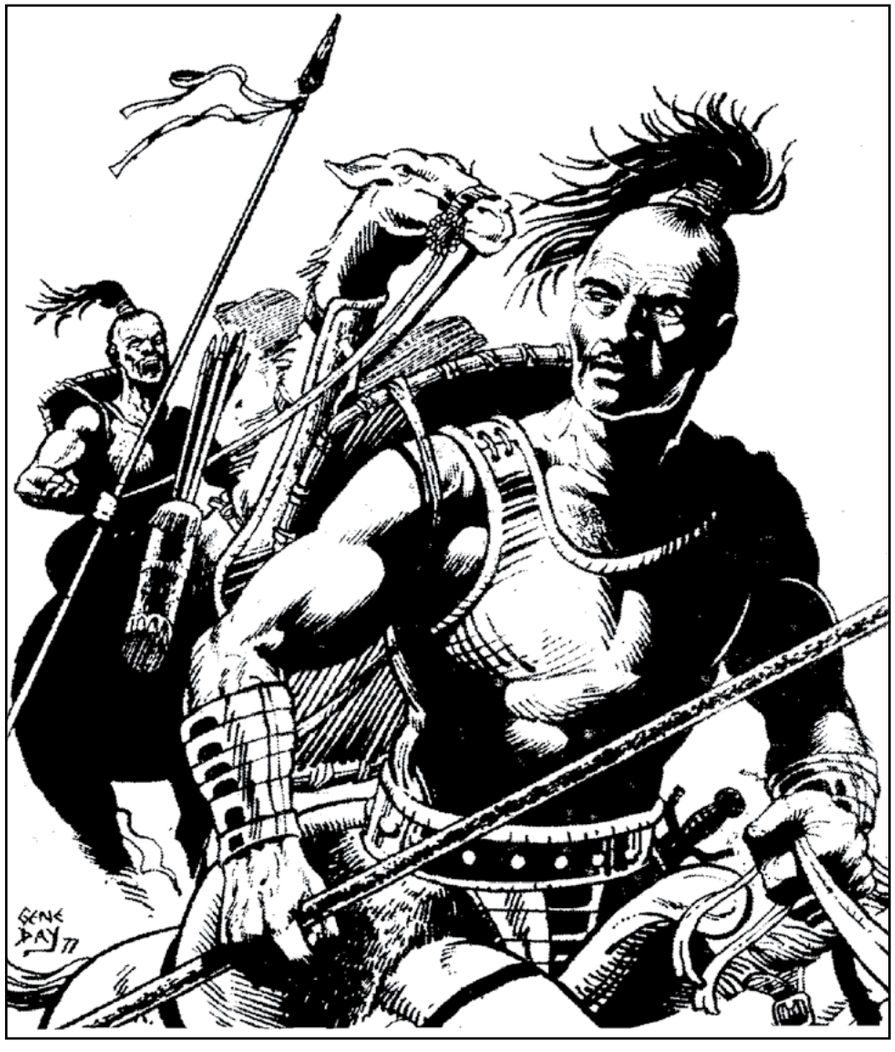
Feverlast (oasis): The last stop for those following the southeast trail out of the Wastelands; beyond are the Vanishing Hills and the Fever Trees of Teshnos. Feverlast is a cosmopolitan oasis where Praxian Animal Nomads trade with Teshnan merchant caravans and foreign adventurers.

Garhound (small city): This Sartarite town is the seat of the powerful Garhound clan.

Gash Land: This dry and rocky country includes the whole of the eastern half of Dagori Inkarth. The northeast-southwest ridges are graben formations formed when the volcanoes to either side were raised abruptly. The tops of the ridges are characteristically flat, as are the valley bottoms. In the Great Darkness, this was ruled by the troll Hero Gash.

Ginmuz Mountains: These mountains grew rapidly at the end of the God's War as the Earth herself grew up to hide one of her own daughters buried beneath. They break the Eiritha Hills into the Head and Hind Grazing. The four peaks here are called the Sons of Genert and have no names.

Gonn Orta's Pass: From his castle, a huge giant commands a passage between the Elder Wilds and the Wastelands. With a handful of unusual denizens he trades here, and decides whether to let inhuman raiders pass onward south, and Praxians raiders to pass north. The exact location of the pass is a secret known only to a few.



High Llama Riders

The High Llama Riders are the smallest of the Great Tribes, but are counted as the most powerful. Their beasts tower over other riders and are also able to run down even the swiftest skirmishers. The men are armed with long weapons to reach to the ground, clothe themselves in leather, and are said to fear no one on the plains.

Good Canal: Waha dug the Good Canal to bring water to wash away the polluting Chaos horror beneath the Block. The River did as it was told, and although the River sought to hide underground in shame, the Earth forced Her upward again, forming the Devil's Marsh.

Grand Mine (troll city): This troll stronghold is home to the rulers of the Gash Tribe.

Grantlands: The southern reaches of the River of Cradles have been recently settled by Pelorians from the Lunar Empire.

Great Bog: This marshy bogland retains moisture for much of the year, gradually dwindling over Fire, Earth, and Dark Seasons. It is thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and very easy to hide in.

Greydust: This area is where the forces of Genert initially met the Chaos hordes; their blood has mingled with the Chaos of the victors to produce a poisonous grey dust. Storm Bull winds still rage here and try to blow away the dust, and an occasional green oasis appears when Storm Bull has been exceptionally successful.

Greystone Well (oasis): Occasionally surrounded by the Family Bison Grassland, Greystone Well is a tiny remnant of Genert's Garden. Its deep, narrow opening means that water has to be continually lifted by *shadoof*. The water spirit of this oasis has always asked to be broken out, so it may flow freely.

Guests Pastures: Part of the Sacred Ground, the richest grassland in all of Prax lies atop the body of the Herd Goddess. These are the pastures of the Most Respected Elder herself; it is a great blessing to be allowed to graze herds here.

Hairymen Lake (oasis): A favorite stopover for Storm Bull cultists following the northern trail to Fanzali's Place. The Oasis people here are well known for their date wine.

Head Acres: The North and South Head Acres are rich grazing in sight of the four sacred Horn Mountains. The Praxian Animal Nomads are increasingly coming into conflict with the settlers of the Grantlands to the east.

Head Grazing: This rich pasture in the Eiritha Hills south of the Ginmuz Mountains contains the four Horn Mountains and Eyebrow peak. Access is nominally controlled by the Paps, but rarely enforced. To be found here without permission is a grave insult to the goddess.

Helmbold (small city): This small Yelmalio farming settlement developed at a natural narrowing of the Zola Fel. Its ferry and small market ground on the far side offer a small trading post with the nomads.

Hender's Ruins (ruin): These partly-buried, broken crystalline structures are visible for miles in sunlight. Jaldon Toothmaker once made this his camp for the aid it gave his teeth. Nomads normally avoid it as the weird plants there attract monsters.

Hidden Greens (oases): A comparatively fertile portion of the Wastelands where lurk three magical oases which appear and vanish without warning. One of these oases is home to the magic Women of Seclusion, who only appear to critically-wounded warriors. Assuming that none of the oases appear, the Hidden Greens country is good for grazing about once every three years.

Hillside Bison Secret Grasslands: The most northern of the rich grasslands, clans here are more vigilant as Pentans occasionally venture south to raid this grassland.

Hind Foot Range: The most northern part of the Eiritha Hills and part of the Sacred Ground. These high pastures belong to the Khan of the Paps himself. It is a great blessing to be allowed to graze herds here.

Hind Grazing: This rich pasture in the Eiritha Hills north of the Ginmuz Mountains contains the grazing up to the edge of the Sacred Ground. It includes Dryvale, but not the Guests Pastures and the Hind Foot Range.

Hoofcrack (oasis): Mallia's blood fell here in the Great Darkness, and her spirits still plague the herds. Only the Morokanth, their herd-men, and other hoofless beasts are able to safely water here. The Oasis People here are always suspected of collusion with Chaos by the other Praxian tribes.

Horn Mountains: The four Horn Mountains are two pairs of sacred peaks in the Eiritha Hills. Yiskoz and Valasa Mountains, and Spirit and Hosar Mountains, are each associated with different spirits. All are unclimbable, steep, and barren.

Horngate (small city): This white-walled oasis is a shrine of the Praxian tribes. It lies near a mountain called Yiskoz, and includes ruins of the most ancient kind. An ancient holy place, considered to be haunted or cursed by common folk, lies within the area as well and is said to run underground for miles until it reaches fabulous ruins underneath the distant mountain. Some elders say that the entry to those haunted ruins was once covered by Waha the Butcher with immense gates made of animal horns but that blasphemers ripped them down ages ago.

Horse Grave: The ground here is strewn with the white bleached bones of tens of thousands of animals. All types are represented, but horses predominate. Some consider this a holy place, while others, a cursed one.

Hosar Mountain: One of the four sacred Horn Mountains, this peak is unclimbable, steep, and barren. In Storm Season, huge arcs of lightning jump between it and Spirit Mountain. Hosar is the Animal Nomad name for Lightning Boy.

Huck Sheng Hills: These arid and rugged hills have been eroded into tall fins, domes, cliffs, and deep canyons. Occasionally mystics from Kralorela exile themselves to these hills to live as hermits. The tribes of Prax submitted to Sheng Seleris here in 1361.

Hush Hill: This great mound marks the tomb of a great khan who plundered much of Teshnos, only to succumb to disease in the Fever Trees. He was entombed here with all his treasure. It is guarded by evil spirits.

Impala Bone Grasslands: Occupying a magical place between the border of Vulture Country and Wahafanzali, this grassland is sporadically fed by the Angry Serpent Path. Its waters flood from the Otherworld at the Blue Sable Altar, where Waha stands with his heroes to subdue it. The Impala Bone Clan is famous for it serpent fighters.

Indagos (small city): This market town in Pavis County is the holding of a powerful family originally from the Big Rubble.

Iron Forts: The Iron Forts are a series of defensive structures built by the Dragon Men of the East to stop the persistent nomad incursions. The Forts actually have iron walls, and each is manned by a cadre of holy warriors who worship their citadel. The warriors are all trained to speak Praxian, but they also know their native tongue of Kralori.

Jaldon's Rest: This stone cairn is the grave of the Praxian Hero Jaldon Goldentooth and his magical steed. It is a place of power for the Praxian Animal Nomads.

Krjalki Bog: During the God Time, this was the location of Genert's Garden, the most beautiful spot in a beautiful world. The armies of Chaos blasted the site and destroyed Genert. Now it is a Chaos-infested swamp. The Storm Bull lives in the sky north of the bog, still guarding it for his lost lord. The desert winds of the Raging Storm blow acid rain and poisonous vapors over the desert.

Last Drop (oasis): The most easterly oasis in the Wastelands. It was revealed by Waha when his water skin's last drop fell to the ground and made the last patch of green grow between the Badlands and the Demons Quarter.

Leaping Place Falls: This 500-foot-high waterfall in the foothills of the Nine Good Giant Mountains is one of the most sacred places of the Zola Fel cult. When the gods of Chaos destroyed the Spike, many sea gods leapt into the tear in the world to try to plug it. Homeland Ocean began to succeed, and to aid him, all the waters of the world flowed towards him to lend their power. Zola Fel received the call from this cliff. He leapt from the cliff to the valley and flowed back to the sea, setting his present course.



Sable Riders

The Sable Riders ride upon giant antelope with curving horns. Because of the crescent shape of these horns, they are also sometimes called the Lunar Deer. They are a mixture of light cavalry skirmishers and close combat heavy cavalry shock troops.

Long Dry: This is a particularly arid part of the Praxian plains.

Monkey Ruins: These are the ruins of the City of the Monkey. When Oakfed fell to earth, he landed on the city, destroying most of the inhabitants. The ruins are the center of the Praxian cult of Oakfed. Here any shaman can attempt to contact that great spirit with the proper sacrifices. No Oasis Folk live here, and the ruins are sacred to the intelligent baboons of Prax.

Monster Men: This region is inhabited by Hsunchen bands and the occasional Chaos monster.

Moonbroth (oasis): This oasis on the Pavis Road is a major stopping point for caravans



traveling across Prax. Famed for its geysers and hot springs, as well as the mysterious prophetic spirit of the oasis, Moonbroth was the location of the decisive battle between the Lunar Empire and the tribes of Prax. Traditionally held by the Pol-Joni tribe, Moonbroth is now garrisoned by the Empire, and is currently the religious center of Lunar Prax.

Mosquito Marsh: This unpleasant coast is avoided by the Praxian animal riders because of the clouds of biting insects that plague it.

Mostali Graveyard: Great pillars of smoke rise from this valley, visible for over a day's journey away, and a useful direction-marker. Mostali Graveyard is a flat-bottomed bowl, with many large and small lava rock buildings and ruins. No plant life exists, except at the fringe. The dwellers are crazed and Chaotic dwarves, seemingly intent on building infernal machines of misery and destruction. The valley is also home to krarshti and giant worms, both allies of the dwarves.

New Bog (marsh): This marshy bogland retains moisture for much of the year, gradually dwindling over Fire, Earth, and Dark Seasons. It is thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and very easy to hide in.

New Pavis (small city): This city outside the walls of the Big Rubble was founded by a grandson of King Sartar in 1550 and settled by refugees from Sartar but fell to the Lunar Empire in 1610. It is the center of civilization in the River of Cradles.

Nine Good Giants: These mountains are nine tall pillars which rise starkly from the worn ground about them.

No-Go: This is both the easiest and hardest route to the top of the Plateau of Statues. The way up is comparatively safe, save for Desiccation Bees, the risk of death by thirst, and ambushes. But the trail ends at a dark and forbidding fortress of madness, haunted by boggles. To enter the Plateau, one must enter the fortress, brave the boggles' hospitality, and survive.

Obscure Plinth: This lone dragonewt plinth is far from Dragon Pass. The Empire of the Wyrms Friends believed it was a functional, if rarely-used, part of the Dragon Pass dragonewt road system. It is avoided by the Praxian animal riders.

Old (ruin): These scattered, haphazard ruins are from before the Gods War. They were brought to the surface with the earth used to cover Eiritha. They consist of strange, broken structures: beautiful crystal caves, tunnels, and subterranean pools.



Old Wind: High on the eastern face of Stormwalk Mountain is Old Wind, a holy place to all who revere Orlanth. Its winds can be heard for miles. Here the most holy devotees of Orlanth – the Stormwalkers – meditate upon their breath and seek to become one with Orlanth.

Only Safe: This lush canyon on the western edge of the Tunneled Hill is inhabited by an itinerant population of Storm Bull cultists, plus their slaves and friends. They are not known for their friendliness to strangers.

Orani's Mistake: When the Devil came to Prax to take away the goddess Eiritha, Orani tried to fight the Chaos God, which proved to be quite a mistake. This battlefield has lain blasted and ruined ever since.

Orani's Tongue: This is where Orani's tongue was left by the Devil following Orani's mistake. The mistake was to open his mouth to mock the Devil.

Oranstal's Own Grasslands: This grassland was discovered by the Sable Hero Oranstal, after he had spoken deep with his ancestors at Daka's Creek.

Pairing Stone: This remarkable pair of menhirs is located on a rocky bluff about 60 miles northwest of Pavis and is holy to Orlanth. One stone is pale blue and the other is pale brown. Both are about 25 feet high and tilt slightly towards one another. The Orlanthi say Vingkot married one of Tada's daughters, called the Summer Wife, here.

Painted Wall: This mile-long cliff face is carved with many large runes, symbols, and petroglyphs. Shamans are often found here speaking with the spirits of the Wall; they will often tell visitors where to find their story on it.

Palace Grasslands: Six rich grasslands lie next to the Krjalki Bog, five around the outside and one inside. Collectively called the Palace Grasslands, they are said to lie on top of what was once Genert's Palace. These grasslands present a dilemma for the Praxian Animal Nomads: they are the richest outside the Paps, but the most dangerous in the Wastelands. Their relative danger runs counterclockwise, with Waha's Blessing considered the safest, and Twixt considered the worst.

The Paps (small city): The Deep Womb of the Goddess. This is the most sacred place of Eiritha and her son, Waha, as it was here that Eiritha hid herself from Death by going underneath the earth. The Paps are an enormous underground Earth temple, a vestige of the Golden Age. A thousand priestesses dwell here, many of whom tend gods and spirits found in no other place. All these priestesses maintain a luxurious existence, quite removed from the toils of nomadic life. Eiritha reigns supreme here and, except for

Black Fang Brotherhood

The Black Fang Brotherhood is a mysterious organization of murderers-for-hire based in the ancient ruins of Pavis. They worship Black Fang, the spirit of a ruthless bandit.

certain permanent priests, men may not enter the sacred precincts of the Paps unless invited by the priestesses. The countryside around the Paps for many miles is excellent grassland.

Pavis (small city): This is the only true city anywhere in the Wastelands. It is divided into two sections: New Pavis, and the Big Rubble. The Rubble is a vast expanse of ruins haunted by trolls. New Pavis is a human city founded by a member of the House of Sartar and settled by colonists from Dragon Pass.

See the book *Pavis: Gateway to Adventure* (published by Moon Design Publications) for additional information on the city of Pavis.

Pavis County: This fertile area around New Pavis has been settled by farmers and herders of Sartarite stock.

Pimper's Block (oasis): Pimper's Block is a thriving slave market on the border between Dragon Pass and Prax. Once a simple altar shared by the Orlanthi and Praxians, it has long been used as a place to ransom back captured kin. Now buyers from the Holy Country and the Lunar Empire come to purchase whatever their masters require or desire. By tradition, Morokanth are not allowed here. The Lunar Etyries cult runs and protects the market.

Plateau of Statues: This is another remnant of the God Time. It rises with sheer cliffs on all sides more than a mile high. Atop it are gigantic statues and ruins, and the shattered remnants of a pre-Gods War villa. Lost parts of dead gods pass among the ruins as harmful winds, blessings, and horrors. Old pets, creatures unknown elsewhere, sometimes wake and snuffle about. Most of the time, the place is patrolled by three huge stone monsters: Blind, Brow, and another, unnamed monster referred to by the nomads as the Maker of Earthquakes.

Prax: Prax is that relatively flat region between the River of Cradles in the east and the hills and mountains which separate it from Dragon Pass and the Holy Country in the west, and between the mountains of Shadows Dance in the north and the coastal zone and the sea in the south. This semi-arid grassland is holy to all Praxian nomads because it is the home of their ancestors. Most of the animal riders originated here and lived nowhere else until the tribes entered the Wastes *en masse* in the Second Age, and now most nomads live there.

This land was beloved of Eiritha and was fertile and pleasant, but she gave its essence to aid the Storm Bull against the Devil, so that now little besides grass and chaparral will grow there, even though great amounts of rain may fall during Dark, Storm, and Sea Seasons. Little rain falls the rest of the year. The surface of the land is now hard clay and sand, and the water runs off or goes underground, and is lost to the inhabitants. Adventurers frequently will see river-courses, but only a trickle of water will be in them. By Fire Season, the number of streams flowing in the center of Prax can be counted on one hand. Trees and bushes sometimes line the watercourses and tap underground waters beneath the dry soil. Still, it is possible to meet little more than rock and sand during a journey across the interior. Late summer thunderstorms have sometimes saved travelers from death by thirst in a land whose total rainfall can be as high as 50 inches a year.

Purple Flowers Grassland: One of the six Palace Grasslands, it is best known for its seasonal carpet of purple flowers. Many Impala clans vie for grazing territory during this time.

Raging Storm: The Storm Bull lives here, guarding the blasted remains of Genert's Garden for his lost lord. This storm sometimes moves to the north, sometimes to the south, but always blowing his furious desert winds. It blows most powerfully in Dark Season, when Storm Bull blows his wrath throughout the Wastes and even beyond.

Redwood Forest: These are the ancient remnants of a prehistoric forest that once dominated the region. Now only the shattered stump of their Shanassee Tree remains, but it is enough to maintain the few local Aldryami. The green elves here worship the Torch and keep it healthy.

Rhinoceros Rocklands: This boulder-strewn region is where Great Rhino was killed in the Gods War. His spirit is strongest here and it has the best grazing for rhinos. As such it forms a natural pilgrimage place for the thinly-spread Rhino tribe.

Rich and Die Young Grasslands: These bountiful grasslands lie between the Fever Trees and the Demons Quarter. Tribes gather here to raid or trade with Kralorela or Teshnos.

River of Cradles: Also called the Zola Fel, this is the only major river of the Wastelands and marks the boundary between Prax and the Wastes proper. In the First and Second Ages, giant cradles holding equally giant babies were seen floating down it, but no longer.

See the book *Pavis: Gateway to Adventure* (published by Moon Design Publications) for additional information.

Ronance Well (oasis): Ronance and his water spirit wife lived here. The Great Darkness greatly weakened his fertility powers, and now he is only able to live at the Paps with his mother. When occasionally he visits, it is said that any woman present at the oasis can choose to bear twins that year.

Ronegarth (small city): This small fortified town is the center of the Lunar Grantlands and the home of Duke Raus of Rone.

Roundlake Mountains: The Roundlakes are three caldera lakes full of ancient stagnant water. Occasional rain and annual snows keep the largest lake at equilibrium, but the smallest often disappears in dry spells.

Sacred Ground: The Paps and the Sacred Ground are sacred to all Praxians. It is the birthplace of Waha the Butcher, as well as performing the important function of providing neutral territory for hostile peoples

The Battle of Pairing Stone and the Fall of Pavis

During the troubled times, the human residents sought many different forms of assistance. One group, experimenting with Darkness and the powers of Hell, discovered many interesting ways of obtaining help. In this they lost sight of many dangers as well, for about 1195 one of their leaders sent for help, offering great rewards to the Queendom of Dagori Inkarth. Shortly afterwards trolls found their way into Pavis, and their scouts sought the best routes for an army to march.

In 1237, a troll army from Dagori Inkarth led by Gerak Kag was intercepted at the Pairing Stone by a combined Praxian army, eager to do battle with the trolls in the daytime. But the troll priestesses released a stinking black cloud which made the nomad mounts uneasy, and from it sprang Hell Hounds which caused terrible panic. The nomad shamans loosed their gods against the Darkness, but successive attacks by Morning Star, Thunderbird, Lightning Boy, and even Pure Horse Founder all failed against the spectral troll spirits. Panicked and demoralized, the nomads fled and fell with their backs to the monstrous enemy.

Gerak Kag and his picked warriors approached the city of Pavis first, and with one jump landed atop the mighty walls. They paced the length of the structure, and then their army streamed through the long-shattered gates. During this time Balastor, the last popular leader of the humans in the Rubble, fell.

Within the walls there was much building by the trolls, and rock and lead were used to seal the ancient gates closed. The breaches were closely guarded, and it grew increasingly difficult and dangerous for nomads to penetrate the city. The trolls eventually built walls of questionable strength across the breaches.

Around the year 1270, a barbarian hero tried to enter the city, first by stealth and then by great magics. He was defeated, and the victorious trolls say it was Waha himself whom they had conquered. None of the chieftains in Prax had children that year, nor the next until the rescue of the armed corpse by a one-armed woman from Tourney Altar. Afterwards, no nomad tried to invade or plunder the troll fort.

to meet. The priestess of the Paps forbid combat within 20 miles of the Paps, forming the Sacred Ground around the temple.

Sandstorm Hills: These hills are all that remains of a Storm Bull sandstorm that was turned to stone by Wakboth. The Wicked Writher cut through the hills at Earthfall in an attempt to save Genert, and its narrow canyon now drains the Krjalki Bog.

Scritha River: The Scritha River is one of the largest seasonal tributaries of the Zola Fel River. It is typically dry in Fire and Earth Seasons, and overflowing in Storm and Sea Seasons. Many farms are scattered throughout the Scritha valley, centered on the town of Indagos. The East Scritha steppes are rugged and arid grasslands.

Serpents: These seasonal rivers can be relied upon to come every one to four years.

Seven Picture Walls of Artash: The Seven Picture Walls were discovered by the Praxian hero Arnvish Artash during the Second Age migrations. He claimed to have seen the future in these huge murals. Their intricate patterning and lifelike scenes were said to have taken him back to the Green Age, where he brought back a missing part of the Wastelands called the Whetstone, which is said to still lie nearby.

Shadows Dance: Shadows Dance is a name given to the lands which lie north of the Prax chaparral and south of the Rockwood Mountains. The land is primarily hilly and dry, though some regions maintain tough pines and scrub.

Sitting Llamas: More than a hundred sandstone shapes are said by the Praxian Animal Nomads to resemble High Llamas. Some Animal Nomads speak of a lost Stone Llama clan, but say this isn't them. Others say they are an unfinished work of Eiritha, and one day she will complete them.

Sleeping City Hills: The Sleeping City Hills are a huge karst formation reputed to be the remains of the civilization of Tada, a primeval Earth hero. Many colorful names and stories are attached to the rock formations and sections of the region.

Snow Line: This is the ecological boundary between Pent and the Wastes. South of this

The Plateau of Statues

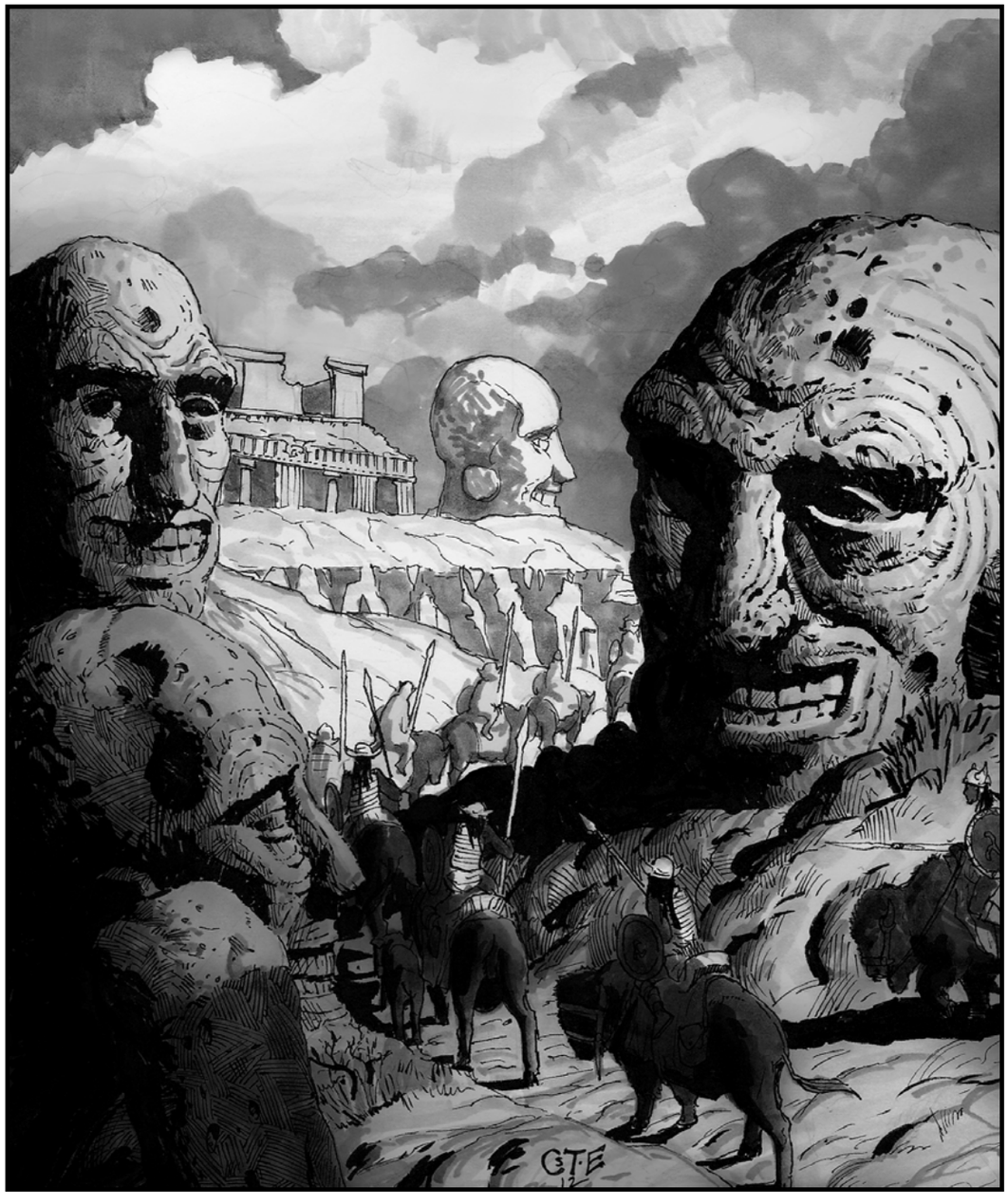
The Plateau of Statues is a haunted place littered with gigantic statues and ruins, the shattered remnants of a pre-Gods War palace. Dead gods grin with perfect teeth at those passing through the ruins and lost parts of dead gods pass among the ruins as harmful winds, blessings, and horrors. Monstrous things, old pets of the dead gods, sometimes awaken and snuffle about.

The River of Cradles

The Zola Fel marks the division between the arid plains of Prax, and the even more desolate Vulture Country. Since the God Time, the river was used by giants to send their children to the sea in immense cradles. It is said that in the Second Age the Jrusteli God-Learners would intercept these cradles for the magical knowledge they contained. Eventually, tired of depending on the vagaries of currents and winds in the ocean, the Jrusteli established a settlement far up the River of Cradles, called Robcradle. This drew the wrath of the Giants, and was soon smashed, but its foundations provided the start for the great city of Pavis, which still maintains a precarious existence on the plains.

After the devastation of Robcradle, the Giants slowly learned that their cradles were no longer reaching their proper destination and the cradles ceased to come down the river which still bears their name. Ancient God Learner writings intimate that this was the end of the great Giant race of the Elder Wilds, and it was from this time that they ceased bearing young and became sedentary, growing into the mountains that are known as the Eleven Big Giant Mountains.

Giants are still breeding and bearing young, which seemingly gives the lie to this theory, but the God Learners speculated that there were actually several species of giant, all of which looked alike from the low viewpoint of most sentient beings, and that the cradle giants were quite distinct from their barbaric brethren. They were magicians and philosophers, in their own way far closer to the wisdom of the gods than the so-called God Learners, but the greed of the Jrusteli had destroyed the race and indirectly caused the great Closing of the Seas, presaging the end of the Second Age.



Tada

Tada was a Hero who served Genert, the ruler of this land in the God Time. Tada became a warrior to fight Chaos and threw back many foes before he was slain and torn to bits by Ragnaglar. The parts of Tada that were found by his followers are buried under the mountain-sized mound called Tada's High Tumulus.

Other parts of Tada were saved by ancient folks and are still found among the tribes in Prax. These are called the Grisly Portions and are his Leadwood Club, the Wind Sandals, the Lionskin Cloak, and the Mask. The artifacts are actually his hand, feet, skin, and face, preserved by their own great magical power.

Prophecies say that Tada himself would be awakened if his grisly portions were taken atop the mound at the right time, and if the right sacrifice was made. His great army would awaken, and an entire nation would appear to help him.

line the land is struck with frost no more often than once in three years. Once the traditional boundary between Pent and the Wastelands, the Animal Nomads have lived north of the Snow Line for generations. The climate has been warming for the last few centuries, causing the Snow Line to move slowly north, to the detriment of the Pent horsemen. The Animal Nomads call the lands north of the Snow Line the Summers of False Plenty.

Sog Marsh: Once the site of a Waertagi port in the Storm Age. It was destroyed during the Great Flood, and nothing now remains but marshy earth and millions of biting insects.

Sog's Ruins: These are the ruins of a Storm Age Waertagi dragonship dock left high and dry when the Great Flood receded.

South Bog: This marshy bogland retains moisture for much of the year, gradually dwindling over Fire, Earth, and Dark Seasons. It is thickly covered with brush, thorns, and hardwood trees. They are difficult to walk through, impossible to ride through, and very easy to hide in.

Spirit Mountain: This steep and barren mountain is unclimbable by normal means.

Star Crystal Mountain: This place is where Pole Star fought the Chaos gods Tien and Thed. The divine blood spilled here attracts both spirits and Chaos demons.

Storm Bull and Vrak Kargh Vozh Mountain: This spindly peak was once a Chaos god that Storm Bull gored so hard it turned to stone, leaving Storm Bull's face marked on its side.

Sun County: This theocratic enclave of Yelmalio soldier-farmers was founded in the Second Age and spent most of the Third Age in isolation. They maintain their autonomy from the Lunar Empire at the price of military alliance.

Sun Dome Temple (small city): The golden-domed Sun Dome Temple is the most important holy place to Yelmalio in Prax. The priests of the Sun Dome Temple control all aspects of society in Sun County.

The Hero Wars Begin

WASTELANDS: The Cradle

In Sea Season of 1621, a giant cradle appears at the Boathouse Ruins and floats down the Zola Fel. Inside is a baby Giant and a treasury of giant-wrought items of great value and power. Argrath leads the defense of the Cradle against efforts by the Lunar Empire to rob it and take its contents. At great cost, and after many reversals, Argrath defeats the Empire, and the cradle, the baby, and its contents sail into the Rozgali Sea towards Magasta's Pool.

Tada's High Tumulus: Tada's High Tumulus is held by Praxians as a place of great power. It is a huge ovoid dome about 2,000 feet long and 1,000 feet wide and 2,000 feet high at its top. Its surface is rough and pebbly, a very hard granite, with little lichen or moss on it. The Praxians say it is the place where the ancient Hero Tada, who was Khan over the land when the giants ruled the world, is buried. His warriors rest around him in the Sleeping City Hills.

Than-Ulbar: The nearest thing to a city in the Wastes, Than-Ulbar spreads like a cancer in and around an old blown-out volcano in the Tunneled Hills. Lava tubes and chewed-out tunnels criss-cross the area. The volcano, already hollow, has been riddled with crawlways for its Chaotic denizens. The crater holds a bottomless lake and is a great temple to a Chaos god. The monsters that dwell here raid the Wastelands and beyond, ranging as far as Kralorela and Teshnos for trophies.

Three Little Giant Mountains: This cluster of snow-capped mountains between Dagori Inkarth and Balazar were once a trio of giants that were turned to stone long ago. They give birth to the Zola Fel River which flows into Prax, and it is these giants who used to float their babies down the river to the sea.

Tiger Grasslands: This grassland was once ruled by a band of Tiger Hsunchen. Their ghosts can occasionally be found here, preying on the herds.

Toothstone Grass: This grassland is dotted by strange sandstone pillars, thought to be related to the dragon of the Vast Teeth Hills.

Torch: This was a tool of a forgotten god, first captured by the trolls as booty. It was put in its current spot as a diversion to attract Chaos, which it did, and it also withstood it for a while, thanks to the aid given by green elves who were struggling nearby in the Redwood Forest. The Torch irregularly sends forth a great, but short-lived, spirit of light, initiating the movement of light and shadow called Shadows Dance.

Tourney Altar (oasis): This natural stone amphitheatre is the center of the Humakt cult in Prax, and has served as the site of sacred combat since at least the time of Tada.

Tunneled Hills: This was a city during the God Time, but now is a rugged range of hills riddled with burrows of evil Chaos folk. It is ruled by a demon child born of Cacodemon and a diseased broo. Its wasted mind delights in breeding projects which run amok, spewing out occasional hordes of displaced, ravenous broos, krarshtkids, scorpion-things, or just unnamable horrors into the Wastes.

Twixt Grassland: Squashed between the Krjalki Bog and the Sandstorm Hills, this rich grassland is considered the most dangerous. Only the hardiest or most desperate come here.

Umath's Rock: This pinnacle of orange rock rises high above the surrounding Redwood Forest. The Praxian nomads believe this is the home of the Thunderbird. The Orlanthi say this is a piece of Umath that fell to earth when the Storm God was struck by Jagrekriand in the Gods War.

Upward Crack: This narrow and extremely steep crevice leads to the top of the Plateau of Statues just south of the Valley of Pinnacles.

Valasa Mountain: One of the four sacred Horn Mountains, it is unclimbable, steep, and barren. On Storm Bull's High Holy Day, huge arcs of lightning may be seen jumping between it and Yiskoz Mountain.

Valley of Pinnacles: Volcanic cones dot this valley floor, otherwise roamed by degenerate humans and other *krjalki*.

Vanishing Hills: Praxian legend says that anyone who makes proper sacrifice at these hills will be protected while in the Fever Trees. Unfortunately, these hills are only visible to those Praxians fleeing out of the Fever Trees.

Vast Teeth Hills: These sharp precipices are thought to be the jaw of an immense dragon, slain in the Gods War. Howling ghosts ride around and around the precipices of these hills upon a frozen, killing wind. The hills are avoided by the Praxian Animal Nomads.

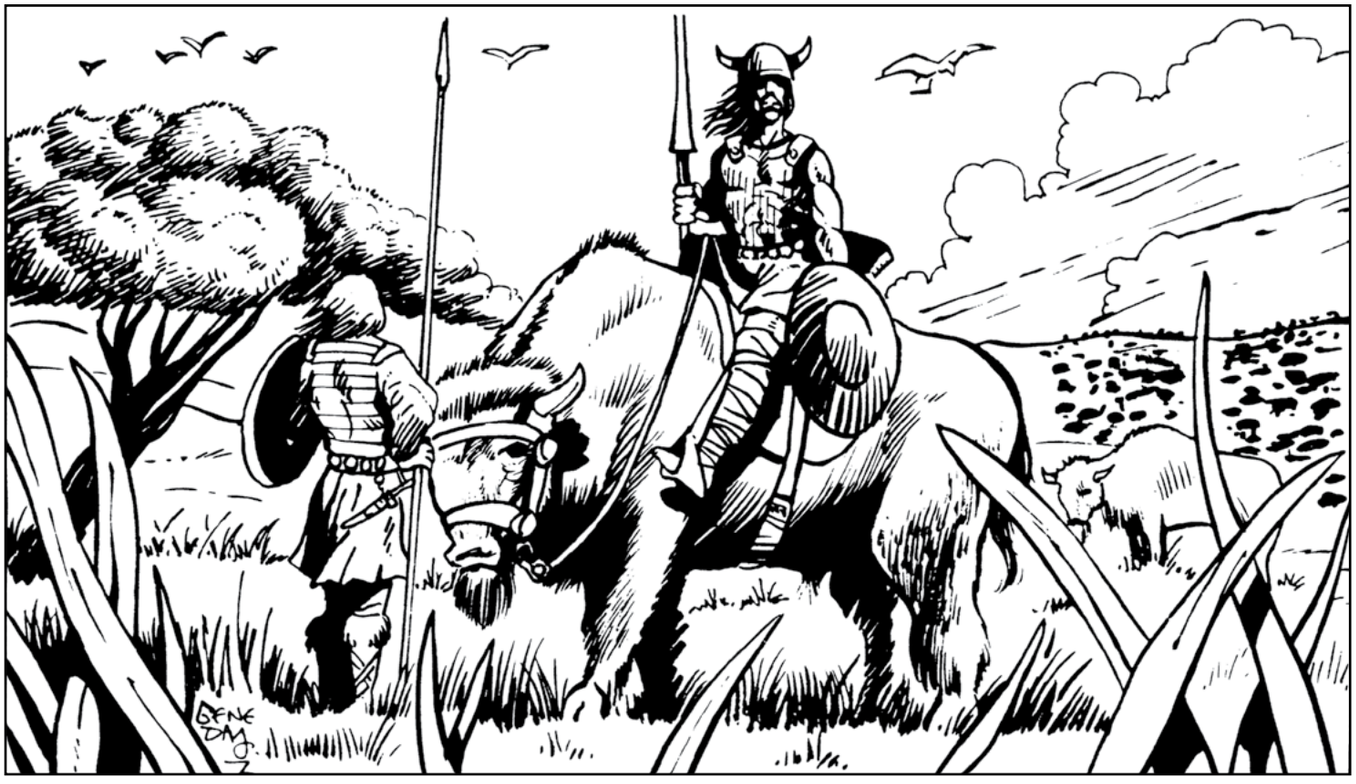
Vulture Country: This is the stretch of arid chaparral just to the east of Prax. It holds no oases, and its seemingly endless bleakness has fooled many scholars into believing no significant numbers of humans could survive in the Wastelands. This desolate area is only good for grazing about one year in ten. Further east, the lands are more like Prax.

Waha's Blessing Grasslands: Although bordering the Krjalki Bog, this grassland is the safest of the Palace Grasslands. The Raging Storm above blesses it.

Wahafanzali: This is the least-watered and the bleakest grassland in the Wastelands, except for the Vulture Country. It is considered to be very dangerous because of its proximity to the Krjalki Bog, a notorious source of Chaos.

Wahalstorana: Before Yelm was returned to his place in the Sky Dome by the efforts of the Glorious Seven, Waha gathered his bravest tribesmen to him from around Prax ("except for the Trembling Impala, as they were the hungriest and wouldn't go"). Waha led them northward to defeat the monsters plaguing the land. Victorious, the people of Waha grazed together for a while, and spread across the open lands.

Elstorana, after whom the area is named, was Waha's long-lived daughter, and she had four sons, each of whom married the ranking Herd Mother. Together they established the Elstorana khan dynasties.



Bison Riders

The Bison Riders are dependent upon their heavy and slow animal for their livelihood. Like their beasts, the riders are big and thick, slow to move but terrible upon impact. They scorn the bow as unmanly and dress in thick cured hides of their brethren beasts. Heavy lances and trusty blades round out their armament.

Wahoranstol: This large and open grassland stretches along most of the southern coast. It was explored only slightly by Waha, but was occupied by the First and Second Migrations.

Weeping Valley: No one is known to have ever returned from this valley, from which moans, howls of pain, and shrieks are constantly emitted. The Storm Bulls of Only Safe say that many brave men have gone to Weeping Valley and returned, but that none of them ever speak about what they encountered there.

Where the Rock Speaks: This Spirit place is claimed by the Sable Riders. Only they understand the significance of the Rock.

Wicked Writher (Grywl Gontath): This Serpent is born in the Dead Bottom, hatched when the accumulated waters reach a certain depth whose waterline can be seen on the canyon wall. It leaps upward, too noble to be defiled by the ancient shame of the Dead Bottom, and eager to return the hidden wealth out of imprisonment. The Wicked Writher vomits the water out of the Dead Bottom in one or more huge rivers which defy all Law since Time, and flow uphill, as in the God Time. The great spirit then swims along through the flows, and may appear to people along the banks. The entire Dead Bottom is emptied within a few days.

The Wicked Writher is not any single place, but rather the appearance of a mythic event, during which the river flows backward within any other Serpent.

Windworn Range: The Windworn Ranges are irregularly-sized hills which clog the southern end of the Gash Land valleys.

Winter Ruins (ruin): Once a prison for the defeated forces of winter in the Gods War, it was destroyed and its prisoners released by Dark Eater fleeing from the Underworld. Little is left now except ice-cold blocks of stone and angry Darkness spirits.

Wolfhead: One time the ancient Hero Tada was bitten by a Chaos monster called Chavgaz the Godgobbler, sometimes called Canis Chaos. No one could kill this awful thing and so Tada's friend, Dolog the Giant, went to fight it alone. He could not kill it, though he wounded it many times, and eventually he just sat down upon it, burying it under tons of rocky giant which has not moved since. Packs of Chaos Wolves, the children of Chavgaz, range from this place across the Wastelands.

Yak House (oasis): This oasis in the foothills of the Hsa Shan Mountains is a thriving market between the Lo-fak Hsunchen and the Praxian Animal Nomads. Kralorelan merchants are often found here.

Yiskoz Mountain: This mountain near Horn Gate rises about 2,000 feet above the surrounding plain. It is steep, barren, and unclimbable by normal means. It is the easternmost tip of the northern horn of the Head Acres.

Zebra Graze: This grassland is ruled by the zebra-riding Pavis Survivors. The other tribes are not always in agreement with this.

The Heroes: Argrath

Argrath is an Orlanthi word meaning "Liberator" and is destined to be the title of the greatest Sartarite hero. A descendant of the House of Sartar through his mother's line, Argrath was forced to flee his home on Starfire Ridge as a young man, and has taken up a life of adventure in the Praxian city of Pavis. Declared an outlaw by the Lunar Empire, Argrath still lives secretly in Pavis. He covertly leads several bands of divergent people: a gang of exiled Sartarites, a raiding band of Bison Rider exiles, a musician's school, and a hidden shrine of Orlanth Victorious.

Argrath has founded a new Praxian spirit society that follows the White Bull spirit. The White Bull spirit is prophesized to make peace between the Bison and Sable peoples and lead the Praxians to greatness by destroying the foreigners. The White Bull secret society now includes men and women from every tribe.

After many years of successful plundering of the Big Rubble, Argrath entered the Hero Plane during Orlanth's High Holy Day in 1620 and achieved the quest of the Drinking Giant's Cauldron, gaining the gratitude of the Rockwood giants.

Argrath is fated to lead the rebellion of Sartar. He will aid in the rescue of a giant baby and meet Harrek the Berserk at sea. They will together sail to Pamaltela, assist the Holy Country, and plunder the City of Wonders.

After Harrek establishes his kingdom, Argrath returns, liberates Pavis, then invades and frees Sartar, starting the Dragon Pass Wars. He will gain the name Argrath Dragonlord from these adventures.

Argrath's deeds and exploits are so numerous and so significant, that it is more than likely that they were accomplished by several individuals, all known as the Liberator.

The Oceans

The floating disk of Glorantha is surrounded by water. Sramak's River, the elder ocean, swirls endlessly around the world. Branches of it wash inward across the earth, creating lesser oceans. In the center of the world, Magasta's Pool swallows the world's waters like a gigantic, bottomless whirlpool. Rain clouds carry water through the air, into the sky, and over the land. Rivers cut their way across most surfaces of the world.

Freshwater bodies are rivers and lakes. Saltwater bodies are either oceans or seas. Although most people use the words interchangeably, properly the term "ocean" in Glorantha only applies to a body of water that is partly bottomless, either because it flows in over the outer edge of the world, or (in the case of Magasta's Pool) drops away into nothing. Seas are large saltwater bodies which wash over the earth, but have no direct links to the endless waters.

Many of the oceans and seas have great currents, called Doom Currents, which move in from Sramak's River then rush toward and around Magasta's Pool in a counterclockwise direction. These usually flow far beneath the surface, but at times these currents rise from the deep and rage, swollen and angry, across the surface of the ocean like a mountain of water or the back of a giant serpent. Any ship caught by such a flow is drawn swiftly into the Pool, unable to escape unless they are very sturdy, well captained, and lucky.

Mythic History

Water existed everywhere before land. The wise and ancient beings from beyond the Deep continued creation so that their descendants would be well fed.

Land began when the Cosmic Mountain pushed upward from the depths. The mountain expanded to make the Surface World. The first land was a perfect cube that intruded into the Waters and shared the Surface World with them.

Rivers crept across the face of the earth, flowing upward to enrich the earth. The rivers drew strength from the limitless oceans, flooding the valleys and winding up hills and mountains.

Earth was good until it failed. Then Water rescued its child. When Chaos invaded and destroyed the world, the center of Earth disappeared. All the rivers of the world reversed their course to aid their watery grandfathers. The seas, led by Magasta, saved the world when it filled the Void with life-originating waters.

Doom Currents

The Doom Currents appear in several parts of the Homeward Ocean. A vessel that enters one and does not escape will be carried swiftly and inexorably towards Magasta's Pool and down into the Underworld.

Surface of the Sea

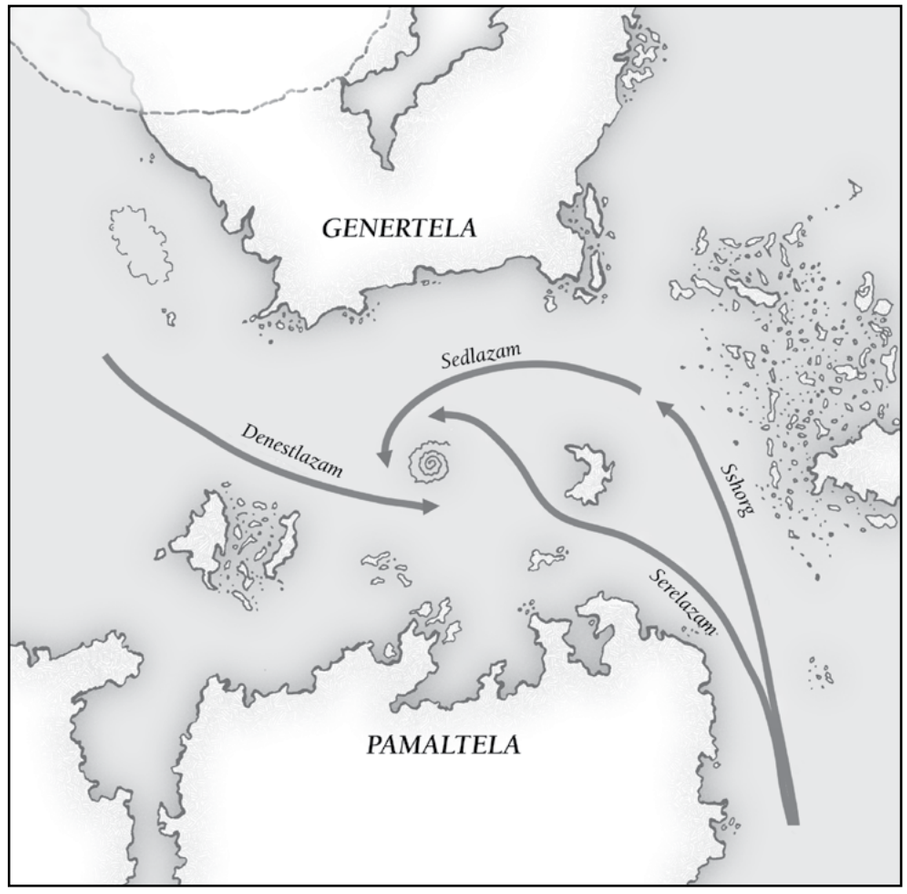
The surface of the Gloranthan oceans are troubled and dangerous even to the experienced and intrepid. The Doom Currents, sea monsters, hostile Triolini, and pirates all hinder travel.

Furthermore, the surface of the Gloranthan world-ocean slants downward at the center, at the edges like a dish, and then more steeply. The area where a ship might escape is called the Homeward Ocean. Doom Currents are most common here. Where no ships (save the long-lost Waertagi dragonships) may escape is called Magasta's Pool, and this is a tremendous roaring whirlpool which carries all within it downwards into the watery depths of the land of the dead.

Currents move water to other parts of the world, and when the nature of the water has changed significantly, this is considered to be the spawning of a child. The precise nature of gender and reproduction is open to interpretation. Genealogies of the sea deities given herein are generally accepted.

Banthe Ocean

This great current washes in from the Hudaro Ocean, carrying icebergs in its frigid waters. Its main current passes north of Jrustela, after which may appear the dread Denestlazam Kill Current which sweeps into the Homeward Ocean somewhere northeast of the Kumanku Islands. A secondary current runs southward into the Kereth Sea. A wide



trench, apparently bottomless, scars the deep open floor reaching northwest, and marks the place where the earth once broke. Life here is rich. Many species of whales and other large animals live off the krill-rich ocean. The cold water is the source of many peculiar animals, such as ice fish, walruses, and giant puffins. Ouori are the dominant merfolk.

Brithos Fog

Between the Neliomi and Banthe Seas, east of the newly risen Red Vadeli Isles, teems the roiling steam of the Brithos Fog. The water is almost always covered by a dense and heavy fog which sizzles into existence deep below the water where volcanic vents slowly erupt. The fog obscures the region once occupied by Brithos, which was present before the Closing but not present at the Opening.

Dashomo Sea

The Dashomo Sea is a placid ocean full of fish and sea life. The Hroarilli tribe of Malasp mermen, led by the frightening demigod named Terthinus the Voice of the Deep, lives there and has taken control of shipping over the sea, demanding tribute from all who pass by. They are aided by another tribe which lives in the rich waters of the Jrusteli archipelago.

Dinisso Sea

The current south of Loral flows slowly eastwards. It is the parent of Maslo and Marthino. It is the center of the Marganstí Confederacy of Ludoch mermen.

Eastern Ocean

The water which surrounds the innumerable East Isles is often called the Eastern Ocean. It is rich in life and continually crisscrossed by local ships and boats. The islands are generally so close together that boating between them is never difficult. Boating is common even during the long typhoon season, since a safe port is always near to hide in when a gale blows in.

Homeward Ocean

The ocean at the middle of the world, where observers can see the surface of the water tilting downward towards the hole in the world's center. The ocean is two thousand miles in diameter, although its size varies. The Homeward Ocean surrounds Magasta's Pool, and can be navigated, although it is unpredictable and extremely hazardous.

Hudaro Sea

Hudaro separates from Sramak's River far under the vast Valind's Glacier, and then moves inward. It is frigid with many icebergs, and carries its coldness to the Kerenth and Banthe Seas.



Haragalan Tallship

The swift, sleek, and deadly tallship is the cornerstone of the Haragalan Commonwealth that dominates much of the East Isles. The mast is surmounted by a magical crystal that, together with a mirror at the ship's stern, makes up a sorcerous artifact called a Sunscope. The tallship uses devastating Sun magic, delivered by the Sunscope, to defeat foes from a distance.

Jorkar's Sea

The area between Slon, Jrustela, and Umathela was made by Jorkar Ironclaw, a rival of Pamalt's in the Storm Age who sought to damage the earth forever. It is now controlled by an aggressive Malasp confederation. An occasional Doom Current was known to rise here when humans frequented it during the Second Age, driving ships southward into the Swermela Sea. Now only dwarf ships pass back and forth, and they say nothing of the currents.

Kahar Sea

Since the tragic love of Kahar and Sarono from before time, thick fogs, both natural and magical, blanket the surface of this body of water. Magic places, like the floating island of Kylerela, hide there with lurking monsters, lost desperate sailors, and insidious spirits. Life is thinly spread in the depths of this warm and stagnant sea. The lack of light suppresses the plant life upon which all else depends to survive.

Keniryan Sea (White Sea)

This frigid body of water is reportedly connected to the outer seas by a sub-glacial waterway over six hundred miles long. No mermen live here. It is a very weak sea.

Kerenth Sea (Brown Sea)

Mermen say this ocean is brown because it is so turbid and shallow, hardly more than a half mile at the deepest. It derives from the Hudaro Ocean and its waters are cold. Humans have rarely sailed these waters, but several tales are told of vast sargasso seas populated with unusual and monstrous creatures.

Loral Sea

The seas around the island of Loral are called the Loral Sea. It is infested with Ludoch and a few other sea creatures.

Magasta's Pool

Although often used as a synonym for the Homeward Ocean, this term is more correctly applied to the great whirlpool itself. Escape is impossible as the Doom Currents meet, swirling to make a vertical maelstrom. The raging whirlpool at its center averages 125 miles wide at its mouth, though sometimes it is wider (Sea Season) and sometimes narrower (Dark and Storm Seasons).

Ships caught in its current are doomed to drop into the bottomless hole, gone from the world forever. Its base empties into the Primal Water which sits, motionless, beneath all things.

Marthino Sea

This pleasant tropical sea teems with life. Colorful fish swarm over tropical reefs. No great currents originate here. The native Ludoch mermen would lead a lazy and pleasant life, except that they continually war with baleful Malasp mermen from the Dashomo Sea.

Maslo Sea

The Maslo is a quiet and beautiful sea. Mermen here are usually Ludoch, but no great colonies have settled. During the Closing, the sailors of this ocean were able to maintain a fleet of their double-hulled warships. A particular plague of this sea is the Mother of Monsters which lives on its western shore.

Neliomi Sea

The waters of the Neliomi flow from the Hudaro and are therefore very cold. There are three currents; the first hugs the coast of Genertela, is fairly slow and is often used by coastal ships carrying trade goods. The second is the Neliomi Current. Fast and strong, it flows through the center of the sea, whipping about Kanthor's Islands and then out into the deep ocean currents leading to Magasta's Pool. The last current is the Brithini Coastal, which acts much as the Genertela Coastal, also being slower than the Neliomi Current.

Rozgali Sea

The waters south of Prax and eastern Genertela have gentle currents washing westward. A thriving colony of Ludoch mermen intermingle with humans in the Holy Country's great circular bay.

Solkathi Sea

The waters south of western Genertela are called the Solkathi Sea. A minor current washes eastward through the Solkathi Sea.

Sshorg Sea

This sea is the home of a great Doom Current which washes northward from the Togaro Ocean, arching around north of Teleos and entering the Homeward Ocean somewhere near Waertag's Banks.

Swermela Sea (Worm Sea)

This sea, between two great marshes, is full of gigantic leeches which attach themselves to whales, kraken, and hapless ships. Though the monsters are found throughout the world, they concentrate, perhaps to breed, in this place. Life here is dominated by great swimming reptiles and dinosaurs. Particularly dreaded are the giant mantis shrimp that can easily smash the hull of a ship.

Teleos Sea

The water surrounding Teleos is called the Teleos Sea. It is notable for its long period of calm in the Sea and Fire Seasons. For much of the year, this sea and its central island are isolated from the rest of the world by gales and typhoons.





Togaro Ocean

Also called the Ocean of Terror because it was the first great body of water to invade the land, it contains a powerful current close to its source. This ocean is extremely warm, washing in from Sramak's River, where it exits from the Burning Seas. Sometimes huge washes of boiling water are carried far into the Sshorg Sea by the current. In its depths, life is active and plentiful. At the top of the food chain is a type of huge, armored, carnivorous fish. In the East Isles and by the shores of Dinal are two powerful, organized kingdoms of Ludoch mermen. The Togaro Ocean is ravaged by hurricanes for half of the year.

Venperhan Sea

This is the general name for the body or bodies of water which surround the East Isles and subcontinent of Vithalash, named after their local sea goddess. The locals are more likely to use the name of their regional body rather than any collective name.

The Depths

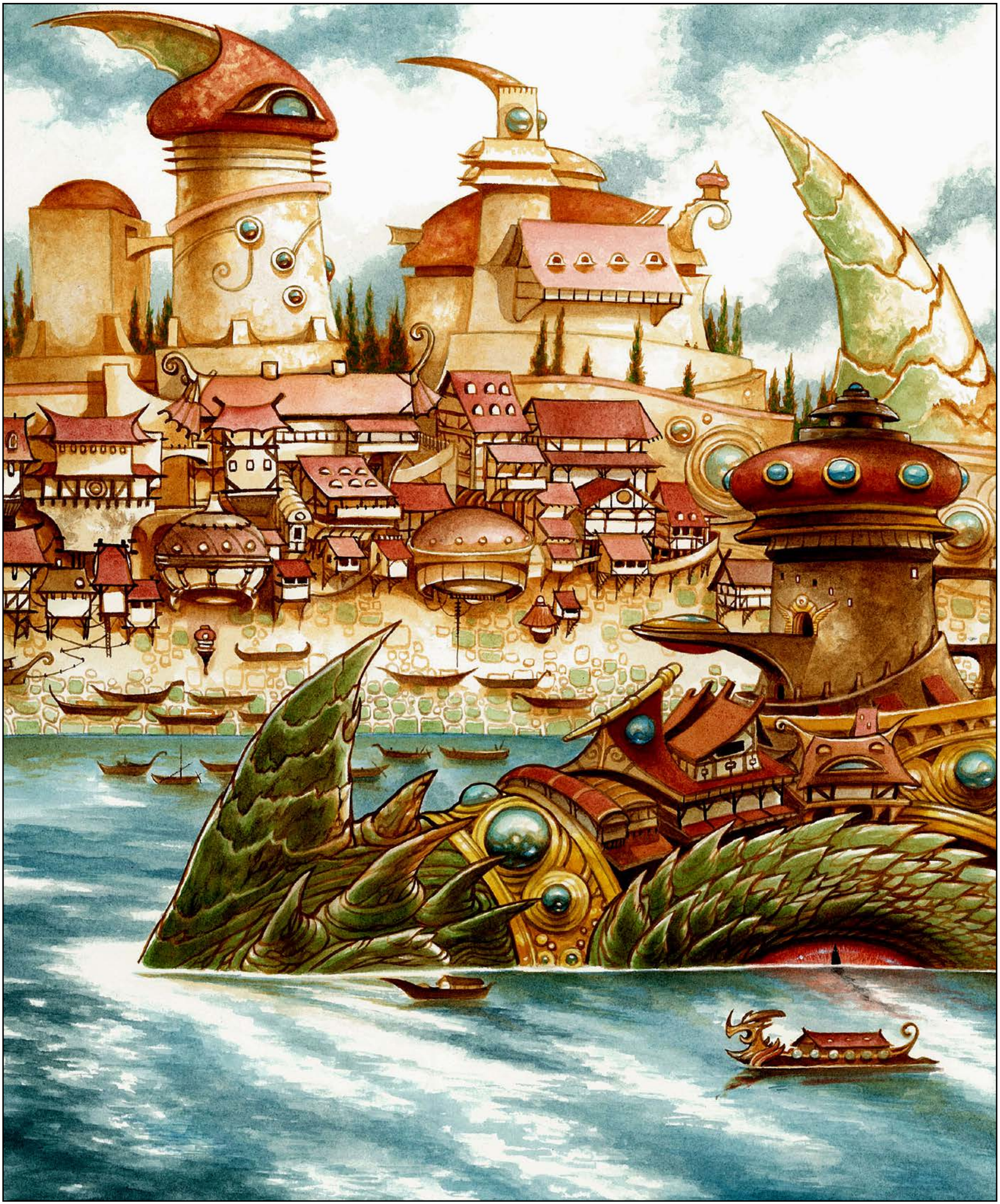
The oceans are divided into horizontal layers based upon the amount of light penetrating into the depths. Water clarity is a factor and cloudy water has a shallower sunlit layer. Foggy seas also have a thinner lighted zone and less life in general.

The upper areas, richest in life, are the High Seas. The High Sea ends at the surface, beyond which only unnatural beings and Waertagi venture. Here thrive the algae and plankton upon which the food chain depends, and here lives the majority of sea life. The depth of the High Seas varies depending on the seasonal variants of temperature and wind, murkiness of water, and amount of light. As a rule, if an air-breathing merman can see in the water without using magic or luminescence, then it is a High Sea area. As a Gloranthan average, the depth is between 300 and 600 feet.

When the ocean floor is within this upper zone, we have shallows. These are by far the richest with life, for not only the waters but the bottom itself teems with various forms of sea life, corals and shellfish, kelp, and sea weeds. The High Sea is home for more things than humankind can imagine. The God Learners catalogued hundreds of air-breathing sea things, thousands of fish and shellfish, and tens of thousands of boneless organisms with various odd parts attached.

The next zone is the Middle or Niiadic Sea. It is considered the "normal" region in the water domain, despite the fact that most mermen only visit here for worship. From here things descend to feed the gods and spirits. The depths range from the lower edge of the High Seas (300 to 600 feet) to about 3000 feet.

Below this are the abysmal depths of the Deep. It is lightless and unknowable, holding the secrets of the sea. Here dwell great spirits, like Veredth, the Father of Waves, and Tholaina, the Mother of Sea Animals; gods and goddesses, like Nelat and Wachaza; and the tritons and those they serve. Only the great gods, Magasta, Manthi, and Natea, hold the secrets of reaching deeper than here, into the mysterious Unreachable Waters where the truly unknowable gods dwell.



Waertagi

Mythos and History

The seas of Glorantha are wide. They are the roads between continents. Men have always sought to cross them, but despite their desires they have been sailors for only a short time.

In the God Time some humans had ships (most notably the Artmali and Helerings), but the most famous ancient human heroes who crossed the seas almost always sailed on the decks of some deity or demigod. During the long struggle of the Gods War these prehistoric fleets clashed, and the emergent victors were the Waertagi.

Waertag, the founder of his race, was born in the God Time as a result of a union between Malkion the Seer and a Ludoch mermaid. He was amphibious by nature, and although he often stayed at the courts of Danmalastan, he escaped the bondage of the caste system. He had several human and Ludoch wives, and many children by them. His tribe increased greatly.

Waertag and his five eldest children were the first to make the great dragonships. They summoned an immense True Dragon, which they slew, dissected, and reassembled into Waveshimmer, the model for all subsequent floating cities. From that time the Waertagi have never willingly lived anyplace else except on their huge ships. As their tribe grew, so did the number of dragon city ships.

The Waertagi have always been allied with Brithos, and they aided each other during the Great Darkness, so they survived intact into the Dawn. A census done at the Dawn counted almost 500 ships, including 50 of the dragon city ships. The Waertagi ruled the surface ocean during the First Age. They allowed coastal ships to develop among other creatures, but were aided by the Triolini in preventing any cross-sea passage. Waertagi ships launched devastating raids against Fronela soon after the Dawn, and even more destructive raids against Seshnela between 185 and 191.

In the Second Age, Waertagi rule of the seas was twice challenged. Their first serious opponents were the sailors of Mokato, an eastern power whose early victories were so complete that the Waertagi claimed "their ships are constructed entirely of magic, without any physical matter." This is an exaggeration, indicating the unpreparedness of the Waertagi.

While the Waertagi were concentrating their fighting ships in the east, another rebellious power rose in the west on the island of Jrustela. The Jrusteli sorcerers, often called the God Learners, taught themselves how to twist the rules of the cosmos and find the seeming cracks in the universe. They were mindless of the dangers of their actions, and they were happy to exploit the world mercilessly. They developed new magics which astonished, terrified, and conquered the world.

A Waertagi fleet, accompanied by an aquatic army of Triolini, struck at Jrustela and was met by a defending fleet. The navies engaged briefly, but the Jrusteli summoned the god Tanian, who ignited the waters and burned the unburnable. Most of the Waertagi city ships were destroyed to the last inhabitant, along with nearly the whole of the Triolini host. The survivors scattered to the far corners of the world to elude Jrusteli reprisals and to plot their revenge.

Humans calling themselves the Middle Sea Empire sailed the seas for the next several centuries. Their ships were far less efficient than those of the Waertagi, especially in riding the Doom Currents which snake through the oceans. Wooden ships cannot long stand such strain, and so must sail on the slower waters. The Middle Sea Empire was contested in many places, and finally destroyed by the Closing. The Closing also drove several Waertagi dragonships ashore, but several more joined together and sailed down Magasta's Pool.

Since the Opening, many reports are heard that the Waertagi have returned from their sojourn upon the Black Ocean of the Underworld. They are reportedly seeking the Isle of Brithos, which has disappeared.

Dragon City Ships

The Waertagi are legendary for their mind-bogglingly immense city ships made from the living bodies of True Dragons. These marvelous palatial ships were often more than a mile long and a quarter-mile wide, and could support as many as five thousand inhabitants. Atop and within the dragon's body was the Waertagi city, complete with gardens, homes, towers, temples, fortifications, and the other trappings of civilization. These dragon city ships only rarely came to one of the great Waertagi docks scattered about Glorantha; perhaps only once every century or so, and then only for needed repairs.

Fastships

Waertagi launch smaller fastships from their dragon city ships to raid land, observe surface fleets, and otherwise transport between their city ships and land. The fastships have no oars or sails and are driven by sea-beings or magic. These ships submerge just below the surface when a storm rises. They can carry up to fifty Waertagi warriors and five officers, and are often crewed for battle by sea monsters, such as giant crabs or devil shrimp. Their underwater allies are far more dangerous in a sea fight than these fragile ships themselves.

Subtypes

Waertagi interbreeding with mermen used to create a gilled, aquatic subtype which patrolled the waters around their vast ships. This breed is apparently extinct, or at least very rare, now.

Description

The Waertagi are usually green- or blue-skinned, often with long, webbed fingers and toes. They have a natural affinity to the sea and other waters.

Culture

The Waertagi used to live in city-sized ships which were magically made from the living bodies of giant sea dragons. They were a happy people who admired courage, eloquence, and deep philosophy. Love was admired and practiced in all its forms, and marriage was always a casual affair. At the same time kinship was held dear even if the parents were estranged.

Since the Closing, the culture of the surviving Waertagi seems to have become less amiable, but little is known of its nature.

Government

Government is headed by each ship captain (called *Sivis*), with strict traditions about which decisions are his alone to make (how to weather a storm, how to fight an attacking monster) and which are to be decided by all adult crew members (whether to go to war, where to trade). A political hierarchy is determined by the crewing functions. Promotion is almost always solely by merit. Both women and men hold positions of power and honor. Children, upon completing the rites of adulthood, are given their choice of careers and people can change their careers as desire and opportunity presents itself on the high seas.

Relationship to Other Races

The Waertagi were held as friends by the Brithini, despite their apparent bastardization of the religion of the Invisible God to include the sea gods. Brithos is one of the few lands which was never plundered by the Waertagi.

Other humans fear the Waertagi because of their unyielding grip on sea power. All sea people count the Waertagi as one of their own, though this does not prevent the natural hostility of some races (Gnydron, Ysabbau, sea trolls, etc.) towards them.

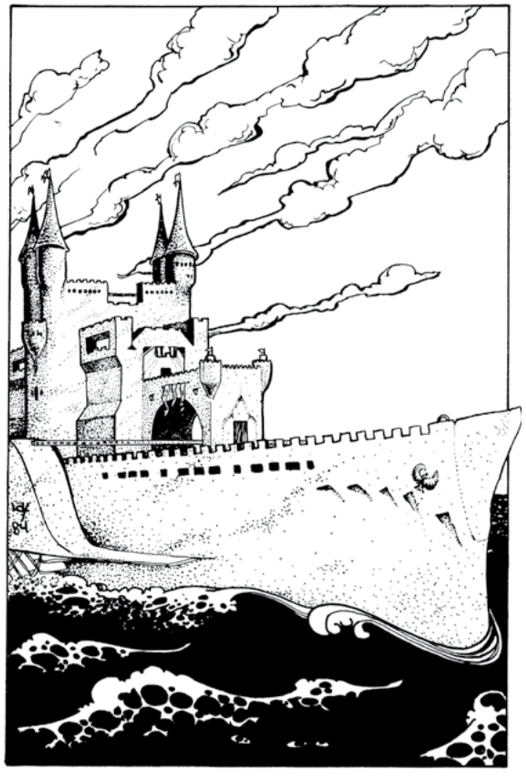
Ships of Glorantha

Dwarf Floating Castles
The common dwarf ship is made of cement and reinforced metal, and is used for both war and commerce. It is big and ungainly, intended for defense, at which it succeeds admirably. It has tall crenellated walls and is topped by turrets fore and aft. The dwarves have crafted their cement into many beautiful shapes, though the ships all show some wear from ancient battles. There are occasional patches of stone on some ships. They are propelled by paddle wheels moved by slaves who run along conveyor belts deep inside the ship. *Crew: 300 Iron Dwarves, 50 Rock Dwarves, 9 officers, and 1 Diamond Dwarf.*

Elf Galleass
A great fleet of these beautiful ships were grown during the Second Age, but few are left now. They were grown by master growers so that their hulls, decks, and superstructure are a single piece of wood. The ship is ballasted by a layer of soil which fills the ship's bottom and serves to root the mast tree. Because of the unique nature of this living mast (with nearly fire-proof leaf-sails) it is relatively clumsy, especially when sailing into the wind. It also has oars which are pulled by elf sailors who double as marines in battle. *Crew: 65 sailor/marines, 10 officers, 15 gardeners.*

Haragalan Tallships (depicted on page 455)
Haragalan tallships are swift and sleek, but small, since they rely upon their magic rather than ramming or boarding. Haragala continues the East Isles tradition of ships with tall, masted towers. At the top of the mast is a large magic lens and mirror, called a Sunscope, which collects and reflects the rays of the Sun in a visible beam which can be projected at an enemy ship with terrible effect. They have triangular sails, which reach only halfway up their tall masts, but use only oars in battle. *Crew: 35 sailors, 8 officers, 15 magicians, 1 captain.*

Kethaelan Trireme
The characteristic warship of the southern Genertelan coasts is the trireme. The trireme has three banks of oars. Normally the ship makes use of a single, square-rigged sail, but warships lower their mast and sail before going into battle. Battle tactics are typically ramming and then boarding the enemy with heavily-armed troops. Ships are protected by magical guardians worshiped by the crew. *Crew: 170 rowers, 15 marines, 15 officers, 1 captain.*





Kareeshtu Warsail (not shown)
The people of Kareeshtu inherited a sailing secret from the long-dead culture of the Artmali. It has been kept over the centuries from everyone except the Jrusteli, who paid dearly for their error in robbing gods whom they thought dead.

These are high-prowed sailing vessels with deep keels and special rigging which allows them up to half again more speed than the usual sailing ship. They must be relatively small, hence the Kareeshtu fleet is also very numerous. Their favorite tactic is to quickly mass around enemy vessels and board. *Crew: 20 sailors, 20 marines, 10 officers, 1 captain.*

Loskalm Warship
Fast and narrow, the Loskalm warship is a clinker-built adaptation of the river penteconter to the Neliomi Sea. It attacks with missile fire and then by boarding the enemy. Crew: 50 soldier-rowers, 3 officers, 2 captain.

Maslo Catamaran (not shown)
The dual-hull design of the Maslo catamaran has been traditional in northern Pamaltela since the first people reached the sea in the Gods Age. Rowers work from both hulls, which are penteconter-sized but sleeker. Common tactics include much missile fire, boarding, and ramming. The rams are slung below the water line from between the hulls and, when used in battle, are less likely to ruin the hulls of the ramming ship than on a single-hulled vessel. *Crew: 50 rowers, 10 rigging sailors, 1 captain.*

River Penteconter
The main warship of the rivers of the Lunar Empire and Fronela is the river penteconter, a shallow and narrow warship that attacks by ramming and boarding. *Crew: 50 soldier-rowers, 3 officers, 2 captain.*

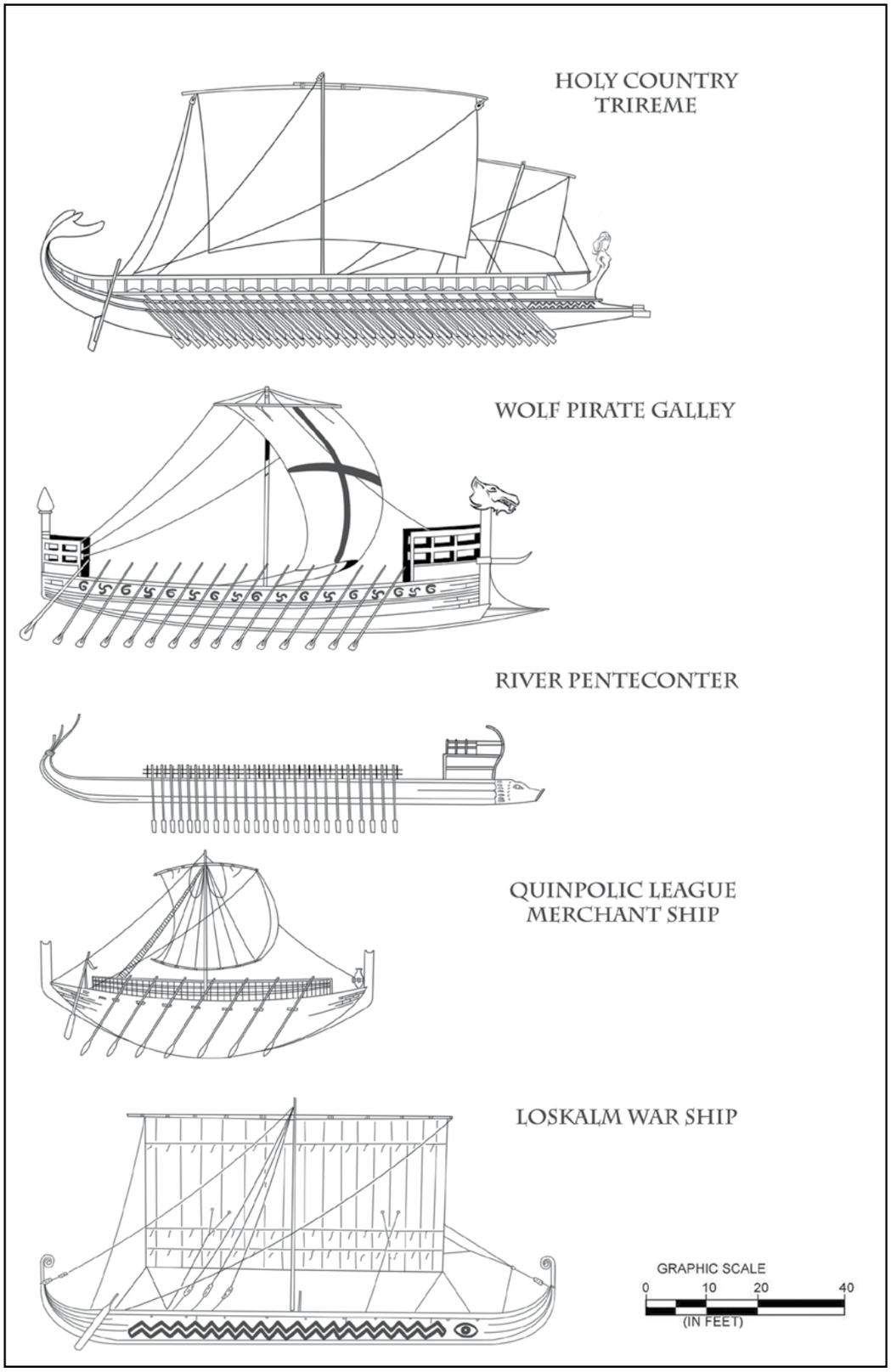
Wolf Pirate Penteconter
The characteristic ship of the Wolf Pirates is a fast and narrow 50-oared sailing ship used for ramming and boarding. They are protected by fierce magical figureheads on the prow (typically a demonic wolf); these figureheads are not only defensive but are known to curse, bind, and even bite enemy ships. These galleys are capable of remarkably quick bursts of speed. *Crew: 50 warrior rowers, 5 officers, 1 captain.*

Warfare

Waertagi always work closely with other sea creatures in warfare, for instance using whales or plesiosaurs for assaults on ships, giant crabs to raid a sea shore, and constantly employ water elementals to swamp ships or shore forts alike.

Religion

Waertagi worship the Invisible God and the Sea Gods (Triolina, Manthi and Natea, Daliath, Framanthe, and Magasta) alike, finding no conflict in these beliefs. Waertagi rites of adulthood, which take place in the child's thirteenth year, are notoriously cruel. The child is submerged beneath the ship, until either she drowns or is saved by some magical guardian (typically a Triolini, dead ancestor, or other sea god) which then accompanies and assists her through life.



Region of Origin

Although originally born in Danmalastan, the Waertagi quickly spread across all the seas. Now only a few of their ships are found haunting the Sea of Brithos hunting for the disappeared isle, a small Waertagi colony is on the Edrenlin Isles, another at Sog City, and there are some scattered descendants of survivors in other coastal areas.

Ships and Seafaring

Since the Opening of the Seas in 1582, coastal regions throughout Glorantha have grown in wealth and population. Ten centers of naval power exist at this time, in addition to the dragonship cities of the Waertagi. These naval powers are all influential in the growing networks of trade made possible by the Opening.

Holy Country

Kethaela is famed far and wide for its fleet of triremes. The fleet is maintained by the sea-going folk of the Rightarm Islands, who have continued their naval traditions with the cooperation of the Esrolian queens. The Holy Country navy was seriously weakened in 1616, when it was badly defeated by Wolf Pirates and the God-King Belintar disappeared. The most common merchant ship is a flat-bottomed tub with square sails.

Handra

This city-state on the Mournsea is a major commercial rival of both the Holy Country and the Trader Princes. It maintains a large fleet of triremes and dominates the surrounding waters.

Haragala

This island's navy is the largest of the East Isles and commands the Eastern Ocean. The typical East Island merchant ship is a junk with an outrigger. Their warships are swift and sleek, with tall towers and masts from which powerful sorcerous magic can be cast at foes. Their triangular sails rise only halfway up the mast.

Kareeshtu

The major Fonritian power uses ships traditional since before the Closing. Its merchantmen are similar to dhows and xebecs. For war they prefer small ships called warsails, which are faster than any other sailing ship when traveling upwind. They are very numerous and relatively delicate, and the favored tactic is to close and board, using a variety of imaginative means, including ladders, grapples, and Movement magic.

Kralorela

The Kralorelan fleet remained intact throughout the Closing, though confined to the Suam Chow. Their

merchant ships are called junks and are similar to those found in the East Isles. Their warships are huge, oared barges which can be easily linked together to make a floating island where men fight as if on land. In such a manner they may survive for weeks lost in Kahar's Fog. Some war barges use corpses animated by sorcery as oarsmen, with more oars for the foot soldiers to use in case of an emergency.

Loskalm

The Kingdom of Loskalm has maintained a naval tradition broken only briefly by the Closing. Their ships are specially designed for their cold, rough seas. The native warships are clinker-built penteconters and biremes, and their merchant ships are a wider, deeper, and shorter version of the same. Both are navigable on the Janube River and its tributaries, and the same types of ship are used on the distant inland Sweet Sea.

Maslo

The Maslo people use the same style of ship for both merchant vessels and warcraft. They use huge double-hulled catamarans propelled by clumsy sails or banks of oars pulled by well-drilled men. The sailors of Maslo have the least to gain by staying home, and their huge catamarans can be seen in any port in the world.

Trade Centers

Great Trade Centers: These are the largest centers of long-distance trade in Glorantha – Nochet and Garguna. Merchants from every sea-faring culture and trade goods from all over Glorantha can be found here.

Major Trade Centers: These important trade centers are known at least by name to most long-distance traders. Trade goods from distant regions may be found here.

Regional Trade Centers: These trade centers are significant and established places of trade within their region.

Trade Routes

Major Sea Route: Heavy trade; regular passage of many ships is usual. Daily passage can usually be bought in ports upon such a route.

Minor Sea Route: Light trade; ships regularly ply the route but not in heavy numbers. Finding passage out of any but the largest ports can be a chancy proposition.

Caravan Route: One of the principal overland trade routes in Glorantha. There are typically guides and markets along the route, and many routes even have inns or caravanserai along their length.

Quinpolic League

This military confederation of city-states has five major members: Arsden, Egarun, Manday, Noloswal, and Oradaros. The Quinpolic League commands the western seas and patrols them regularly. Its warships are triremes, built in imitation of Kethaelan ships. Its deep-water merchant ships are high-sterned and stout.

Umathela

The cities of coastal Umathela are dominated by the thalassocracy of Cerngoth. Cerngoth maintains a large fleet of penteconters and biremes fitted with two lateen sails in the Vadeli style and equipped with an above-water spur instead of a ram. Many ships are armed with a ballista that hurls flaming projectiles. Cerngoth pays a tribute of sea-metal to the mer-king Terthinus, Voice of the Deep, for permission to sail on the Dashomo Sea.

Wolf Pirates

From outposts on the Three Step Islands and elsewhere, the Wolf Pirates plague the coasts of Glorantha. Their ships are clinker-built penteconters with a ram and carved figureheads (typically of a demonic wolf). These figureheads are the magical guardians and protectors of the ship and are worshiped by the crew.

No one knows how many Wolf Pirates there are, or how many ships. About two dozen Wolf Pirate ships left the Ygg's Islands, and although some have been sunk, others have been built, too. Furthermore, at least as many galleys and round ships have since joined the fleet. There may be 30 to 60 ships, though they range all along the southern coast of Genertela, and have never all been in one place at the same time.

Others

There are some navies which, although numerically quite small, are notable. First and foremost are the Waertagi dragonships which are a mile or more long and launch smaller Fastships, which use neither oar nor sail but are propelled by denizens of the deep.

The immortal Brown Vadeli are sailors and expert sorcerers. Their sturdy round ships ply the seas everywhere in Glorantha. The Red Vadeli are the marines and soldiers of the Brown Vadeli.

Among the Elder Races, the Mostali Decamony of Slon has a small but formidable fleet of floating cement castles to ply their trade with the dwarves of Jrustela. There are also some ancient elf ships made from a single piece of wood that has been grown into shape.

Trade Routes

Most of the goods people use in everyday life are produced and sold locally. Long-distance trade differs from local trade in scale and organization, and is usually conducted by professional merchants. Some merchants buy and sell goods on their own account; others trade goods owned by temples, kings, wealthy landowners, tribes, and clans.

Merchants of some cultures (especially Esrolian, Lunar, Seshnelan, Haragalan, Fonritian, and Maslan) have established trading posts in or near foreign cities. There resident merchants can trade with the local people on a regular basis while their subordinates manage the transport of goods.

Issaries is widely recognized as the god of trade and travel throughout much of Glorantha. In the Imperial Age, the Issaries cult was spread by the Middle Sea Empire and the Empire of Wyrms Friends; in the Third Age, the cult can be found in many trade centers throughout Glorantha, even outside of the areas where gods of the Storm pantheon are acknowledged. Extensive networks of Issaries temples have enabled their members to build up credit and incur debts with each other. The much vaunted neutrality of the cult maintains mutual trust among trading partners; and commerical relations between temples survive even wars between their respective cities.

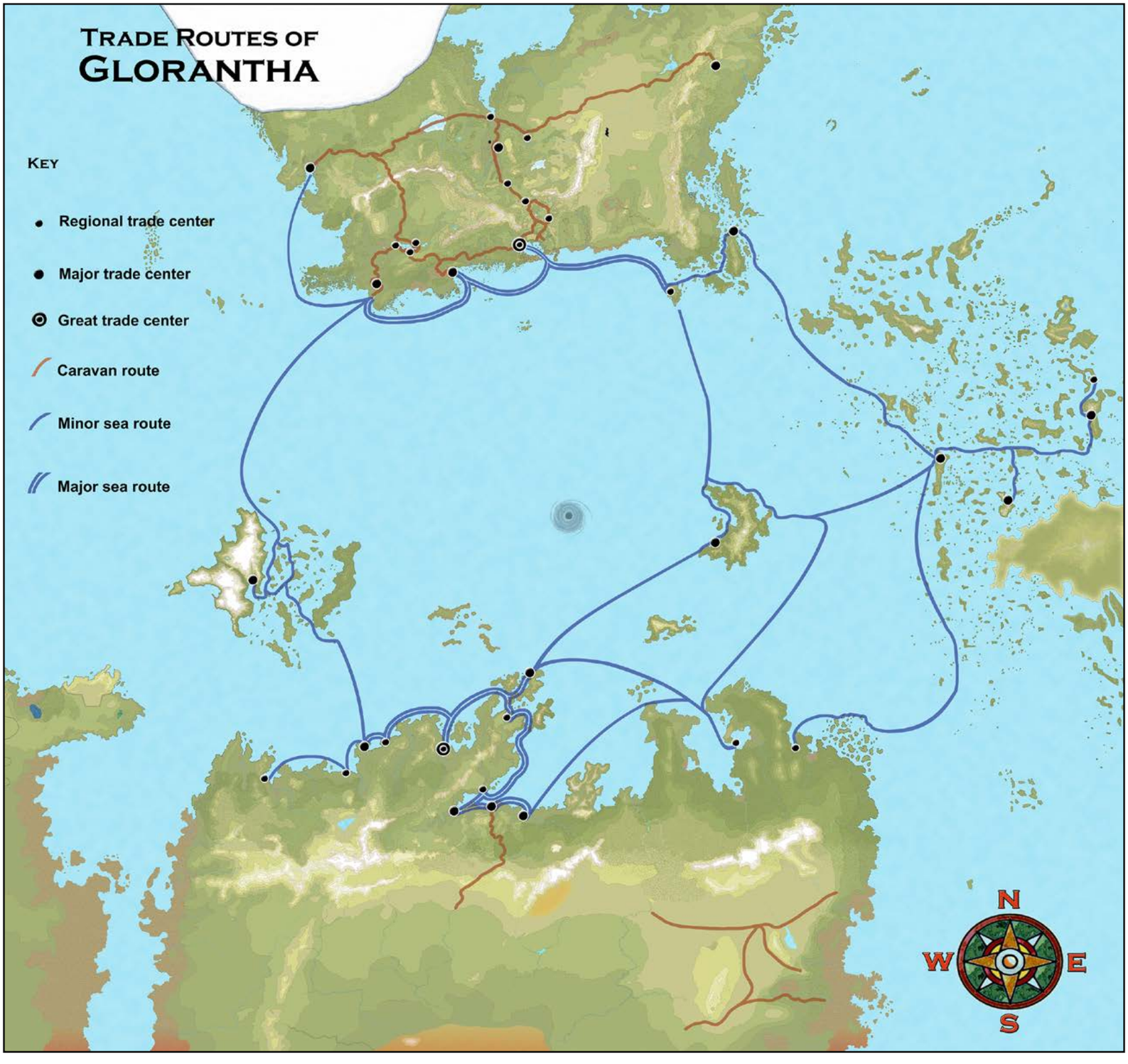
With the Opening of the Seas, long-distance trade networks have grown to connect much of Glorantha. Older land-based trade routes such as the Manirian Road have been bypassed by intrepid sea-faring merchants.

Troll Caravans

Troll caravans led by the priests of Argan Argar link the troll strongholds of Dagori Inkarth, Halikiv, and the Shadow Plateau with other troll lands in Ralios, Peloria, and the Elder Wilds. These caravans usually use giant insects as beasts of burden, and are accompanied by a mob of crawling beetles ranging in size from a chicken to a horse or larger. They trade beetles, fungi, insect products, lead, spider silk, trollish artifacts, trollkin, and other such goods of the Darkness. These caravans are guarded by troll warriors and are feared by most humans in the lands they travel through; however, the cult of Issaries is traditionally friendly with the priests of Argan Argar and willingly trades with trolls.

Kresh Caravans

The Kresh rule a trading empire spread across the eastern Pamaltelan savannah based on trust and custom. By agreement, when a Kresh wagon caravan encounters a Doraddi



tribe, the Kresh can demand meat, information, and protection, all in exchange for a Kresh token. The Doraddi can then trade that token to any other Kresh wagon train for special trade goods available nowhere else on the plains, such as fine hardwood, gossamer cloth, exotic fruits or fruits out of season, magical herbs, spices, or seeds, or other unusual magical artfacts. The source of these goods is the Aldryami of the Errinoru Jungle, although it is uncertain what the elves get in return from the Kresh.

Types of Trade Goods

All manner of things are traded throughout Glorantha, as most beings try to acquire what is scarce in exchange for what they have in abundance. The types of goods fall into the following general categories:

Artifacts: Gods Blood crystals, enchanted items, relics of the Gods Age, Truestone, and other magical artifacts are in high demand in every region of Glorantha.

Bronze: Gloranthan bronze can be mined directly from the earth. It is typically shaped into the form of oxhide ingots to facilitate transport. It is the most commonly used metal in Glorantha.

Cloth: Fine textiles made of wool, linen, or cotton (depending on region of origin) are an important medium of exchange throughout Glorantha.

Copper: This is typically shaped into the form of oxhide ingots to facilitate transport. It is the second most commonly used metal after bronze.

Dye: Cloth can be dyed bright colors, such as indigo, scarlet, and purple with various substances made from animals, plants, or minerals.

Furs: These are used to trim the clothing of rich people.

Gems: Precious (diamonds, emeralds, rubies, and sapphires) and semi-precious stones (such as amethyst, hematite, lapis lazuli, and malachite) are used to make jewelry or other decorations. The dwarves are the primary source of gems. Gems are in high demand in every region of Glorantha.

Gold: Gold is used as an instrument of exchange in every region of Glorantha, except amongst the trolls. It is used for the coining of money, for ornamentation, and for artifacts.

Herbs: Herbs are the fresh and dried leaves of plants used for flavoring, food, incense, magic, medicine, or recreation. Herbs include *kafi* leaf, which is smoked for recreation and ritual. Many valuable herbs come from elf forests.

Iron: All iron comes from the dwarves; almost half of all Gloranthan iron comes from the dwarves in the Iron Mountains of Seshnela.

Ivory: Ivory is carved to make works of art, precious religious objects, decorative boxes and vessels, seals, and other utilitarian objects.

Leather: Tanned animal skins used primarily as clothing material.

Metalworking: Tools, ornamental pieces, weapons, and armor are made primarily of bronze.

Pearls: Pearls are chiefly used for jewelry, decoration, and magical items, but are also crushed and used in cosmetics and medicines.

Perfume: The alchemists of the West and Fonrit have developed recipes to extract oils from flowers by means of distillation. Such scented oils are valued by the wealthy throughout Glorantha.

Quicksilver: Used for alchemy and magic (for example, some magicians use quicksilver in bowls as mirrors for divinatory purposes); it is also greatly desired by merfolk.

Riding Animals: Horses and Praxian beasts (bison, impala, high llamas, and sable antelope) are used for transport and labor. Animals trained for war are extremely expensive.

Shells: Midget conch shells are used as currency among the Doraddi of Pamaltela.

Silk: Silk cloth is the lightest, smoothest, and most luxurious found and is used for garments and linings, and is in demand anywhere ostentatious wealth is appropriate.

Silver: This metal is used for the coining of money, but also for silverware.

Slaves: Slavery is common throughout much of Glorantha, especially amongst civilized cultures. Most slaves are used as laborers or agricultural workers; slaves are also used as craftspeople, household servants, and even as soldiers.

Spices: Spices are dried seeds, flowers, fruit, root, bark, sap, or other vegetative substances used for flavoring, magic, medicine, religious ritual, cosmetics, or recreation. They include aromatic spices, such as cinnamon, cloves, ginger, mace, and saffron, as well as black lotus, blue lotus, coffee berries, *hazia*, and opium, and numerous Aldryami plants such as *athoforia*, *calfonilla*, and *dreamweed*. Many valuable spices come from elf forests.

Tea: Tea is an herb used as both a stimulating drink and as a medicinal concoction.

Timber: Used for buildings, boats, furniture, and fuel. This includes wood that has been cut into boards and dried, or whole logs. Different woods have varying properties and value. The best timber comes from the elf forests.

Wine: This includes red and white wine, as well as other fermented alcoholic beverages. It is typically transported by amphorae, each typically holding a little more than seven gallons of wine.

Wool: Wool functions as an important medium of exchange. It is typically transported as fleeces or as bales of raw wool.

IMPORTANT TRADE GOODS

REGION	IMPORTS	EXPORTS
Dragon Pass	Cloth, Herbs, Iron, Spices, Wine	Artifacts, Bronze, Copper, Horses, Metalworking, Wool
Elder Wilds	Horses, Metalworking, Slaves, Wine	Artifacts, Furs, Slaves
Fronela	Cloth, Herbs, Iron, Slaves, Spices, Wine	Furs, Metalworking, Perfume, Timber, Wool
Holy Country	Perfume, Riding Animals, Silk, Slaves, Spices, Wool	Artifacts, Cloth, Copper, Gems, Metalworking, Parchment, Wine
Kralorela	Bronze, Furs, Herbs, Iron, Perfume, Slaves, Wine	Dyes, Herbs, Gems, Silk, Spice, Tea
Lunar Empire	Furs, Herbs, Iron, Perfume, Silk, Slaves, Spices, Wool	Artifacts, Cloth, Gold, Metalworking, Slaves
Maniria	Cloth, Horses, Metalworking, Slaves, Spices	Artifacts, Bronze, Dye, Herbs, Salt, Timber
Pent	Metalworking, Slaves, Silk, Wine	Artifacts, Fur, Horses, Salt, Slaves
Ralios	Herbs, Iron, Perfume, Slaves, Spices, Wine	Artifacts, Cloth, Glassware, Herbs, Parchment, Salt, Wool
Seshnela	Herbs, Perfume, Silk, Slaves, Spices, Wine, Wool	Artifacts, Cloth, Iron, Metalworking, Tea, Wine
Teshnos	Bronze, Horses, Iron, Wine, Riding Animals	Artifacts, Herbs, Ivory, Glass, Gold, Perfume, Spices
Wastes	Horses, Metalworking, Slaves, Wine	Praxian Beasts, Slaves, Artifacts, Leather
East Islands	Bronze, Horses, Slaves, Iron, Wine	Gems, Gold, Herbs, Spices
Jrustela	Cloth, Slaves, Wine	Artifacts, Gold, Iron, Metalworking, Silver
Teleos	Bronze, Cloth, Metalworking, Silver, Slaves	Herbs, Incense, Pearls, Spices, Wine
Vormain	Iron, Slaves	Artifacts, Gold, Slaves
Errinoru Jungle	?	Herbs, Spices, Timber
Fonrit	Bronze, Herbs, Iron, Silk, Slaves, Wine, Wool	Cloth, Gems, Gold, Herbs, Ivory, Metalworking, Pearls, Perfume, Shells, Slaves, Spices
Jolar	Cloth, Metalworking, Shells	Herbs, Salt
Maslo	Bronze, Gems, Metalworking, Wine, Silk	Herbs, Cloth, Ivory, Shells, Spices, Wine
Umathela	Cloth, Horses, Iron, Spices	Dyes, Gems, Herbs, Silver, Tea, Timber, Wool

The Islands

The islands of Glorantha have not always been as they are; they used to be greatly different. Until about four centuries ago, the archipelago of Jrustela was a single huge island. In the Great Darkness, an even larger island, known as Vadeli Island, appears on maps. Earlier, the East Isles were a single continent. Earlier yet, the whole region was part of the single huge mountain called the Spike until blasted by Chaos.

Some of the magical or geological changes that the islands of Glorantha have undergone are described in their respective History sections, while knowledge of other changes has either been lost or is limited to a select few. It is likely that further great changes will occur.

The Greater Islands

Eight islands and archipelagos are detailed in the following individual sections.

The East Isles are a huge archipelago covering over three million square miles.

The Jrusteli Islands are also an archipelago, consisting of a great single island and many lesser islands.

The Kumanku Islands are a chain of smaller islands.

The isle of Loral is a medium-sized island reputed to be inhabited only by monsters, with several smaller islands nearby.

The isle of Slon is a little-known, mysterious western island that some believe to be only a small part of a fourth Gloranthan continent.

The isle of Teleos is a large land mass near the center of Glorantha's Homeward Ocean.

The Vadeli Isles are another chain of smaller islands, and are inhabited by a people remarkably skilled in the nautical arts.

The isles of Vormain are an archipelago of medium- to small-sized islands directly contiguous to the northern part of the East Isles, and are considered separate from the East Isles more by culture than by geography.

The Lesser Islands

The changing shape of the world leaves behind some flotsam which is not explained in other chapters.

Boloastagos is the Island of Virtue. It is so rich that living there is like living in the Gods Age. Anything anyone could want is provided. As long as all residents behave in total harmony with each other, the island rises higher, growing in area and allowing more people to live there. But when people dispute and squabble, the island sinks again. At the Dawn the island was off the coast of Kralorela, and since then it has sunk four times and disappeared from history. Many philosophers expect it to rise again, but cannot agree where.

The Daria Istos Islands are known to be present, for they were seen by Astakalos the Sky Flyer during the Second Age. But no one has ever visited there, so their nature is a mystery. They are believed to be too hot to be habitable.

Ghost Islands abound in Glorantha, remnants of lands lost before or during Time. These are usually found near the coasts, but a few deep-sea islands are known. Most are of only local importance, but Boloastagos and Plague Island are examples of widely-known Ghost Islands. Other famous ones are the Island of Birds, in the East Isles, which appears once every 100 years, always off the coast of a different, favored island; the Little Spike, which appears in the same place in the northern Homeward Ocean on an irregular basis, usually during Sacred Time; and Waha's Rocks, a small group of tiny islands which appears periodically off the coast of the Wastes, each time in the shape of a different herd beast. The famous Castle Blue of Lake Oronin (in the Lunar Empire) may be an example of a settlement situated on a Ghost Island. Some scholars speculate that many so-called Ghost Islands are actually normal islands exposed only in years of very low tides, but most people scoff at such ridiculous ideas.

Iron City juts sideways out of the wall of Magasta's Pool. The residents of Nowhere Land can see its rusty redness across the gap of the maelstrom, and once spent timeless centuries making a huge statue of a human being to signal to the distant city. A few momentary lifetimes later a three-miles-long crossbow bolt, of solid iron, which was shot from Iron City impaled the figure through the head. No communication has been attempted ever since.

The Kang Islands are a small archipelago hidden in the Kahar Sea. They are sometimes called the Isles of Fog, and are a stronghold of the Zabdamar and Kang peoples.

Tova is the largest and most populous of the Kang Islands. Hessa Mevala, a heroine of the Happy Conquests, came from Tova, and her greatest dojo is here.

Kylerela is the greatest of several floating islands. Mother Earth condemned Kylera, one of her daughters, for becoming pregnant with Trickster and forbade her to give birth on any earth. Kylera stole some dirt and swam away, and the land quickly grew large enough to support a populace who worshiped her son, Eurmal, after he was born. The island of Kylera disappeared into Kahar's Sea of Fog during the Great Darkness, and has been visited a couple of times since then.

The island is very weird, with strange laws and unusual features, like the Singing Mountain, the Violet Forest, the Canals of Eroticism, and the City Without Food or Sin. Some think Kylerela is still lost within the Sea of Fog, while others say it is merely invisible and might be found anyplace.

Leviathan, also called the Island Beast, is a great creature which lives in the oceans of Glorantha. It sometimes quietly floats on the surface for years at a time. It is so huge that ships sometimes mistake it for an island and land on it, for trees and plants often begin to grow on it after it surfaces. Most such ships are wrecked before long, for the sailors usually camp and light fires, which awakens the beast so that it dives to stop the painful irritation.

The Luathan Islands have never been visited by living humans, but are known to be in the far west. Among them is Rausa's Island, or the Island of Dusk, where the great bronze gates open to let heavenly bodies submerge into the Underworld. From them sailed the mysterious Luatha, demigods who crossed the oceans during the Closing and destroyed Old Seshnela, and who still patrol the waters around Kanthor's Islands in their great Purple Ship.

Nowhere Land is a bleak and desolate place which sits deep within the maelstrom of Magasta's Pool. If a sailor's ship is caught in the whirlpool and does not break up, they must steer for Nowhere Land or else be carried down into the Underworld on the currents. Nothing grows on Nowhere Land, but it lies exactly on the boundary of the regions of Life and Death, so no one ever dies there.

Only heroes and spirits have ever visited this place, and few of them have returned. Most say that it is a wonderful place, half filled with people and half filled with the wonders of the God World. A few have said that it is a dreary place, half filled with people and half filled with the dead.

Old Trade is said to be the last accessible remnant of the legendary island of Brithos.

Plague Island is said by sailors to be the source of all disease in the world, including a number known only to those who live on the sea. It is rumored to exist in all of the waters of the world, and the God Learners postulated that there were either several such islands, or one island which moved as the health of the world changed. Stories about this island are wildly different, with only one common, expected, similarity: the presence of broos.

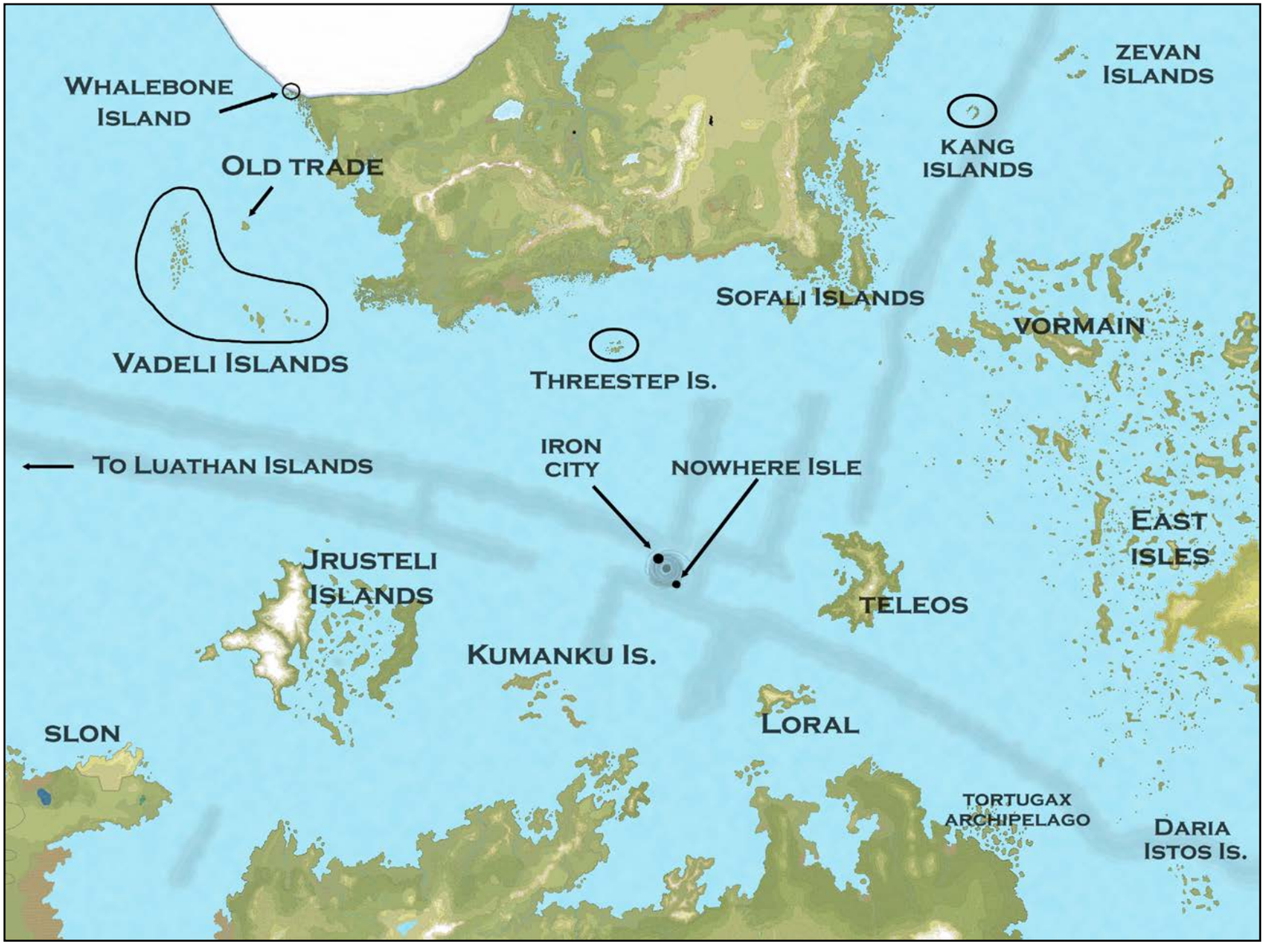
The **Sofali Islands** are off the coast of Teshnos. These jungle islands are inhabited by yellow elves, a race of turtle-worshiping people called Sofali, and by the Amazons of Trowjang. The Amazons of Trowjang are the consorts of the war god Tolat and are feared far and wide as ferocious warriors in their own right. In contrast, the Sofali are a peaceable folk who travel across the seas in saucer-like boats pulled by giant turtles.

Three Step Islands are a small archipelago south of Kethaela. It is a pleasant place suitable for crops and sheep. It is currently the home for the fleets of Wolf Pirates who ravage the seas and coasts.

The Tortugax Archipelago lies just off the northeastern coast of Pamaltela. Its hundreds of small islands are inhabited primarily by birds, shellfish, and a race of turtle worshiping people. These Sofali travel in small, saucerlike boats, often pulled by large sea turtles, and they have been known to carry outsiders to places as far away as the Elamle Peninsula.

Whalebone Island is reportedly the farthest north human habitation in western Glorantha. It is icebound most of the year. A few very hardy families of people live inside a huge lodge which is strung over the skeleton of a titanic carnivorous whale.

The Zeven Islands north of Kahar's Sea of Fog were the birthplace of Mairnali the Goddess of Compassion and Sacrifice. When Mairnali prepared to depart the mortal world, Great Devouring King Janadi conquered the Zeven Islands and committed unspeakable atrocities. Touched by the grief of Janadi's victims, Mairnali returned to the world of life and death to share her bliss with those who needed it. The Andins fled from her compassion, and these islands were cleared of the antigods and their powers.



The East Isles

"The Million Jewels of God" is one translation of the native name for this myriad of wondrous tropical islands. Chains of them cross the ocean, wafted by pleasant breezes or fierce monsoons. The East Isles are considered especially blessed because of its independent weather system which defies the norm. Its wind god Veldru energizes an autonomous wind that often defends the East Isles from Orlanth's Storm. During stormy times, a perfumed wind often blows from the east to moderate the gales. This is called Vith's Breath, or Veldru's Gift, or Mashunasan's Blessing. Furthermore, a radiant warmth and light gently glows from the Eastern Gates.

"Hello stranger! Good day to you! Hungry? Here, eat, and tell me about your travels. Welcome to our home!"

Description

The islands are generally covered with tropical forests, inhabited by a variety of creatures, including tigers, rhinoceroses, monkeys, and countless species of birds. Most islands are quite small and have a population of a few hundred people. More than a thousand people makes a population significant, and only a few have more inhabitants than that. They have avoided overpopulation by adhering to their local gods' demands, and in most places life is easy. Every island is distinct from its neighbor, though many share some traits (like language dialects, the ways they make baskets, the way they favor or disfavor the hat cult, and so on). All share a richness of color, a friendly disposition, and a total disinterest in changing their lives to acquire the goods of foreigners, whether toys, weapons, or foods.

In one sense, the islands are close, since they usually have immediate neighbors. Everyone on the coasts has canoes or small boats. From the time that the islands were made people were boating between neighboring islands. Even during the Closing it was possible to sail from one island to another.

In another sense, the islands are distant, as this vast archipelago covers millions of square miles. Islands range from 15,500 square miles (Haragala) down to tiny rocks which disappear at high tide.

They are luxuriant and, to outsiders, exotic. Furthermore, they become truly fabulous traveling further and further east. No one can truly say where these exotic islands end and the fabled Lands of the Dawn begin.

Culture

Each island is an independent government and has its own native deity. Every island is different in some way from its neighbors. The huge number of islands provides many exceptions to any cultural norms which are categorized here. Nonetheless, these broad generalizations are far truer for the majority than not true.

Most East Islanders live in small, monogamous family units. Children normally leave home at maturity, except for the youngest who generally remain to take care of their elderly parents.

East Islanders are unusually tolerant of weird and outlandish ways, finding them interesting or amusing rather than frightening or dangerous. They delight in elaborate costumes, flamboyant speech, exotic food, haggling, and music of every sort.

Magic is integral to life. It is used, for instance, to deal with criminals. They are not imprisoned, but receive punishments designed to fit the crime and properly humiliate the criminal. For instance, a swaggering bully might be reduced to the size of a cat for a year.

Inhabitants

Humans are the most populous, inhabit the largest number of islands, and are the only creatures to occasionally organize in numbers large enough to enter the stage of world history. The East Islanders are mostly yellow-skinned, black-haired people, similar to the Kralori and Vormaino.

Keets are a native race of avian people identical in all but superficial essentials to the ducks of southern Genertela. They are divided by appearance and cultural preferences into several types. Most keets are smaller than humans, between 2 and 4 feet tall. They dominate in several island chains, are a minority in several others, and migrate through most of the rest.

Sorns are evil relatives of keets who did not lose their powers of flight during the Demigod Wars. They are reptilian and fly with leathery wings. They are approximately the same size as keets. Sorns are notorious for evil deeds, such as stealing children, cutting ship's rigging, spoiling food, and so on.

Ludoch are also strongly present. A large, organized tribe populates the waters of the southwest section of the East Isles.

Elder Races are rare. Yellow elves inhabit most of the larger islands but lack any inter-island interest. Maromonkotro has some very tall mountains where some green elves live.

Andins are a race of demonic creatures which inhabit many of the islands. They are cruel and evil creatures that are avoided wherever possible, and confined to their islands. Occasionally among the islands are even found strongholds of the Adpara, the evil gods.

Population of East Isles

Humans	
Aldin Islands	100,000
Ambovombe	300,000
Arandinni Islands	100,000
Aythellin Islands	200,000
Hanfarador Islands	1,000,000
Haragala	500,000
Haragalan Islands (Other)	500,000
Keydaladi Islands	150,000
Mokato	350,000
Other East Isles	2,100,000
Total:	**5,300,000**
Nonhumans	
Andins	240,000
Keets	80,000
Other	100,000
Total:	**420,000**
Grand Total:	**5,720,000**



Government

All government is local. Several organizations coordinate, rule, or somehow command groups of islands, but all are openly acknowledged as temporary.

The current largest government is centered on Haragala, and is primarily financed by a widespread network of voluntary tribute.

Language

Most islanders speak Tanyen, a family of Vithelan languages. It has many variants, most of which can be understood by other speakers. Some island clusters have their own languages, but they also speak "Trader's Tanyen", which was spread by the Mokato Empire about five centuries earlier.

Tanyen is associated with four written scripts. The most common script is Parlothadi, which has symbols for each combination of a consonant and a vowel. It was the official script of the Mokato Empire in the Second Age, and is used widely throughout the East Isles. The rarest script, Yederjalif, uses the sacred Runes and can express only the words of the Highest Gods. Kadijalif is a complex system of hieroglyphs made for the description and explanation of holy words. Fenvalo is an easier-to-use hieroglyphic system, now used largely by scholars for puzzle games.

Military

The seagoing East Islanders are unsophisticated at land warfare. They lack extensive mineral resources, so local weapons are of wood, stone, coral, seashells, and even shark's teeth, often blessed by their god's magic.

Traditionally, from even before Mokato, islands fought ceremonial (though bloody) naval battles; when an island's fleet was defeated, the island simply surrendered. Foreigners ended that custom. Well-

armed invaders also caused islands to surrender, for few standing armies exist and even native militia are uncommon. Horses are not native to the area and are of little use shipboard, so cavalry is virtually unknown.

Most East Isles ships are quaint merchant vessels, coming in many outlandish varieties. Most of the larger islands maintain a war fleet to protect themselves and their tributaries from raiding Vormaino, Teleono, or Haragalan pirates.

East Isles warships are small, relying upon magic to decide the battle rather than boarding or ramming. Most ships have tall masts with sails reaching only halfway up their length and often have towers in the middle, fore, or aft of the vessel. During battle, magicians sit in the crow's nest or atop the towers and use their magic to defeat enemy ships from a distance.

Religion

Thousands of deities coexist under a blanket of common beliefs.

Mysticism is commonly known, but mostly ignored. Occasional great centers of Stillness decorate the East Isles, and mystics are often found wandering around. These are mortal beings who, through the meditative practice of Detachment, acquire an inner strength that allows the greatest of them to defy any of the gods. But in general, such beliefs and practices are too lofty for ordinary people. In contrast, martial arts are one of the most common manifestations of low mysticism, and every East Island has its favorite schools of martial arts.

The Parloth are a tribe of High Gods which are generally known on most islands, but are not of major importance. A few are worshiped in various places for various seasonal rites, like preparing Veldru to be the hurricane shield. Other deities receive



sacrifices to achieve some specific purpose, like sacrificing to Karkal before attacking an Andin stronghold. However, the Parloth gods are (almost) nowhere acknowledged to be the most important deities. Instead, those High Gods created the world through dance and music, play, and indulgent pleasures. They then fought against the enemy Adpara tribes of antigods, and for various reasons have withdrawn into the forces of Nature, leaving the island gods to treat with mortals.

Priests of the Parloth are respected, but are not regarded with superstitious awe. Everybody knows it takes as much politicking as spiritual worth to become a priest and it is just another profession, though an honorable one. Most East Isles priests wear long silk robes. Such robes are generally monocolored, to set them apart from the brightly-decorated costumes worn by laymen.

Island gods are the most important. Every native's most important deity is their island deity or deities, and every adult native of that island regularly worships that deity. The deity is the entity which tells them how to live a life of pleasure and luxury, in harmony with the larger gods of Nature and each other. Membership in these cults is determined entirely by being a native of that island. Converts are highly unusual and entirely unexpected. Even permanent immigrants to an island don't bother to join the native faith.

Most island residents know exactly where their deity lives, and regularly do whatever is required by it. Many of these manifest in great natural phenomena; others inhabit temples which were constructed to protect the precious god.

This single great temple generally determines the capital or tribal center for large islands. On the larger islands, many shrines exist to remind worshipers of their deity, and often convey some power to the main site as well. It is not unusual to find shrines in the most remote reaches of an island, probably put there in ancient times for the residents' convenience.

Every island is different. Yet to outsiders they seem to form a homogeneous whole, often bizarre and overly colorful.

Andins

Demon race of the Vithelan antigods. The Andins are vicious and foul entities that enjoy manifesting themselves as evil, demonic, and rapacious spirits that enjoy preying on the living. Colonies of Andins exist throughout the East Isles but are most concentrated in the Andin and Arandinni islands; individuals wander among the isles, and they regularly band together to trouble their neighbors. Many of the Andins now serve Dech Oru, the Arandinni King of Seldanu Island.

People of Note

Every island has its own petty potentates and positions of honor. Few are so unusual or powerful that they would be appropriately listed in this section.

Dech Oru: The Arandinni King lives on Seldanu Island. Called the Devourer of Flesh, he is the son of Bedbedsu and Zatalum, and has gained command of the other Andins of the islands as well.

Henan Dapunta, Grand Steward of the Divine Lord: The Grand Steward rules Golden Mokato as the servant of Govmeranen, the Vithelan Ruling God. He presides over a glittering court whose art and culture influences all the East Isles and is the envy of other rulers. However, he has little direct power as his every action is dictated by ancient laws and tradition.

Gunada Dangi, Queen of Ferendalo: The queen of Ferendalo is the half-sister and fierce rival of Vele Unnikanan, the queen of Fereva. The court of Gunada Dangi is famed for its poets and sages.

Trader Jadilulo: The warlord and merchant-prince of Haragala, and possibly the only individual that wields much power beyond his own island. A charismatic and impetuous man with enormous wealth, Trader Jadilulo always talks of invading Vormain or Teleos, but his warships usually operate more as pirates within the East Isles. Trader Jadilulo also has the responsibility, given to him by almost half the islands, of defending against any foreign aggression.

Livia Tarinda, Bloodheart High Priestess: Livia Tarinda is a foreigner from the Lunar Empire who has become the high priestess for Bloodheart, a local name for the goddess from her homeland. She taught it to the Andins, who have since then been spreading it far and wide, capturing humans to sacrifice to Bloodheart. Livia Tarinda also teaches people on threatened islands how to set up an altar, and then the ritual which sacrifices one of themselves to keep the Andins away.

Miri Nela, Queen of Hanfarador: This queen is famed for her elaborate fashion sense and her hat styles which change every year. She is noted for her extreme hairstyles and wigs, both of which are built up very high, and often incorporate decorative and symbolic objects. Miri Nela is well loved by her subjects, who imitate her annual changes of style to the best of their ability.

Modu: Modu is half demon and half human. He worked, cursed, and clawed his way to his current position, and he is an exceptionally powerful fighter, as well as clever and knowledgeable. He commands a large fleet of warships, and sends them out in groups of a dozen to exact tribute from all islands. After having once been beaten in battle against Dech Oru, Modu is utterly loyal to the Arandinni King.

Pah-Peh-Rheo: This legendary keet mystic resides in the city of Fo Dolla on Orandaliel. The inhabitants of that city consider him to be their ruler and judge, although Pah-Peh-Rheo spends most of his time in meditation and hates being disturbed to adjudicate disputes.

Solumdar. An Andin demon, and the most powerful fighter of the Andin army. Though ranked a general, Solumdar is no leader. He has the usual household and hangers-on, but is mostly the heavy duty fighter, called in against the greatest foes. He is utterly loyal to Dech Oru, having been beaten in battle by his king once already.

Vannamatcha the Golden, Queen of the Oreno Ludoch: This Ludoch demigoddess is descended from the Manthi demigods who destroyed the Golden Age queendom of Duravan. She can be friendly towards humans and was even an ally of the Eastern Seas Empire, but she dislikes keets intensely.

Vele Unnikanan, Queen of Fereva: This ambitious young queen has already earned a reputation as a shrewd merchant and a pirate. She is closely allied with Trader Jadilulo.

Walor: This heroic keet is a master of many schools of martial arts. He is notorious for traveling throughout the East Isles and engaging in duels, honing his skills for what he says are the "wars to come".

History

Mythically, most islands claim to have originally been part of Govmeranen's Empire. Many stories are told of how the Vithelan continent became islands, and since recorded history they have been thousands of separate entities.

In the Storm Age, Vithela was cleansed by demigod servants of the gods. These were the Happy Conquerors – Hong Malagum, Kenman Imo, and Hessa Mevala. They were each guided by Hensarava the Golden Archer Prince. After great adventures and challenges, the Happy Conquerors defeated the antigods of Sortum and established a long peace.

That peace ended with the Great Darkness. From Sortum, the Four Hands of Evil – the antigods Herespur, Bodastu, Akorgat the Sky Tyrant, and Sekever the Black Sun – conquered the skies and overcame the Golden Archer Prince. A piece of the Sky Dome called Churanpur fell from the heavens. The Four Hands then shattered the Spike and conquered the world. Herespur was defeated by an even more powerful antigod, Avanapur the Lord of Nightmares, and the remaining Hands swore obeisance to Avanapur.

Great Devouring King Janadi sent hordes of Andin demons from Sortum led by evil demigods throughout the northern East Isles. They overran most of the islands north of Vithalash, before they became followers of Avanapur the Lord of Nightmares. Avanapur conquered the world and demanded that Vith must sacrifice to him too. The High God refused and Avanapur's followers turned their back on the true gods.

When Avanapur confronted Mashunasan, the great mystic proved the Lord of Nightmares to be unreal and transitory. Avanapur's worshipers and all their lands were entirely inundated by the seas and destroyed. Only the islands of those faithful to the true gods remained. At the same time, Hensarava pierced the Sky Tyrant with his bolts of truth and the Star Eater fell to earth and shattered into pieces.

The Eastern Awakening began with the defeat of the Sky Tyrant and the end of Avanapur's Transitory Empire. People across the East Isles turned against the nightmares and demons that ruled them through fear and ignorance. The Sons of the Bolt, led by Darja Danad, drove the Andins back to their own islands. They then sailed to attack Sortum, the stronghold of the antigods, but were driven off by the demons with great loss.

The Sons of the Bolt meditated to discover what they needed, gathered strength, and trained troops and navies. To prepare themselves, their leaders practiced severe austerities to strengthen and purify themselves. A 28-year Austerity Contest to determine the most pure resulted in a three way tie between Kumanti Lun of Vormain, Mon Verlo of Vithela, and Hua Lowchu of Kerandaruth. They each led one of the assault armies against Sortum. The Andins fought and then fled, then the Sortum Legion fought and fled, and finally the antigods took refuge deep in Sortum and the heroes set upon them. When the antigods summoned the dead to help them, the heroes received help from all who had suffered or had been tortured by the antigods' atrocities. Dead fought dead, and at last Heroes fought demigods. The antigods were defeated.

The seers and mystics determined that they needed to bind the nightmare powers out of the world of humanity. Thella the Goddess of Dreams created her Net and the keets gave back the wings they had gotten from Thella to spread the Net over the East Isles. The Net bound the islands together, on the sea and in the dream world. Thella then went to the dreaming High Gods and asked them to create a new Sun. The New Sun rose, and Thella became the Goddess of Dawn.

In the First Age, much of the East Isles was united by the Chulan Alliance. They were centered on Vatofeneg Island, whose merchants set up widespread trading among the islands. They were friendly to the occasional Waertagi who showed up to trade. The Chulan Alliance later disintegrated as a political power, as local warlords took over.

Recorded history by foreigners begins in the Second Age when Jrusteli ships appeared and explored throughout the islands. They found people who were generally unaggressive, content to sail among their own countless islands, and living an easy life amid splendor. The natives were subsequently viewed by outsiders as a treasure house of exotic plunder and tribute. A few islands were brutally cleared of inhabitants, and then foreigners moved in to man trade and fleet sites.

After the East Isles had been raided for years, the Island of Jeweled Mokato mobilized the Eastern Seas Fleet. Mokato leadership encouraged islands to make and man small warships instead of just their traditional boats. Mokato then organized these island navies into one great fleet, which was the only maritime power able to hold its own against the Middle Sea Empire. Before the Closing, however, most of the fleets from the Empire had been withdrawn, leaving a small and threatened network of tribute collectors behind.

The Closing struck the East Isles hard and quickly drove all ships and boats ashore for a time. All contact with even nearby islands was completely severed for some years. Poverty, depression, and gloom descended and an Endless Monsoon blanketed everything. Since most East Islanders are illiterate, and very few living people remember the Endless Monsoon, stories of it are often confused with more distant events, especially the Great Darkness. Listeners should be aware of these types of inaccuracies with every culture they meet, but especially among the East Islanders.

After a few years, travel between the various isles became possible, but was difficult; it was as if the water was thicker, or the air was thinner, or all sailors weaker than they had been on land. However, the gloom was lifted, and the waters between the East Isles were cleared to be as of old, after the Old Man's Sacrifice.

Places of Interest

Two major aquatic events define the first divisions of the islands, as well as the continental tip of Vithela. Within those larger divisions the islands are divided into four larger groups.

Bezarngay Boil: A steaming current of water rises to the surface here and runs northward at great speed for between 60 and 125 miles. The current changes shape, writhing about within the area shown on the map, creating such a danger to any ships which draw too close that the whole strait is avoided by the superstitious and the timid. The boiling water is fearsome enough, but the occasional creature coming out of the scalding current terrifies all witnesses. Further, the current irregularly reverses its direction. Fortunately it is very visible; the deadly steam rises like a wall along the line of its path.

The Boil is generally impassable to any small boats and to most ships. A few brave folks called the Cutters sail their small magical ships across it, but they are a recent people and not numerous.

The Boil divides the East Isles into Vithside (which includes the Duranavan Chain and the Mokato Dozens) and Sshorgside (which includes the Shorenti Chain).

Dang Leng Dang: Also called the Standing Waves, this area of sea has huge waves, measuring up to twenty feet from trough to peak, yet the waves never fall, so that boats must sail up and down hills of water. Most sailors avoid it, and the islanders living within it have given up boating.

This site, dead to sailing, is used to determine regions. North lie the Northern Islands, south is the Haragalan Commonwealth.

Vithalash: The far western tip of the great magical continent of Vithela, the Land of Dawn. This land is the outer gate to Vithalash, the Palace of Vith, and the High God confers his protection and blessings on it.

East Isle ships regularly sail up its rivers seeking the wondrous artifacts that occasionally float downstream. The sailors are careful never to land, drink the pure river water, or eat any fruit from the trees overhanging the rivers. To do so brings instant and total contentment, and so no one who has set foot on the continent has ever returned.

This point of impassable land cuts the Vithside Islands into two groups: the southern Five Chains, and the northern Mokato Dozens.

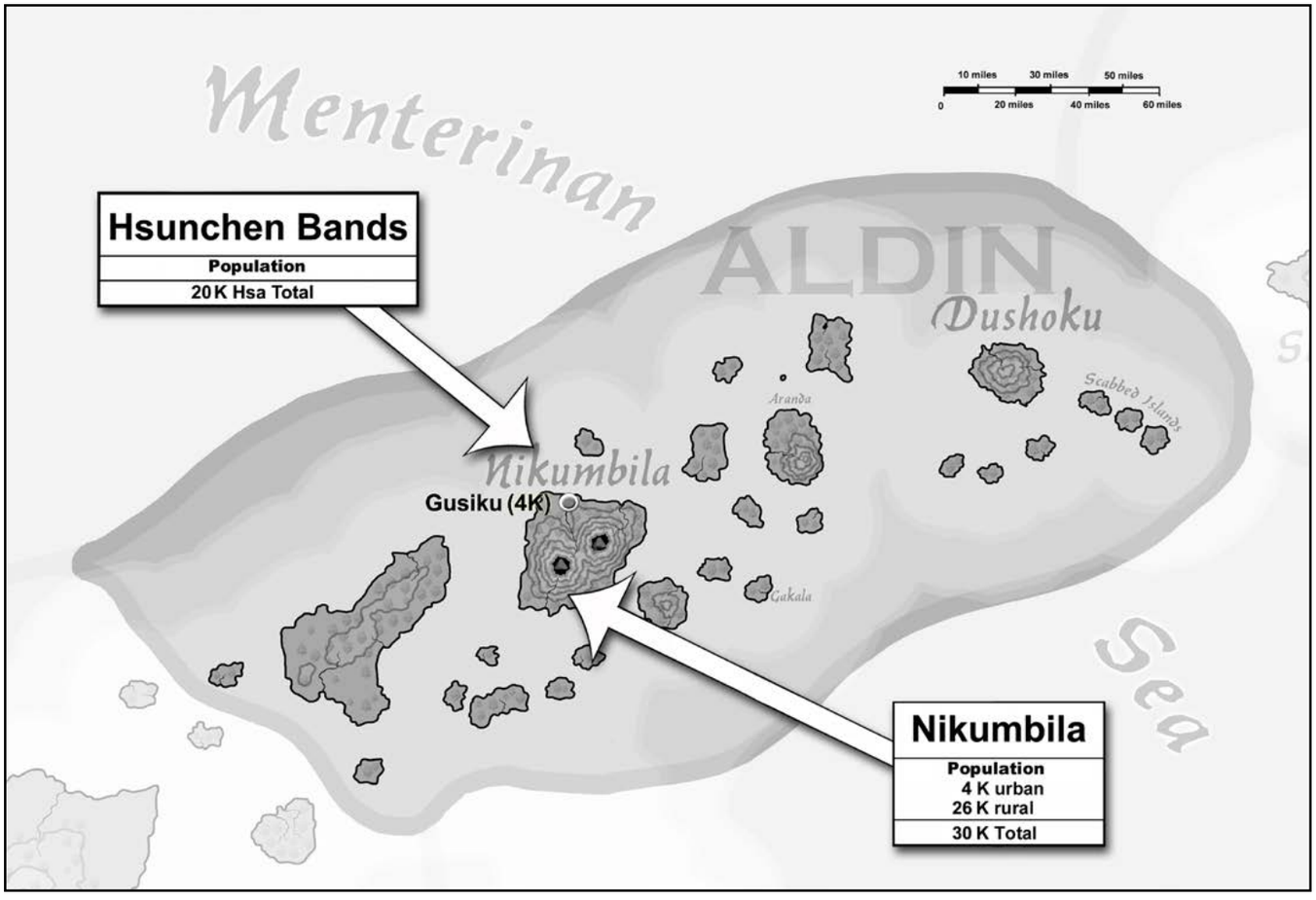
East Islands
Regional Activity Table

Determine monthly per island

Common Events
No event of notice.
Port visited by Haragalan naval ship demanding tribute.
Ship from nearby island docks.
Minor religious holiday, most people preoccupied.

Uncommon Events
Ship from distant East Isles docks.
Ludoch visiting port to trade underwater goods.
Major religious holiday, all businesses closed.
Pirate ships preying on nearby shipping.

Rare Events
Ship from outside East Isles docks.
Ship from Vithela docks to trade.
Nonhuman ship docks to trade.



Large Island Groupings

Aldin Islands: Called the North Arm islands by the Vormaino, this archipelago has been claimed by the Vormain Empire as part of the Old Pure Lands. The indigenous inhabitants are Hsa Hsunchen (were-tigers), but over the last century, Vormaino have conquered and settled the largest island in the chain.

Alsporanjabbi Sea: The Green Sea of the Jabbi Islands, and the center of the Alsporanjabbi tribe of Ludoch mermen, also called the Coral Queendom.

Anatasy Islands: A chain of islands, now invaded by goblins. Rumors exist of a return of the antigod Akorgat the Sky Tyrant to this place.

Andin Islands: Islands of the demon race. These islands are the ruins of the evil land of Zatalumlash, where many antigods gathered. Of the forty or so islands in this group, at least twenty-five have native demons resident there. The islands are dotted with low, jagged peaks of dark rock thrusting from the jungle. Island ecology also includes an inordinate number of monsters. Notable islands include: Atanazes, Hesez, Hurela Ivar, and Nan-Matal.

Arandinni Islands: This archipelago is often considered part of the Andin Islands. These islands are inhabited by Arandinini demons and their human allies. The Arandinni worship their ancestors Vith and the Underworld Goddess Gebkeran the Mother of the Antigods. These demons have a shared history of hatred against the Hanfarador Islands.

Aythellin Islands: This archipelago is ruled by the Thellini Republic, an idealistic society that has rediscovered a perfect government, where all citizens know how to best contribute to the community. It is ruled by a council of mystics who spend their time meditating upon the Truth and Justice. The Aythellini worship their ancestors and a celestial pantheon that includes the Sun, the moon, and the planets.

Batol Islands: In the Golden Age, these islands were ruled by dynasties of Churen. Churen warred for a long time with the Parrot People of Forng, then with the Triolini, and then against Oorsu Sara, who destroyed them, leaving only these islands.

Belmanko Islands: The Red Tiger Islands. This archipelago used to be one of the Seven Great Isles of the Old Pure Lands and is claimed by the Empire of Vormain. Notable islands include Demankur and Ving Ichi.

Bereven Islands: This chain of islands is noted for being the home of many tribes of keets. It includes the islands of Opi and Sesre.

Chir Islands: These are large islands off the southern coast of Vithalash. Several varieties of draconic creatures unknown in the rest of Glorantha can be found here, such as the small, two-headed feathered dragons of Porthramentos and the godlike feathered serpent often seen flying between the islands.

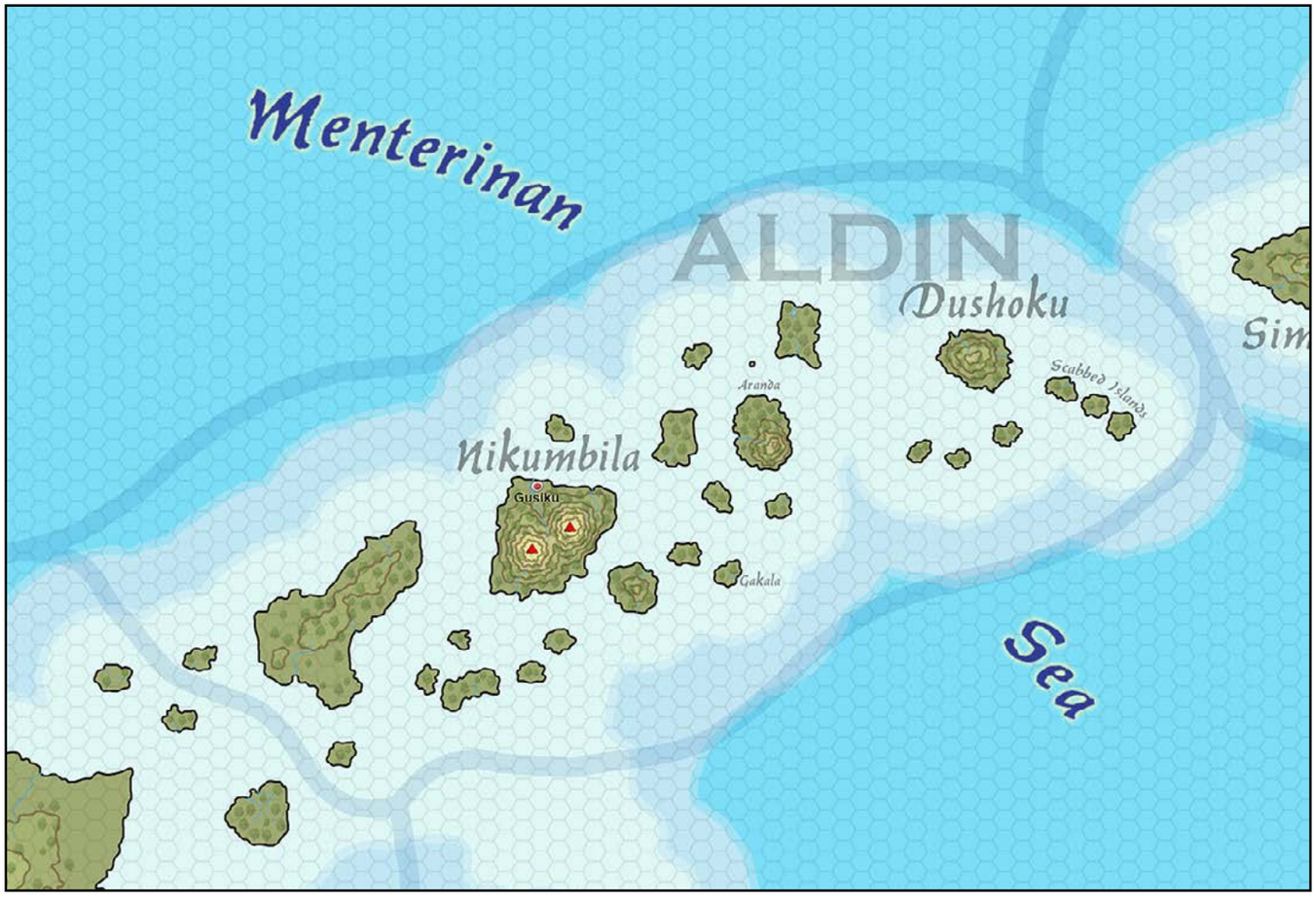
Dessheetan Isles: A long chain of a hundred or so small islands, all of them relatively lowlying amid shallow waters. The most populated of these islands is Kachuti Island.

Duranavan Chain: This archipelago is on the Vithside of the Bezarngay Boil. It includes such notable islands as Ambatarolamba, Rathmorasomangon, and Rombotongo.

Eskilludoch Chain: The waters around these islands are populated by friendly Ludoch merfolk. In the First Age, this archipelago was conquered by antigods from Fozeranto until they were freed by the demigod Jesolo and his Golden Fleet. Notable islands include Desolo, Hortalixi, the Triple Beast Islands, and Vatolagorinor.

Hanfarador Islands: Maromonkotro to Avaranboth and their satellites are called the Big Places, because its islands are relatively large, with few islands between them.

The residents of the Hanfarador Islands recognize their shared culture and history.



Arandinni

The Arandinni are a type of Andin demon. They are humanoid, but are larger than men, have more power, and have horns and scaled skin. They are not as quick-witted as humans, and are much more lumbering. They are intelligent, and some practice monstrous sorceries, most recently making stone creatures as slaves and soldiers. The Arandinni hate the people of the Hanfarador Islands.

Their land is marked from wars against the antigods. They all prefer cinnamon and hot peppers as spices, obey elaborate sumptuary laws, and slavishly follow the annual hat fashions of Queen Miri Nela. All boats must have triangular sails, and everyone worships at the ancient temple to Laraloori. Temples to her and Vith are found in every city in the archipelago, and the people maintain many aspects of High Worship. They loathe and hate the nearby Arandinni Islanders.

The islands have been protected for centuries by two things. One is the rites performed by the priests of Chaquandarath and the priestesses of Genderatha. They carry on an ancient tradition, speaking the words of power from divine scriptures. Their hymns burn the Andins, cause their wombs to wither, and demoralize them so that they fight each other. The second is their military. They have a small fleet of ships whose sailors are all devotees of Karkal, the God of Fire and War.

Haragalan Islands: This heavily-populated archipelago is dominated by the Haragalan thalassocracy. All of the islands here pay voluntary tribute to the tallship captains of Haragala.

Homagon Islands: Westernmost chain of three dozen or so islands, stretching out into the Sshorg Sea. Characteristic of most of these is that they have a very steep south side cliff face and are at sea level in the north.

Homago is one of these islands, and certainly the worst, giving an unnecessarily sinister reputation to the rest. After all, the Homago cannibals merely hunt on them occasionally, instead of living there.

Jabbi Islands: This cluster of islands in the northwestern East Isles has been dominated by the Valkarist Malkioni of Ambovombe since the Second Age.

Kang Islands: A small archipelago in the Kahar Sea. They are sometimes called the Isles of Fog, and are a stronghold of the Zabdamar and Kang peoples.

Keydaladi Islands: The War Islands. A northern island group which borders the Vormain Empire. Some are not warlike at all, but these islands suffer badly if they don't pay tribute to their more aggressive neighbors. The archipelago was once the Old Pure Land of Fothalor before being sunk by the Great Tsunami caused when Churanpur fell from the Sky Dome. Notable islands include Bufangalor, Dalazfu, and Keydaladi.

Korolan Isles: A five-island archipelago. Famed for the Korolan Games, a festival in which champions from each of the fiercely rival islands compete to see which island will rule the others for the upcoming year. The games range from fishing to canoe racing to coconut gathering. The Haragalan Commonwealth has made plans to adopt the Korolan games into a larger all-Island competition, but this is not yet accomplished.

Kostarankarujahobbi Sea: The Shining Waters of Jahobbi Island; also the center of a large tribe of Ludoch mermen called the Oreno. They are ruled by Queen Vannamatcha the Golden, who is descended from the Manthi demigods who destroyed the Golden Age queendom of Duravan.

Mokato Dozens: This Vithside archipelago was the center of the East Seas Empire in the Second Age and the Chulan Alliance in the First Age. Notable islands include Mokato, Setoringaragon, and Vatofeneg.

Pearl Islands: This archipelago of over fifty or more islands are rich with pearls of many sizes and colors. Many species of macaques and other monkeys inhabit these islands; as a result, they are sometimes called the Monkey Islands.

Prosandaran Islands: The Islands of the Animal Goddess. Named after one of the larger islands, which is Prosendara's own island, where an impossible profusion of



creatures can be found. Prosendara, the Goddess of Beasts (of the Above), can be found grazing on a mountainside there. The surrounding islands are also rich in wild life, though some of the more exotic types were hunted and trapped to extinction by the God Learners a few centuries earlier.

Shorenti Chain: This long chain of islands on the Sshorgside of the Bezarngay Boil includes Ambatolampy, Kalaymya, Oravaty, Sironomandidi, and Vergutomy. These islands all pay tribute to Haragala.

Tezdere Chain: In the First Age, these islands were conquered by the antigods from Fozeranto until they were freed by the demigod Jesolo and his Golden Fleet. The inhabitants are famed for their unique style of martial arts first taught by the demigod keet Hero Kenman Imo with its pecking and flying strikes. Notable islands include Jahobbi, Sianassa, and Tjaratananna.

Valararriano Sea: The Leftward Seas of the Belmanko Islands; the center of a tribe of Ludoch mermen.

Vedi Chain: In the First Age, this archipelago was the center of the demigod Jesolo's resistance against the antigods of Fozeranto.

Yellow Islands: This archipelago is east of the Hanfarador Islands. The Yellow Islands are widely considered to be at the edge of the mundane world; the islands beyond are inhabited by immortals, heroes, gods, and antigods.

Locations of Interest

Ambatarolamba: The Missionary's Paradise. All residents of this island delight in adopting every new religion which comes to their isle. They embrace each faith with ardor, inevitably pleasing the visiting missionary. Just as inevitably, they abandon their last religion in favor of the next, and they never go back to a faith after once abandoning it. To the astonishment of everyone but the residents, no spirit of retribution ever visits the island or its inhabitants.

Ambatolampy: The people of this island have a peculiar custom performed at every feast. They roast whole animals in pits full of glowing coals, over which they do a limbo dance in bare feet. Anyone can compete, but only children are ever burned. Yet no one can walk on coals at any other time.

Ambovombe: The Sorcerer's Isle. In the Second Age, the westerner Valkaro, disturbed at the perfidy of the God Learners, left his rich home and lands to travel to the distant East Isles. There he preached the Malkioni Liberation and succeeded in converting all the inhabitants of Ambovombe to that philosophy. He defended his converts against the Eastern Seas Empire of Golden Mokato in a famous war instigated by Brithini diplomats.

In the Third Age, the residents of Ambovombe practice Valkarism, a Malkioni school found nowhere else, which teaches that since Magic Men are manifestly the most potent social class, they are the natural rulers. There are only two other castes; "nobles" are included in the Spearmen caste and act as petty bureaucrats, judges, merchants, and assistants to the Magic Men. Commoners belong to the Fishers caste.

Angazabo: The people of this island are noted because they eat pearls. The nobles eat them whole, often candied or with elegant dips. The commoner fishermen and monkeyherders must do with ground powders, usually mixed with spices which vary from city to city.

Aranda: This isle in the Aldin Islands surrounds an active volcano. The volcano is always bubbling, and magical *hotstones*, which always hold their temperature, can be obtained from its slopes and caves. If you find a *hotstone* that is 85° F, it will always be at 85° F; which makes it a useful bedwarmer. A 212° F *hotstone* can be used to boil water. The locals sell the stones, and use them for foundations (so floors are comfortably warm). Outsiders pay a hefty fee to go stone-hunting.

Atanazes: Burnt Cave Island, this evil place is home to the antigod Bandan the Demon King of the Antigods, and many tribes of Andins. Since the rising of Thella's Net, this evil god has been imprisoned within

his Dark Palace atop one of the many jagged volcanic peaks that dot the island and cannot escape until the Lens of Manurden is returned to him.

Atareya (small city): The great temple of Hobimarong is in this mountain city on a saddle between Golden Tower Mountain and Sapphire Tower Mountain, considered the most beautiful in all of Mokato. Here the god is consulted by his hereditary priesthood. The divinations of Hobimarong are carefully written down by the priests and collected in the copious *Atareyan Oracles*. These cult records serve to show that the cult has changed according to fate and the infallible nature of their god.

Avaranboth: The Spice Island. One of the Big Places of the Hanfarador Islands, this island is rich with cinnamon, cloves, coffee, and nutmeg. The goddess of the island, Kayumana, grants her cultists elevated awareness and is worshiped with coffee and spices. Terraced rice paddies cover the rugged hills and mountains. The villages on the western coast of the island are fortified to protect them against Andin raids. The island is ruled by an oligarchic council and defended by the Red Spear Legion, warriors trained in the martial arts of the Darja Danad school.

Avanvemati: The Highest Island, this island is sacred to Laraloori and was raised by the goddess Felatu, daughter of Laraloori, in the Golden Age. The island is surrounded by reefs which boats cannot pass (except at Laraloorivash) and is inhabited by numerous petty gods and spirits. Only those who have purified themselves at Laraloorivash are permitted to step foot on Avanvemati.

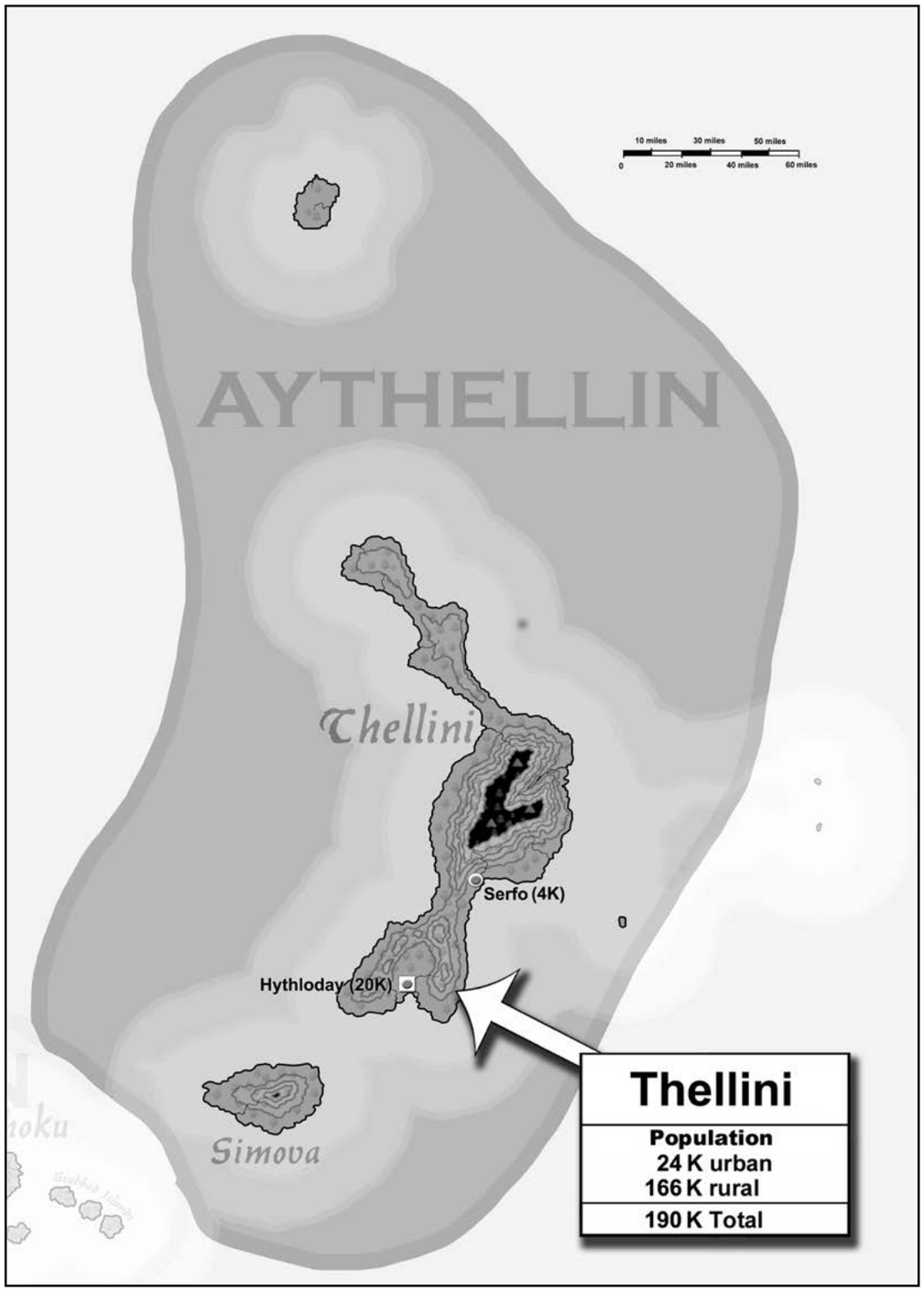
Avoroma (small city). This city is notable for its Golden Temple to Vith, where mystics meditate on the Highest God, the Great Self, and the Nine Dancers and read the sacred Yederjalif runes. The common folk provide the mystics with food but reserve their worship for the Twin Gods of Kalaymya.

Aythellin: Center of the Thellini Republic, an idealistic society that has rediscovered a perfect government, where all citizens know how to best contribute to the community.

Baktu: The Tidy Island. The island's lore includes spells such as Dust Furniture. Everyone is well-groomed, and the countryside is spotless. Inhabitants are much in demand as valets and maids.

Baliveldryo (small city): The buildings of this city are built deep into the Ruby Tower Mountain of Mokato. Some claim there are tunnels connecting to ancient Gods Age stairwells that lead down to the ruined Palace of Govmeranen or even into the Underworld. This city is home to the philosophical school that denies the existence of a past or a future, merely an eternal present.

Barangon (small city): This city boasts a great temple to Hensarava the Golden Archer Prince. It is famed for the Red Drum, a huge bronze kettle drum six feet tall and five feet in diameter. It is made out of a piece of the Sky Tyrant that fell to earth when the arrows of the Golden Archer pierced him. The Red Drum is used during a dance that reenacts Hensarava's victory.



Bautoomba: This island is inhabited by handsome, dark-skinned people with copper-colored hair. They welcome strangers. Throughout the year, they are protected by their storm goddess, Shirkassa, whose wind always blows refreshingly, even in the sweltering days of summer. These winds are so friendly that they embrace and lead ships into port, once they comes within sight of Bautoomba (the main port). Shirkassa's beneficent winds act as a countervailing force to protect the island from typhoons. The Bautoombans and their winds are, however, unrelentingly hostile towards any who have shown themselves as an enemy.

Brol (small city): This city on the shores of Lake Baikal is atop the high plateau called Brol's Terrace. It is comparative cool because of its higher elevation and serves as a summer capital of Avaranboth when the queen comes to shore. The city is famed for its perfumed gardens and the ornate pavilions where the locals enjoy coffee served in fragile containers.

Bufangalor: "The Isle that is a Lake" is a solid ring of steep rock that rises about a hundred and fifty yards above the highest tides. Within its compass is a bottomless freshwater lake. A hundred types of bird nest there, but it is nearly bereft of permanent land-dwelling denizens, save for the rats and kruus that have



jumped ship and taken up residence. There is not a level place large enough for a human to lie down and sleep.

Cacama Cay: The people of Cacama Cay have a most unusual godling, a purple-skinned infant born shortly before the Dawn. The nursing mothers of the island take turns nurturing it, and report that over the last several generations, it has learnt to crawl. The god-child has a number of wondrous, yet trifling, powers, and the people of Cacama predict an era of greatness for themselves when the baby reaches maturity. The infant has no official name, for children are not named till they are weaned.

Colossus: This immense golden statue of Vith in the middle of the Teljen Strait was raised by Feleta and Zatalum in the Golden Age. When Feleta and Zatalum quarreled, Sarono submerged the land around this statue. The statue is 150 feet high and stands atop a pedestal, untouched by the waves.

Chaiya (small city): This city controls the rich agricultural valley of the Kuma river and its extensive rice paddy fields. It is best known for the Obelisk of Chaiya, a 75-foot-tall pillar covered with hundreds of stelae inscribed with Kadijalif script. The pillar is offshore, and each year, during the Festival of the Shark and the Crocodile, a giant white shark and a giant white crocodile fight at the base of the pillar to determine which shall rule the waters that year.

Champaya (large city): This large port city is the capital of the Haragalan Commonwealth and is exceptionally wealthy from trade and shipbuilding. The natural harbor is small, so the Haragalans have built a huge fortified pier to protect the port. On this pier is the Round Tower, a large fortress encircling a smaller harbor for warships. On the top of the Round Tower is the biggest Sunscope ever made, which guards the main harbor's entrance.

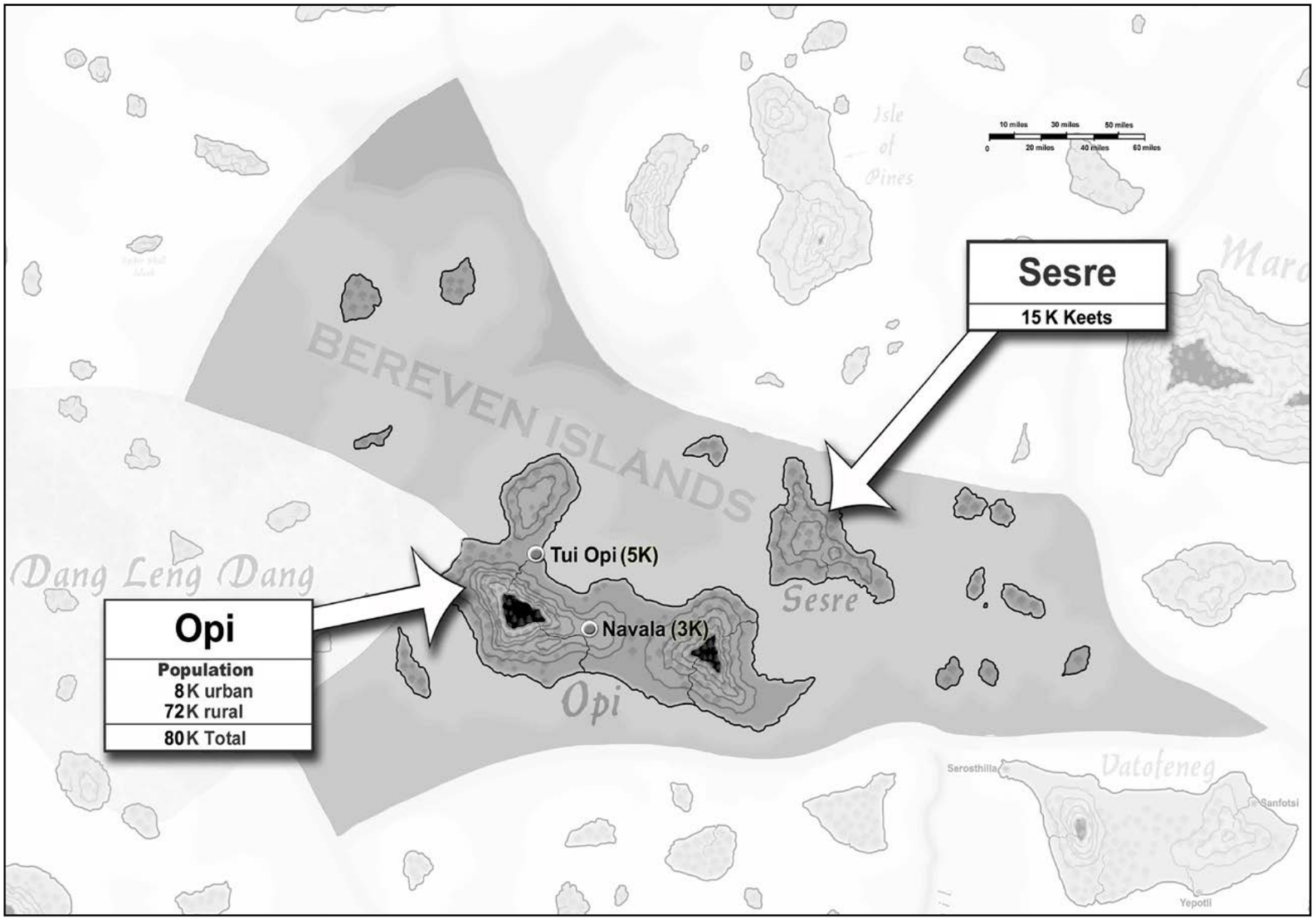
Champaya is the mercantile capital of the East Isles, with merchants selling goods and wares from Kralorela, Maslo, Teshnos, and even the Holy Country. Tallship captains and other notables reside in great timber palaces with massive towering roofs. Temples to foreign gods are common, although the largest temple in the city is to Karkal, the God of Fire and War.

Dalanamadury (large city): The largest city on the Felata Sea, this bustling, wealthy port is a city of canals, wide paved streets and squares, roof gardens, decorated bridges, ornate temples, and azure towers and domes. This is the center of the silk weaving industry in the Hanfarador islands. To the north of the city is the famed Dolphin Palace, where each year the queen presides over the Hat Festival, where the year's hat fashions are presented.

Dalazfir: This island is home to the "friendly antigod" Vor Farga Zel, who protects the inhabitants from pirates and Andins, but demands human sacrifice in return.

Dalpato: Some islands are so inexplicable that it is not possible to classify them. An example is Dalpato, a small island in the Belmanko Islands east of Vormain. All who approach to within an unspecified distance of this island find themselves moving in exactly the opposite direction away from the island one day later; they have no memory of the intervening time, but otherwise suffer no adverse effects.

Dasam (small city): The City of the Dawn. This city is built on wide parallel terraces that climb up the side of the Golden Tower Mountain of Mokato, called "balconies" by the inhabitants. Its residents live in long and narrow stone villas built on each terrace and



connected by stairs and walkways. They rarely venture out of these sprawling compounds except to witness the Dawn each morning at the great, circular Tower of the New Sun.

Demankur: During the Storm Age, Hensarava the Golden Archer Prince landed here and raised a great, strong palace called the House of Extra Delight. Hessa Mevala sailed here on the Sailing Out and Back Route, confronted the resident god and converted him to follow her in the Happy Conquests. It is now the site of the Golden Archer Dojo, an important martial arts school led by Master Tuk Guru.

Deryabur (small city): This temple is best known for its magnificent Golden Temple of Vith, which is surrounded by the waters of the Felata Sea and connected to the city by a long pier.

Desolo: This island in the Eskilludoch Chain is an important port for the Haragalan captains. In Fire and Earth Seasons, ships sail between here and Flanch, which is only about a week's sail away.

Deves: This tiny island in the Yellow Islands was home to the demigod martial artist Mon Verlo. Mon Verlo was a devotee of Kabalt the Great Bolt, and one of the leaders of the Austerity War. There is an ancient dojo here founded by Mon Verlo.

Diadem Mountain: This crown-shaped volcano is the highest on Keydaladi Island. It supplies the stone from which the Wasalmissi megaliths are made.

Domdanalash (small city): This island city just off the coast of Ambovombe Island is protected by powerful spells and a magical wind that wards off invaders. Domdanalash is the site of the Blue Tower, raised by the great Magic Man Valkaro in the Second Age and now the home of the ruling Archmage of the Valkarist sect. Within is the fabled School of Magic, where apprentice Magic Men are taught alchemy, enchanting, the true names of all things, and the laws of the world. Once the students have become full Magic Men, they are assigned posts throughout Ambovombe.

Beneath the tower are rumored to be vast underground caverns where the Magic Men summon Otherworld beings. Other rumors claim that the caverns have tunnels that lead to Walalash, the Stone Palace of the Mostali.

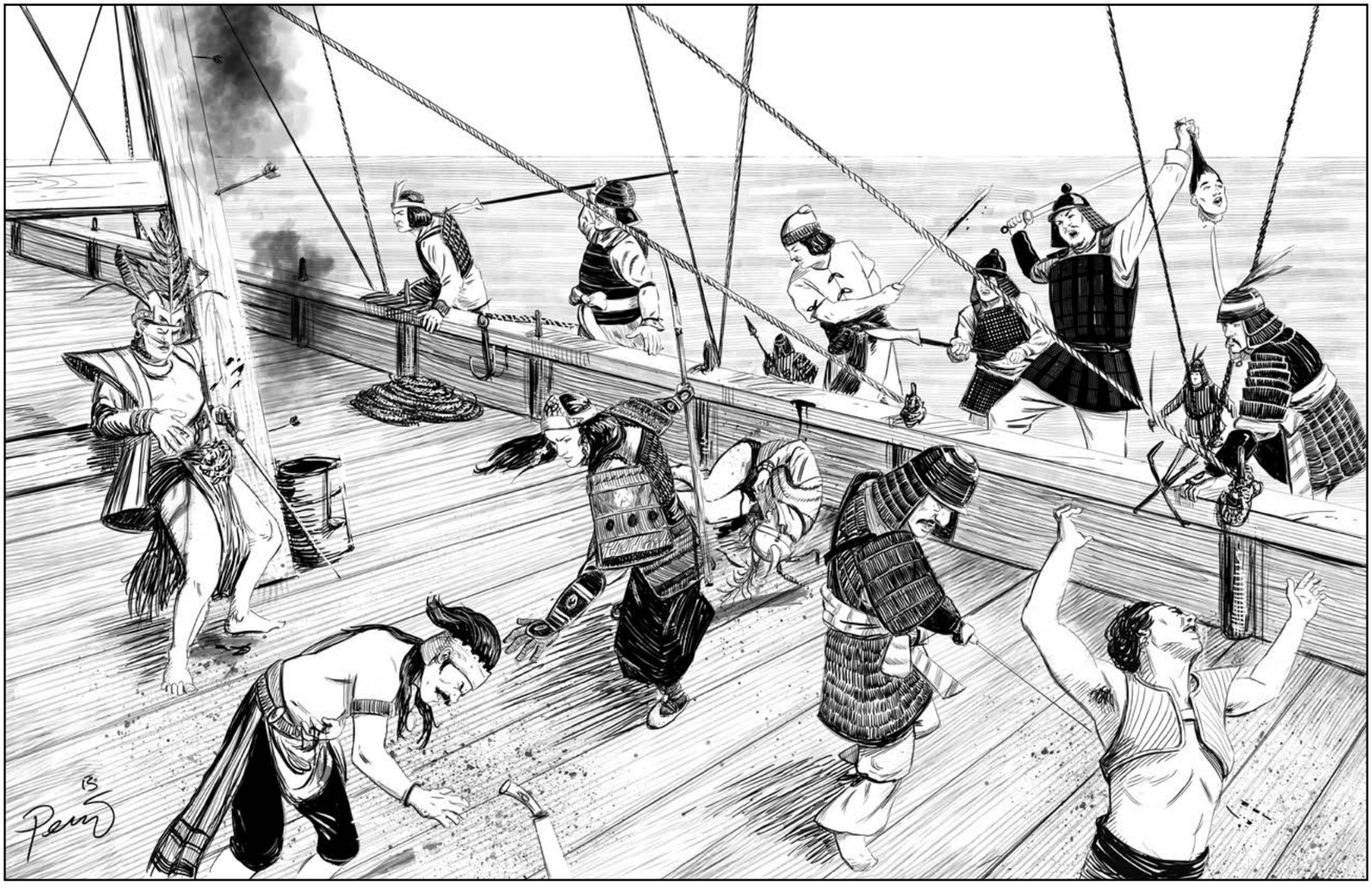
Dushoku: This wooded island is inhabited by a tribe of savage Hsa were-tigers of the Aldin islands. The island is littered with hundreds of stone spheres ranging in size from a few inches to several yards in diameter. The spheres are of unknown magical provenance and are sacred to the locals.

Em Lui (small city): The Fat Noodle City, Em Lui is famed for its rich and varied cuisine. It was founded by Second Age refugees from Kralorela.

Faranstonal (small city): This trade port on the southernmost edge of the Felata Sea has two harbors. The Pure Harbor is on the Felata Sea and is a freshwater port open to all Hanfarador islanders. The Salt Harbor is south of the main city on the salty Venperhan Sea. Here outsiders who wish to trade with the cities of the Felata must unload their goods. They must then hire a local ship at the Pure Harbor for transport across the Felata Sea itself. There is a Haragalan trade post here, with warehouses, mercenaries, and even special courts.

Faranvogath: The island of Araganthosas, the Plant God. The native inhabitants of this island are a peculiar plant people, each of whom is attached by a tendril to a single stalk in the center of the island.

Fargahutsk (small city): This market port on Dalazfu Island is visited by traders and smugglers from



throughout the northern East Isles and Vormain. All agreements are made by oath to Vor Farga Zel; those who breach their oath are sacrificed to the antigod.

Feleta Sea: The Sweet Water Sea. An unusual freshwater sea in the Hanfarador Islands that sits amidst the salty Venperhan Sea. When the antigods of the Arandinni Islands caused all the water to dry up in Feletalash, the goddess Feleta worked her powers and cut herself dead, so that a huge lake of fresh water ran out and filled the valley. She swore she would remain there for her people as long as they needed her.

Ferendalo: The men of this island are famed as ferocious warriors, in particular for the wicked *kujang* (a type of curved blade weapon that has its roots in the sickle used for rice harvesting) they all carry, while the women are widely considered the most beautiful in the East Isles. The local god is Zabor the Leopard, and sacred leopards hunt in the mountainous interior. The island is a tributary kingdom of Haragala.

Fereva: This island is a tributary queendom of Haragala and has its own small fleet of warships. It is ruled by hereditary queens who receive a tenth of every rice harvest on the island, and who are noted as merchants and as warriors. The current queen, Vele Unnikanan, is the half-sister of Gunada Dangi, the queen of Ferendalo. The half-sisters are fierce rivals.

Fo Dolla (small city): This port city on Orandaliel Island is ruled by a keet mystic called the Pah-Peh-Rheo. His decisions are beyond appeal, and often impose burdens that last many lifetimes; however, the Pah-Peh-Rheo is known to lay terrible curses upon those who disturb his meditations for trivial matters. As a result, Fo Dolla is an unusually harmonious city as few are willing to have any dispute brought to the Pah-Peh-Rheo.

Gakala: Stone Crab Island, this isle in the Aldin Islands is inhabited by tiny, animated stone crabs. Sometimes one of these stone crabs is tamed by a visitor and willingly leaves the island with that person. Forcible kidnapping or harming the crabs arouses the ire of the island's protector: a giant crab!

Gusiku (small city): This town surrounds White Tiger Castle, the home of the Hairun warrior clan overlords of Nikumbila Island. The famed Tiger Son Guard is comprised of Hsa were-tigers who have sworn loyalty to the Hairun.

Guiyayee (small city): The women of the city perform a dance where they percussively chant "yayee" and throw up their arms. All men who see one of the dancing women must throw up their arms in response and chant "dy-yee" or be shunned by the community until the next dance occurs.

Halmahera: The Perfumed Island. This island is one of the Big Places and is remarkable for its many fragrant flowers, such as agarwood, lily, jasmine, lotus, magnolia, and rose, as well as fragrant woods, such as myrrh, sandalwood, and screw pine.

Haragala: Once noted only for its white sands and tall mixed forests of cedar, live oak, pine, and teak, this island is currently ruled by an ambitious family of warlords, led by Trader Jadilulo. Monsters and terrible spirits ruled the interior of the island, until they were defeated by the keet Hero Jungozaro the Monster Slayer in the Second Age. Three large keet tribes dwell on Haragala: gull, pelican, and duck.

After Kralorelan merchant ships arrived in Champaya in 1589 and proved the oceans were once again Open, Haragala was the first of the East Isles to send ships out. Haragalan ships sailed to Kralorela, Teshnos, and Teleos. The Order of the Rising Sun, a mystical sect, learned much secret knowledge of Sun magic from the Solar priests of Teshnos, and in 1601, the first Sunscope-equipped tallships were built at Champaya.

Haragala is now the single largest sea power of the East Isles and its navy of tallships commands the Eastern Sea. Tallship captains dominate Haragalan society and form its meritocratic nobility. Only tallship

Naval Warfare in the East Isles

With the rise of the Haragalan Commonwealth and the growing aggressiveness of the Vormain Empire, naval warfare is increasingly common in the East Isles. In this illustration, fierce Vormaino warriors, led by the naginata-wielding woman warrior Itagaki, are boarding a Haragalan tallship, defended by Haragalan warriors.

Haragalan tallship
Haragalan tallships are swift and sleek, but small, since they rely upon their magic rather than the bulk required for ramming or boarding. Haragala continues the East Isles tradition of ships with tall, masted towers. They command a superior view of the sea and are able to direct their powerful sorcery and Sun magic to terrible effect, or run away if outnumbered. The vessels have triangular sails, which reach only halfway up their tall masts, but use only swift oars in battle. At the top of the mast is an ornate crow's nest where the magicians direct their powerful sorcery and Sun magic to burn enemy ships.

Vormaino warriors
These raiders worship the vicious barracuda god, a deity of Death and Water, who enables them to slow enemy ships and skim atop water as if it were a solid surface. They are feared for their ruthless skill in blademanship, fighting with spears and curved swords. Because they are fighting at sea, they are unlikely to be wearing their full warrior panoply.

Itagaki the Golden Naginata:
This beautiful but deadly warrior wears lavishly decorated armor and an ornate diadem instead of a helmet. She fights with a golden bladed naginata. Her skin, whitened with makeup, intentionally contrasts with her black hair and red lips.

Haragalan warriors
The defenders of the tallship are largely unarmored, as they are sailors first, and warriors second, but fight frantically with spears, round shields, and curved swords.

Their officers and magicians are more impressively attired, and carry kampilan single-edged long swords.

captains may participate in the assembly that rules the Haragalan Commonwealth. Captains often go into piracy to support their ships and lifestyle. As pirates go, they are benevolent ones, never taking more than half a ship's cargo as ostensible tribute.

Art and literature in Haragala imitates that of Mokato. Haragalan dress is bright and colorful. Men wear short trousers or a skirt, tunic, and a vest in contrasting colors. Women wear similar trousers or skirts and a top which often leaves the midriff bare and has deep décolletage, but always covers the upper arms.

The native god of Haragala is Lumavoxoran, who provides magic that allows the Haragalan ships to hold their course regardless of weather. His eye is painted onto the sails of Haragalan tallships.

Hegufar: This pleasant island in the Prosandaran Archipelago is inhabited by several tribes of unusual Lesser Elder Races, the descendants of Iste and Prosendara. The tribes include: man-eaters called Blemmyes who have no head but have their eyes, mouth, and face on their chest; a dwarf-like people called Skiapods, with a single, large foot extending from one thick leg centered in the middle of their body; a tribe of satyrs, all with bright red hair; a tribe of female satyrs who wear ornate green silk skirts; a tribe of giant-eared people with eight fingers and toes, and hair that turns from white to black with age; and a tribe of vegetarian giants. However, the most unusual is the Gavaga, a wondrous creature whose appearance, attributes, and very nature varies from viewer to viewer.

Hesez Isle: This desolate and rocky islet in the Andin Islands is dominated by a dense grove of cypress trees and surrounded by precipitous cliffs. It is an entrance into the Underworld, leading down to Jakamath, the City of the Antigods.

Homago: This is the notorious Cannibal Isle. Only three thousand people reside on this small island, although it is infamous beyond its numbers. The inhabitants are always polite and friendly, and never devour outsiders. Other East Islanders say this only helps conceal their duplicity. The god of Homago is Saligor, the divine offspring of a woman and a dolphin. Uniquely among the inhabitants of the East Isles, they solicit converts to their way of life.

Hortalixi: The island of 222 fruits. The inhabitants are quite heretical as islanders go, worshiping the Sun as The Great Orange. Their other deity, Pomonikara, is the goddess of fruit trees.

Hurela Ivar: This pleasant island in the Andin Islands is notorious for the House of Ten Thousand Transitory Pleasures and Fifteen Thousand Regrets, a temple-palace of the antigoddess Hurelalvin the Great Seductress. This antigoddess has the specific purpose to distract great mystics from their meditations. She is served by dozens of lesser antigods.

Hythloday (large city): The capital of the Thellini Republic. There is no private ownership in Hythloday, with goods being stored in warehouses and people requesting what they need. All citizens are fed in community dining halls, but there are no taverns, ale-houses, or places for private gatherings. There are also no locks on the doors of the houses, which are rotated between the citizens every ten years.

Iano: The Red Tiger Island, where the fur color of the predators is not its normal tawny orange striped with black, and so are considered very rare and valuable.

Isle of Pines: An idyllic island in the central region. Beautiful beaches, lovely climate, plenty of fish and fruit. The only flaw is that its two deities, Otu and his wife Mara, have begun a feud, and most men and women have chosen sides according to gender.

Itarmago (small city): The majority of residents of this city on the Orandaliel Island are keets. Ferendel's great temple to his father Karkal, the god of Fire and War, is at the center of the city. Kuku Roridak, a keet disciple of Darja Danad, founded his dojo (martial arts school) at the temple and it still attracts keet students from across the Hanfarador Islands.

Itlanmorango: Also called Monster Island, this island is hostile to all beings of the Man Rune. The major inhabitants are huge monsters and dinosaurs. Some people like to come here to bag a beast and return with a really impressive trophy.

Itlanmorango is thought to be the original home of the keets and sorns. Few keets live here now, and those that do are primitive savages who worship the monsters and periodically bake (with stuffing!) one of their own citizens to appease them. The sorns who dwell here are more socially advanced. In recent years, it has become evident that some sort of inter-island sorn plot is being carried forth here, but its nature is obscure

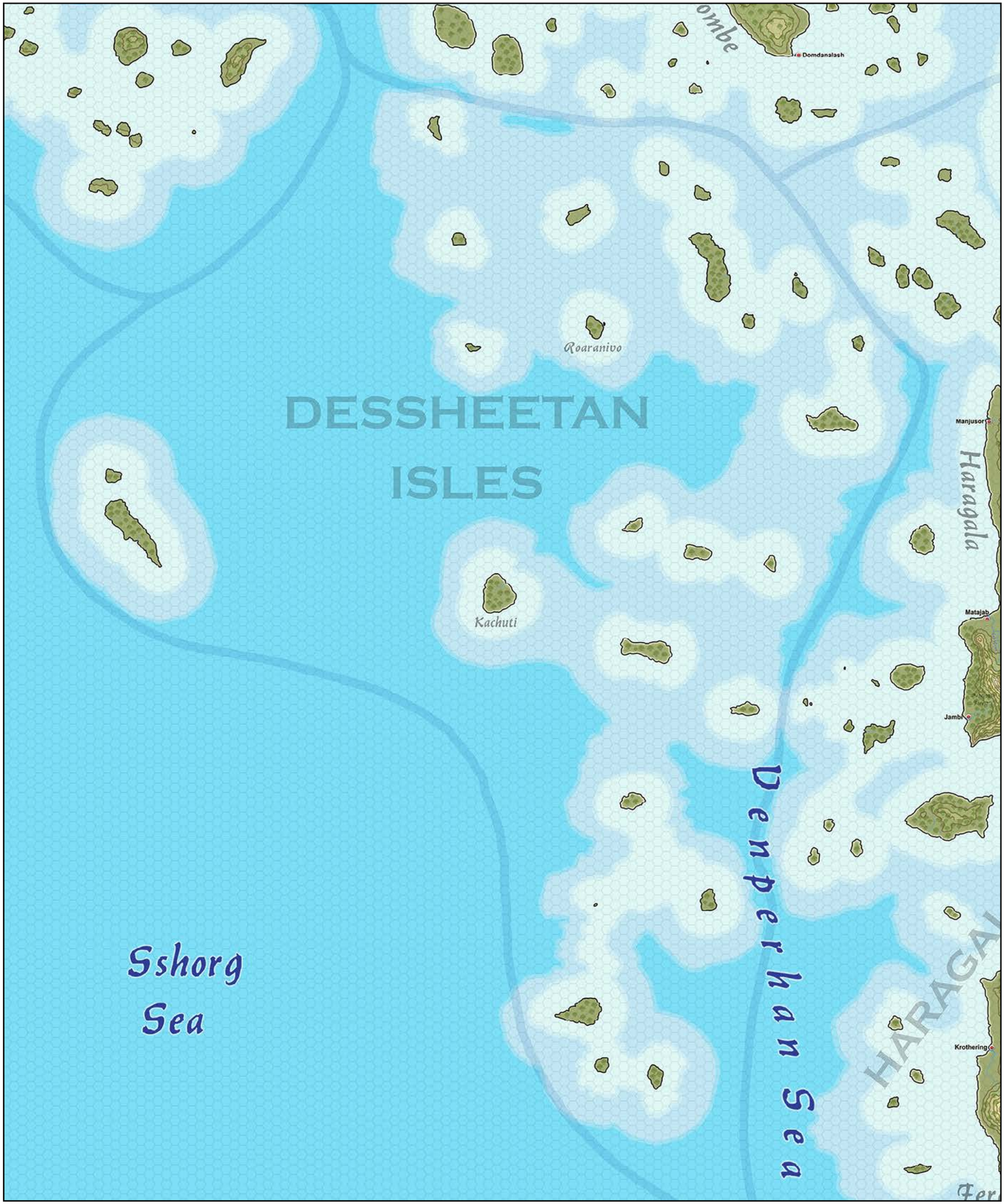
Jahobbi: Sometimes called Merman's Isle because the Ludoch so greatly outnumber the human residents, who are a gentle and primitive people.

Jambi (small city): This port city at the southern tip of Haragala is famous for its high quality teak wood, taken from the nearby Papringan Forest. It is an important center of ship-building.

Janeta: The Flower Princess Island. The goddess of this island, Vergundali, embodies flowers and song, and is linked with music,

The Royal Fleet of Hanfarador

The queen and government of Hanfarador sail constantly between the islands of her realm on the Royal Fleet, an immense procession of some two hundred ships. Most of the vessels are vast oar-driven barges, floating palaces many decks high, with residential rooms and offices. Several warships guard the procession. The queen, her household, clerks, servants, and thousands of rowers all live aboard the sumptuous Queen's Barge. It is plated with gold, and elaborately fitted with such amenities as marble walls, mosaic floors, heating, and plumbing. The Queen's Guard of two hundred elite warriors serve aboard her barge.


Domdanalash
Roaranivo
DESSHEETAN
ISLES
Manjusor
Haragala
Kachuti
Matajab
Jambi
Denperhan Sea
Sshorg
Sea
HARAGAL
Krothering

dance, and lust. The island is famed for its many varieties of flowers, including many with magical and religious uses, such as morning glory and sun opener. The islanders are notorious for their practice of the Six Selective Indulgences of Kamboli; dancers, courtesans, and musicians from Janeta are highly regarded throughout the East Isles.

Juborantanga: The Magic Man Valkaro turned the evil rulers of this island in the Jabbi Islands into giant sentient turtles centuries ago. The rulers are still here, and so are their people, who are now all good Valkarists subject to Ambovombe.

Kachuti: This island was made and populated by Finzalvo the Fisherman and his wife Iren, who he called from the sea. Their ten children all took wives from among the animals that lived on the island, and even now the Kachuti have bird families, lizard families, and so on. When Finzalvo did not return from the sea during a massive typhoon, poor Iren died of grief and was sent back into the sea, where all the island's women still go after death.

Kalaymya: This island, with its wide sandy beaches and plentiful food, has no rulers, and has never been conquered by outsiders. The inhabitants bargain endlessly and make contracts for everything – despite this, they voluntarily provide the mystics of Avoroma with food and support. The inhabitants worship the Twin Gods of Kalaymya: Shariya the goddess of contracts, and Vor Farga Zel, an antigod Trickster who eats invaders and mermen.

Kephas (large city): The largest city of Ambovombe, this large, bustling, and wealthy seaport is built from stone and clay bricks. It is an important trade center in the East Isles.

Keydaladi: The largest of the Keydaladi Islands, this island gives its name to the entire archipelago. It is divided by a rugged mountain range, and inhabited by a half-dozen tribes, loosely united by a priest-king in Wasalmissi. They are famous for their war dances, their stone jumping, and their megalithic statues.

Krothering (small city): This port city is surrounded by rich rice fields. It has a Haragalan trading post and is guarded by the Coral Citadel.

Kunayan (small city): This city is famed for its dojo (martial arts school) founded by Mon Verlo in the Grey Age. The school is renowned for its Spider Dance or Eight Legged (punches, kicks, elbows, and knees) technique of unarmed combat. Traditionally, students of this technique perform a short, graceful dance called Respectful Harmony, apologizing to the High Gods for the violence they are about to inflict.

Labuhanbajo (small city): This fishing city on Keydaladi is currently occupied by a Vormaino pirate fleet allied with the Jayangar clan.

Laraloorivash (small city): This temple-city in the Hanfarador Archipelago is a small island off Avanvemati Island, and connected to that island by a magical walkway. The entire city is a great temple dedicated to Laraloori the She-Mother-Beauty-Goddess. Two hereditary orders of priests (those of Chaquandarath the Priest and those of Genderatha the Priestess) perform rites to the High Gods, and measure the movements of the Sky. Laraloorivash is a famed center of culture and art, and many intellectuals, mystics, poets, and scholars live here.

Leviathan: Not really an island, but important as a base of combined Ratuki power. It is actually a huge fish, which swims eternally, pursued by sharks. A town rests on its back.

Likarnos (small city): This port city is dominated by the massive royal palace of Fereva, built around a timber pavilion with a tall towering roof.

Lugash (large city): The capital of Halmahera, this city is ruled by the Kurfilli Dala, the hereditary High Priestess of the local temple to Laraloori. She is the guardian of the magical Dawn Stone, a huge pink diamond presented to her ancestors by the goddess Thella. Lugash is a major center of perfume making in the East Islands.

Luma (small city): The Bright City. This city is built around a temple-compound to Karkal and Hensarava the Golden Archer Prince. The most famous temple within is the House of the Rising Sun, where the Order of the Rising Sun, a mystical sect, dedicates themselves to the principles of light, illusion, and truth. The Order of the Rising Sun construct the Sunscopes that are the heart of every tallship and their initiates alone know how to operate them.

Magiki: A middling island in the southwest. The non-human inhabitants are the Magikin, scrawny little sprites with a useful ability. They are members of the Haragalan Commonwealth despite their remoteness, and serve as a long-distance communication system. Basically, a Magikin can cast a spell on another Magikin no matter how far away the target is, so long as he knows the name of the other Magikin. So, when Haragalans wish to communicate over long distances, they have a tame Magikin cast spells on another, possibly far distant. Observers scrutinize the spell's effects and consult a code book to determine what the contact is trying to say.

Malgo (large city): This city is built at the mouth of the Riomava river. The city has boomed in recent years, with the construction of a new naval harbor and large fortress in a bay directly north of the old town. A Sunscope-equipped tower guards the entrance to the harbor.

Manjusor (small city): This port city is noted for the nearby monastery-temple to Mairnali the goddess of mercy, good luck, and healing.

Maromonkotro: This island is also called the Island of the Flute because of the harmonious music always audible when all else is quiet, heard even by people who are normally deaf. The natives say it is the playing of Erabbamanth, the Young Dancer, who made their island. At birth every native is given a necklace with 100 tiny silver statues of various demigods and spirits on it. During his or her life, the child can ask each spirit or demigod for help once, after which its particular statue turns to precious stone. When the natives dance, their necklaces tinkle in unison and whisper the secrets of the Young Dancer to his devotees.

The western part of this island is mountainous and a small number of green elves live in the pine forests on the upper slopes.

Matajah (small city): This city controls the rich rice paddy fields of the Solo River Valley. It possesses an excellent natural harbor at the mouth of the Solo River, and is famed for its cuisine, its musicians, and its pirates.

Mirivarea (large city): The Pearl of Mokato and decadent capital of the long-dead Eastern Seas Empire, Mirivarea is an imperial city without an empire. Once a metropolis, its population has greatly shrunk since its Second Age glory, and now much of the city is vacant and in a state of elegant decay. The city's architecture is characterized by tall and slender towers, domes, and columns. The Golden Palace of Mokato is surrounded by a high-walled enclosure; within, the powerless Grand Steward of the Divine Lord and his court distract themselves with empty ceremonies and rigid adherence to long-irrelevant tradition.

Ratuki Shark Men

The Shark Men are among the most feared threats in the East Isles. When the Ratuki capture a ship, anyone who fails to win one of their sadistic "contests" is fed to sharks. Recently, the Ratuki have been conquering islands and forcing all the inhabitants into terrible slavery to support their cruel fleets. The Ratuki are associated with the Little Fish – pirates who survived the contests and are now servants of the Ratuki. The Little Fish are organized into a variety of clans, all based on killer water-creatures – barracuda, lancetfish, bloodsquid, and so on.

The Hero Wars Begin

EAST ISLES: The Mockery Conquests

In 1624, Dech Oru, the Devourer of Flesh, provokes a war against Hanfarador, his ancestral rivals. The Andins and their allies easily overrun the islands and ransack them seeking the Lens of Manurden.

After inflicting much destruction and misery, Dech Oru learns that the Lens is not in Hanfarador, and so he sends Modu and Solumdar out to find it. They sail around the East Isles with their powerful navy, exacting tribute and setting up altars to the Bloodheart everywhere they go.

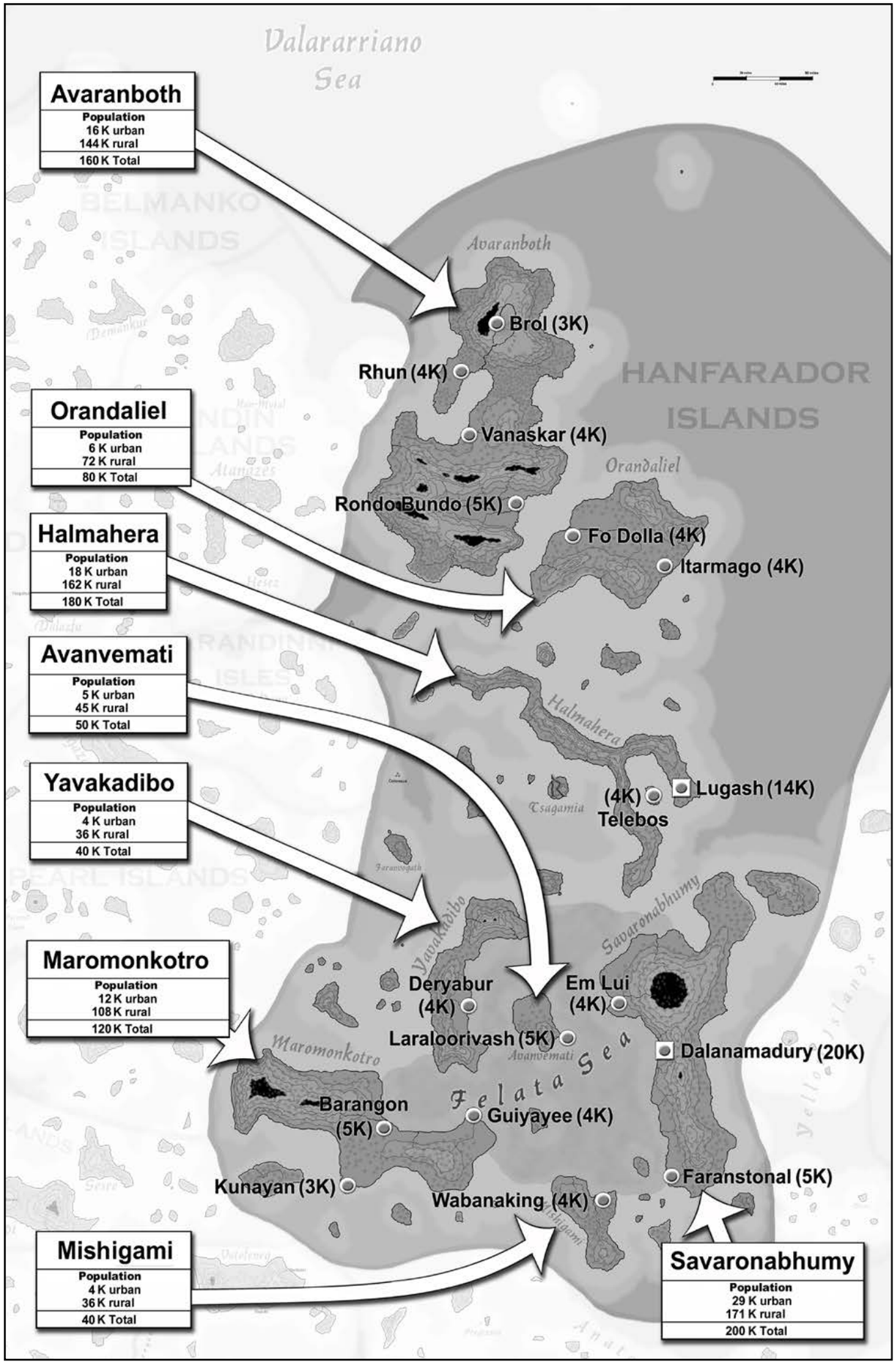
The port of Mirivarea is still one of the most important centers of trade in the East Isles. Warehouses and walled complexes surround the Great Harbor. Few merchants reside here for more than a season at a time, but fortunes are easily gained by providing esoteric luxuries for decadent Mokato.

Mirivarea has hundreds of temples and shrines, many to deities or heroes largely forgotten elsewhere. The most impressive are the opulent temple to Mairnali the Merciful Goddess and the tranquil shrine to the Three Sages. The temple of Korudel has the largest library in the East Isles, although most of its knowledge was accumulated in the Second Age.

Mishigami: This island in the Hanfarador Archipelago is fertile and extremely pleasant. Most of its coastline is palm-fringed, white sandy beach. Its local god, Fagamalo, resides in a sacred forest near Wabanaking. Fagamalo invented singing and first taught birds how to sing.

Mokato: Also known as Golden Mokato, in the Imperial Age this isle was the capital of the Eastern Seas Empire. Credit for their success is often given to the Three Sages, who had lived there centuries earlier. Now its people are content to relax amidst luxury, old songs, and nostalgic remnants of former glory. The people of Mokato worship Hobimarong, a god of learning and divination who has never made a mistake. No one who has spent an entire year on Mokato can ever leave the island, or an awful, unspecified doom will befall them.

In the Golden Age, this was the palace of Govmeranen the Radiant Emperor. It is now covered with soil and vegetation, but gleaming spires from the God Time emerge from the earth in many places, earning Mokato the epithet of the Jeweled Island. The highest of these are the tall, brilliant mountains called the Ruby Tower, the Golden Tower, and the Sapphire Tower. Most parts of the island are mountainous, with only small pockets of level land – those pockets are, however, extremely fertile. The fruits of Mokato are considered the best in all the East Isles. The uncultivated land is mostly covered with light jungle, the home of countless exotic birds. The landscape is dotted with the ruins of grand palaces and abandoned towns.





Three Sages of Mokato

Famous founders whose Dawn Age work provided the basis for the later Eastern Seas Empire. They established widespread customs and practices throughout the East Isles. They are believed to have been incarnations of the Cosmic Dancers in human form.

Eranth Eyoon: He was a stern devotee of Kabalt the Liberating Bolt, and held Darja Danad in great esteem. Eranth Eyoon was instrumental in establishing many of the martial customs, which also significantly contributed to the greatness of Mokato in the Imperial Age.

Reha Manari: He was a devotee of Mashunasan, and encouraged the people of Mokato to pursue learning and virtue. He established a famous debating forum, which brought many scholars to Mokato.

Serd Marnad: She was a student of Mashunasan who proved that Stillness could be reached by reverence to Mairnali, the Mother of Compassion and Sacrifice. Serd Marnad dedicated her life and works to imitating that goddess's benevolent actions and attitudes, and celebrating the wonder and pleasure of life.

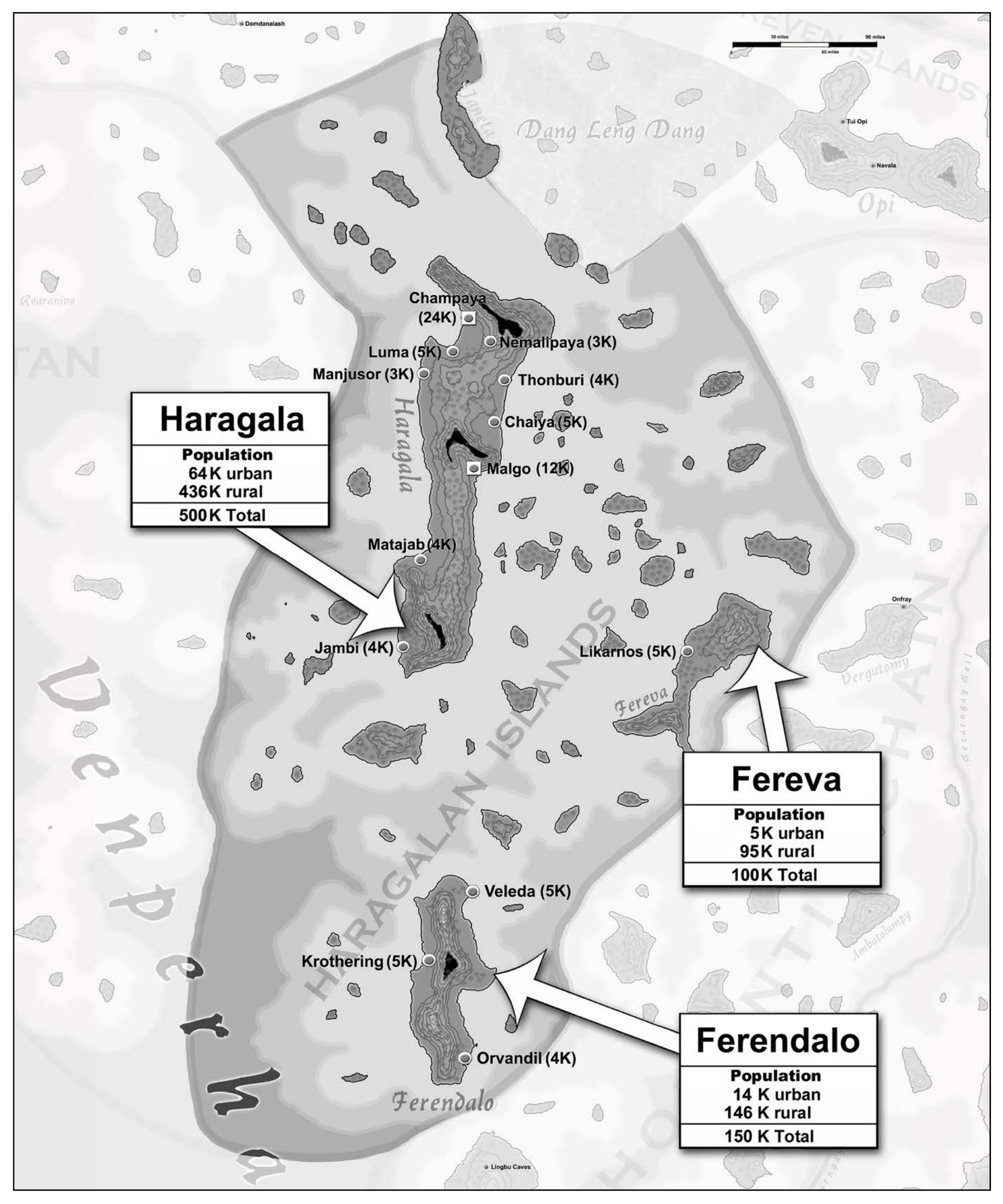
Mokato is highly urbanized and the island is wealthy enough that it can import whatever its residents need and want. There are no poor, except occasional immigrants. The major social division is between those who are active, seeking knowledge and learning, trading with visitors, pursuing crafts and artistry, and so on; and those who idle their days away with pleasure, drugs, and dreams of former times. Mokatan clothing is elaborate, made of silk with much embroidery, gold brocade, and jewelry. The people have a long literary tradition; particularly popular are epics of the lost imperial age, humorous poetry, and psychological romances.

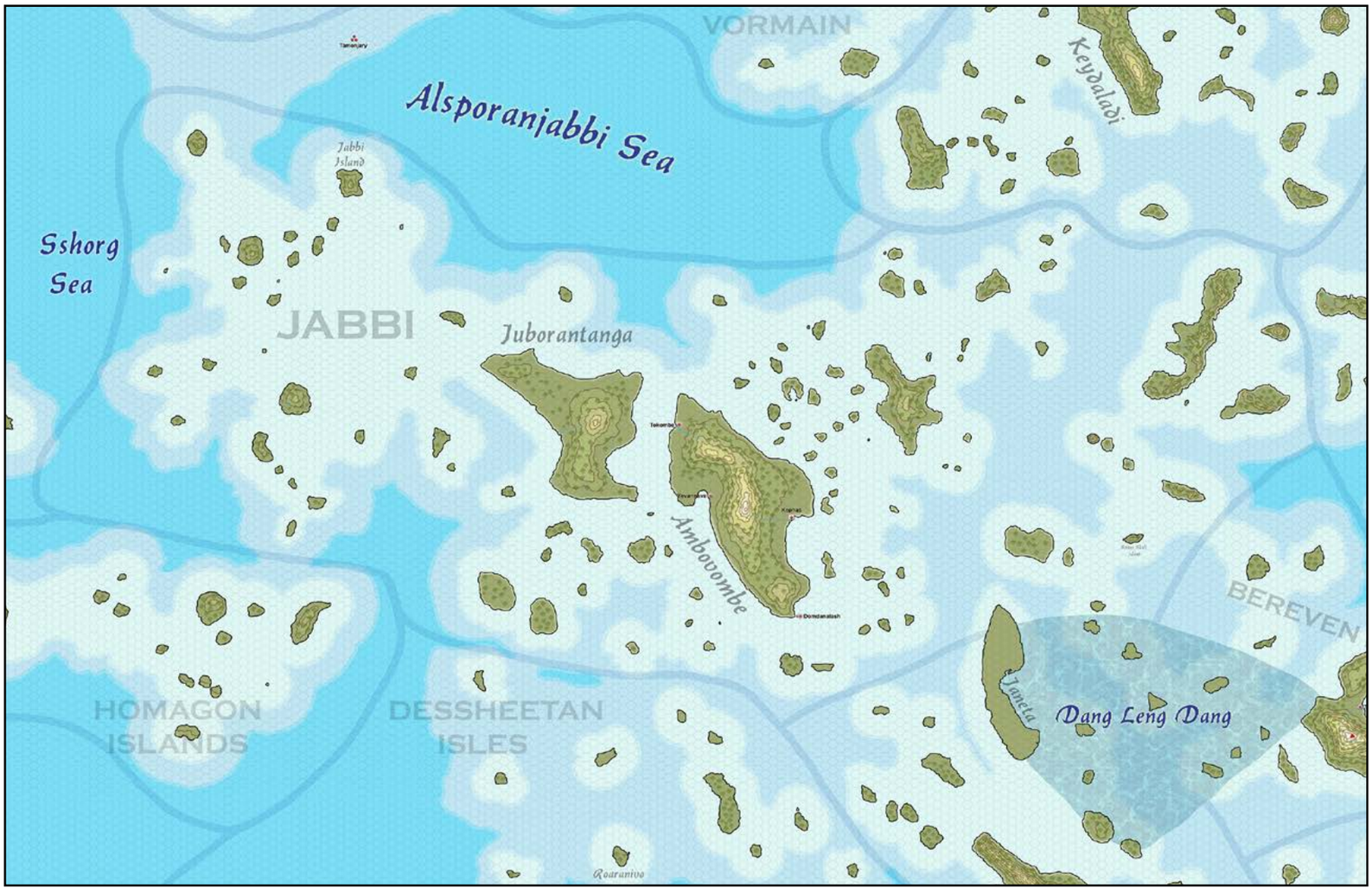
Motumobabi: This is another cannibal island. But not as friendly as Homago, as the natives regularly raid other islands for their pot.

Nan-Matal: Black basalt ruins of some forgotten civilization cover this island. The natives, a race of frog-like humanoids, claim they were built by a people who fell from the Blue Moon. They worship a giant walktapus they call the Dweller in the Deep and sacrifice outsiders to appease its terrible hunger.

Navala (small city): This city in the Opi highlands below Veldru's Seat is owned by the priests of Veldru. The temple of the demigod


Domdanalash
Janeta
Dang Leng Dang
Tui Opi
Navala
Opi
Roaranivo
TAN
Chaiupaya
Nemalipaya
Luma
Manjusor
Thonburi
Haragala
Chaiya
Malgo
Matajah
Jambi
Likarnos
Onfray
Dergutomy
Fereva
Kalaymya
Avoroma
Oravaty
Ambatolampy
HARAGALAN ISLANDS
SHORENTI CHAIN
Denperhan Sea
Veleda
Krothering
Orvandil
Ferendalo
Lingbu Caves
Fish Caves
Gong
Bezarngay Goil
Bezarngay Goil


Domdanalash
30 miles
90 miles
60 miles
Dang Leng Dang
Tui Opi
Navala
Opi
Champaya (24K)
Nemalipaya (3K)
Luma (5K)
Manjusor (3K)
Thonburi (4K)
Haragala
Chaiya (5K)
Malgo (12K)
Haragala
Population
64K urban
436K rural
500K Total
Matajab (4K)
Onfray
Jambi (4K)
Likarnos (5K)
Fereva
Fereva
Population
5K urban
95K rural
100K Total
HARAGALAN ISLANDS
Veleda (5K)
Krothering (5K)
Orvandil (4K)
Ferendalo
Ferendalo
Population
14 K urban
146 K rural
150 K Total
Lingbu Caves



Hong Malagum is in the center of the city, and serves as a dojo teaching his school of martial arts (archery, sword-fighting, and spear-fighting).

Nemalipaya (small city): This sacred city surrounded by tall forests is home to the temple pool of Lumavoxoran, which changes colors depending on the god's moods and which is used for divination. Water may be taken from the temple pool in a sacred bowl and placed on a ship, allowing the ship to act as if it were a part of Haragala, no matter where it sails. Hereditary orders of priests and priestesses tend the great temple and bless the sacred bowls.

Nikumbila: The indigenous inhabitants of this rugged island northeast of the Hinter Islands are a tribe of Hsa were-tigers. They fought long and hard against invaders from Vormain, and those who accept Vormain Imperial rule have been made honorary warrior clans as a result. Some of the Nikumbilans have adopted Vormaino culture, but some still carry on a guerrilla war against the Vormaino settlers from rocky strongholds, funded and armed by the Thellini Republic.

Onfray (small city): The City of Sensual Experience. This city is the center of the Frenzypeace cult, founded by Bekesh Marnad. It seeks experience through over-stimulation of the senses, often with deadly substances, drugs and herbs, sexual rites, and self-violence, to produce intense, but short-lived, powers of insight and clarity to see the Mystery.

Opi: The Sacred Island of Veldru, the Air God of Vithela, and the home island of the martial arts demigod Hong Malagum who led one of the Happy Conquests that cleared the East Islands of antigods in the Storm Age. The weather here is always pleasant, even if typhoons rage right offshore, unless the king wishes otherwise.

Veldru is one of the great autonomous storms of Glorantha, for although he is often pushed aside by Orlanth and his winds, he often entirely counters their effects. His son, Hong Malagum, was trained by Hensarava in the arts of archery and war.

Orandaliel: One of the Big Places of the Hanfarador Islands, Orandaliel has been home to a large colony of keets since the God Time. When the antigod Adlanari, Daughter of Avanapur, began conquering the East Isles in the Grey Age, the heroic keet Ferendel, the Son of Karkal, assembled his magnificent armada against her here. Men in ships from five hundred islands accompanied him, all of them armed with Darja Danad's martial secrets. However, the Hungry Fleet of Adlanari destroyed them all.

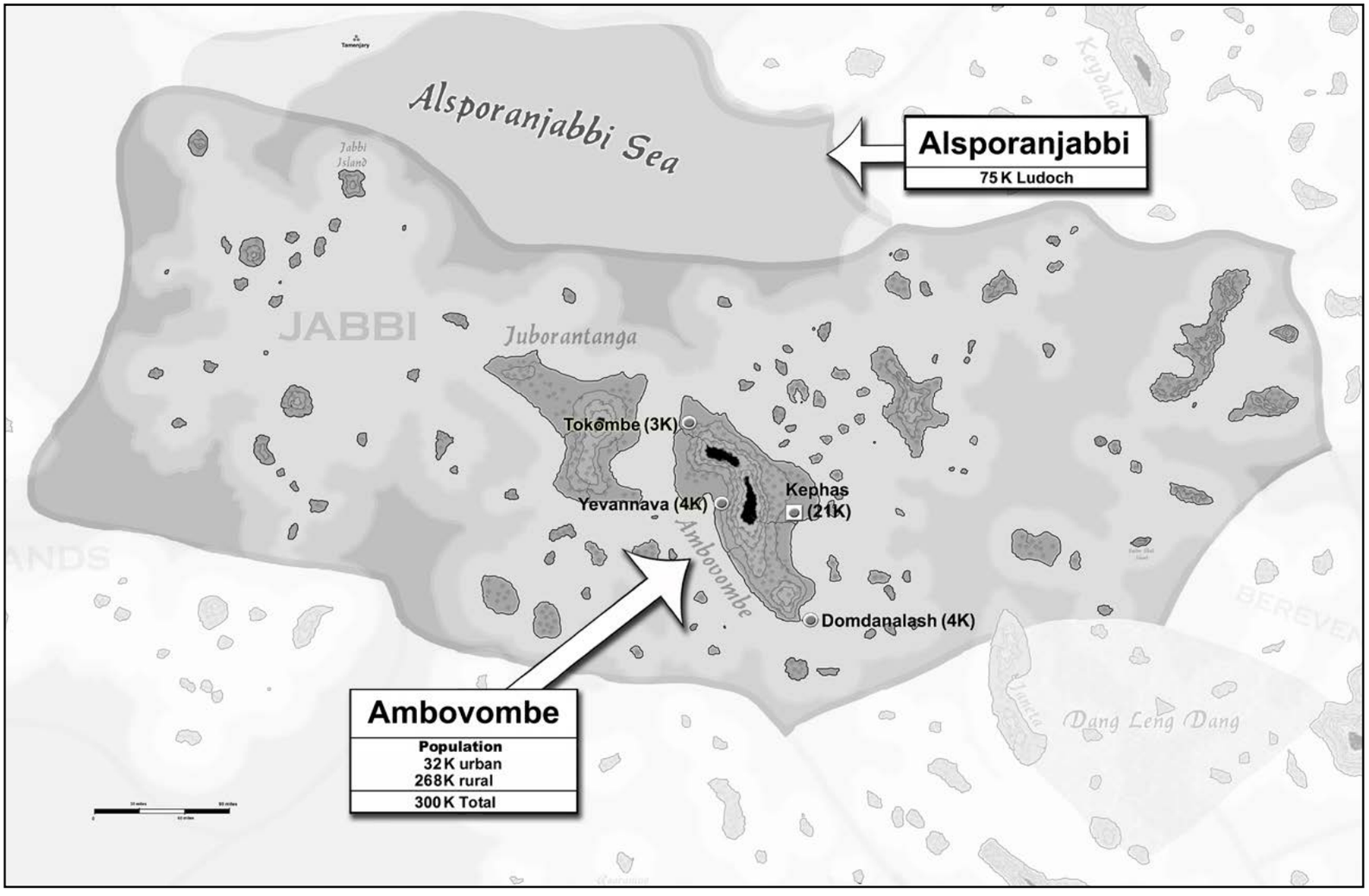
The island goddess of Orandaliel is called Aji Chomba. She is the goddess of the small but extremely hot red chili peppers that grow throughout the island. All food on the island must be eaten along with her chili peppers. Chili eating competitions are popular on the island, although the keets normally win.

Oravaty: The Dragon Isle. The interior of this island is home to an ancient dream dragon, and is worshiped by the local keets who believe it is a manifestation of Enzeriath the Dreamer.

Orvandil (small city): This city is notable for its ornate temple to Thella, and home to the Orvandil Dream Seers, an order of oneiromancers who interpret dreams according to the Eleven Tablets of Seram Ambon. The city is ruled by a local chieftain appointed by the queen as Protector of the Dream Seers.

Papringan Forest: This teak forest on the southern part of Haragala Island is inhabited by petty antigods which must be appeased before cutting down a tree.

Porthramentos: A very large, flat island. The seven clans of the island worship the seven children of Omboodi the Two-Headed Dragon and Pakodimairo the Kindly Swan. The clans hold the dragon and swan in respect, but do not worship them. The children appear as small, two-headed dragons, covered with feathers, and assist only their descendants.



Pregezora: Also known as the Pirate Isle, Pregezora has been used by pirates for centuries. In the Second Age, it was a safe refuge where pirates could hide from the invincible Mokato warships. In the Third Age it has been more aggressive. The current chieftain, the self-styled Pirate King, is a man of great leadership talents and greater ambition. He is turning Pregezora into a major thorn in Haragala's side.

The island is rocky and inhospitable. Most foodstuffs and other commodities are brought in by sea. The main settlement, called only Pirate Town, is built in and on the seashore cliffs. Under the town is an immense seafront cave which functions as a harbor, safe from all storms.

Pregezora is excellently suited as a pirate hideout because of its magic. Only an initiate of the goddess Zaractoli can find the island. All Pregezoran pirates are, of course, initiates. It is possible to infiltrate their ranks, but so far no spy has led an avenging fleet there.

Prosendara: The island of Prosendara, the Vithelan Mother of Animals and daughter of Vith and Laraloori. Her animals are all the creatures that fly or live on the land. The goddess Prosendara can be found grazing on a mountainside here. All sorts of beasts live here, including many that can no longer be found anywhere else in the world.

Pyramid Island: This island is topped by a gigantic pyramidal mountain. It is a relic of the Golden Age. The island is populated by hundreds of stone statues of ten-foot-tall men and women, with the heads of animals instead of people.

Qaphqa (small city): All activities in this city, atop a sloping spur of the Sapphire Tower Mountain, are governed by an institution called the *teulel pren*. Every season lots are drawn from the center of a sacred maze guarded by stone lions that determine each citizen's destiny until the next drawing. A lucky draw might bring about a man's elevation to the Council of Wisdom or the imprisonment of her enemy; an unlucky draw might result in mutilation, slavery, dishonor of many kinds, or even death itself.

Rathmorasomangon: This desolate island is inhabited only by cactus plants, tailless burrowing monkeys, and hairdressers. The natives are uncommonly vain about their personal appearance, but careless about everything else. The god here is Morasoma, also called Comb and Braid, and his magic enables the islanders to maintain their elegant (and often bizarre) hair styles.

Rhun (small city): This fishing port on Avaranboth has two rulers – one (a human) ruling the land dwellers and the other (a Ludoch) ruling the nearby Ludoch merfolk. Both groups cooperate with fishing and as a result, the city has grown prosperous from the alliance.

Rivuvallan (small city): This city is famed for its Eleven Towers Observatory, which was built in the First Age under the patronage of Steward Hira Sandakjawan to record the movements of the heavens in connection with the divinations of Hobimarong. The hereditary priest-astronomers here are less prestigious than the priest-diviners of Atareya, but are still accorded great respect by their fellow Mokatans.

Roaranivo: The people here are deaf and dumb and communicate with each other through a telepathy that no one else has been able to "tune in" to. They do not use any kind of writing. In the Second Age, the wicked God Learners were permitted to trade with Golden Mokato here. The trade was done by having the God Learners dump off a quantity of goods on the first day of each season. The Mokatoans came the next day to pick it up. On the last day of each season, the Mokatoans then dumped off stuff that they deemed to be worth the God Learners' last visit. The next day (first of the new season), the God Learners came back and took the Mokatoan goods, leaving more of their own in exchange.



Dech Oru, Andin Overlord

Dech Oru is an Andin, and a demon king, with great ancestors among the antigods. He rules from the island of Seldanu, one of the Arandinni Islands, and his demon army comes from nearby islands. Dech Oru is as strong as a minor deity, with a glance that kills, fire breath, iron-tough skin which can get red hot, and the strength of a hundred men. He can hear voices ten miles away, can cast a lightning bolt from the cloudless night sky, and cannot drown.

A degenerate version of this still functions. Nowadays, the Roaranivoans are thieves, and their ships range far and wide. They don't fight – they burglarize homes or sneak aboard other ships and carry off goodies. Then they haul their loot home to Roaranivo, where they collect together the stolen goods, and heap it up on the beach on the last day of the season. So far, the God Learners haven't showed up to take the goods, but hope springs eternal.

Instead, merchants from all over arrive on the appropriate day, load the goods aboard their ships, and sail off. Thus the economy is redistributed. The Roaranivoans never try to stop anyone from taking off with these goods.

It is considered extremely bad form to kill the villainous Roaranivoans, even when caught in the act red-handed. For one thing, they can't testify in their defense. For another, they don't actually benefit from their criminal careers. Beating them with a rod is permitted, though.

Rombotongo: From the sea it looks like a big plateau with vertical sides and a narrow shore. Up close it becomes clear that the plateau is broken into eight parts with deep cracks or canyons between. On the shore and in the cracks there is a dense jungle.

The god Larastrimo was cracked into eight pieces by the antigod Herespur. The god's body is now the land of Rombotongo, one part for each piece of the plateau. The Rombotongans live on seven of the pieces; the god's legs, arms, head, and heart. The eighth part is uninhabited and taboo. The cracks are as much as a thousand feet wide, so it is nearly impossible to get from one part to another. The cliffsides are steep and the jungle between inhospitable. Rombotongans worship the chunk of Larastrimo's body that resides on their home piece. Since it is a long way down to the sea they have no harbors or ships.

Rondo Bundo (small city): This rich trading port is home to the ruling oligarchs of Avaranboth. They reside in huge, intricately carved boat-shaped houses (called "Big Houses") with ornate gables, spires, and curved roofs. The big houses of the oligarchs surround the main market; sections of each house are reserved for foreign merchants who wish to trade in Rondo Bundo.

Sanfotsi (small city): This city is best known for the Darja Danad Dojo, a martial arts school and temple to Kabalt, founded by the Sons of the Bolt before the Dawn. The graceful and deadly sword-dances made famous by the poems of Chinglen Chusen are performed here.

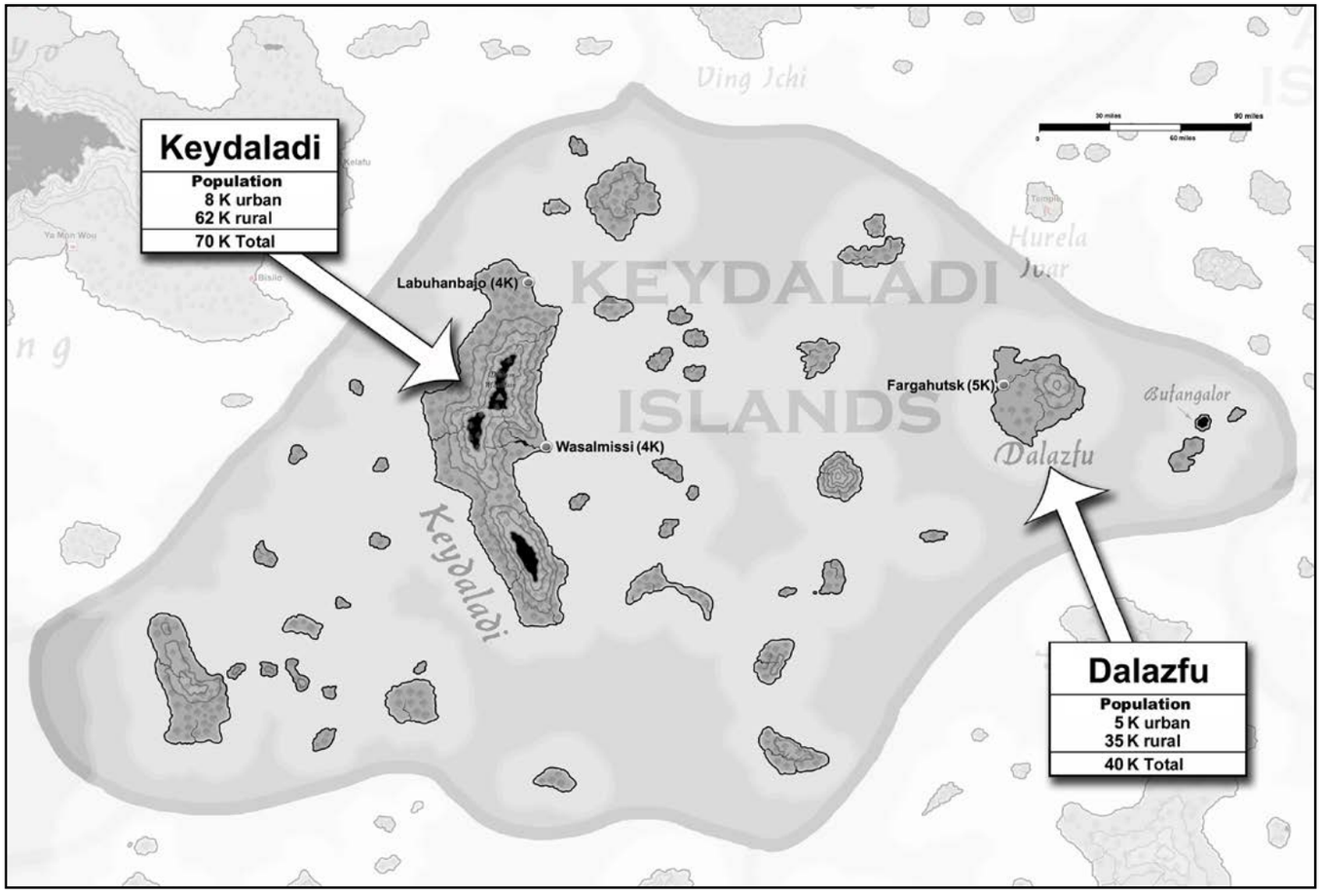
Savaronabhumy: The Home Island. This large island in the Hanfarador Archipelago is rich with coffee, rice, silk, and spices. Its highest point is Mount Penataran, an active volcano and divine son of Karkal the Burning Lord. It erupted often during the Second Age but now sleeps; its last major eruption was in 1052.

Scabbed Islands: This band of wooded islands in the Aldin Islands are inhabited by the Nightmare (i.e., by Andins and Chaos monsters).

Seldanu Island: This tiny island in the Arandinni Islands is nearly covered by the remains of an ancient fortress. It is the home of Dech Oru, the King of the Arandinni.

Serfo (small city): This ancient port city is said to be thousands of years old, one of the old ports of the Empire of Kolmala Hin Mado. In the Darkness, this port was ruled by the sorcerous Blue Magic Night Power Pirates, until they were defeated by Hessa Mevala. Now Serfo is now a center of fishing and ruled by the Thellini Republic.

Serosthilla (small city): In the First Age, this city was the capital of the Chulan Alliance and grew wealthy from trade throughout the East Isles and beyond. It was sacked by the Warlord Hujin Jalgo in 382, and later became a trade port for the Eastern Seas Empire. It is now a trade port ruled by Haragalan captains,



with a few ruined monuments hinting at its former glory.

Sesre: This island is sacred to the keets. In their migration, the keets had to put ashore to nest, even though they were pursued by Bezarngay. The keet Hero Eral worshiped Binda, the goddess of the island, and her brother took the form of a sea eagle and conquered Bezarngay. Now, every month, one keet is sent to a certain hilltop on this island to feed the brother.

Setoringaragon: The Island of Cooks. The god of this island is Oja Radwen, the cooking god. The island's residents can make a magnificent banquet out of otherwise unappealing ingredients, and a divine feast with the right materials.

Sianassa: The people of this island worship a friendly sea goddess who spared the island when Sshorg destroyed the rest of Duravan in the Storm Age.

Simova: Most of the inhabitants of this wooded island were moved to Hythloday in 1608, after a particularly ruthless Vormaino raid. The island is now largely uninhabited.

Sironomandidi: The people here are renowned for good humor and willing hospitality. No one has to work hard for food, the weather is pleasant, and the extensive cave complexes offer refuge for thousands. The native god is called Olaraoshay. For some unknown reason, any work done towards building a permanent structure is undone overnight. Once, a powerful sorcerer built an entire demon palace in a single day, but even it was pulled down the following night, much to his disappointment.

Spinning Island: This island, as its name implies, spins on a fixed axis.

Tamenjary (ruin): The sunken island of the Ratuki. It is near the undersea capital of the Coral Queendom of Ludoch mermen, who utilize the coral-covered ruins of the old civilization for their own purposes. Often the mermen seek human help to understand human artifacts or dispose of human ghosts who still lurk in the ruins.

Telebos (small city): This island city is a private paradise for the wealthy of Halmahera and the other Harnafador Islands and those artists, musicians, poets, and scholars who flock here in support of patrons. Gardens, villas, baths, and temples are scattered across the island.

Thellini: The largest of the Aythellini islands and home of the Thellini Republic. Its rugged, forested interior has several peaks over 7,000 feet tall.

Thonburi (small city): This city is famed for its brilliant white beaches. An annual meeting between representatives of the Coral Queendom and the Captains Council is held here amidst sacrifices and celebrations.

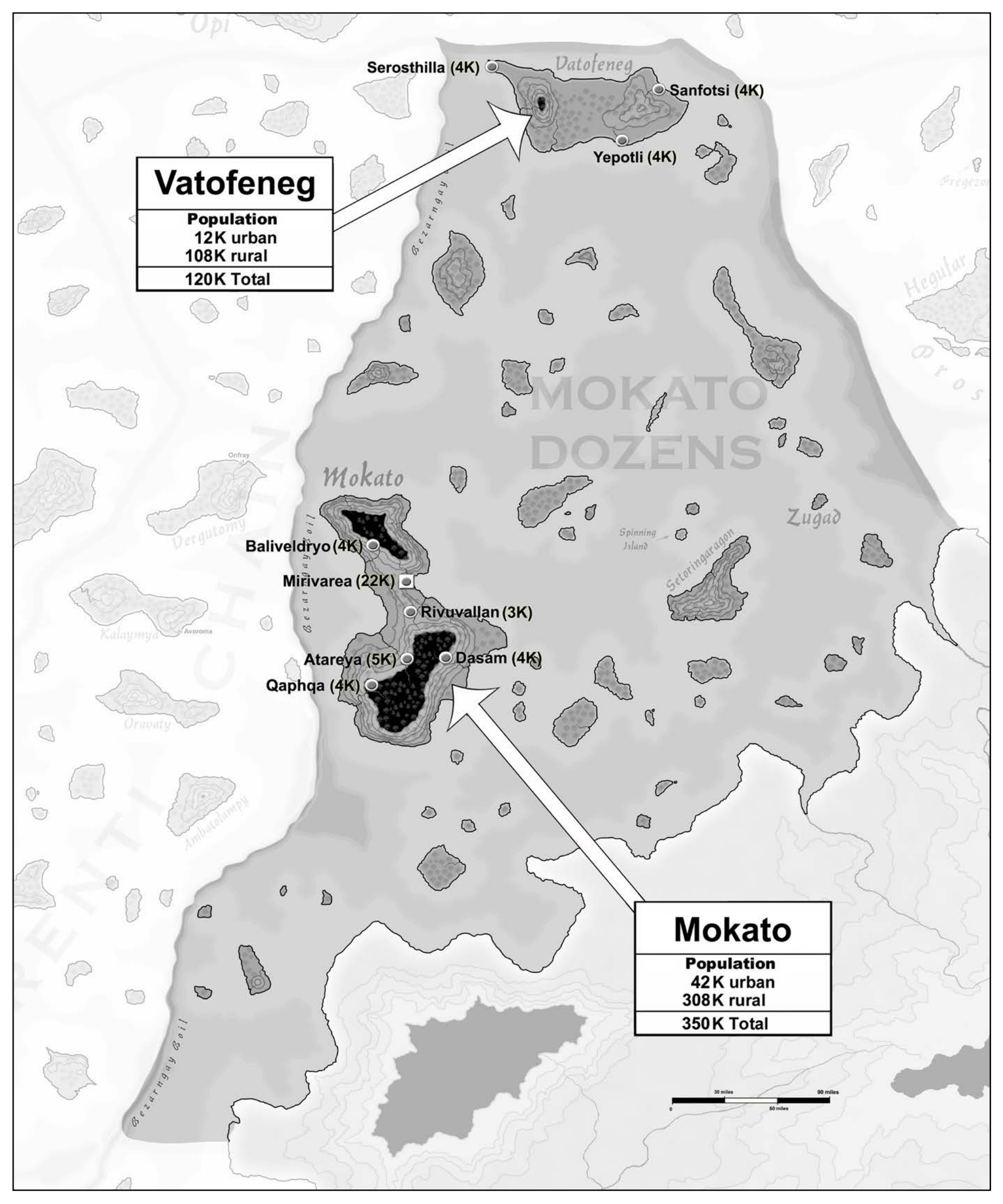
Tjaratananna: Here women turn into snakes when they become pregnant, and crawl off to a secret cave to give birth. The children are raised by old people at the Sacred Mountain in the island's center, and are sent away to the lowlands at age 15, banished from the mountain for fifty years.

Jesolo and the Golden Fleet

The demigod Hero Jesolo was a wandering rascal often called Laughing Jesolo, Impudent Jesolo, and Saucy Jesolo when he was young and was notorious for his many lovers. When Debaday, the antigod ruler of Fozeranto, began conquering the East Isles after the Dawn, Jesolo fought back. Eventually Jesolo raised a huge fleet – called the Golden Fleet because it was so magnificent – to fight against Debaday and his antigods.

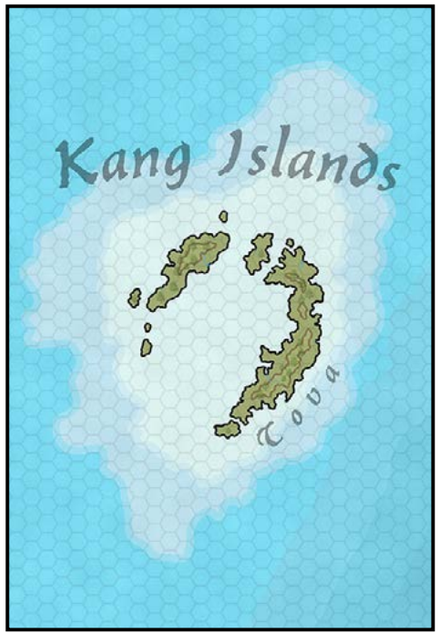
With his Golden Fleet, Jesolo swept the seas clear of the antigods, and then invaded Fozeranto itself. Jesolo's companions empowered the goddess Hresnseneso, who forced Sshorg to release its power against Fozeranto, which disappeared underwater. People in the southern East Isles still tell stories about him and many islands still show the ancient plunder that their ancestors brought back from fighting against Debaday. Jesolo was buried at sea, and has no grave.


Navala
Opi
Kunayan
Serosthilla
Vatofeneg
Sanfotsi
Yepotti
Pregezora
Bezarngay Boil
Prosandaran Islands
Hegutar
MOKATO DOZENS
Onfray
Vergutomy
Bezarngay Boil
Spinning Island
Zugad
Setoringaragon
Balivaldryo
Mirivarea
Mokato
Rivuvallan
Dasam
Atareya
Qaphqa
Kalaymya
Avoroma
Oravaty
Ambatolampy
Bezarngay Boil
Bezarngay Boil
Vithalash


Serosthilla (4K)
Vatofeneg
Sanfotsi (4K)
Yepotli (4K)
Vatofeneg
Population
12K urban
108K rural
120K Total
Bezarngay Boil
Hegular Bros
MOKATO DOZENS
Onfray
Mokato
Vergutomy
Baliveldryo (4K)
Mirivarea (22K)
Rivuvallan (3K)
Spinning Island
Setoringaragon
Zugad
Kalaymya
Avbroma
Atareya (5K)
Dasam (4K)
Qaphqa (4K)
Oravaty
Ambatolampy
Mokato
Population
42K urban
308K rural
350K Total
30 miles
90 miles
0
60 miles

Keets

Keets are a race of avian people that are widespread in the East Isles. Most have arms and hands, but no wings, although one branch does have wings. Colors and specific features such as beak shape vary widely. Several tribes and nations exist, dominating several regions of the East Isles. Scholars believe that they are closely related to the ducks of southern Genertela. Some keets are accomplished martial artists and mystics; the martial arts demigod Kenman Imo was a keet and in the Second Age, the great keet Hero Jungozaro the Monster Slayer freed Haragala of the monsters and terrible spirits that ruled that island.



Tokombe (small city): This fortified port commands the straits between Ambovombe and Juborantanga islands and is the base of the fleet of Ambovombe. In 1619, a major raid by Vormaino pirates was beaten off in a naval battle just off shore.

Tova: Island in the Kang Islands, the most populous human island of the Kahar Sea. Hessa Mevala, a martial arts heroine of the God Time, came from Tova, where her greatest school can be found.



Triple Beast Islands: A trio of islands in the Eskilludoch Chain, all seemingly connected or nearly so. One island is Cat. One is Cow. One is Rabbit. The islanders can switch personalities between their beasts. The Triple Beast Islands are a civilized place, with towns and docks. The goddess of the islands is the Triple Beast Goddess.

Tsagamia: This small island is a Still Place, and marks the place that Jerema Madoon the Liberating Bolt destroyed the antigod Monster King Oorsu Sara. It is the site of a great temple to Karkal the War God and Enevar the Victorious. Many martial arts schools have been founded here by various teachers over the centuries.

Tui Opi (small city): The famed Palace of Sails is in this port city, the residence of the kings of Opi and birthplace of the sailing god Teleremo. The god's shrine is richly endowed with treasures and gifts from all who seek good sailing winds.

Vanaskar (small city): This fortified city on Avaranboth Island is the home of the Red Spear Dojo. Its students are all members of the Red Spear Legion and train in the Darja Danad school of martial arts. The red brick gates of the city are sacred to Urnvoreth the Red, the war god of the city and god of the Red Planet.

Vatofeneg: In the Dawn Age, this was the center of the Chulan Alliance, whose merchants set up widespread trade between the islands. They were friendly to the occasional Waertagi who showed up to trade. The alliance disintegrated later in the First Age, leaving politics to local warlords. The Chulan Alliance was completely supplanted by the Eastern Seas Empire in the Second Age. The island now pays tribute to Haragala.

Vatolagorinor: This island in the Eskilludoch Chain is noted for both its herbs, including many which are not found elsewhere, and its herbalists, who put the plants to good use. The silkworm was first bred in Tamave, the largest city of the island, and this place still provides the finest grade of silk. The natives love bird eggs above all other food, can always detect a rotten egg, and often trade foolishly for unusual (but edible) specimens. The natives commonly wear no clothes. Their god is Thirt.

Veldru's Seat: This sacred mountain on Opi Island is home to the god Veldru. Sacrifices are made to the Wind God here by the king and his priests.

Vedi: This island is home to the Pure Hand School of Sivolic mysticism. They study the ascetic techniques of the ancient warrior sages called the Five Defender Heroes. It is most famous for being the birthplace of Jesolo and is now home to a great temple to the Hero of the Golden Fleet.

Veleda (small city): This fortified port city is the capital of Ferendalo island and home to its queen. The current queen, Gunada Dangi, is the half-sister of Vele Unnikanan, the queen of Fereva. The half-sisters are fierce rivals. The court of Gunada Dangi is famed for its poets and sages.

Vergutomy: This island god is Avanadan (also called Frenzypeace). Avanadan once spent a year in meditative preparation, then drank poison, stabbed himself with long needles, and danced a violent and grueling dance until he saw the Great Self. The founder of the cult, Bekesh Marnad, was later renounced by Serd Marnad and Reha Manari (two of the Three Sages of Mokato), and the islanders of Vergutomy have disliked Mokato ever since.

Ving Ichi: The inhabitants of this island live in small, fortified coastal villages. They are famed as fishermen and revere Dakuren the Boatsman, one of the sons of Finzalvo the Fisherman. Each Sacred Time, they hold a fishing contest to honor Finzalvo.

Wabanaking (small city): The largest settlement on Mishigami Island, Wabanaking is noted for its shrine to "four-faced" Oorduren, the Master Sage. The Great Monastery of Wabanaking houses more than a thousand mystics, who meditate on the Serenity of Detachment, avoiding temptation and entanglement with the tumultuous world.

Wasalmissi (small city): This port city on Keydaladi is surrounded by hundreds of elaborately-carved megaliths. Each year, the priest-king organizes the cutting, carving, and erection of a new megalith in time for the New Year celebrations, one of his most important duties. The current king, Odosomil Naru, pays annual tribute to the Vormain Empire.

Waterspout Isle: The waters around this medium-sized island in the southwest are always infested with waterspouts. While the inhabitants can sometimes control the waterspouts, this control is unreliable.

Yavakadibo: The Golden Island. This island in the Hanfarador Archipelago is rich with spices and gold. The island's goddess is Marafoleo, who imposes a curious custom on married couples. Upon the death of one spouse, the other is buried alive with the corpse, both in their finest clothes and most costly jewels.

Yepotli (small city): This city is a Haragalan trade post ruled by a local chief who calls himself King of Vatofeneg.

Yevannava (small city): This harbor city on the island of Ambovombe has steep and narrow streets. It is prosperous from the silver and quicksilver mines in the nearby mountains.

Yoptitpoea: The Phoenix Isle. This tiny waterless rock in the southwest is the home of the Doom Phoenix, of which only one



exists. Near the end of each Age, this phoenix lays two eggs – a light egg and a dark egg. When the new Age dawns, the phoenix immolates itself, and the light egg hatches into a new phoenix. No one knows what happens to the dark egg. The Doom Phoenix has already laid its pair of eggs and is "sitting" on them. Everyone hopes it will sit for a good long while.

Zugad: This rocky island is home to a small colony of gigantic rocs, who roost here high among the crags. They are notorious for swooping down and seizing entire boats to feed upon; their nests are rumored to be filled with treasures from their thousands of victims.

Isles Beyond the Middle World

Dendulag Isles: Twenty-five islands, the easternmost chain reaching into Sramak's River. The islands reach north and east, and even behind the Dawn Gates. Old Dendulag is gone now, but was the island home of the Sendereven. The only ships to have gone to these islands are Waertagi and Sendereven. The innermost are sometimes visited, at great risk, from nearby islands to trade.

Forng: This large island lies southeast of Vithela, and is best known as the island of the Parrot Keets. They were nearly exterminated in the God Time by the Beautiful Dynasty of Churen, who sought their feathers, but were at last saved by the Fire Parrots, who drove away the invaders and saved the island.

Indeward: This island has a famous monastery of Mashunasan, where mystics seek Unrealization. The calm of the monks keeps the island hidden from the antigods. Darja Danad came from here.

Memb: This large island lies northeast of the East Isles and has existed since the Creation. It has been ruled by a series of five dynasties going back to the Golden Age. In the Chaos Age, the Sea Eagle Dynasty widely followed Avanapur, leaving sea today where once stood luxurious cities. The Cloud Dynasty have ruled what is left of Memb since the Dawn.

The Hero Wars Begin

Sshorg Sea: Firebergs

Later in 1621, firebergs come floating northward on the Sshorg Sea current. A few years later a new and distinct current of searing water comes flowing up the coast from the Togaro Ocean. It moves quickly towards the East Isles, cooling somewhat as it goes north.

The Triolini appeal to Vith for help, and (as had happened of old) the islands begin to rise to be part of Vithela itself, creating an arm of land around an almost enclosed inland sea. The mystics of Vithela send the current rebounding away, bubbling towards Pamaltela.

The Sendereven

The Sendereven are a race of boatmen whose feats are so remarkable that they are thought to be demigods. They sail around on Sramak's River – the outskirts of the known world – on big dual-hull ships which have been carved from stone. Where they sail there are winds of a hundred miles per hour that strive to push their boats underwater. The Sendereven just laugh at these winds. They can sail to the Sky World or to Hell, if they wish, and back.

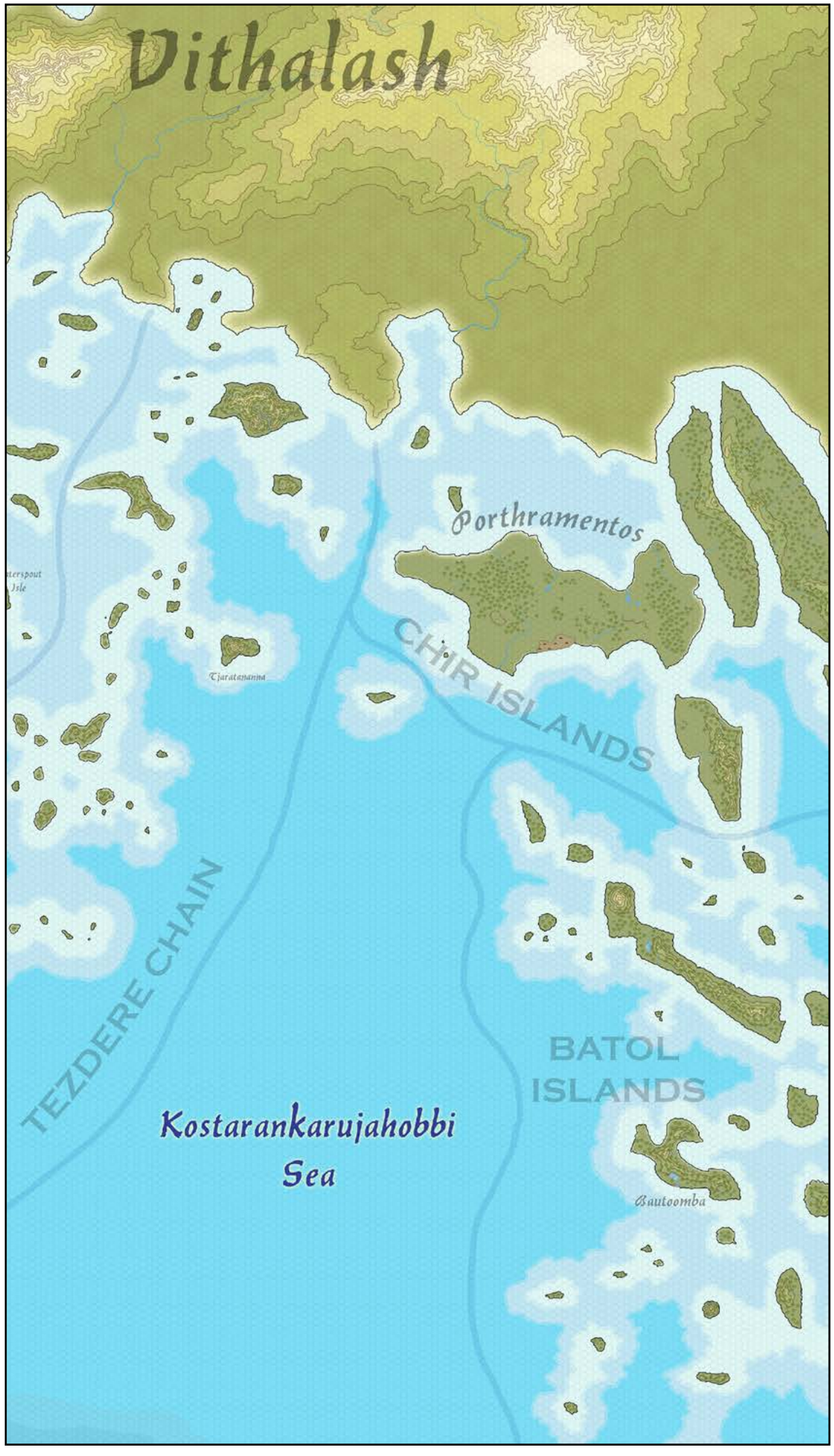
The Sendereven are not numerous. No more than two hundred individuals live, scattered among ten or twelve of their boats. Almost half their population can be found on their islands. Pregnant women must be on land to give birth to lucky children, where they are tended to by their families, and their guards. Otherwise, though, the Sendereven scorn any islands, especially those of the Inner World, so much so that they have never appeared there. Instead, their boats circumnavigate the outer oceans, plying these divine waters with trade and carrying demigod passengers. In the north, they dodge icebergs and skirt continental glaciers. In the south, they soar through mast-high flames in the Burning Sea.

They rarely rest, but when they do they prefer the Dendulag Islands, which are a long string of islets at the outermost edge of the East Isles. The island called Old Dendulag was their original home, but one time they were given the choice as to whether they would sail forever in the treacherous oceans or have good lives on land only, always safe and abundant. They chose to sail, and their ancestor was so angry that he sank their home island to make sure they could never find peace. The Sendereven laughed at this ridiculous gesture and sailed away. They founded colonies on these outermost islands, where the proper rock grows which they use to make their boats.

Their boats are large, double-hulled catamarans, linked by a wide deck upon which are shelters and huts for protection from the rigors of the Outer Ocean. Their preferred material for this are sticks from Luathela and cloth from Altinela, both of which are of heroic proportions. They are propelled by the hurricane winds of Orlanth's outer storm which is caught by huge sails strung between V-shaped masts. They have adjustable keels, each of which is named and worshiped, and are also steered by a long rudder at the center of the aft deck.

The similarity of their great boats to the boats of Maslo is based on ancestral activities. The Maslo people remembered when they found a "boat of the gods" on a marshy shore and made cheap imitations out of wood. Then they escaped, sailing eastward to their current home along the Maslo and Marthino Seas.

The Sendereven were unaffected by the Closing. But then again, they never ventured into the central seas.



Jrusteli Isles

This large archipelago was once the huge island or small continent of Jrustela. The few seaports here are important, for they are the only places for ships to stop en route between western Genertela and Pamaltela. The archipelago consists of the former highlands, mountain peaks, and plateaus of sunken Jrustela. The Jrusteli Islands are temperate and moist. Many of the islands are mountainous, but dense forests grow everywhere below the tree line. On the mountain slopes, these forests are coniferous. Nearer sea level they are deciduous.

Description

Most of the archipelago is unexplored and unnamed by humans. Those straits and islands which are named mark the usual sailing routes patrolled by the Orange Guild navy.

Inhabitants

The Elder Races rule here. Trolls, dwarves, and elves all abound. Timinits, the native insect people, exist in vast numbers, especially at certain seasons. A few thousand humans live in several colonies scattered throughout the islands.

Culture

The Elder Races follow their traditional cultures. The human colonies are city-states with a hodgepodge citizenry of western Genertelans and Pamaltelans.

Government

Each of the main Elder Races follows tradition. A Dark Queen rules the trolls; a Council of Elders, the elves; and the dwarf council is officially supervised by the Decamony of Slon.

Each human port is ruled by its Orange Guild. Originally all Vadeli, the Orange Guilds are federations of traders who ruthlessly maintain their monopolies. Now, through intrigue and murder, several foreign merchants have joined the guilds.

Language

The Elder Races speak their ancestral tongues. The humans usually speak Vadeli and their native tongue, if any.

Military

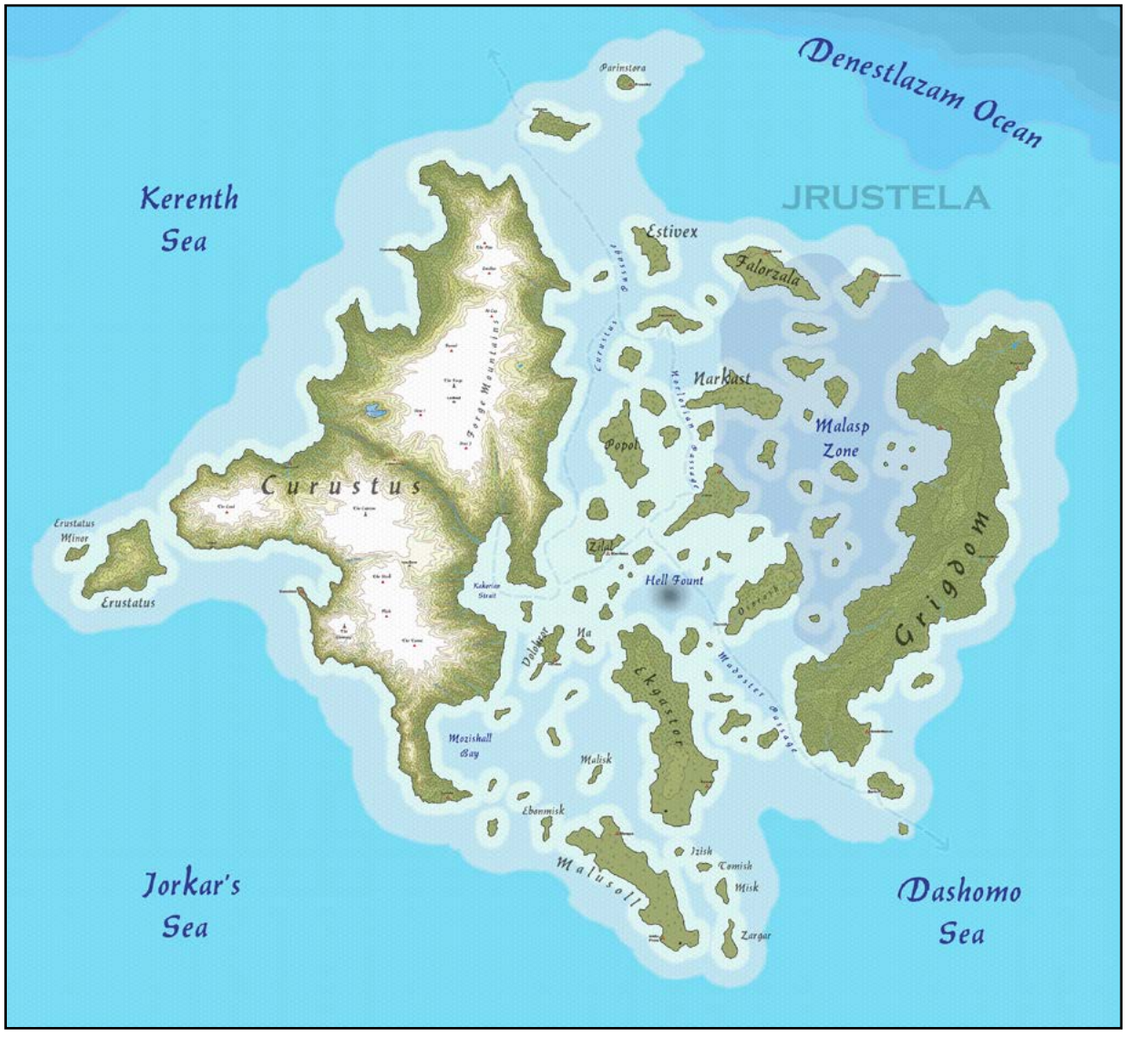
The Elder Races have their own usual military forces. Each Orange Guild maintains mercenaries, officered by Red Vadeli, to guard their ports. These mercenaries are infantry, heavily armed and armored.

Of the Elder Races, only the trolls have ships. Their black galleys scythe through the archipelago's waters at night, seeking prey. The dwarves of Curustus keep no fleet themselves, although large dwarf stone ships commonly travel from Slon to Curustus and back again.

The combined Orange Guilds maintain a large fleet of miscellaneous ships manned by Vadeli sailors. They protect trade from the troll pirates and Malasp malice. Any ship willing to pay the fee can have a warship escort while traveling through the Jrusteli Islands. They are also prepared to fight invading fleets from Kareeshtu or Nolos.

Religion

The Elder Races persist in their ancestral faiths. The Vadeli are atheists, and expert sorcerers as a result. Most other residents worship the Invisible God or the Orlanthi Pantheon.



History

In the Gods Age, this was the great mountain of Tharkarn, the oldest of the Mostali strongholds. All the other Mostali strongholds were connected to Tharkarn in mysterious dwarfish ways. Tharkarn was called the Magnetic Mountain because it drew things to it and, by doing so, drew the world back together during the Gods War.

Zzabur and his sorcerers tried to destroy Tharkarn with the Blast and the Break, but Tharkarn pulled the pieces of the world together. The parts of the world slammed together, and in the impact, the great mountain was jarred off its base. It moved, sliding upon the world and setting off huge landslides that changed the shape of the mountains.

The surviving Mostali found this acceptable, as they wished only to be left alone to do their work. They had great repairs to make to the World Machine and were now protected from the monsters outside. The Mostali could concentrate on fighting the monsters inside.

In the First Age, the Waertagi brought Slontan immigrants called the Olodo. They later variously claimed their ancestors came here because they had been captured by the Waertagi, or that they had been exiled by enemies and rescued by the Waertagi, or else that they had paid a huge sum of money to escape their war-torn lands. It is possible that all three are true, and that three separate migrations were brought here by the Waertagi.

In 603, a great number of refugees from Seshnela, fleeing the civil wars between the descendants of King Nralar the Old, colonized the island. The colonists included members of the large royal family and of the ancient nobility of Old Seshnela. After some initial misunderstandings, the Seshnegi colonists made friends with the Olodo by driving the timinits into the mountains and forests. Since the Olodo preferred the rugged interior and the Seshnegi colonists preferred the coast, agreement was quickly reached and a long-standing term of peace between the peoples was established.

In 646, the quarreling, competitive lords of the free colonies of Jrustela met in conclave to try to reach a lasting settlement. At this conclave, the *Abiding Book* appeared, written by the hand of the Invisible God. The ineffable teachings of this book covered subjects such as rituals, cosmic realities, and the moral laws of Malkion the Founder.

The secrets revealed by the *Abiding Book* provided a great bond between all the people of Jrustela, and by 650 the free colonies had formed the Jrusteli Confederation. The Confederation was headed by a Prince, elected by the representatives of the cities. Jrustela sent missionary philosophers to other Western lands, bringing with them the new knowledge and magic revealed by the Invisible God. The *Abiding Book* itself was kept on the Holy Mountain Refuge at Damolsket.

In 654, Jrusteli sorcerers armed with this new knowledge came to the aid of the colonists in Umathela who were hard-pressed by the Aldryami of Vralos. They used their sorcerous insights to create a great spell that burned down most forests in Vralos. The Jrusteli founded a colony at Yoranday, which became an important center of philosophy and God Learner sorcery.

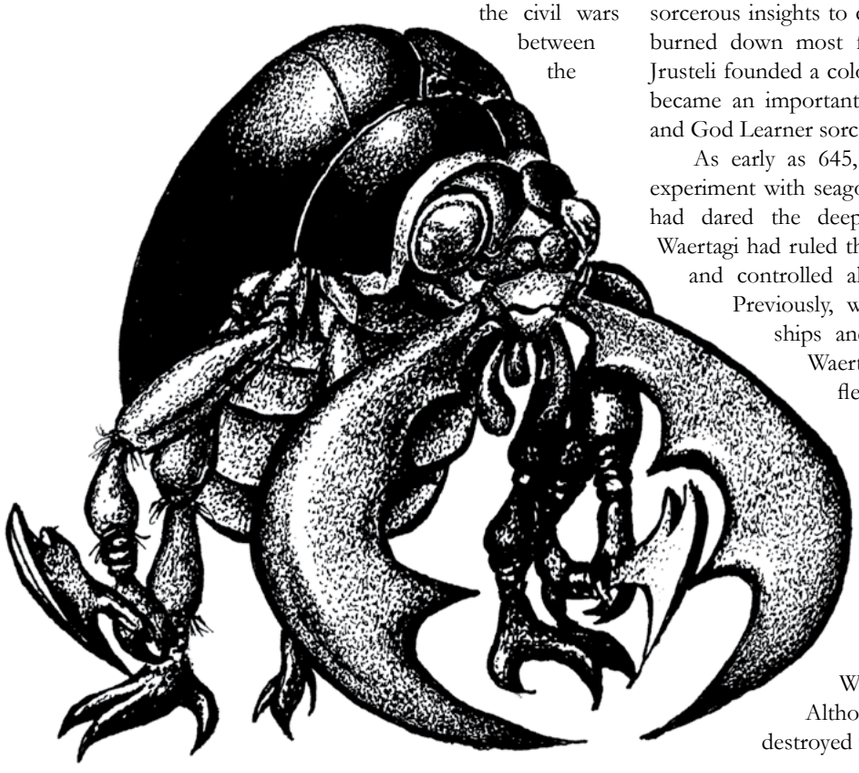
As early as 645, the Jrusteli began to experiment with seagoing ships. No humans had dared the deep waters before. The Waertagi had ruled the seas since the Dawn and controlled all overseas commerce. Previously, when people had built ships and set off to sea, the Waertagi destroyed their fledgling fleets and maintained their monopoly of naval power. But in 654, the Jrusteli Free Men of the Sea sailed from the city of Svalwal to Umathela and returned before the Waertagi retaliated. Although the Waertagi later destroyed the city of Svalwal with a tidal wave, the Free Men of the Sea made more ships, shuttling goods and people to Umathela and back.

In 680, the Prince of Jrustela, a descendant of Nralar the Old named Trymir, led the Army of Rightness back to Seshnela aboard Waertagi ships. They liberated Seshnela from the Pendali and fought against Arkat's Dark Empire.

By 713, the Free Men of the Sea successfully sailed to Seshnela. The Waertagi retaliated but with less and less success as the Jrusteli were increasingly prepared to defend against them. Finally, the Waertagi threatened to summon Drospoly, the god of the deepest waters who is the cold end of all being.

Lucan

Lucans are stout-bodied, beetle-like timinits covered in glossy black armor. A typical lucan is about five feet tall but extremely robust and squat. Their heads are adorned with large mandibles, which are enormous and branched for males and shorter for females. Slow-witted and aggressive, they are known to wield four-handed swords of unknown provenance. The life expectancy of a female lucan is about 15 years; males rarely survive 5 years, and males over 7 years are quite senile.



The Hero Wars Begin

JRUSTELA: The Sunken Temples

In 1623, Harrek and his Wolf Pirates descend upon the sunken isle of Jrustela. They raise part of the isle and uncover ancient God Learner temples preserved by powerful sorcery, and wrest forbidden secrets from the ghosts of the God Learners. Now more gods than men, Harrek and his companions sail off to Genertela.

MOSTALI: The Great Cable

The dwarves of Curustus have been seen to be working for some time, apparently reshaping a mountain. In 1622, a Mostali stone fleet sails from Torfang to Zadeel. After some work, the great doors of Zadeel open, shaking off the tons of rock which had safely buried it. The Mostali enter, and the fleet begins transporting many Mostali and dinosaurs to the island. The mountain is made to be a cube there, and they begin construction atop it.

Terthinus (and human allies from Fonrit and Umathela) raid and sink many Mostali ships. In 1628, a monstrously huge fleet sets sail, guarded by everything that the Mostali have to protect it. Fifty large stone ships drag a huge cable all the way from Slon to Zadeel and pass it inside. It is attached to the capstan atop the cube mountain, and the dinosaurs circle and start reeling in the ever-tightening cable. This continues to 1630 and beyond.

Even though the Mostali actions spell the destruction of their Jrusteli colonies, the Vadeli secretly pledge their loyalty to the Mostali and aid them in exchange for magical secrets and weapons.

In 718, the brave and foolish Free Men of the Sea pitted their little wooden fleet against the ocean itself. Their only cargo was sorcerer-wizards armed with new magical techniques and philosophical insights. They faced nearly all fifty of the Waertagi dragonships which sat on a long ridge of water overlooking the little ships and ready to drown the whole of Jrustela.

The Jrusteli sorcerers then summoned a sea god that had never been seen in this world. They called it as if it were just another elemental. Then they made the god call its father, forcing it to act as necromancers force an act of demonology. They then commanded the father to summon a different child – the god of Sky Water, Tanian. Upon the command of the sorcerers, the Sky opened and a single drop of celestial fire fell among the Waertagi ships. The waters exploded into flame and burning seas immediately surrounded the Waertagi fleet, even underwater. The flames could not be quenched, and ships, mermen, waves, and waterspouts all impossibly caught fire and were destroyed. The fire even burned underneath the waters, so there was no escape for anything in its path. The Jrusteli called this the Battle of Tanian's Victory. The Free Men of the Sea sailed home, leaving a burning sea.

About the same time, Jrusteli sorcerers fighting against the Dark Empire of Ralios sought to steal the Heroquesting secrets of Arkat. Though the Arkati attempted to destroy all their records in the Great Fire of Clarity in 715, much of their knowledge and Heroquesting techniques passed into the hands of the Jrusteli when the Dark Empire was finally destroyed in 740.

In 734, the Prince of the Jrusteli Confederation was crowned King of Seshnela, using the ancient royal regalia of that land. The great thalassocracy that united the Jrusteli Confederation, the Seshnegi kingdom, and the Umathelan Coalition was called the Middle Sea Alliance. Jrusteli adventurers roamed Glorantha, establishing colonies or conquering their own principalities for the Middle Sea Alliance. In 768, the adventurer Gillam De Estau and his Immanent Mastery School conquered Kralorela and he ruled as the Emperor of the New Dragon Empire.

The vast range of religions which the Jrusteli encountered in their travels and conquests were of great interest to the scholars of the island. It was quickly discovered that many religions contained amazingly similar myths and gods, even though they had never met and were separated by oceans, mountains, and languages. Sorcerers began formulating a philosophy to investigate this, and developed the Mythical Synthesis Movement. This was an attempt to identify and define the gods and spirits of the world so that they could be manipulated and controlled. The investigators in this process were commonly known as the God Learners.

In 789, King Svagad of Seshnela was named Emperor of Land and Sea by the Jrustela Confederation and the Umathelan Coalition. Although the seat of the emperor was in Seshnela, the cultural and intellectual heart of the Middle Sea Empire was Jrustela.

With the aid of the God Learners, the Middle Sea Empire quickly conquered Slontos and Loskalm. In 845, the God Learners Collective was founded in Jrustela. What had been done haphazardly and informally, now had access to the full resources of the Middle Sea Empire. United, the God Learners' power increased dramatically.

With such power, the God Learners eventually treated the Otherworld with arrogant disdain and they went too far. In the end, the God Learners were betrayed by their own magic. Nature herself rebelled against them. By 940, the Closing isolated Jrustela from the rest of the Middle Sea Empire. Between 940 and 962, Fen Feru and his flying band went back and forth several times between Jrustela and Seshnela, each time with increasing difficulties.

The last flight left Seshnela in 962, and it is unknown whether it ever made it to Jrustela. In 996, a last ship from Jrustela, once marvelous, but now battered and broken, sailed into Noloswal. Its crew of God Learners had forced their way through the Closing with raw magical power, only to fail utterly in the mission they were sent to perform. In 998, the last flyer from Jrustela came through and, in 1007, the Last Word was sent by the God Learners.

In 1050, Jrustela was sunk, presumably by the Luathans, and the civilization of the God Learners utterly destroyed.

In the early part of the Third Age crises had struck most of the Elder Races. In different parts of the world, various members of the Elder Races had prayed to their gods, begging for a place of refuge that would be

Timinits

Mythos and History: Timinits have no mythology or history of their own. Those intelligent enough to communicate state categorically that they have always existed as they are. They seem unable to understand the concepts of a mythical Beginning and Ending.

Culture: Timinits have no organized society and, hence, no culture. Some scholars speculate that the many types of timinits once lived in complete, but unconscious, harmony with each other, much as insects in an ant hill work together but on a grander scale. This speculation is based on the research of old documents, and no such cooperation, other than that of Nature, is currently apparent.

Religion: Timinits do not practice any religion. A band of spiritual searchers from a city in Pamaltela claim to have contacted a vast and frightening insect deity which is ancestor to all timinit souls. Timinits deny this deity and have no real mythology.

Subtypes: "Timinit" can be translated as "insect people," and numerous types exist. Some of the best-known are:

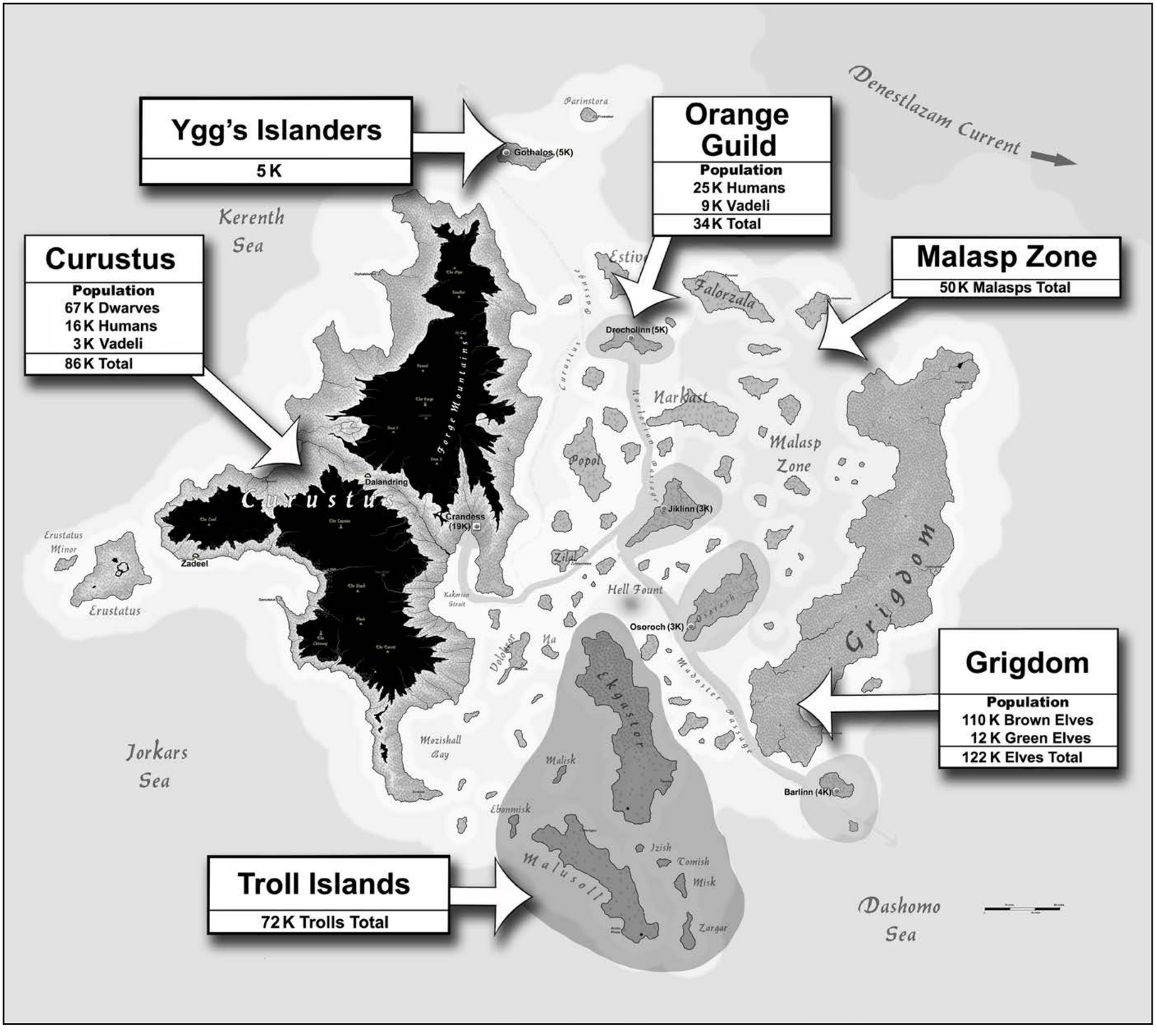
Arachan: these beings are insect-like and spider-like. Their frail bodies are over six feet long, and their armspan another thirteen feet. They have two humanoid legs, four arms, and tripartite insect-like bodies. Their heads have wicked, poison-injecting mandibles and two large, multi-faceted eyes which sparkle in the light and glow in the dark, and which change color from time to time. They are carnivorous and, like spiders, spin nearly invisible but incredibly powerful webs which form elegant patterns in the forest when covered with dew.

Ephemerae: ten to twelve species are classified as ephemerae, the best-known (and largest) being the frail dragonfly-like Odonatites. Ephemerae hatch in the spring, fulfill all their life objectives at a frantic pace, and die in the autumn. None live more than a year.

Lucan: wood-eating, simple-minded, and aggressive describe this beetle-like timinit. Generally solitary or in small groups, they seek dead wood for food and defend their stores once found.

Myrmidon: a hive-dwelling, militaristic race which displays rudimentary intelligence. Myrmidons stand taller than humans but are very slender. Their heads are flattened, their faces expressionless with complex mouth-parts. Delicately sculptured chitin decorates their entire bodies. Their lands throng with hive-like towns, and periodically swarms of implacable soldiers issue forth to pillage neighboring lands. The several different myrmidon subspecies differ in chitin color and sculpturing. Each subspecies has a different homeland, and is hostile to all other subspecies.

Odonatite: the best-known of the ephemerae are intelligent and sociable, and some have shared their observations and philosophy with humans. These timinits cannot believe that the longer-lived races are anything but immortal, unchanging deities. They have no society, but join only briefly at midsummer to mate, then continue their individual pursuits.



safe from the ravages of humankind. Separately, each of the three great Elder Races was brought to a haven where no humans lived. Gargankot Broke Tooth, a troll heroine, led her tribe through a magic tunnel into the new world. Arkans Warwood quested for the God's Finger, which his dryad used to cast the Circle of Everlasting Peace, sending them hither. Gronkalg the Accelerator, a diamondwarf, used the One-Time Tunnel Collapse to bring his entire kingdom to a living chamber recognized as Mostal's Seventh Workroom, previously lost to dwarves. They tunneled to the surface to find virgin mountains, a dwarf paradise.

At first each thought themselves alone in the universe. The trolls began colonizing other islands. Then Malasp merfolk contacted them and eventually the various Elder Races learned of their counterparts on other islands. Through chance, or perhaps the Spirit of Peace which pervaded the area, the three rival species met in peace despite merman treachery, for the Malasp had hoped to loot the battlefield.

The disagreements which arose were prevented by great restraint. Peace remained between the elves, trolls, and dwarves, for they believed that the old world had been destroyed, and that it was up to them to create a new, better world. Absolute separatism would be practiced by all the races, save for when they met for the Special Meeting. Thus, the Elder Races coexisted in a manner unheard of since the Dawn. Each kept to their respective island and prospered.

Then the Closing ended. Brown-skinned humans from the north came to the isles. The Elder Races learned that their haven was actually Jrustela and that the newly-opened seas would soon be teeming with human ships.

Although some were dispirited and felt betrayed by their ancestral gods, the Elder Race instincts were too strong to deny. The cults of Kyger Litor, Aldrya, and the Way of Mostal provided the answers needed


Parinstora
Frowalkel
Gothalos
Orphalsketkel
The Pipe
Smelter
The Valley Forge
H-Cap
Funnel
The Forge
Lookout
Vent 1
Vent 2
Minkginat's Tear
The Link-Glade
Dalamdring
Jalanswal
Curustus
The Capstan
Crandess
Forge Mountains
Curustus Passage
Popol


JRUSTELA
Estivex
Evrowal
Falorzala
Hredmorinos
Drocholinn
Piskosol
Narkast
Norlorian Passage
Malasp Zone
Jiklinn
Hathineltlhor
Grigpom
Hell Fount
Osorosh
Osorosh


Zilal
Shenilstos
Hell Fount
Osorosh
Osorosh
Irenstos
Na
Ekgastor
Madoster Passage
Eradinthanos
Malisk
Peresk
Barlinn
Hungpu
Izish
Tomish
Misk
Malusoll
Zargar
Arshu Phola

for the believers, and are all still followed unswervingly.

The Vadeli set up several outposts to serve their ships which passed north and south in increasing numbers. In separate efforts, trolls destroyed the trading posts on Malusoll and Grigdom (with the consent of the elves), but several others remain.

The Opening was not ignored by the Elder Races. Dwarves contacted their kin, and occasional ships arrive from distant Slon to exchange goods and personnel.

The Elder Races, always conservative, wait to see what will come of the end of the Closing. Humans fear that the Elder Races will eventually unite to drive out or kill all the humans in the archipelago. Thus, the remaining colonies maintain a loose unity.

People of Note

Zedez, Master of the Orange Guild: A brown-skinned Vadeli, he rules the waters around Jrustela with a small navy and protects those traders who pay his fee. He has made seven notorious voyages around the seas of Glorantha, which have made him rich, powerful, and disturbingly well-informed.

Places of Interest

Arshu Phola: These are the ruins of mighty Arshu Phola. At its height, this city (or its rulers) held sway over Slontos, Maniria, and Kumanku. Now it is dead, and its ghosts serve the troll queen of Malusoll.

Aurelion's Breakwater: This long reef off Gothalos Island is the ruins of an ancient God Learner structure. Sailors have reported seeing the remains of a great golden Sun god underneath the waters.

Barlinn (small city): On the island of the same name, this is the southernmost of the Orange Guild cities.

Capstan Mountain: This strangely cubical massif is the highest area of Curustus, and it is covered in extensive glaciers. In recent years, rockfalls and earthquakes have been common near the massif.

Chimney Mountain: This stratovolcano is constantly active with small eruptions and plumes of ash and smoke.

Crandess (large city): On the island of Curustus, this port thrives from the export of iron from the dwarves. The metal is gained by trading with Dalamdring, whose dwarves want feathers from the Red and Green Toucan, and from the Majestic Queen's Parrot, both of which are native to the Pamaltelan jungle.

Curustus: The largest, most mountainous of the Jrusteli Islands. The interior holds a profusion of valleys and brooding dark peaks, several stunningly beautiful canyons, and a half-dozen vast glaciers. Inside the mountains, beneath the wilderness, lives a large dwarf nation. The northeastern shore is the home of the Blue-Points myrmidon sub-species. They live dangerously close to human settlements.

Dalamdring (small city): This dwarf town on the surface of a mountainside claims to be rebelling against the dwarves under the mountains. No proof has ever been seen by the humans who visit there to trade for iron.

Damolsket: These ruins are high above the bay, surrounded by cliffs at least a thousand feet high. This is believed to be the location of the Holy Mountain Refuge, where the *Abiding Book* was kept.

Drocholinn (small city): On the island of the same name, this is the northernmost port of the Orange Guilds. Its walls are made of brick.

Ebonmisk: One of the troll islands. The Vadeli claim the islands are haunted by great shadows and avoid the island entirely.

Ekgastor: One of the troll islands, though believed to be only recently settled, and hence, thinly populated.

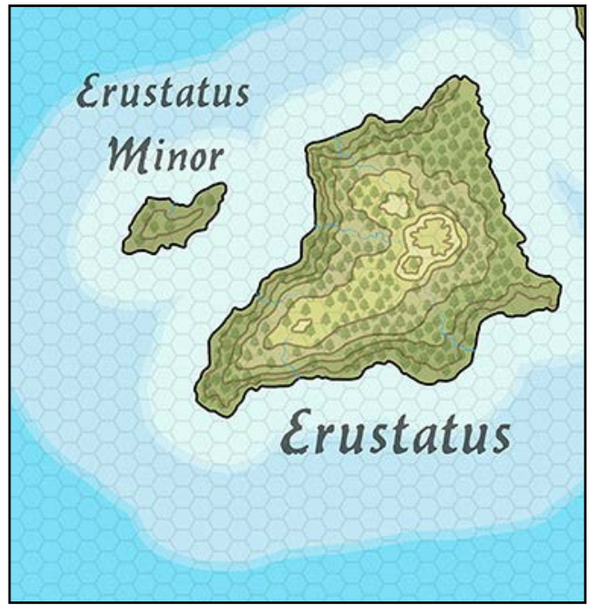
Eradinthanos: These ruins are thought to be where the original Seven Explorers started their school which was a great center of God Learner knowledge. Entry into these ruins is strictly forbidden by the elves of Grigdom.

Erustasus: Mountainous island west of Curustus. The remains of a God Learner harbor are on the northern coast. Along the eastern coast are the Walls of Hell, vertical cliffs rising from the water and reaching heights of 1500 feet or more.

Erustasus Minor: Westernmost island of the archipelago. It is guarded by a giant automaton made of bronze that circles the island three times daily and hurls rocks at any approaching ship.

Estvix: An island usually shunned because its few beaches are haunted by ghosts which spit bleeding acid at great distances. The origin of the ghosts is unknown.

Evrowal: These God Learner ruins on Falorzala Island were explored by a handful of intrepid adventurers, seeking treasure. They came back with gold, silver, and iron, but all died within five years, the victims of some horrible curse on the city.



Falorzala: An island infested with myrmidons and their hive-like towns. Rumor has it that the main hive is built within the ruins of a God Learner city.

Forge Mountains: This high mountain range in the northern half of Curustus Island is extensively covered in glaciers, with several black peaks poking out of the ice. The range is presumably volcanic as frequent plumes of smoke emerge from several of the peaks and rumbling earthquakes are common.

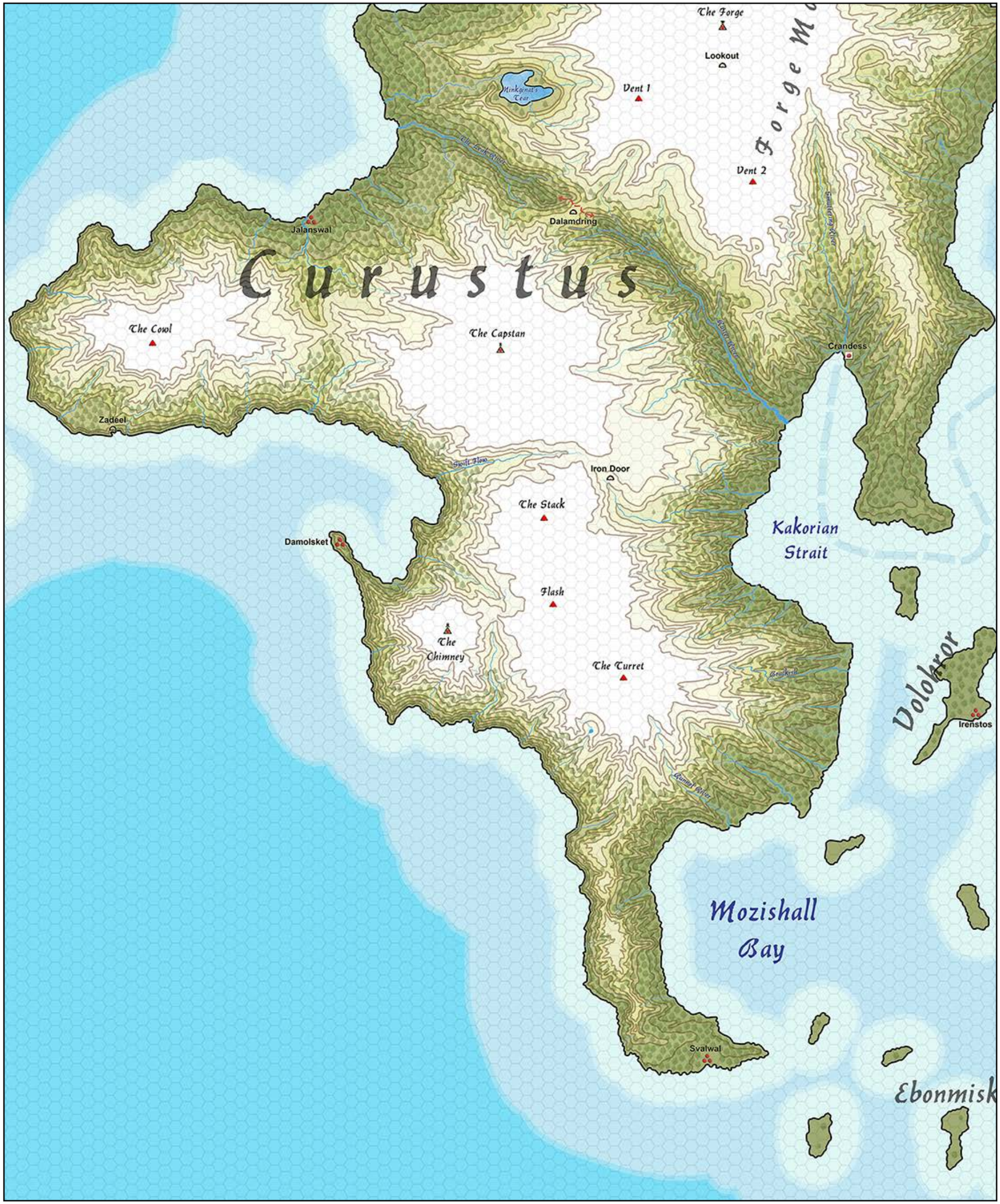
Frowalkel: This was the first of the God Learner settlements on Jrustela. The ruins are extensive, although much of the former city is now submerged.

Gothalos (small city): This is a settlement of Northmen, originally from Ygg's Islands. The fleets of these Wolf Pirates still frequent the area, as often to trade and escort ships through Jrustela as to raid.

Grigdom: The elf island, whose residents include both green and brown elves. The dense forests which cover the entire island have been carefully grown and trained by the

Population of the Jrusteli Islands

Races	
Dwarves	67,000
Elves, Brown	110,000
Elves, Green	12,000
Humans	30,000
Trolls	72,000
Vadeli	9,000
Other	1,000
Total:	**301,000**


The Forge
Lookout
Vent 1
Vent 2
Kinkgnat's Tear
Dalamdring
Jalanswal
Curustus
The Cowl
The Capstan
Crandess
Zadeel
Iron Door
The Stack
Damolsket
Kakorian Strait
Flash
The Chimney
The Turret
Irenstos
Mozishall Bay
Svalwal
Ebonmisk


LAUBENSTEIN. 83

Merchants of the Orange Guild

In a busy marketplace in the merchant city of Crandess, a Brown Vadeli merchant watches Esrolian and Fonritian merchants haggle over her trade goods.

Brown Vadeli merchant: The Vadeli are a race of immortal, amoral (actually evil sociopath) sorcerers who previously ruled these cities until they were defeated about thirty years ago and their empire collapsed. They still control much of the sea-based trade. Like the Westerners, they are divided into castes – the Brown Caste are the workers and traders.

Our Brown Vadeli is charming, charismatic, and attractive (she may have even cast some sorcery to enhance her appearance), although there is a flash of menace in her exaggeratedly obsequious smile (the Vadeli are born liars and view other humans as nothing but tools they must use to get their way). Her skin is dark brown and she wears a tunic and skirt in as sultry fashion as she can (the Vadeli are very manipulative) in order to get an edge in her negotiations. Her extremely long fingernails demonstrate she does not perform any manual labor (despite her caste). She is presenting her trade goods to the other two merchants.

Trade Goods: The Vadeli are remarkable sailors and their ships are laden with goods from every port in Glorantha. Among her trade goods are silk cloth from Kralorela, giant eleven-foot-long ivory tusks (from a stegomastodon), amphorae filled with wine and oil, and bronze.

Fonritian merchant: From the slavocracy of Golden Kareeshtu, he is tattooed by his owner with the markings of their merchants association. His skin is dark, and his hair and beard are short; he wears a tall conical hat, an embroidered tunic and vest, and a wrap-around skirt. He wears more jewelry than the women, with necklaces, arm rings, anklets, earrings.

Esrolian merchant-captain: Hailing from the great cosmopolitan city of Nochet, far across the ocean, she owns and maintains her ship and is a woman of importance and experience. Her eyes are lined with kohl to protect them from the harsh sunlight, her hair is long and braided, and she is tattooed with the runes of her clan, tribe, and cult. She wears an ornate skirt and a close-fitting, long-sleeved tunic.

elves to woodland perfection. Several haunted God Learner ruins are scattered about the island, all guarded from trespass by the elves.

Hathinelthor: These God Learner ruins are fiercely guarded against trespass by the elves of Grigdom.

Hell Fount: Sometimes a great geyser of black water bursts skyward from this place. The Vadeli claim it comes directly from the Underworld and can carry monsters, disease, and the legions of the drowned to the surface. They say it was the cause of the breakup of the island.

Hredmorinos: These God Learner ruins are infested by several colonies of timinits.

Hungpu: These ruins are relatively intact. Sailors claim the remaining buildings are Kralori in design.

Irenstos: These ruins on Volohror Island were once a God Learner center of learning and famed for the library of Vajaccek and his Hundred Spells.

Iron Door: These two huge iron doors are each 50 feet high and 20 feet wide. They have been sealed since the Incorruptible Sons of Damolsten forced the dwarves into their mountain fastness in the Second Age. A winding road leads from down to the bay.

Izish: One of the troll islands. Trolls often launch their sleek black galleys from here to raid the shipping lanes of Jrustela.

Jalanswal: These ruins were once a powerful God Learner city.

Jiklinn (small city): The name for both the human port and the island it is located on. This island holds the only known extensive God Learner ruin still above water. The Vadeli port caters to merchants, speculators, and adventurers wishing to exploit those ruins.

Kakorian Strait: The route between Jiklinn and Crandess which is regularly patrolled by Orange Guild ships.

Lookout: This strange stone tower is built atop one of the highest points in the Forge Mountains. It has no entrance, at least above ground, and only a long, narrow slit that goes all the way around the tower for a window.

Madostar Passage: The route between Jiklinn and Osorosh, and then south to the open ocean, which is regularly patrolled by Orange Guild ships.

Malasp Zone: A region heavily populated by Malasp, suspected of being one of their breeding grounds since they so stringently defend it from intrusion.

Malisk: One of the troll islands.

Malusoll: The main troll island. The trolls here are typical dark trolls and include contingents of great trolls and trollkin. This island is covered with forests, though they are less thick than on the uninhabited islands. The troll queen has struck a bargain with the mermen. Trolls sacrifice living beings to the mermen in return for which the mermen act as scouts for the troll ships.

Misk: One of the troll islands.

Mozishall Bay: Open area of sea which is considered too dangerous to sail, thanks mainly to trolls and Malasp.

Na: The island where the Ritual of Special Meeting between troll, dwarf, and elf must take place.

Narkast: An island inhabited by giant Beast Men with the heads of animals such as birds, bulls, goats, monkeys, and so on. They are ruled by a king, an outsider spared by the monsters called the Sendak, who rules for life, or at least until his "subjects" grow bored and devour him.

Norlorian Passage: The route between Jiklinn and Drocholinn, then north to the open sea, which is regularly patrolled by Orange Guild ships.

Orphalsketkel: This ruined city was the shipyard of the Free Men of the Sea. Scholars believe that it may contain secrets of the Jrusteli domination of the seas, but the dwarves do not permit its exploration.

Osorosh (small city): Island and colony of the Vadeli.

Parinstora: The northernmost island of the archipelago. A colony of Northmen from Ygg's Islands settled here shortly after the Opening.

Peresk: These God Learner ruins are rumored to be inhabited by a spirit of conflict and violence. The trolls have a temple to Zorak Zoran nearby.

Piskosol: The God Learners had a great center of learning here, but it is ruined now and the elves forbid exploration.

Polol: This island is the only place where the Black Lotus, a flower with magical and narcotic effects, is known to grow. The Vadeli harvest the deadly plant and sell its dried flowers to magicians, mystics, and madmen.

Shenilstos: This sunken ruin is off the coast of Zilal. The ruins consist of a series of small artificial islands linked by a network of canals. Explorers have reported strange tunnels linking the city to the main island.

Svalwal: This city is rumored to be the place where the God Learners developed their spell to summon Tanian. The dwarves have forbidden humans to explore here.

Tomisk: One of the troll islands.

Volohror Island: Also called Spider Web Island, this forested island is inhabited by numerous arachans.

Zadeel: At this site, the cliffside moves aside to reveal a huge cavern, into which sail the dwarf ships which visit the island. Then the cliff moves back again to keep out intruders and inclement weather.

Zargar: One of the troll islands.

Zilal: A ruined city lies off the eastern shore of this island.

A Gazetteer of Second Age Jrustela: The Thirteen Confederated Cities

Source: Nochet Knowledge Temple – #237,587

Note: The information below is believed to date to the early 700s.

The Thirteen were the dominant city-states in 650 when the Jrusteli Confederation was formed. Technically each city is equal, but they picked one city-lord to act as head of the Confederation, a First Among Equals. Hyrafos of Piskosol cleverly exploited the religious backing he'd gained after being the First Volunteer, and was selected to this office.

Although the Confederation is only 50 years old, tradition says that a First (or Prince) must come from a different city than his predecessor. The current Prince is Nanithir, who won partly because he interpreted the oracles physically rather than spiritually, and as an outstanding athlete was thus the first to pass their tests.

Arshu Phola
Arshu Phola is located on the southern coast of Jrustela. It is the oldest city on the island, founded by Slontan immigrants brought there in the Dawn Ages. The inhabitants variously claimed they went there because they were captured by the Waertagi, were exiled by enemies and rescued by the Waertagi, or else paid a huge sum of money to escape their war-torn lands.

The emigrants established several settlements, clustered in the south of the island. Significant among them were Irenstos, Peresk, Shenilstos, Managar, Lostrum, and Barvendaru.

At that time they were all troubled by the spirits of the land, called the Dreo. These became active only after three years of inhabitation, and made several forests extremely dangerous by organizing animals to attack hunters. The *bengen* and *medraden* timinits also attacked people who went into certain fields. Useful minerals were in short supply, and anyone who went into the mountains seeking sources disappeared.

When food became short the initial co-operation broke down between the five settlements. At that time Sergalis Manlanth was the leader of Arshu Phola, which had become the largest of the settlements thanks to the rich land and the harvest of the coastal waters. When the other four settlements massed against Arshu Phola, Sergalis Manlanth entered the nearby Cave of Nemath and placated the Dreo spirits there. This secured the safety of his town, and allowed them to eventually dominate the seven villages. With vast tracts of excellent land available for farming they expanded their numbers and territory quickly. They also fished from their twelve-oared boats called *zinrin.*

The population increased rapidly, concentrated on the southern coast. When the first Seshnelan colonists arrived on the island several centuries later the natives attacked the Seshnegi settlements by land and sea. However, the Waertagi sent four of their "little ships" (which were still much larger than the Jrusteli boats) to help the Seshnegi, and then transported another wave of settlers whose superior sorcery terrified the natives. Then another wave of settlers arrived. Hadilon of Peresk launched a ferocious campaign against them, capturing Arshu Phola after a three year campaign. Many of the Arshu Pholites fled to Umathela, taking an extremely risky voyage in their little coastal boats. Though their cities were captured or destroyed, many Jrusteli continued their stubborn resistance and weren't pacified until many years later, when Algiman allowed them access to the sacred cave.

Eradinthanos
This was the home of the Seven Explorers, who were the first scholars who studied God. It is called the Mind of Jrustela. It is famed for its scholars, holy people and temple.

Evrowal
The ruler of this city is drawn by lot from eligible nobles, a most unusual system anywhere. He serves for five years and cannot serve again.

Frowalkel [New Frowal]
New Frowal was the first city founded by the Seshnegi in Jrustela. They lived there and expanded their rule. Its traditional authority continues.

Hathinelthor
In this city the ruler may not be related to the previous lord, ensuring that no dynasty can take a firm grip on the city. This has actually resulted in many illicit affairs between the lord and women of prominent families, in the hopes that his illegitimate sons will in fact rule after him.

Hredmorinos
Hredmorinos was settled during the first major wave of Seshnegi colonization. Even before troubles against the Olodo had been settled its people initiated extensive hostilities against the timinits, probably because its first lord loathed insects. When he was killed by them the other humans investigated more closely, and discovered that there were some among the strange creatures that were intelligent, and could be negotiated with, and so eventually regions were given over to them, untouched by humans.

Irenstos
Irenstos was a city originally settled by the Olodo. Its riverine communications eventually allowed it to grow larger than Arshu Phola, which nonetheless retained its primacy among them.

After Irenstos became a city, Darangor was a famous scholar who attracted students from across the island, and whose establishments formed the nucleus of the later Irenstos University.

Jalanswal
Jalans was a grandson of Nralar the Old, and thus of royal blood. He was in the second wave of settlers, and asserted himself and his family to hold all positions of authority. Even today this is still "the city of Jalans." Outsiders say that they left Seshnela because they could do nothing well, and slander them saying this is still true.

Orphalsketkel [New Orphalsket]
A great shipyard is located here, and the earliest famous shipbuilders worked here. Thus it has a tradition of greatness which continues. The vessels it produces command great prices, if offered for sale.

Peresk
This was another of the early Olodo cities. It was never conquered by the Nralarites, and its people are not only militant, but they are also unusually victorious. Some say it is because there is a spirit of combat living there, but the people say it is because they have combat in their blood. This was the home of Lord Valispur the Conquering General.

Piskosol
Hyrafos, the First Volunteer, lived here. Thus it is called the "City of Volunteers." The University of Piskosol has an intense rivalry with that of Irenstos, although it does not lead to much violence.

Shenilstos
This is another Olodo city, established during the early expansion of the Olodo settlers. Its position at the confluence of the Curand and Jrezar rivers generated rivalry with Irenstos, which had not abated into modern times.

Svalwal
Svalwal was settled in the second large wave of immigrants. The city was destroyed by tsunami in 665, as part of Waertagi retaliation for sailing to Umathela. Its location was considered to be so propitious that it was rebuilt on the ruins of the dead city.

Kumanku Islands

The Kumanku Islands are temperate, rocky islands with only a few fertile valleys. Brackish marshes cover much of the coasts. During the Second Age, large stretches of the marshes were drained and were fertile agricultural land, but during the Closing the dams were not maintained and many have reverted to marsh. Further inland, rolling hills are grazed by cattle. Goats have recently been imported from Fonrit. The climate is temperate and wet. Summers are warm, and winters cool, but it never snows.

"I am of the An. I am a slave of (name), a detestable foreigner not from Kumanku."

Inhabitants

Human tribes called the An live here. They are Agimori, although the language and culture is vastly different from the Doraddi. In the Second Age, a variety of timinits were brought here from Jrustela and they have prospered.

Culture

Kumanku culture is unique to the islands. Clans define personal loyalties, and hold in common four generations of female ancestors. Thus, whoever has a matrilineal great-grandmother in common are in the same clan. Clans are matriarchal and matrilineal, and are unusually generous and egalitarian towards each other, but do not feel constrained to extend this towards outsiders.

The natives reside in villages of varying sizes, although none are as large as a small city. Most villages have a central plaza used for various social activities, such as games, festivals, religious rituals, and other public ceremonies. They live in large, circular buildings constructed with wooden poles, and with woven straw.

The clans are divided into two moieties called Daytimers and Nightplacers. The Daytimers are very decentralized, only having clan officers and clan ceremonies during the year. The Nightplacers have a single leader – the Monster Girl King of the Starless Night – and hold islandwide ceremonies for a single annual Celebration of Renewal. Several different men's societies are important on each island.

Now the Kumanku clans struggle to keep their ways alive against the influx of Fonritian beliefs. Two pseudomoieties accept slavery and struggle for acceptance. The Eveningtimers urge reconciliation with foreigners, and the Twilightbeings actively solicit foreign members.

Government

The native Kumanku rule was clan-controlled without any formal over-structure.

The isles are now ruled by Fonritians as occupied territory. The foreign Kareeshtu rule is stern and oppressive. The natives are forbidden to own armor or any weapons longer than their right forearm. The Kareeshtan slave army stands guard in the cities and towns. The occasional rebellions have decreased in frequency over the years in response to both the rebels' lack of success and the abominably harsh Kareeshtan reprisals.

Language

The natives speak Kumankan, a language distantly related to that of Maslo. Fonritian is a second language out of necessity.

Military

The natives have no army, and had none during the Closing. Interclan violence was settled by either competitive potlatches or by singing and dancing contests. The Kareeshtu occupation force is a standard slave army.

Religion

During the long hiatus of the Closing, the religions put in place by the God Learners fell into disuse, and Kumankans became ancestor worshipers and animists, with worship led by noncult shamans.

People of Note

Red Ravaal: The Kareeshtan governor of the Kumanku Islands. His rule is draconian, but the people dare not rebel against him while he retains the Sea Eagle Crown, an ancient artifact of powerful magic.

History

In the First Age, these islands were colonized by people from the mythical city of Thinobutu. In the Second Age, the inoffensive inhabitants became vassals of the Middle Sea Empire, but were generally insulated from the world-shaking events and destructions of that Age. When the Closing fell, the people were bewildered, but most accepted it as another God Learner experiment to which they had been inured through long experience. During the Closing,

Population of the Kumanku Islands

Humans
An 95,000
Kareeshtans 5,000
Total: 100,000

Nonhumans
Timinits ..... unknown

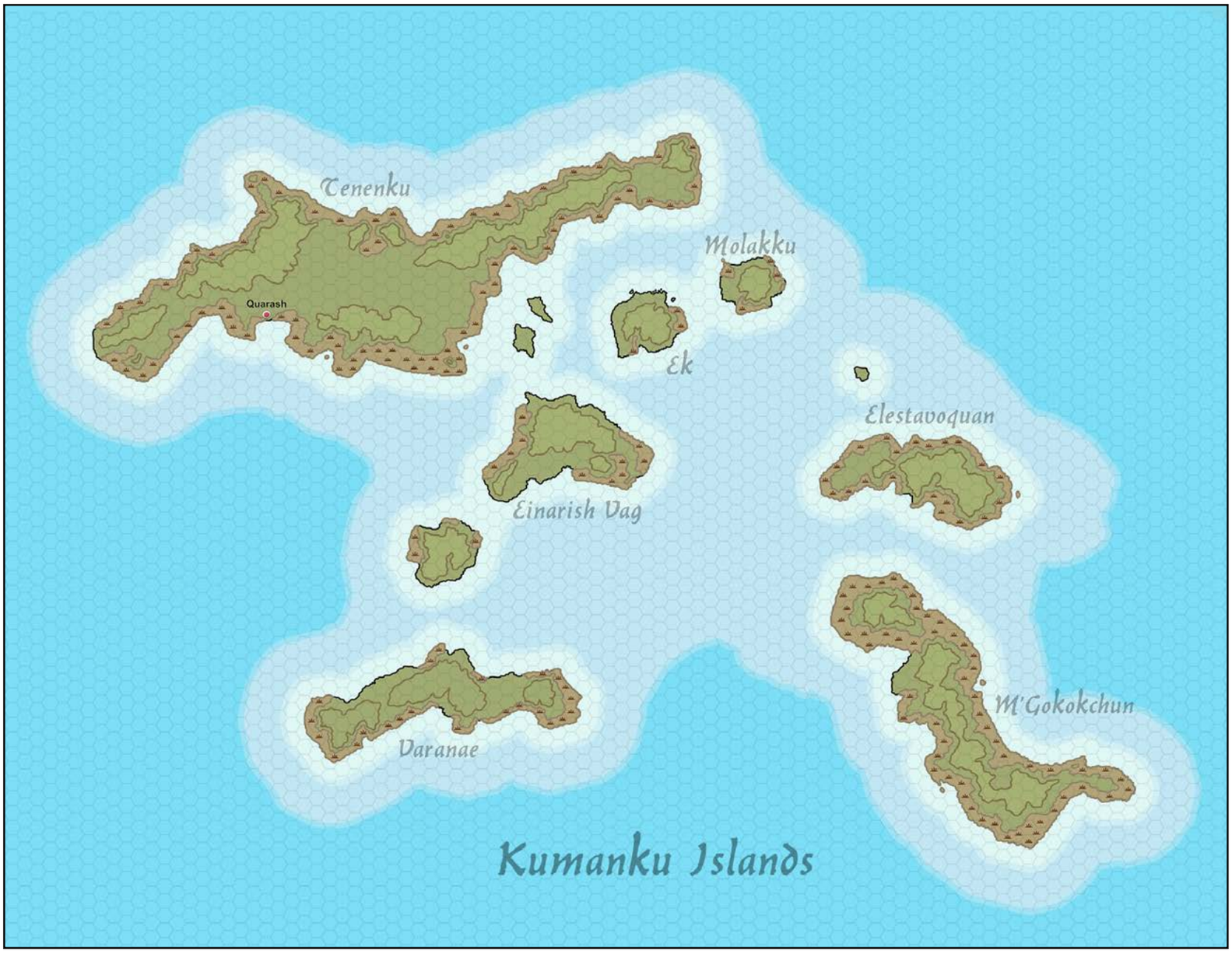
Kumanku Regional Activity Table

Determine monthly per island

Common Events
Kareeshtu warship demands tribute from all visiting ships.
Cruel slavers hunting victims.
No event of note.

Uncommon Events
Day-timers having small local celebration.
Singing and Dancing Contest in city square.
Work slowdown in effect to protest against Kareeshtu.

Rare Events
Malasp war party demands tribute from ships they meet.
Potlatch being held, everyone invited – even foreigners!
Rebels murder Kareeshtan merchant or soldiers nearby.
Sitdown strike against Kareeshtu.



Kumanku's small cities fell into disrepair and many of the drained coastal lands reverted to marsh.

A fleet arrived in 1587, the first seen since the Closing. The Vadeli sailors pretended to be the God Learners returned and instituted a government over the bemused Kumankans. They established ports to serve their fleets.

In 1594, the Vadeli were defeated in a great war in Fonrit. Soon after, fleets from Kareeshtu warred against the Vadeli. From survivors and ambassadors the Kumankans learned, to their amazement, that the God Learners had been exterminated before the Closing. Knowledge of the Vadeli deception inspired them to rebel against their masters. The Vadeli were ousted and the Kareeshtans proceeded to conquer the Kumankans themselves. Despite native opposition, the islands were vanquished, and most clans have sworn allegiance to Kareeshtu since 1602.

Places of Interest

Einarish Vag: The only island which promotes fishing as the primary occupation. The islanders ply the shallow waters between the islands with dugout canoes.

Ek: Island where the annual gathering of the Nightplacers meet for the Sacred Time celebrations of Renewal.

Elestavoquan: An island famed for its remarkable diversity of bird life.

M'Gokokchun Island: This island is inhabited by a teeming mass of insect people and a few humans.

Molakku: One of the smaller islands. All the dams and cities of the God Learners were purposefully destroyed by the clans here.

Quarash (small city): The main port of Kumanku, it was originally built by the Vadeli but later fortified by Kareeshtu. Its inhabitants are mainly Kareeshtans, including the Slave Regiment of Quarash. The city is dominated by the Governor's Palace, and by the twin temples to Tentacule the Slave God and Ikadz the Lord of Torture.

Tenenku Island: The major island of Kumanku, holding most of the population. The villages of this island have been enslaved by their Kareeshtan overlords, and are forced to labor for their oppressive masters, herding goats, growing food, and building roads and fortifications.Rebellions are brutally crushed by the Slave Regiment of Quarash.

Varanae Island: This island has numerous small ruins, presumably of God Learner origin. Timinit (primarily lucan and myrmidon) colonies have populated the ruins. The ruins are avoided by the native humans, as the timinits are extremely aggressive in the defense of their lairs but otherwise do not trouble the other inhabitants of the island.

Loral Island

Loral is a warm tropical island, inundated half the year by typhoons and inclement weather, and becalmed for most of the other half. Loral has a mountainous interior. Four bands of hills radiate from these mountains, three of them in the northern half, and the fourth in the center of the long southern half. Where the hills meet the sea are rugged coasts. The wide lands between the hills all have fine beaches. Where seaside cities once thrived, now only ruins are visible.

"Arrghowwwlll."

Inhabitants

Loral is also called Monster Island. No humans are known to live there; indeed, no mortal races have been reported, although sometimes mentions are made of things long-extinct, from the most incredible of fables, completely unknown elsewhere. Loral is mainly inhabited by several unique and huge monsters, such as the Green Pyrohydra, which breathes fire from each of its 72 heads, and is one of only two hydrae with legs. Reports include sightings of a giant chimpanzee, a giant butterfly, a flying turtle, a giant lizard, and other monstrous denizens.

Culture

None.

Government

Might Makes Right!

Language

Grunts, growls, roars, bellows, and snarling.

Military

When Xars Shung of Fonrit stormed ashore with 8000 trained soldiers they were harassed by a motley assortment of creatures which, without plan or formation, fought fanatically until the invaders were annihilated.

Religion

Might Makes Right!!

People of Note

None living.

History

Loral was inhabited by humans before the Closing. Their land used to be called the Queendom of Loral. No one knows what strange things occurred here during the Closing, but since the Opening, only a handful of outsiders have ever been allowed to escape after landing there.

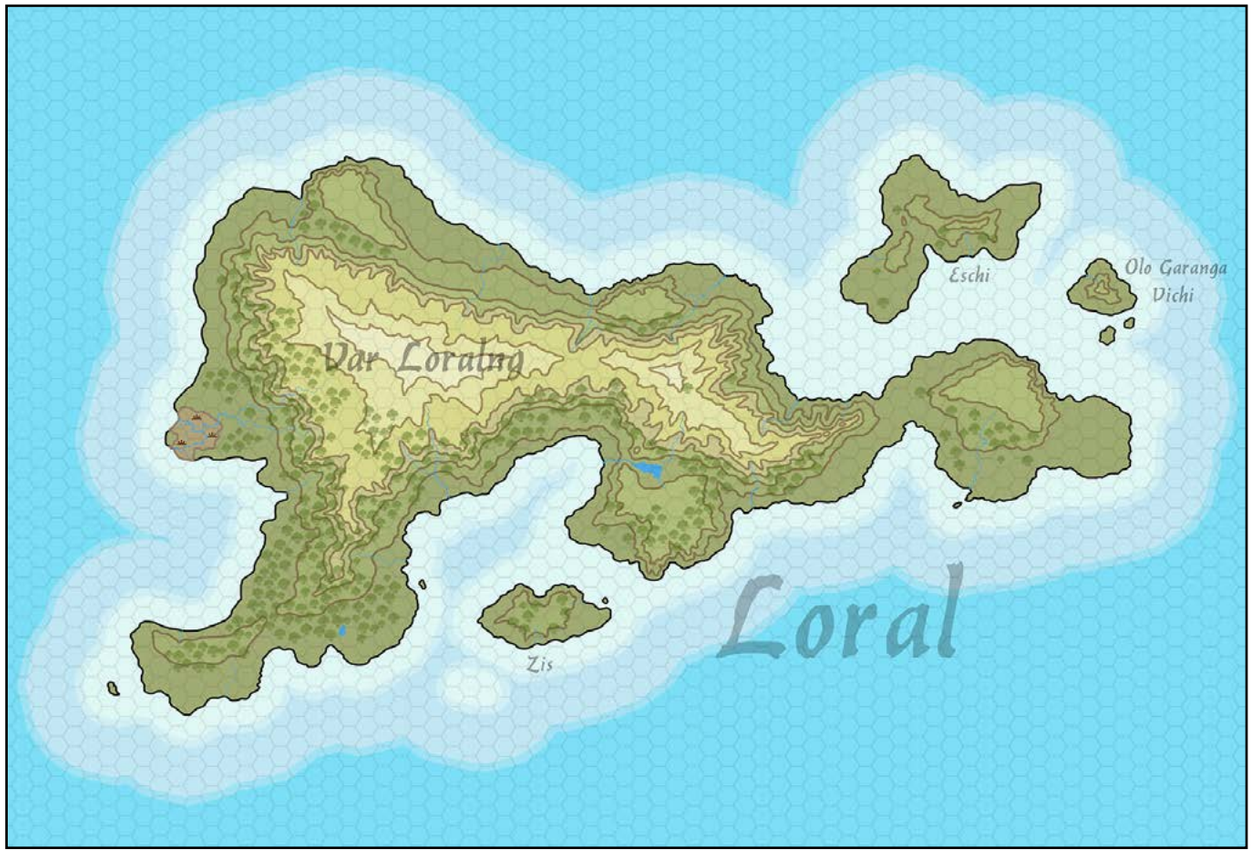
Places of Interest

Eschi: The northern island, where sits the wreck of the Jewel of Quang Yuang, a Haragalan treasure ship driven ashore five years ago. Every attempt to plunder it has been thwarted by mermen and a huge flying turtle.

Olo Garanga Vichi: "Old Shipmen's Island", where the Waertagi had repair and resupply facilities during the First Age. It was densely populated by God Learners during the Second Age.

Var Loralng: "The Big Loral Island", another name for the main isle, described above.

Zis: "New Island", which was not present before the Closing. How it was created is unknown. Some people believe this is the source of the monsters, for they are well-armed here, even having great missile throwers to keep away intrusive ships.





Slon

This land has two parts, Inside and Outside the Wall. Inside, the land is dominated by dwarves; cities connected by subterranean tunnels are inhabited above ground by slave humans. Outside, the countryside is infested by dinosaurs, runaway dwarf creations, and aboriginal humans. Slon is a cool, foggy land with warm summers and winters. Gloomy forests of enormous dark trees fringe the coasts so that the human explorers of the Second Age thought it all to be jungle. However, the interior within the walls is mostly mud and cracked hardpan, the result of long dwarf occupation. South of Slon lies Porlaso. This dreary marsh, near the edge of the world, is little known. Giant saurians slither everywhere and wild packs of red elves (also called goblins) thrive in the dense thickets. No humans live there.

"I am of Slon. Please, what is your identification number and work class?"

Inhabitants

Dwarves, dinosaurs, and humans are the main inhabitants of Slon. Additionally, an unknown number of red elves infest the vast swamps of Porlaso. An unknown number of dwarf constructs, some apparently self-willed, inhabit Slon. Explorers have reported seeing giants made of metal or stone, stone animals, clockwork people, and even large metallic monsters that constantly emit billows of steam and smoke.

Culture

Dwarves are the dominant race of Slon and follow their ancient Mostali ways. Slon is one of the greatest dwarf civilizations in Glorantha, a survival of the ancient God Time dwarf land of Somalz. Isolated from the other Elder Races and from human civilizations, the dwarves of Slon are even more xenophobic than usual. The dwarves of Slon reside in vast underground cities that extend for countless miles into the deep.

Inside the Wall live civilized human workers called Friendlies whose food, shelter, and clothing are supplied by Gold Dwarf overseers. They are slaves of the dwarves. They live in small communities, raise vegetables, and herd small dinosaurs, such as the Archaeoceratops and the Protoceratops. Some slaves are taught technical skills by the dwarves, such as smithing.

Most tame humans consider themselves to have the same relationship with dwarves as dwarves have with true Mostali. The humans plan for the day when they will no longer be part of the Gold Dwarves' stewardship, but will take their place alongside the dwarves as fellow laborers on the World Machine. One band of humans, known as the Eleventh, seeks a human seat on the Decamony itself. So far the dwarves have not suppressed the Eleventh, perhaps because these humans work harder than the others.

The dwarves consider the Friendlies a sort of organic machinery and do not mistreat them unless necessary. Outside the Wall live Wild Tribes of Paleolithic cavemen called Jaskali, who worship, hunt, and even magically command dinosaurs. The wildest and most savage is the Tyrannosaur tribe, who fight the dwarves more than all the other Wild Tribes combined.

Each Jaskali tribe specializes in a single totem dinosaur. Thus, there is a Styracosaur tribe, an Ankylosaur tribe, and so forth. The Jaskali are subdivided by tribe into clans. The clan is the basic political unit – tribes are a rather artificial division in Slon, since a clan can (at least theoretically) switch from one dinosaur to another at any time. Thus, there is not necessarily a blood relationship between different clans in a particular tribe. Also, to avoid ecological competition, most clans do not live near other clans of their own tribe. When a clan gets too large and unwieldy, it usually fissions, and the new breakaway clan switches its totem dinosaur to something new.

As a result, most clans have ties to other, nearby clans, since many of them actually originated from each other, plus they have theoretical ties to their own tribe. Since life on Slon is rough, and humans are far from the dominant species, inter-human warfare is rare. The main source of human-human conflict on Slon is instigated in one of two ways – either when a Wild Tribe attacks a farming encampment to steal food from the Dwarf Slaves, or when a clan of Friendlies attacks an obstreperous Wild Tribe to bring it back into line.

Government

Inside the Wall is ruled by the Decamony of Slon, a ten-member council with members representing each of the Ten Minerals. Dwarf governance is highly centralized; the Decamony assigns all dwarves their tasks and makes all decisions concerning the governing of Slon. All decisions of the Decamony are made by unanimous consent. The Decamony organizes the activities of Pamaltela and Jrustela, and, in tandem with the Nidan Decamony, claims sovereignty over all dwarves.

The humans Inside the Wall are directly supervised by the Gold Dwarf hierarchy. Outside the Wall, the humans live in small primitive clans.

Language

Inside, the humans all speak only Mostali, just like all of the Dwarves.

Outside, the humans speak the Jaskali tongue, which varies slightly from clan to clan.

Military

The visible army of Slon is led by a few Iron Dwarves who command armies of well-trained human infantry, armored in fine bronze plate and wielding heavy weapons. The army is purely defensive in nature. In ancient times they held the walls, and when

Population of Slon

All Races

Dwarves	400,000
Slon Human	240,000
Wild Tribes	500,000
Other	60,000
Total:	**1,200,000**

Slon marks the southwestern edge of the Middle World. The northern peninsula, sometimes called the Dwarf Island, is ruled by dwarves and forbidden to all outsiders. The southern regions, less heavily patrolled and defended, have little to offer outsiders. Its human natives are too simple, and its native dinosaurs too dangerous, to be of interest to explorers or merchants. To the west of Slon is the God's Cliff, and beyond is the Outer World.

To the south is the Sea of Worms, bounded by uncharted Porlaso. It was visited once by anonymous humans on the so-called "Ship-flight," known mainly through ancient poems, who compared it unfavorably with Hornilio. Porlaso is populated by thousands of hostile goblins (red elves).



breached, the Decamony holed up within the walled cities. If a city was breached, the dwarves sealed it off and depended on the well-known dwarf talent for siege and countersiege to drive out invaders.

The dwarves have several stone ships which regularly sail to Curustus, but have never ventured to other dwarf strongholds. These ships are heavily armed and nearly impervious to normal naval combat, but once holed they sink like rocks.

Religion

Within the Wall, most humans worship Earth-based deities, such as Lodril the Earthmaker, or Slona, goddess of the land. Humans belonging to the Eleventh worship no god, hoping thus to better prepare themselves for joining the Way of Mostal. So far, no human has managed to attain immortality in dwarf fashion, but the Eleventh believe it is only a matter of time.

Outside the Wall, the Wild Tribes savages worship dinosaurs and learn impressive spells permitting them to become like their gods.

People of Note

Odendva Golden Diamond Dwarf: The Tamer of Humans is still alive, and has been seen several times since the First Age.

Mostali, unnamed: At least three ancient Mostali live in Slon. All are on the Decamony's ruling council. They have never ventured outside their tunnels.

History

This Land of the Dwarves is the remnant of the all-dwarf world of mythical times. This was Somalz, raised by the Mostali of Thakarn during the Storm Age. In the God Time, the dwarves held out here in force, fighting off the dinosaurs and giants. When the Spike collapsed and the world broke, the dwarves of Thakarn and Somalz drew the world back together enough so that repairs could be made to the World Machine.

When the Sun rose, they fortified their land and have kept it intact ever since. Protected from the rest of the outside world, the dwarves have worked on their great repairs since the beginning of Time.

Before the First Age, a dwarf innovator called Odendva Golden Diamond Dwarf the Heretic first tamed the native humans and taught them to work. They proved apt at the simple tasks assigned them, and by the start of Time the dwarves had built above ground cities to house their human assistants.

In the Second Age, the dwarves announced that the Nidan Decamony of Genertela and the Slon Decamony divided up the universe. So far they have never disagreed, and outsiders wonder what exactly they divided.

During the Closing, Slon kept in contact with their brethren in other lands by reopening secret undersea tunnels. When the Closing ended, the dwarves did not welcome the change. No decision has yet been made by the Decamony concerning the new opportunities and dangers which lie ahead, and the future of Slon lies with the dwarf nation.

Places of Interest

Black Lake: This badly-polluted lake drains from the dwarf caverns and the Serpentine Fence. The only living creatures in the lake are parasitic fish, worms, and other horrors. The lake is haunted by the vengeful ghost of the lake's former god (now dead) and her minions.

Fences, The: There are three "fences": the Serpentine Fence, the Dragh Fence, and the Bog Fence. The Fences are enormous, dwarf-built structures designed to protect their tame humans, who farm the land inside the Fence and work diligently for their dwarf "godlets". These are the "goodlife" of Slon, and believe that when they die, their bodies are carefully re-machined into that of a dwarf, so they can live forever. The fences are dotted with watchtowers, manned by humans.

Fire Fens: The runoff from the Black Lake often catches fire, forming the Fire Fens. There are also occasional burst of flame from natural gas and other burn-offs. The fens are inhabited by giant rodent-like reptiles, rogue elemental forces, and ghosts.

Glimdrung (large city): Only humans are present in the city streets, but they all swear that exactly twelve days' journey straight down from the black obelisk at the city's center lies the Decamony's amphitheatre.

God's Cliff: This enormous cliff cuts clear across Slon from north to south, separating it from the Outer World. The dwarves have burrowed into the cliff, building extensive cities and palaces deep within it.

Greatslough Flats: This seemingly eternal marsh was first named and discovered by Jrusteli mapmakers, who were determined to explore all corners of the world. Since their time, no educated man has come here.

Green Lake: The largest natural lake in Slon, Green Lake is inhabited by numerous species of dinosaurs and by several tribes of Jaskali dinosaur people.

Hammerhead Hills: This upland country is inhabited by pachycephalosaurs, among other creatures. It is feared for the belligerent race that gives the region its name and who do not allow travelers to cross their hills. They are short, stout (about the size of a dwarf), and completely armless. They attack with their grotesquely oversized flat heads atop extendable necks. They are widely believed to be sentient Mostali constructs.

Headman Fort: The "headmen" were a Chaos race, now long extinct. They were highly advanced and powerful and repressed all neighboring races (there are other ruins and traces of the headmen on the west side of Pamaltela, where few humans ever go). The fort is a gigantic structure filled with strange devices, deathless servitors, and evil spirits. It also has powerful weapons which are still operative, and which were once used to defend the fort against dinosaurs and dwarf siege equipment.

Land of Ru'agh: Ru'agh is a holdover from the Great Darkness, a powerful Chaos entity whose power is that any who gaze upon it becomes hopelessly and eternally devoted to it. Thus, it is served by hundreds of worshipful servants.





Dwarves and Dinosaurs

Slon is both the largest dwarf stronghold in Glorantha and home to Stone Age human savages called Jaskali who worship dinosaurs. In this scene, a group of iron dwarves wielding wheel-lock muskets fight off a band of Jaskali hunters who ride atop a Tyrannosaurus Rex.

Iron Dwarves

These are the skilled blacksmiths of the dwarves, devoted to the science of war. They forge and use the weapons that defend dwarfdom. Dwarves are alien in temperament and personality – they are cold, shrewd immortals whose every action is predicated upon careful calculation.

Dwarves are the best crafters in Glorantha, the source of metallurgy, and expert sorcerers. They are also the most treacherous and dangerous of the Elder Races. These iron dwarves are armed with ornate wheel-lock muskets. These do not fire as fast as the legendary flintlocks of Nida, but are still among the deadliest weapons of Glorantha.

Tyrannosaurus Rex

The largest predator of Slon is Tyrannosaurus Rex, which are worshiped by a tribe of Jaskali. This Tyrannosaurus is attacking the dwarves, at the behest of his riders – a pair of Stone Age hunters.

A voracious and greedy predator, a Tyrannosaurus Rex can grow to be more than 40 feet long and 13 feet high at the hips. The bite of such a monster can penetrate even dwarven armor.

Jaskali hunters

These Jaskali belong to the fearsome Tyrannosaurus Tribe, the wildest and most savage of the Wild Tribes. They worship and hunt the Tyrannosaurus Rex; the magicians of the tribe can even transform themselves into such monsters. The Tyrannosaurus Tribe is implacably hostile to the dwarves of Slon and feared by the other Jaskali tribes. They routinely raid the slave humans Inside the Walls for food and resources.

Stone Age hunters, the Jaskali wear minimal clothing – little more than a loincloth. One is male, the other female. They are painted for war, wearing markings to make their magic and spirits more powerful, to deflect weapons, and so on. They have elaborate headdresses, beaded necklaces, and other primitive finery.

The Jaskali are armed with bows and spears with wicked blades, although their most fearsome weapon is their dinosaur mount.

It is not clear if Ru'agh itself is even able to communicate to its servants. It is also possible that Ru'agh is not an animate object. Images of Ru'agh show a large, flabby entity with multiple legs and a single head on top, but no arms. It does not seem to be interested in expanding its realm, or perhaps the servants haven't thought of such a thing.

Ocolobor (small city): Known as the Frontier City. This dwarf outpost is in the uncivilized hinterland.

Porlaso: The eastern coast facing the Sea of Worms is a vast swamp, called Porlaso after the island. Scholars claim that this island and the nearby peninsula are unstable and shall be flooded over by the ocean any year now. At low tide, it is possible to wade to the mainland. The swamps are mangrove swamps near the edges, but the interiors are brackish or even freshwater. They contain many monstrous amphibians and reptiles, and are inhabited by countless thousands of goblins (red elves).

Porlaso Yoma: An island sometimes confused with Porlaso proper by coast hugging mariners. Swamp dinosaur hunting is safest here, mainly because the goblin population is low.

Prodox (small city): This Umathelan trading outpost has been settled by colonists from Huamaz. They trade civilized goods, including metalworking and weapons, with the local Wild Tribes for food and exotic hides.

The Sabbas: This poorly-explored coastland is covered by the Creeping Swamp, which has been expanding northward for centuries at the rate of less than a mile a year. The dwarves of Slon are confident they can stop its spread before their territories are threatened.

Swermela Sea: The Sea of Worms is full of gigantic leeches, which attract themselves to whales, kraken, and hapless ships. Life here is dominated by great swimming reptiles and dinosaurs. The strange pseudo-merfolk called the Dwerulan live in the Swermela Sea and the bordering marshes.

Torfang (large city): Slon's major port. The famous clumsy dwarf ships are forged here and can be seen wallowing around the bay at all times.

The Wall: This enormous stone structure is about a thousand feet tall and hollow inside, with stairways, barracks, and mounted ballistae. It was built in ancient times to wall out the giants and their fierce megasaur steeds. Now it also prevents the dwarves' slaves from escaping to the wild.

The coastal areas Inside the Wall are protected by an even more impregnable wall: an unbroken curtain of cliffs more than 3,000 feet high running for hundreds of miles. The only noticeable breach is the dwarves city of Torfang, itself built into the cliff.

Inside the Wall is significantly cooler than the rest of Slon because of its high elevation. The landscape is mostly mud and cracked hardpan, with many ranges of hills made from poisonous tailings, slag, and spoil tips, the result of millennia of dwarven activity.

The surface of Inside the Wall is populated by the civilized human slaves of the dwarves. Dwarven constructs are common here; most are performing some task assigned by the dwarves, but some are malfunctioning or even self-willed. Deep beneath are the vast cities and palaces of the dwarves; numerous entrances, some grand, some secret and hidden, cover the area. Subterranean tunnels connect the dwarves cities here with the Fences and the God's Cliff.

White Woods: This extensive but open forest is unsuitable for the largest dinosaurs. It is, however, perfect for smaller creatures, such as the fearsome Velociraptor People.

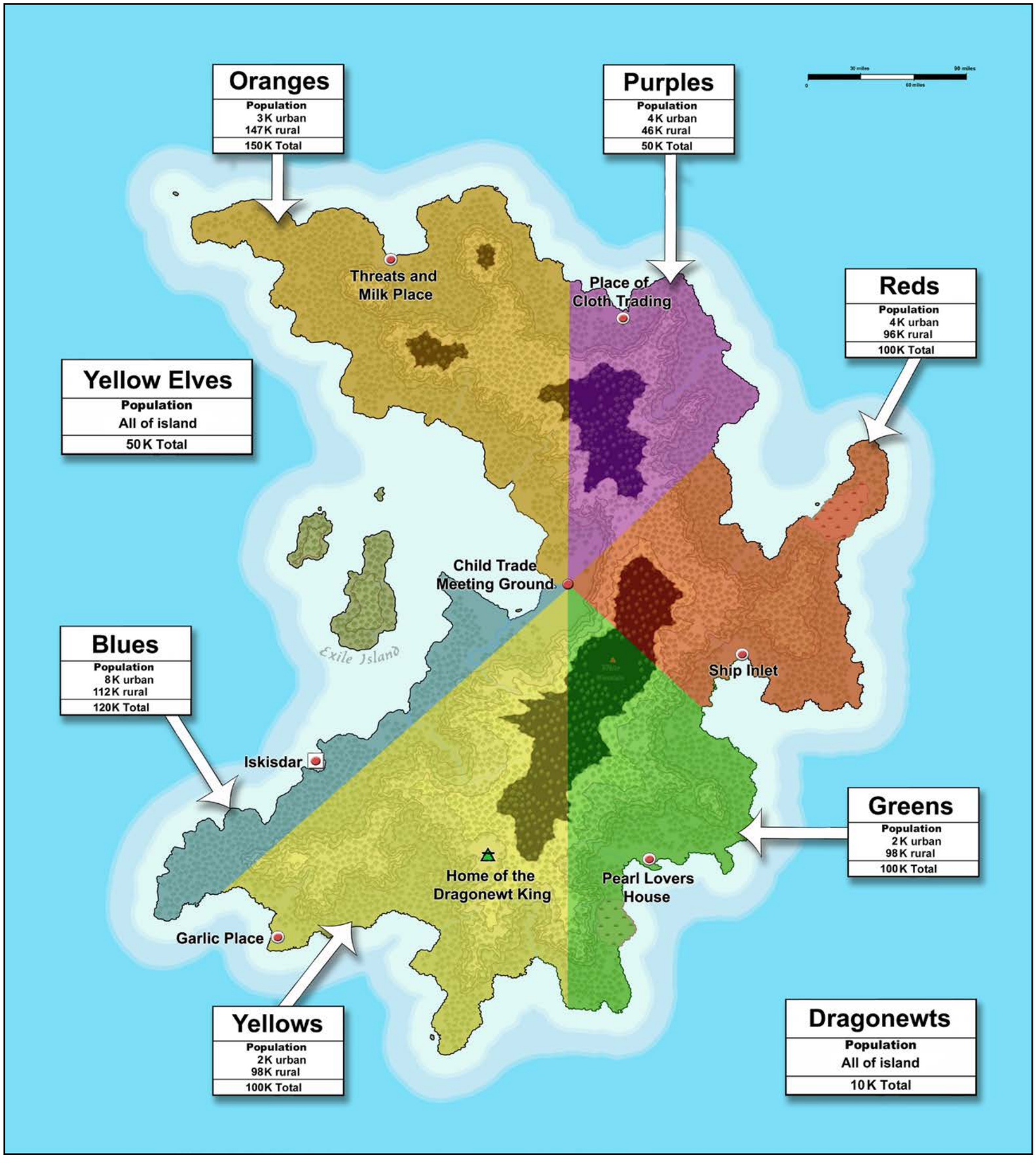
Dwerulan

A dwerulan is scaleless, as smooth and slimy as an eel. It resembles a pallid hybrid between a human fetus and a tadpole. Its tail is long, unformed, and flattened from side to side. Sometimes they are classified as Piscoi mermen.

Dwerulans are hermaphrodites. Eggs fertilized by another dwerulan hatch normally. However, eggs that are self-fertilized hatch into sterile creatures called surutrans. Surutrans mature physically in a single year – as opposed to six years for the dwerulans – but are sterile and no colony lasts longer than a single generation. Some dwerulan tribes forbid the breeding of surutrans; others raise them in vast hordes as slaves.

Dwerulan usually use spears or sharp knives made from aquatic animals such as stingrays. They derive powerful magic from the weird gods they worship, such as Sokazub, god of dark animals; Swems, goddess of worms; Slor, god of swamps; and Molucca, goddess of mollusks.




Oranges
Population
3K urban
147K rural
150K Total
Purples
Population
4K urban
46K rural
50K Total
Reds
Population
4K urban
96K rural
100K Total
Yellow Elves
Population
All of island
50K Total
Blues
Population
8K urban
112K rural
120K Total
Greens
Population
2K urban
98K rural
100K Total
Yellows
Population
2K urban
98K rural
100K Total
Dragonewts
Population
All of island
10K Total
Threats and Milk Place
Place of Cloth Trading
Child Trade Meeting Ground
Exile Island
Ship Inlet
Iskisdar
Home of the Dragonewt King
Pearl Lovers House
Garlic Place

Teleos

Teleos is a lightly populated tropical island, whose interior is rough, mountainous jungle. Most of the population lives on its coasts, trading with their kin who live inland. The island has three distinct seasons. The Windless Season begins at Cloudburst, the day of Sacred Time when Orlanth loses strength and the doldrum expands to a width of thousands of miles in a single day. The Windy Season begins 147 days later, and for about 50 days is moderately windy. Then, until the end of the year, is Typhoon Season, where the island is washed by daily typhoons that are sometimes days and nights long.

"I am from the village of (name)."

Inhabitants

Six human tribes, each with a different skin color, inhabit different regions. The colors are blue, green, orange, purple, red, and yellow. All have black hair and blue eyes and, except for their skin color, seem racially similar to the Agimori of Pamaltela. To outsiders, the six tribes exhibit unnaturally similar cultural characteristics: all speak the same tongue, wear the same types of clothing, hold identical religious and social festivals, and maintain a single world view and morality.

Each of the six tribes perceives despicable traits in the others, and speaks disparagingly of them in the worst manner. For instance, to the *Tulukali enlolfi* (Blues), the Greens smell bad, the Yellows eat like pigs, the Oranges practice an obnoxious marriage habit, the Reds carry a particularly disgusting disease, and the Purples are subject to an ancestral curse which affects their personal cleanliness. According to the *Darnegiri* (Yellows), the Greens secretly eat raw frogs, the Oranges sacrifice their annual fruit harvest improperly, the Reds practice bestiality, the Purples belong to an evil secret society, and the Blues wear a ridiculous hairstyle. And so forth, with each tribe holding similar opinions of the others.

Children cause consternation to all the peoples. Although they marry only members of their own tribe, children born can be any one of the six colors. They find this repugnant, motivating the large annual Child Trade Meeting. Each spring, all parents with children of the undesired color take their babies and travel to the meeting place (said to be the exact center of the universe). There, overseen by impartial dragonewts, children are traded and given away until everyone is matched with the right color. It is hard to imagine such an odd system working without quirks and, indeed, problems often arise because of inequities. The Oranges, for instance, are the largest in population and therefore have the most babies to give away. Yet only 1/6 of the children born to the other tribes are Orange, and hence many Orange families end up childless. Conversely, the Purples, fewest in number of the six tribes, often end up with two or three children after birthing only one.

The tribes never intermingle, save that one time per year. All Teleos residents believe that outsiders are liars, but are otherwise friendly and honest in their dealings. The people are initially shy, and often hide from strangers, but even small acts of kindness will befriend them. They are not aggressive peoples, and have no history of warring against each other, despite all their complaints.

Correctly colored children are highly valued, and people who can prove that not only their parents, but also their grandparents, or even their great-grandparents on both sides were all the correct color are the social elite of their village.

Culture

The Teleono culture is primitive, but in such a rich environment, no luxury is lacking. They congregate in large groups, moving their villages up and down the coasts every few years as necessary. They live mainly on the bounty of the sea, but also practice slash and burn horticulture, hunt, and gather wild foods in plenty. Predators roam the jungle, but only a few terrible monsters exist that are beyond the ability of a hunting group. Huts are typically grass. Clothing, which is minimal, is made of both vegetable fiber and animal skins.

Relations with the yellow elves are regular but ritualized, and the Teleos tribespeople believe the yellow elves to be just another part of *Igalo Olagi*, or "Other Life", which includes everything not of their tribe except dragonewts. The dragonewts are called *Umfarazzi ississdoko*, and only they of all creation are neither part of Other Life nor of the Teleos tribes.

Government

Teleono government rarely extends beyond the local clan village, which is overseen by an informal council of elders and anyone who can shout loud enough at the meeting. Marriage is exogamous, and a meeting in the jungle with other wandering groups is cause for celebration and marriages. Inter-family cooperation at the Child Trade Meeting occurs when distant kinsfolk meet at traditional gathering points to travel upland together.

Vices of the Pure-Blooded

The somewhat famous wandering scholar Samm Twicelow Carb-owned of Fonrit had this interesting comment to make:

"While I found no evidence that the bulk of the Greens practiced the vices claimed of it by its neighbors, I believe that pureblood Greens (by which I mean those whose parents and grandparents were also Greens) may indeed exhibit these failings, or at least tendencies towards them. Vadj, a green man chieftain of my acquaintance, claimed pure ancestry back for three generations. He was addicted to eating the luxa fruit, which notoriously affects the breath, mysteriously kept a large pond of slimy amphibians behind his house, and was fascinated by clouds all traits hinting at traditional character flaws claimed by the Blues, Yellows, and Reds, respectively. I never discovered what the Oranges and Purples believed of the Greens, but I would not be surprised to learn that their perceived sins were also among the temptations that poor Vadj was subject to."

Perhaps the traditional crimes of the tribes are less imaginary than most outsiders believe.


Threats and Milk Place
Place of Cloth Trading
Child Trade Meeting Ground
Ship Inlet
White Mountain
Iskisdar
Home of the Dragonewt King
Pearl Lovers House
Garlic Place
Teleos

Language

Teleos has a native language called Teleon that is unrelated to any other in Glorantha, but spoken by all the Teleos natives. The only major words different from tribe to tribe are their names for each other.

Military

Teleono natives never engage in widespread warfare. Single combat is held between members of a tribe to settle legal disputes or insults. In such combat, ritual weapons are used. When attacked, they typically run away, leaving everything behind.

Native boats are small fishing craft. During the Second Age, the pirate fleets used either Maslo catamarans or Haragalan tallships. Now, however, no natives sail such ships.

Religion

Teleono religion is shamanic in nature, concentrating worship on local animal, plant, and landmark spirits during the Windless Season (Sea, Fire, early Earth), and on ancestors during the Typhoon Season (late Earth, Dark, Storm).

History

Teleos was discovered by the outside world in the Second Age. It was largely ignored by the Waertagi fleets earlier, who considered it strange and a poor place to trade.

During the Second Age, Teleos was the base of the notorious Rainbow Fleet – pirates who evaded conquest by the Jrusteli fleets. The Jrusteli would defeat a fleet, burn its base of operations, and enslave everyone they could capture, demanding tribute from the rest. Shortly after the fleet left, another tribe picked up the effort, requiring several more years of chase, evasion, and finally combat by the Jrusteli. Even with forts and ports, the Jrusteli never controlled more than five of the island's tribes at any one time, and usually fewer. The tribes denied any conscious cooperation, and the agent behind their timing was long a mystery.

The Hero Wars Begin

TELEOS: The Emerald Frog

Harrek and his Wolf Pirates arrive in Teleos and quickly plunge that land into confusion and war. Harrek captures and enslaves the powerful Emerald Frog, Eater of Souls. Harrek leaves with the Emerald Frog, with lasting consequences to the six tribes of Teleos: the curse dividing the peoples of Teleos by color is ended.

Pirate activity ended when a group of Jrusteli prepared a new magic and, with it, discovered a nearly undetectable deity who was inciting and helping the Teleos people. They went deep within the volcanic island and forced it into butterfly shape, then captured it. (It later died, kept in a bottle corked too tight.)

Teleos was isolated during the Closing, and the fate of the foreigners who had been present is unknown. No one there remembers, or cares. The Teleos natives keep no written history, and claim to have no knowledge of anything happening so far back as even two hundred years.

Two tribes in Teleos were reached by merchants from Kralorela and Haragala in 1595. Three years later, a double-hulled Maslo catamaran appeared from the south, followed the next year by many more. Although uncelebrated, probably unrealized by the participants, the circumnavigation of the Homeward Ocean begun by Dormal had become complete.

Trading outposts, filled mainly with foreigners, are now in the territories of all six Teleos tribes. They still exhibit their previous lack of curiosity about the outside world, and seem to harbor no expansionist or piratical ambitions.

Of interest, but known only to the best navigators, is that Teleos moved during the Closing, being slightly to the southeast of where it was before the Closing. Its coastline does not appear to have changed, however.

Places of Interest

(All names are translated from Teleon.)

Child Trade Meeting Ground: The folk of Teleos claim that this place is the exact center of the universe. Unusual rock shapes, each with its own myth, are found on the coastal plain here. Each Sea Season, the parents of children of the wrong color take their babies and travel here. There, overseen by dragonewts, children are traded and given away until everyone is matched with the right color.

Coastal Ruins: Dozens of burnt and crumbling ruins dot the coastline of Teleos and mark the sites of old trading posts whose names are no longer remembered. The sites have all been thoroughly plundered over the years. Occasionally fishermen may stay in a ruin, but none have any permanent or long term residents.

Garlic Place (small city): This city is the trading port among the Yellows. It is of Maslo origin and most of its inhabitants are from Maslo. It is ruled by Hoom Krae, a son of Hoom Jhis, the Dynast of Flanch.

Home of the Dragonewt King: The center of the dragonewt civilization. This outpost of the ancient race has no native Inhuman King, and is among the so-called barbarian dragonewts.

Iskisdar (large city): This island city was founded by Haragalan merchants as a trading port among the Blues. It is now the largest city in Teleos, and called the Dark House of Fruit by the Blues. Most of its inhabitants are foreigners, although the largest number are Haragalan, there are significant minorities from Maslo, Teshnos, and Kralorela, and even a smattering from Seshnela and Kethaela. It is ruled by a council of tallship captains.

Pearl Lovers House (small city): This trading port among the Greens is of Angazabo origin. The coastal waters here are extremely rich with pearl beds and the locals are paid by the Angazabo merchants to dive for pearls. This trading post quickly has become one of the most important sources of pearls in Glorantha, attracting merchants from many lands.

Place of Cloth Trading (small city): This trading port among the Purples is now ruled by a small group of refugee sailors from Kumanku. They captured many slaves from Teshnos, and who now make up the majority of the population.

Ship Inlet (small city): This trading port among the Reds is of Kralorelan origin (who call it Chuan Haikou). It is ruled by Wang Yuanmao, a merchant from Lur Nop.

Threats and Milk Place (large city): This trading port among the Oranges is of Haragalan origin and was founded by rivals of Iskisdar's founders. It is ruled by Jojoami, a notorious pirate.

White Mountain: The tallest mountain on Teleos, White Mountain is a slumbering stratovolcano, high enough that it gets snow each winter. Its slopes are covered with lush tropical rain forest.

Population of Teleos

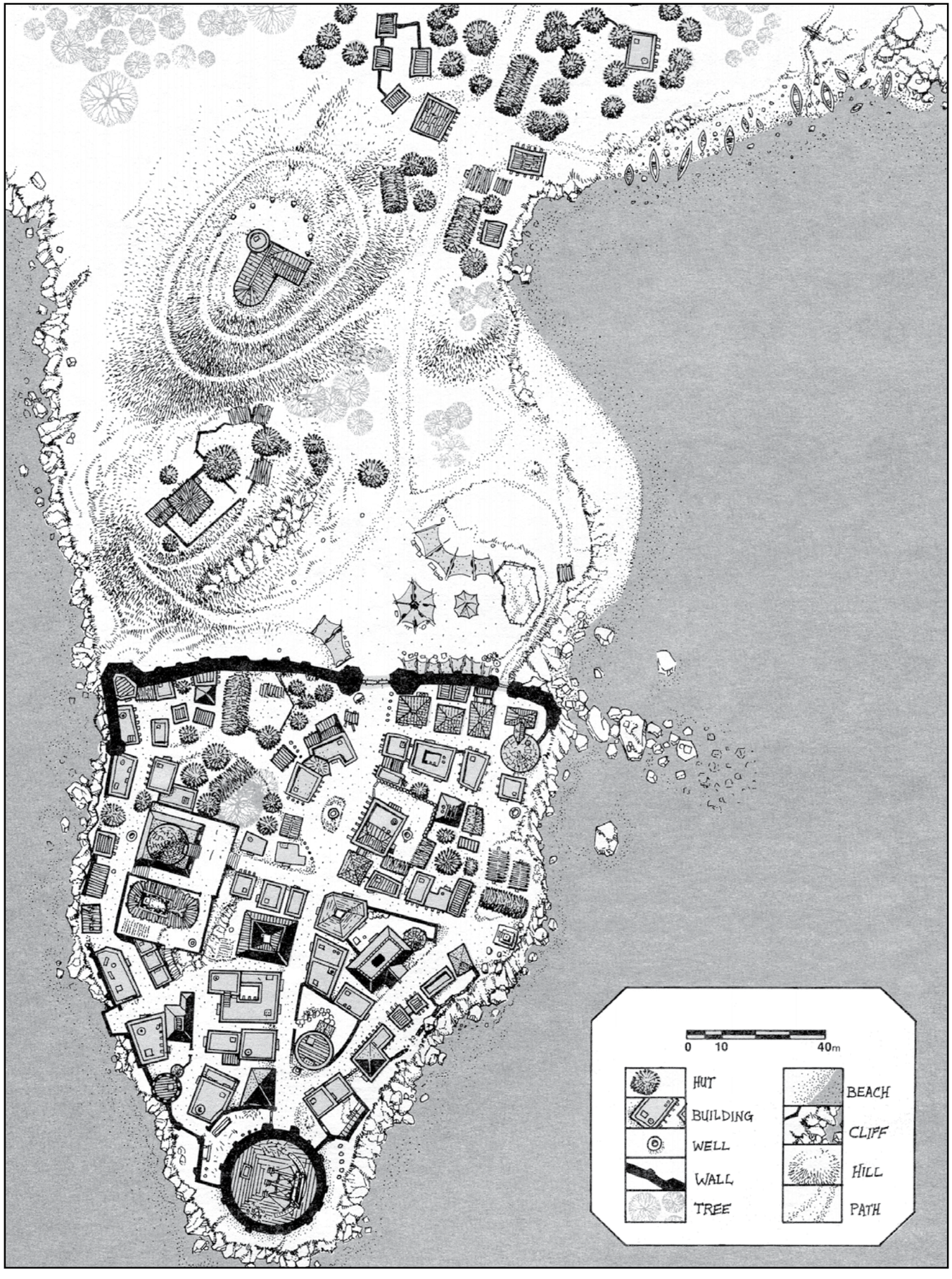
All Races

Dragonewts	10,000
Elves, Yellow	50,000
Teleos (Blue)	120,000
Teleos (Green)	100,000
Teleos (Orange)	150,000
Teleos (Purple)	50,000
Teleos (Red)	100,000
Teleos (Yellow)	80,000
Foreigners	10,000
Total:	**670,000**

Threats and Milk Place

This small city on the northern coast of Teleos was originally founded by merchant captains from Haragala. In 1613, the Fonritian pirate captain Jojoami killed the former merchant prince and his cronies, and plundered the town's treasury. Johoami now calls himself the High Plutarch and runs all the most profitable enterprises in the city; he takes 1/6 of the gross income from all other enterprises.

Because of its location, the city is a often frequented by merchants from the Holy Country and Teshnos, although the majority of the population is Haragalan.



Vadeli Isles

Several small archipelagos in the Neliomi Sea are the center of the loose Vadeli naval empire. They are shattered remnants of the God Time Vadeli Empire which conquered much of the West during the Gods War. After the Opening of the Oceans, the immortal Vadeli built several ports in the Jrusteli archipelago and conquered most of coastal Umathela and much of Fonrit.

The Neliomi Sea is cold, being a current from the frigid Banthe Sea. In winter, the coast freezes over and the current carries many icebergs southward. Summers are warm but notoriously foggy.

"Greetings, Sir. I am from the Safety Patrol, and I would like to see a copy of your manifest, please. Please! You can trust me."

Inhabitants

The Vadeli, who come in two colors, Red and Brown. The local merpeople are Ouori, usually called Sealfolk by the locals.

Culture

The Vadeli are a savage and cruel people, each of them unnaturally expert at sorcery. Outwardly, the Vadeli appear to be normal humans; the average Brown Vadeli is about 5 feet tall and weighs between 95 and 135 pounds. They are generally described by other humans as attractive and charming. Like the Brithini (to which they are closely related), the Vadeli are divided into castes and do not age beyond adulthood as long as they strictly adhere to their caste duties and responsibilities.

The Brown Vadeli are the commoners; most are sailors or traders. They have dark brown skin with blue-black hair. The Red Vadeli were exterminated before the Great Darkness and reappeared during the Closing. The Red Vadeli have bright red skin and red or black hair, and are significantly stronger than ordinary humans. They are considered to be of higher caste than the Brown, and they are usually soldiers rather than sailors.

Another subrace, the Blue Vadeli, is extinct but is rumored to be returning through magic. The Blue Vadeli were the wizard caste of the Vadeli, and their power rivaled that of Zzabur himself in the Gods War. Another extinct subrace, the Yellow Vadeli, have not been seen since the Gods Age.

Despite being descended from Malkion, the Vadeli reject Malkion's laws utterly and their culture deliberately and knowingly transgresses against the laws of the universe. All Vadeli are notable for their lack of empathy, cold-heartedness, egocentricity, superficial charm, manipulativeness, irresponsibility, impulsivity, criminality, lack of remorse, and a complete disregard for morality. The specifics of their transgressive behavior is determined by caste – for example, Brown Vadeli are rarely violent, while Red Vadeli are extremely so – and are caste duties and responsibilities necessary for maintaining their personal immortality.

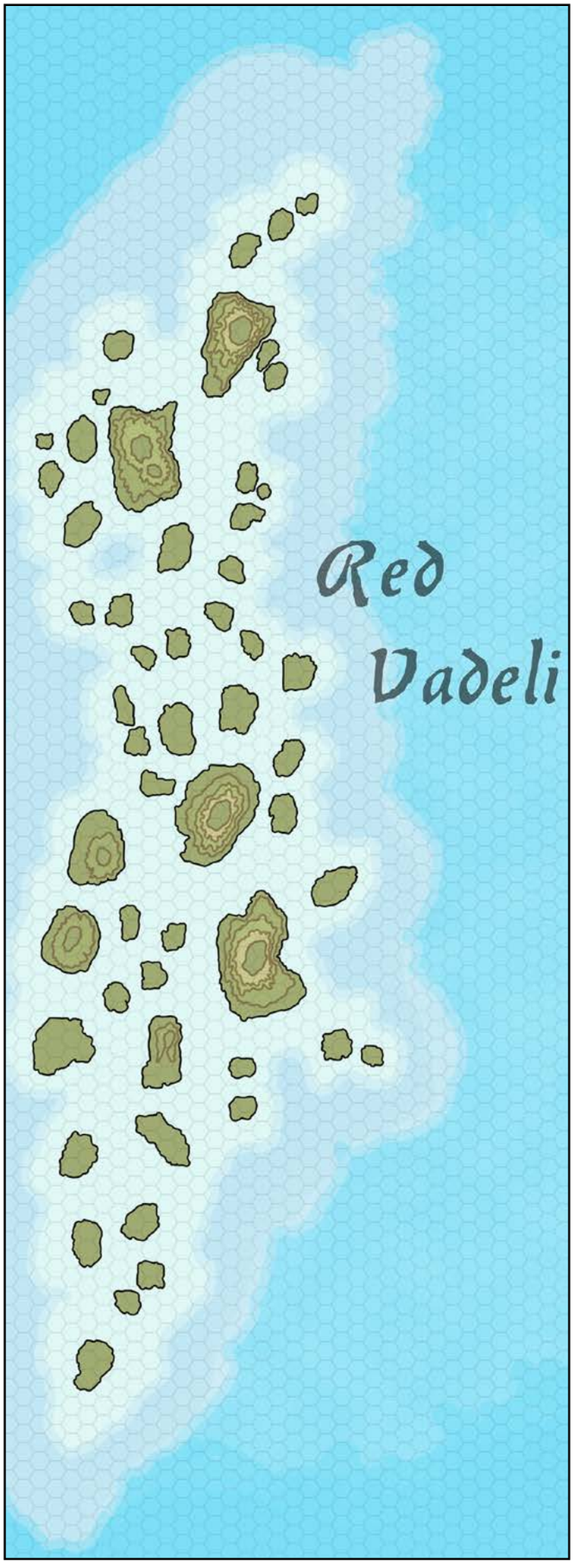
Government

The Brown Vadeli are ruled by the Supreme Commander of the Great Waves, though his personal identity is unknown. He is never seen by outsiders. The government, if any, is unknown, though the Vadeli seem to cooperate well enough. The Vadeli sea captains and village headmen, who are inevitably retired sea captains now, are the greatest figures of authority ever met.

Population of the Vadeli Isles

Vadeli, Brown	40,000
Vadeli, Red	5,000
Total:	**45,000**





Language

The Vadeli speak their own tongue. They are so widely traveled that they make a practice of learning useful tongues, and most speak two or three languages.

Military

The Red Vadeli are the Brown's marines and soldiers, and are found in all Vadeli merchant fleets and colonies. They are ageless warriors, supremely skilled and ruthless.

Religion

The Vadeli are Malkioni atheists, much like the Brithini. The entire race is said to be working a great spell, reputedly called the Ritual Return of the Blue Vadeli. The Vadeli, however, never speak of it.

History

Before Time began, a vast land covered the area between Seshnela and Brithos and stretched far southward. This land was inhabited by a people called the Vadeli, the children of the demigod Vadel, son of Vimorn and the goddess Vadela. Corrupted by his curiosity, Vadel disobeyed and went beyond the laws of Malkion. He befriended the Mostali of Tharkarn and stole their secrets, causing the rift between humans and Mostali. And yet, the Mostali remained friendly with the Vadeli and remained their allies throughout the Gods War.

Like other Malkioni, the Vadeli were divided into four castes. The largest was the Brown Vadeli who lived primarily in the south. The next were the Red Vadeli, who lived in the center. The third was the Blue Vadeli who lived in a mountain range called the Hills of Dora. Last were the Yellow Vadeli who lived in their capital.

The Vadeli betrayed their fellow Malkioni and attacked them without warning. With their dwarf allies the Vadeli destroyed the Tadeniti and separated all the Tadeniti people into matter and energy. They gave the matter to the Mostali and kept the energy for themselves. The Vadeli afterwards went raiding far and wide against everyone, and showed no mercy, even to their kin.

One after another, the Vadeli conquered the other peoples of the Kingdom of Logic. With the aid of the Mostali, they destroyed the cities of the Kachisti and enslaved the survivors. They conquered the Kadeniti and forced them to abandon the Great City. Finally, the Vadeli warred against the Enrolvalini and caused the Ice Age to begin. They worshiped Chaos gods to gain power, propagated monsters, and seized Zerendel and sacked Talarwal.

Finally Zzabur, the First Sorcerer, led the surviving Enrolvalini in a vast and long ceremony that caused the very earth to obey his will. Zzabur sank the lands of the Vadeli, drowning all but a few wretched survivors who had fled to the tops of mountains. Those mountaintops were all that remained of the once vast Vadeli Empire, and were known as the Vadeli Isles.

The Vadeli Isles have been unimportant for most of history, save as a place of refuge and a source of sailors. When the Closing struck, the tiny islands were left in poverty and isolation.

The Closing ended in 1581, when Dormal came in his magic ships. He visited the Vadeli Isles and, as was his custom, took some of them on as crewmen. Soon after, Dormal discovered the volcanic Red Vadeli Isles and their inhabitants. He also found that Brithos had vanished from the face of the earth. He departed westwards and never returned. By 1583, the Vadeli had a healthy number of oceangoing vessels afloat and dominated the Neliomi Sea.

The Vadeli had few natural resources to trade, so in 1585 they built a great fleet and sailed south, declaring themselves gods to all whom they met. The Vadeli Empire ruled coastal Umathela and Afadjann, and took tribute, demanded sacrifices (including human sacrifices), stole magical secrets, and otherwise exploited their "worshipers". Terror caused by Vadeli sorcery backed up by murderous Red Vadeli kept dissenters in line. This ploy worked until the Vadeli fleet was destroyed at the Battle of Oenriko Rocks off Fonrit in 1594. The Vadeli Empire quickly collapsed, leaving behind many thousands of Vadeli in Umathela and Fonrit who survive as sailors, crafters, and merchants.

Since then, the Vadeli have maintained their colonies in the Jrusteli Islands, which send tribute back to the Supreme Commander of the Great Waves, but have otherwise exerted no political power. Instead, their ships ply all the sea lanes, carrying anything in any

The Hero Wars Begin

VADELI: The Merchants of Chaos

The Vadeli sell more than goods and slaves to any who pays the price; they also sell secrets, long-forgotten or forbidden spells, and even copies of dwarven devices stolen by Vadeli. These all have the same effect – they increase the conflict between mortals and accelerate the progress of the Hero Wars.

season for the right price. They are universally mistrusted, but are known to adhere to the letter of their agreements.

Some visitors to the Vadeli Isles report disturbing rumors. Some claim that they saw many children and young Vadeli, thought by many to be a harbinger of the Hero Wars, or of renewed Vadeli conquests.

Others claim they have seen the fabled stone ships of Slon in the vicinity of the Vadeli Isles, raising fears that the Vadeli retain their ancient alliance with the Mostali. Worst of all, are the tales that the Vadeli are working on a great spell called the Ritual Return of the Blue Vadeli, intended to bring back those Vadeli sorcerers who conquered the Kingdom of Logic and nearly defeated Zzabur himself.

Places of Interest

New Vadeli Isles: Like the Red Isles, these rose mysteriously during the Closing. They are inhabited by the same Brown Vadeli race that has always dwelt on the Old Vadeli Isles. They claim to have existed since the Dawn, and produce stories to prove their point, but were unknown before.

Old Trade: This mysterious port is said to be the last accessible remnant of the legendary island of Brithos. This is now a source of great learning and its merchants deal in ancient scrolls, artifacts of great history and power, and many other items. Old Trade lies within the Sea of Brithos and only ships carrying Old Trade pilots can find their way there.

Old Vadeli Isles: Tree-covered home of the pre-Dawn race of Vadeli. Four races lived before the Darkness, but the first was decimated by the Brithini, Zzabur eliminated the second, and the third barely survived the horrors of history before finding relative peace during the Closing. The brown-skinned folk that live here are a seagoing people whose round ships ply the seas everywhere.

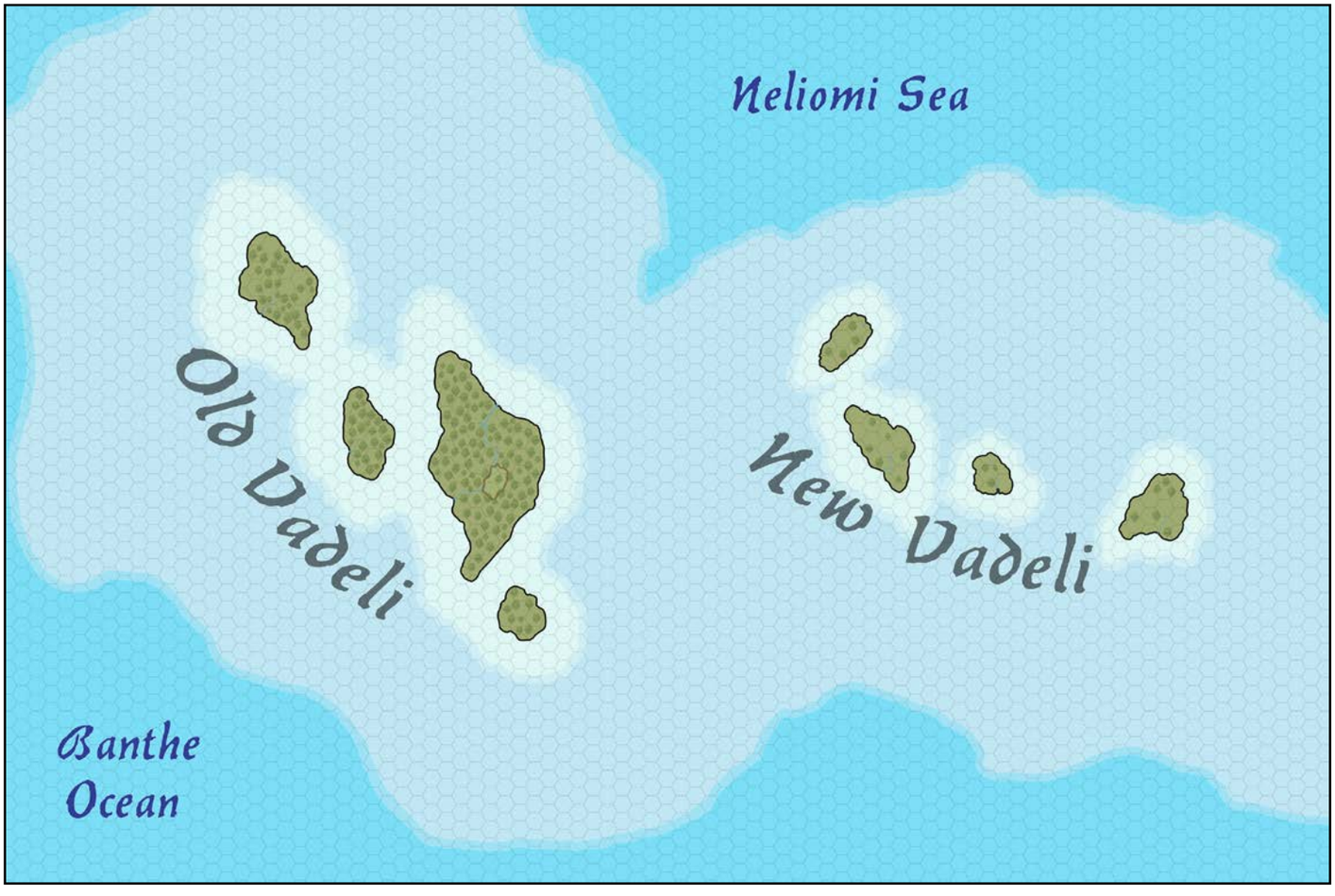
Red Islands: Volcanic islands which rose during the Closing. A red-skinned race of men appeared there as well. They claim to be the extinct Red Vadeli come again, and certainly behave accordingly, but Lhankor Mhy sages fear that they descended from the Red Moon. Rationalists claim that it is the action of these islands which causes the mists in the Sea of Brithos.

Sea of Brithos: From the Dawning to the Closing of the Oceans this was the island of Brithos. When the seas were opened again by Dormal the Sailor, the island was gone. Attempts to penetrate the continual mists which now fill the sea have resulted in innumerable lives and ships lost. Survivors report a cold and foggy monster-filled sea, huge patrolling ghostships of the Waertagi, and inhuman sounds which drive sailors onto wicked reefs and shoals.

Hrestol and the Vadeli Judges

The Vadeli claim that the great Malkioni Hero Hrestol himself retired in the Vadeli Isles. After Hrestol went to Brithos, he was forced to flee. He was driven astray by storms and finally found safety on the Vadeli Isles. There he was accepted by the Vadeli as a great arbitrator and lived in their temple, surrounded by a group of priests known as Judges, founded by his son Fornals.

The New Hrestoli of Loskalm reject this story as a blasphemous Vadeli lie, but the Serpent King Bertalor of Seshnela (reigned 73-89) acknowledged it as truth and accepted Fornals' son Aignor the Trader as his heir. Aignor mated with the goddess Seshna, and their son, the snake-legged Sonmalos, became the fifth Sacred Lord of Seshnela.



Vormain

The Vormain Empire occupies a large archipelago near the Sea of Fog. Various nobles from Vormain rule over the so-called Hinter Isles, another large archipelago north of Vormain. Vormain has a closed, very ethnocentric society which has forbidden outsiders from its sacred islands for centuries.

The climate of Vormain is milder than the rest of the East Isles, as it is cooled by cold winds from the north for much of the year. It is hot and dry in summer but very wet in winter, and from late Earth Season through Storm Season typhoons often hit the islands. Several of the islands are quite mountainous, and mixed broadleaf and evergreen forests are widespread.

"You transgress upon the Eternal Isles, you foreign scum! Draw arms and die like a man!"

Inhabitants

The natives are a fiercely proud people who despise all foreigners and try to keep them all from their islands. Nor do they often venture forth in strength, so that until recently most people know of Vormain only through its pirates.

The Hinter Isles are easier to visit, but the common people of these lands are more like ordinary East Islanders than Vormaino folk, though they pay evidently sincere service and tribute to the Vormain warriors who have ruled over them for centuries.

Culture

Vormain is a closed, extremely ethnocentric society which has forbidden foreign visits for centuries. Only its native pirates, worshipers of the barracuda-like Tsankth, ever leave its shores.

The Vormaino are culturally homogeneous. Their ancestral entities were the Joserui, now worshiped as the gods of Vormain. Any island where one can find Joserui is considered to be a Vormaino island.

Vormaino society is divided into three castes: peasants, warriors, and the Imperial aristocracy. Intermarriage is not forbidden, but the offspring is always of the "lower" caste, with the exception that the Emperor's children and grandchildren are always of the Imperial aristocracy.

Zenshin (masters of the magical arts) form a fourth "caste" but are not hereditary – the child of a zenshin is the same as the zenshin's former caste. The zenshin assist the Emperor in serving and administering the Joserui (the gods and spirits of Vormain).

The Vormaino castes are internally subdivided. The peasants are divided along the lines of age and wealth. They appoint their own village headman and are not permitted to fight a member of the warrior caste. The warriors are divided along the lines of independence and authority: those warriors with the most independence have the least authority.

Government

The Emperor of Vormain is the embodiment of the divine Emperor God and reigns over the universe from the Phoenix Throne. The Emperor spends his days in religious rituals and artistic pursuits, and only occasionally interacts with the mundane world of government.

An imperial aristocracy, descended from the emperors, wields mundane power. To protect their interests, the aristocratic families are served by a warrior caste of guards, police, and soldiers. These warriors form a lesser aristocracy and several warrior clans own vast estates that they parcel out among their warrior retainers.

Language

Imperial, a Vithelan language closely related to Tanyen.

Population of Vormain

Humans

Belgeng	550,000
Chadu	300,000
Ghenisk	300,000
Worcha	80,000
Other Vormain Isles	70,000
Shenza	200,000
Other Hinter Isles	400,000
Total:	**1,900,000**

Nonhumans

Quombs	50,000
Grand Total:	**1,950,000**

Military

The Vormaino people are ferocious, and have a hereditary warrior caste. It is fortunate that they have no desire for foreign conquest. Martial arts provide a means of achieving spiritual goals while attaining the highest possible mastery of combat skills. Competing schools teach various fighting styles and each is strongly associated with a school of mysticism.

Vormaino warriors wear lamellar cuirasses of leather or bronze plates, and fearsome helmets. They fight using swords, bows, and pole weapons.

Religion

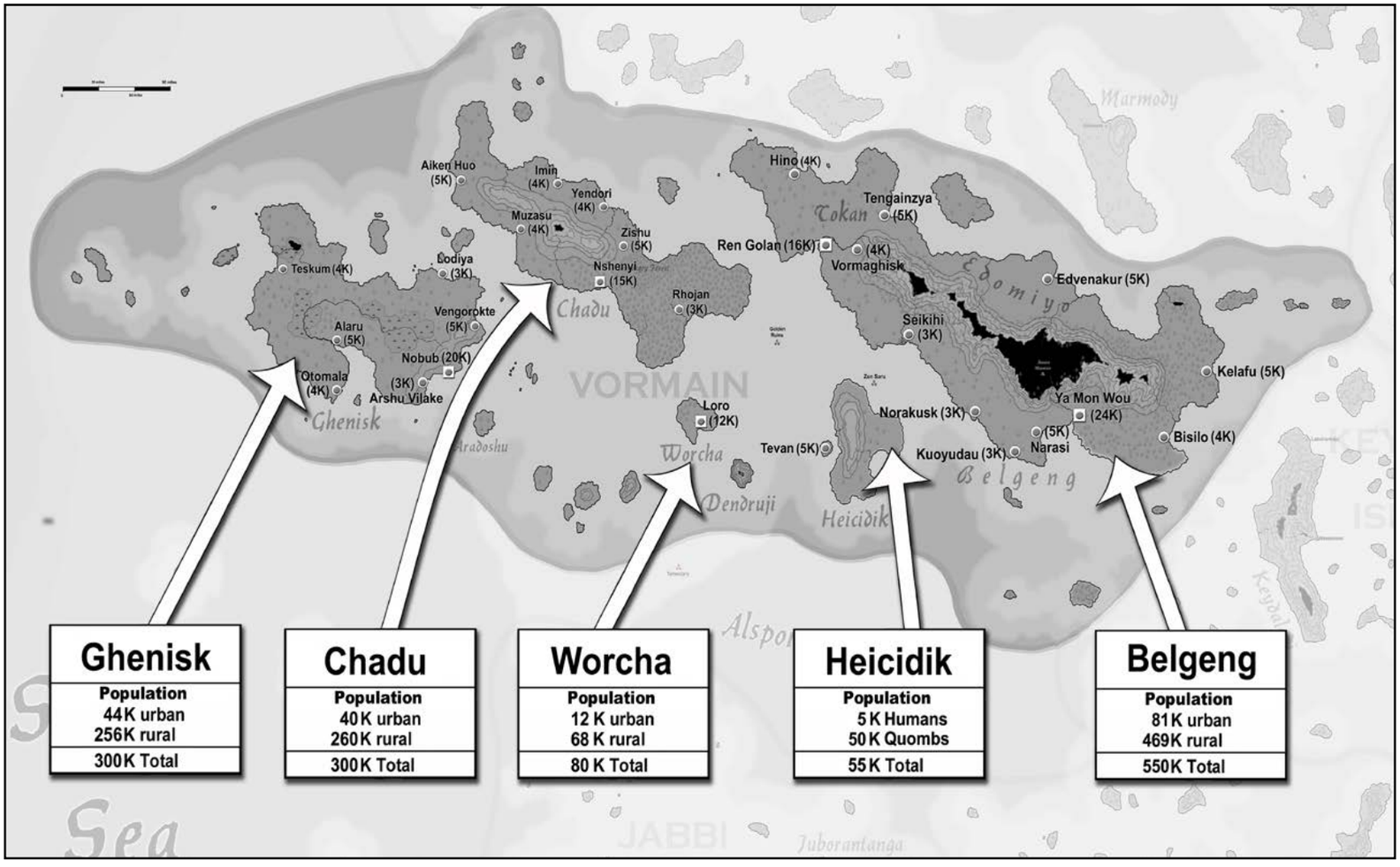
Vormaino. The Joserui are the celestial gods of Vormain, and ancestors of the Vormaino. They reside in a gigantic palace of magic and jewels. Each deity has their own special chamber within the palace. The Joserui include:

Valzain: The Emperor God, depicted with a white face and jet black armor. He was appointed to guide Vormain in the God Time, which he has done ever since. At first, Valzain tried to cooperate with the other gods, but they betrayed him, and their people attacked his. Anyone who can count an Emperor amongst their ancestors, no matter how long ago, can worship Valzain.

Octamo: The Crimson God and/or Goddess of Vormain. The source of all blessings and patron of farmers, he/she is the only kindly Vormaino god seen by outsiders.

Telask: The Cerulean Warrior and War God of Vormain. Telask drove off the outsiders, and he turned corpse blue when he swallowed all their poisons. His worshipers have driven away every foreigner since then. Telask is cerulean blue and stands upon a red and blue eagle. His weapons are a mirror and the lightning whip.

Tsankth: God of Rapacity and Piracy. The worshipers of this god turn their ships



into biting, snapping monsters. Such ships have crews of murderous pirates who slay everything alive, take away anything of value, and then leave the bloody, chewed hulks floating about to strike fear in others.

Vijaya: Golden Goddess of the Sun. This goddess of rebirth and renewal has taken mortal lovers, most notably the founder of the Nineteenth Imperial House.

Zaktirra: Viridian God of Curses. This god is an evil sorcerer who serves the gods by sending out curses for them.

In addition to the primary deities of Vormain, there are many lesser deities, demigods, mystics, and heroes who fill a lesser role in the celestial hierarchy, often as a servant of one of the greater gods.

In the Gods Age, the Ezdali, a race of Underworld demonic beings, tried to tempt the Joserui, but were burnt alive by their evil master for failing to corrupt them, and their spirits now live in a Hell. The Ezdali are served by demons and monsters, such as the FoShan and the Andin.

The Joserui are served and administered to by the Emperor and his zenshin, who maintain the ritual purity required of the Joserui. The Vormaino believe that spiritual pollution by an individual taints the gods and the universe, and those incapable of purification must be destroyed by the power of Purity as exemplified by Death.

Vormain is home to many competing schools of mysticism, including the Benku, Has Hiso, Den Voleen, and Joradal schools. Many of these schools have rivalries with each other, or with individual Joserui dating back to reign of Osdero.

History

The Ineffable Thirteen are the immaterial creators of Vormain mythology. Creation began when Jenju the Father of the Parts and the Center defeated Cha Velola and married Nala the Creatrix, giving birth to the Eldest-Present Gods, who were the first gods and included Angen, Esdaru, Hangyanth, Harantara, Ivaro, Oktani, Osdero, and Palachath.

The First Imperial House was that of Osdero, the Lord Phoenix and Eldest-Present God of Finite Compassionate Rule. He and his Great Household went to the center of the world and raised the Palace of Eternal Light to rule the Imperial-One-Lands. He began the period of Recognizing, where beings came and acknowledged him. He then began the period of Contesting, and finally the period of Hostility. At the end of his reign, Nak and his antigods killed Osdero and flooded most of the Imperial-One-Lands. Only the virtue of the Joserui saved their lands intact, now called Vormain.

After the Imperial-One-Lands sank, Mashunasan the Great Mystic appointed the Joserui Valzain to guide Vormain as the Emperor God, which he has done ever since. Valzain first tried to cooperate with the other gods, but they betrayed him and their people attacked his. The Hero Kuyaku led the people of the islands to resist these antigods, and established the peoples and customs of Vormain.

Kuyaku was aided by such heroes as Hessa Mevala, who led her human and Zabdamar kinfolk to clear Vormain of antigods, and the Golden Rival

Mystic Rivalries

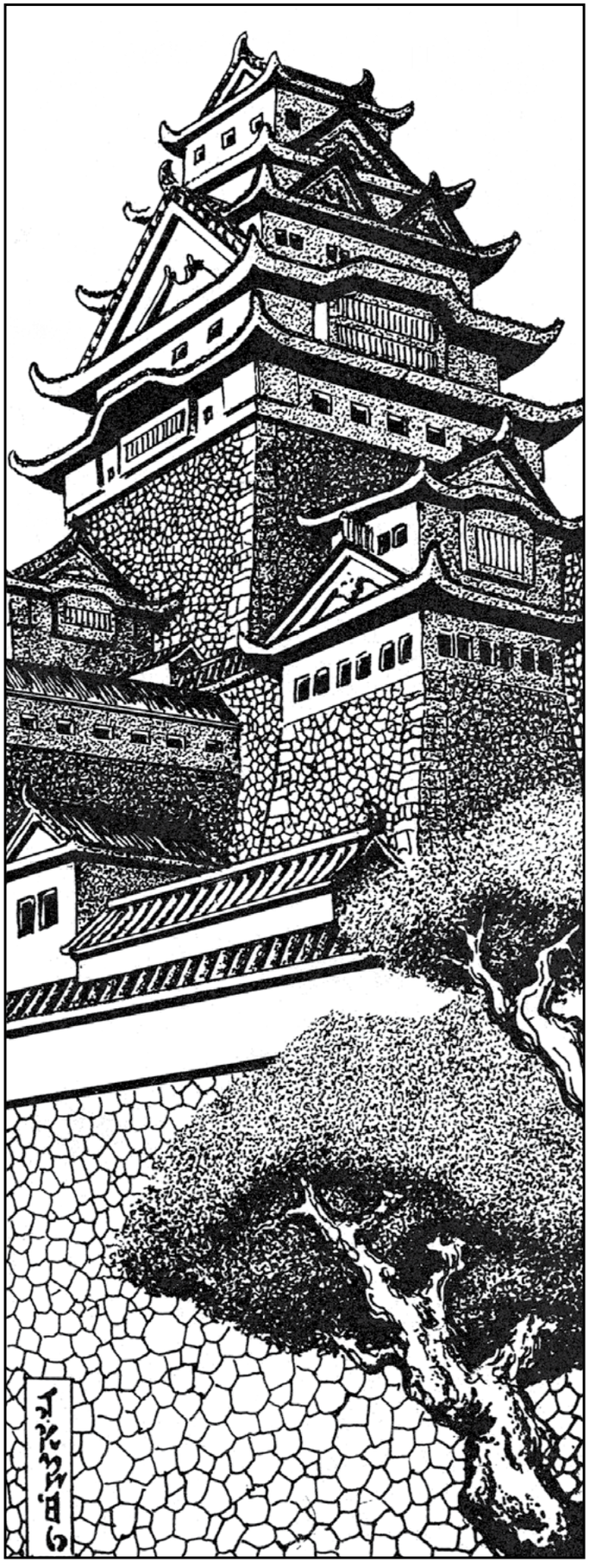
Vormain's schools of mysticism often have fierce rivalries, many dating back to the origin of the school. Before Creation, the ineffable Cha Velola was defeated by Jenju the Father of the Parts and the Center, and each still have competing schools. In the Golden Age, Feren Vachal also defeated Cha Velola, and established many schools in Vormain and surrounding areas, all of which are rivals. During Osdero's reign, the mystic schools proliferated and eventually went to war, precipitating the end of his reign and the Great Flood. The various Vormaino mystic schools regularly engage in duels of spiritual austerity or of martial arts to prove their superiority over their rivals.

Castles of Vormain

The castles of Vormain are fortresses built out of stone and wood. They are the strongholds of the warrior clans and many also serve as the palaces for the lords of powerful clans.

Outer defenses consist of moats (dry as well as wet) and high wooden or stone walls on the interior side. Walls and moats are arranged in rings, with additional passages and open areas to create a labyrinthine effect.

In the center of the castle stands the great keep, a multistoried structure. It stands on a high, slope-walled stone foundation in which corridors and rooms are sometimes hollowed for storage, treasuries, armories, or escape passages. The upper levels are of wood and plaster construction. The outer surface is treated to be fire-resistant, resulting in a brilliant white finish.



Archer Prince, who wielded the Diamond Bolt and sailed into the heavens to cleanse the Sky World. This period was called the Happy Conquests, as they were victories of honor, justice, and excellence.

Kolmala Hin Mado founded the August-Rise Dynasty, later called the Stinking Dynasty. He was Lord of the Pure Lands and stopped the flooding. He even reversed the flooding and raised up the Twenty-Two Districts of Vormain. Enrono the Sage was a counselor of Kolmala Hin Mado. He achieved Perfect Stillness and taught that the ultimate could be achieved by being perfect for the task of living right and well with all the universe.

Ever since the Floods, Vormain has been in a constant struggle against the waters that have often changed its coastline and shape. During the Great Darkness, the waters withdrew until many of the Twenty-Two Districts were called the Triple Lands because of their increased areas. Others were the New Neighbor Lands, because the waters between them had dried up and created new borders.

The August-Rise Dynasty became depraved and lost its honor and justice. Kolmala Jan Daru was the Bad Emperor and the last emperor of the dynasty. His anger and injustice led to the founding of the Forty-Two Hidden Temples to bad and evil entities. They were first formed by people with legitimate injustices to avenge, but became infiltrated by truly foul entities.

Kolmala Jan Daru's lack of virtue angered the other Joserui and they cast down part of the Eastern Heavens in wrath. The Triple Lands, the New Neighbors, and much of the old Twenty-Two Districts were destroyed by the subsequent Great Tsunami.

Afterwards, the discarded part of the Sky was revealed to be Churanpur the Demon Island, populated by a race of demons that fell from the heavens and can never go back, but remembered what their previous lives were like there. They were tormented with grief and decided to destroy the world as revenge. They allied with other demons and monsters, which collectively made up the FoShan. The FoShan launched the Atrocity War.

It began with the Three Invasions of Janadi, King of the Demons. He led his armies out of Sortum, but Master Enrono successfully drove off the demons. Enrono's Refutation saved Vormain, but his power was defensive only.

The fourth invasion was aided (often unintentionally) by the Forty-Two Hidden Temples. This time Enrono's defenses failed and the FoShan conquered Vormain. These demons ruled Vormain until the Kralori dragons led an army which drove off the Churanpur and demon invaders. The dragons forcibly set KuanKal on the Peacock Throne, but after years of struggle the demigod hero Mur Vandero cast him and his foreign army out. With the blessings of Enrono the Sage, Mur Vandero then ascended the Phoenix Throne and established the Thirteenth Imperial House.

The Thirteenth Imperial House was aided by the great martial arts Hero Kumanti Lun, who led the armies of Vormain against the demons of Sortum, from where the FoShan came. Kumanti Lun was aided by his rivals Hua Lowchu of Kralorela and Mon Verlo of the Yellow Islands. Together, the three rivals proved themselves with great austerities, gaining martial powers, and ultimately defeating Nak, the chief demon of Sortum.

At the Dawn, the blessed Fourteenth Imperial House was inaugurated when the Thirteenth Imperial House, which had ruled during the later Darkness, voluntarily retired. Since then, Vormain's government and religion has remained concerned only with internal matters. There have evidently been dynasty changes in the Imperial House since that time, as the current Imperial House is the Twenty-First, founded by Jan Yimanu in 1189.

In the early Second Age, the Waertagi joined with Vormain's tough warriors. In exchange for the magic drug *sathya*, the Vormaino agreed to serve as shock troops in an attempt to destroy the navies of the East Isles, which the Waertagi saw as a threat to their own. The battle ended in a bloody draw, with one major East Island sunk (Tamenjary), but the Waertagi were driven off.

Except for these few tidbits, the internal history of Vormain is nearly unknown. In world history, the island's existence is marked primarily by the disappearance of those who attempt to learn about it.

Most losses have been Kralorelan. The most spectacular was the great army, including many Praxian barbarians with their wild beasts, which drowned in an unseasonal hurricane a half mile off the Vormain shore. The most regretted is of Fen Watha Too, a great poet who traveled to the Underworld to give all his lovers one last kiss before he retired to a monastery to learn the magic for visiting Vormain. The most unusual was Kuang Brang, who flew over on his bird machine. On his return, he crashed into the ocean near his pickup ship. Before he could report anything, he died of razor wasp wounds. The best documented visitor to Vormain was Handal Faarman, a God Learner surnamed "The Invisible Tanisorian", who sent carrier pigeons out every dawn for twenty-six days, and succumbed to some unknown fate. His accounts, written in a secret code of his own invention, describe a land of large, beautiful cities, colorful but solemn people, and spirit guardians whose colors and functions are known, but whose names are not.

When the Closing swept over the seas, Vormain welcomed it. But with the Opening, new possibilities have occurred and Vormain awakens once more. Vormaino pirates are already a serious threat in much of the East Isles and along the coast of Kralorela. The lesser Imperial aristocratic houses are all vying with one another for power by conquering the lands around Vormain.

People of Note

Emperor of Vormain: The divine ruler of Vormain is referred to by his title "His Majesty the Celestial Sovereign" or as "the current emperor". Upon his death, the emperor will be renamed and will then be referred to exclusively by that name in Vormain.

Bazhi Kanamaru: The Prince of Shenza and chief of the Flying Swallow clan, Kanamaru claims, although does not enforce, suzerainty over the Hinter Islands, subject to the Emperor of Vormain. His father, Prince Bazhi Amam, was kept virtually a prisoner by the Githyo warrior clan, who ruled Shenza in his name. As a result, Kanamaru plots to weaken the Githyo clan without giving them cause to rebel.

Golden Boy: This superhumanly strong Hero serves the emperor in enforcing his will against rebellious warrior chiefs. In his youth, he strangled the demon that haunted the foothills of Ibanasu Mountain.

Hairunin Vando: The chieftain of the powerful Hairunin warrior clan, Vando is the father-in-law of both the emperor and the Prince of Cherry Blossoms, as well as the chief minister of the emperor. The Field of Purple Orchids clan sought to overthrow Vando in the Autumn Disturbance, but were defeated and their prince exiled to Worcha Island.

Itagaki: This heroic woman warrior is a sworn retainer to the Field of Purple Orchids clan and followed Prince Jotomo into exile. She is famed for her magical golden naginata.

Jan Motoujo: The Prince of the Cherry Blossoms, Jan Motoujo is the youngest son of the emperor and Deputy of Tokan. He is married to Hairunin Jotomin, the daughter of Hairunin Vando.

Jayangar Nombo: The Pirate Prince, the chief of the Jayangar (Two Cranes) clan is one of the wealthiest lords in Vormain through his alliance with the pirates of Ghenisk Island. He protects the pirate fleets and allows them to use Ghenisk Island as a base, in exchange for tribute and their armed support against his rivals. He maintains an opportunistic alliance with the noble Surabaya clan of Kelafu.

Jotomo, Prince of Worcha: The head of the noble Field of Purple Orchids clan, Jotomo was exiled to Worcha after his father was executed as a result of the Autumn Disturbance.

Widow of Jengu: This feared pirate captain commands the Red Flag Fleet. Beautiful and ruthless, she is the widow of a minor pirate captain; Widow of Jengu has far surpassed her deceased husband's fame and notoriety, terrorizing towns and markets as far away as Kralorela, Teshnos, and even the coast of Pamaltela.

Places of Interest

Aiken Huo (small city): This city is traditionally a place of exile for high-ranking courtiers who offend the emperor and his court. Its current ruler is Ason the Poet, a former high-ranking court official and scholar who fell afoul of Hairunin Vando, and was demoted to governor of Aiken Huo.

Alaru (small city): This port commands the interior of Ghenisk Island and is heavily fortified. Alaru is the main base of the Red Flag Fleet, the most powerful of the independent pirate bands.

Aradoshu: This small wooded island southeast of Ghenisk is covered with ancient megalithic tombs guarded by deadly pit vipers. The snakes are offered propitiatory worship by the local residents.

Arashgoy: This wooded island is settled by villages of fisherfolk.

Arika (small city): This port city on the south side of Oushikz is the main market for plunder taken from Kralorela and Teshnos, as well as a major slave market.

Arshu Vilake (small city): This port city was traditionally ruled by the Jayangar clan, but its strategically important castle was seized by warriors of the Sunda Kalapa clan during the Autumn Disturbance.

Aurubdey Forest: This forest of elm and beech is home to shapechanging animals, including foxes, badgers, and tigers. They can assume human form and are feared as tricksters and killers.

Belgeng: One of the Seven Great Isles of the Old Pure Lands, this is the largest and most important of the isles of Vormain. The Imperial Palace is located at what was the exact center of the island before most of Belgeng was sunk by the Great Tsunami. The island is also the location of Ibanasu Mountain and of the Ya Mon Wou (Decisive Visionary Palace).

Bisilo (small city): This city is best known for the magnificent White Heron Castle, the stronghold of the emperor's powerful father-in-law Hairunin Vando and ancestral home of the Hairunin warrior clan.

Chadu: The second island of Vormain is one of the Seven Great Isles of the Old Pure Lands.

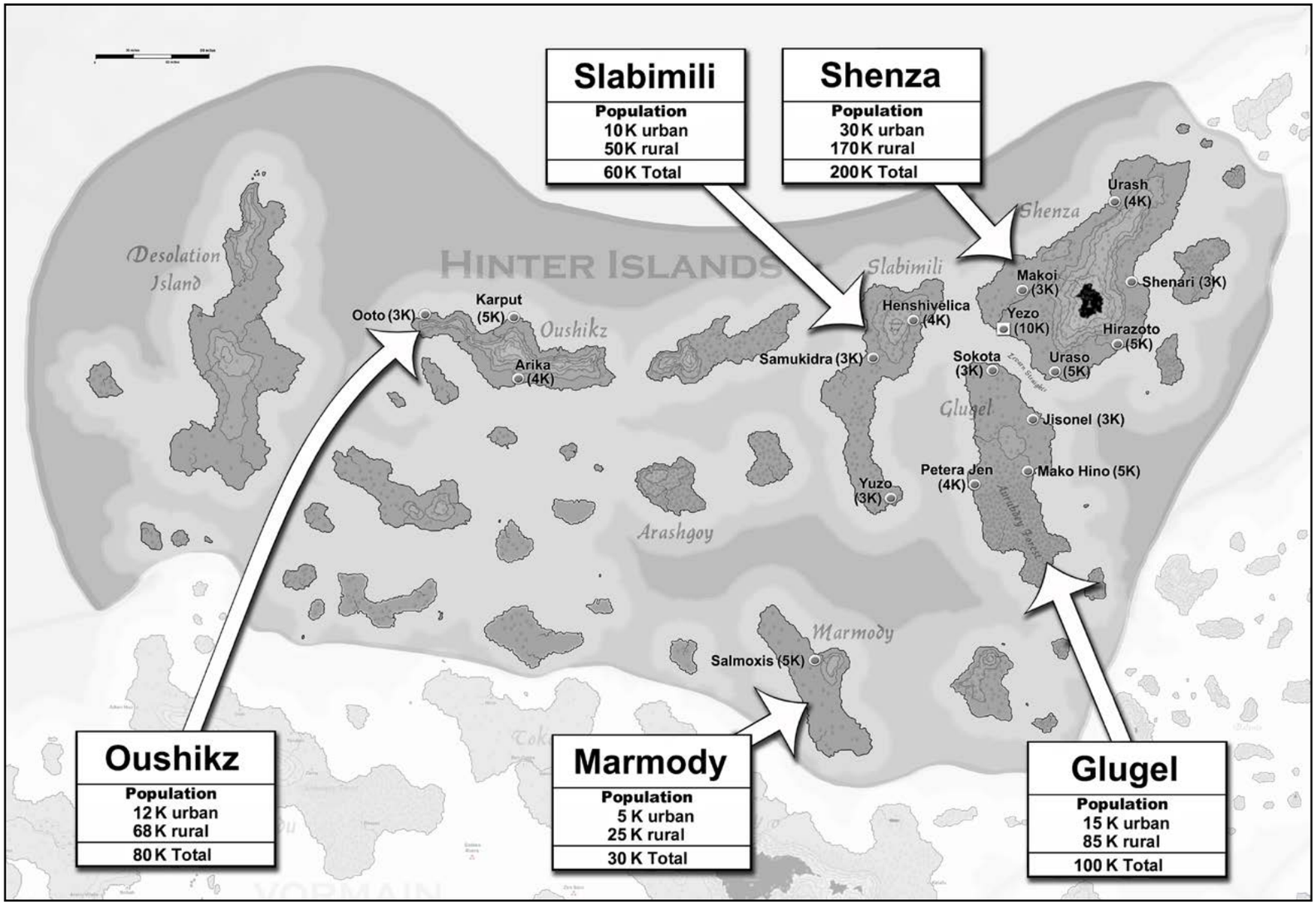
Dendruji: Also called the Emerald Island, this is the location of the remaining parts of the South Mountain, home of Angen the Elder Brother Eldest-Present God and, with his wife Harantara the Goddess of the Kahar Sea, father of Osdero the Lord Phoenix. Dendruji is all that is left of the Old Pure Land of Fentalu and it is forbidden for any in a state of spiritual pollution to set foot upon the sacred island.

Vormaino Pirates

Vormain is notorious for its pirates who raid the rest of the East Isles, as well as the coastlines of Kralorela and Teshnos. They worship Tsankth, a god of rapacity and piracy who leads his worshipers to plunder and slay innocent travelers on the seas. They have magic which binds the ships of their prey in place and lets their warriors skim atop water as if it were solid.


Sedeni
Ocean
Aiken Huo
Imin
Yendori
Muzasu
Zishu
Samoagcy Forest
Lodiya
Teskum
Nahenyi
Chadu
Rhojan
Vengorokte
Alaru
Arshu Vilake
Nobub
Otomala
Ghenisk
Aradoshu
VORMAI
Loro
Worcha
Tamenjary
Jabbi
Island
JABBI
Sshorg
Sea


HINTER ISLANDS
Arika
Samukidra
Sokota
Uraso
Zevarn Straits
Glugel
Jisonel
Mako Hino
Petera Jeri
Yuzo
Aurubdey Forest
Arashgoy
Marmody
Salmoxis
Hino
Tokan
Tengainzya
Ren Golan
Vormaghisk
Edomiyo
Edvenakur
Golden Ruins
Seikihi
Zen Saru
Kelafu
Norakusk
Ya Mon Wou
Narasi
Bisllo
Tevan
Kuoyudau
Belgeng
Dendruji
Heicidik
Labuhanbajo
Wasalmissi
Keydaladi
Alsporanjabbi Sea



Desolation Island: The infamous Nineteenth Imperial House fought a bitter war against the inhabitants of this island who, unlike most Eastern Islanders, were warlike and well-armed. The Nineteenth House was victorious and had the entire populace of the island slaughtered, the towns razed, and even the domestic animals drowned. Since then, the island has been gruesomely haunted and no inhabitant of Vormain has survived a single night there.

Edomiyo: This fertile plain is called "the Emperor's mandate" and is dominated by several warrior clans who owe service and loyalty to the emperor. In turn, the peasants of Edomiyo rent land from the warrior clans and serve them.

Edvenakur (small city): This fortified city is the Imperial office governing Edomiyo and is ruled by a deputy of the warrior caste appointed by the emperor (called the Emperor's Fist). Competition for the position among the warrior clans is fierce and sometimes breaks out into private wars when the emperor is weak or underage.

Ghenisk: This swampy island is the least important of the islands of Vormain. It is also the main base of the Vormaino pirates. The Most Grand Diamond and Sky Temple of Tsankth is located here at the pirate port of Nobub. The island was part of the Old Pure Land of Chabu before the Great Tsunami.

Glugel: Occupied long ago by colonists from Vormain, this wooded island is ruled in the Vormain imperial fashion. The Prince of Glugel is recognized by the Vormain Imperial House. This is the only one of the Hinter Isles which bans and suppresses piracy or slavery.

Golden Ruins (ruin): These submerged ruins are all that is left of Osdero's Palace of Eternal Light, raised in the Golden Age by Osdero the Lord Phoenix and son of Harantara the Goddess of the Kahar Sea. His palace was sunk by vengeful sea gods who extinguished his fire, plucked the feathers from his body, and dragged his corpse down into the deep sea. The ruins are magically powerful and still glow faintly beneath the shallow waters.

Hegian River: The Peace and Tranquility River, this small river is noted for its beauty. The blossom goddess Harau resides in a temple along its banks at Ya Mon Wou.

Heicidik: This isle is inhabited by the enslaved nonhuman Quombs, who never eat or sleep. Sadly, once removed from their island home, the Quombs soon sicken and die, and are permanently weakened even if soon returned home.

Similarly, any human visiting this island rapidly wastes away. Even if he leaves before he dies, he is never as good a person as before. Periodically, the Prince of Worcha imports Quombs as suicide labor for work projects or export.

Henshie's Forge: This active volcano is the home of the island goddess Henshie. Veins of quicksilver are mined at great risk near the molten lava lake in the crater. Each year the priest-artificers of Henshie present her with wooden carvings and thatch shrines, which are consumed by her flames.

Henshivelica (small city): This fortified port city beneath Henshie's Forge is the seat of the Vormaino rulers of Slabimili. The notorious Slave Bracelets are crafted here by the priest-artificers of Henshie. The Hairunin warrior clan rules the island by appointment of the emperor.

Hino (small city): This city rules the New Neighbor Lands of Tokan. It is considered spiritually impure compared to the rest of Belgeng and its inhabitants are vulgar merchants, artisans, and criminals.

Hinter Isles: These isles lie within the sphere of Vormain's cultural influence, yet are not part of Vormain proper. Some of these islands are recognized by the Imperial House. Others are not. Only ships from recognized islands are permitted to berth in Vormain, so travelers must stop in a recognized isle and change ships before continuing to Vormain.

Recognized Isles include Glugel, Oushikz, Shenza, and Slabimili. Unrecognized Isles include Desolation, Heicidik, Marmody, and Worcha, and all lands outside the Hinter Isles.

Despite the fierce nature of the Vormaino people, this does not evidently prevent their rule over the Hinter Isles from being benevolent, and few natives of these isles claim any dissatisfaction.

Hirazoto (small city): This port city earns its wealth through fishing and trading. It is currently the base of a Vormaino pirate band who routinely raid into the Aldin and Aythellin islands.

Ibanasu Mountain: The Sacred Mountain of Vormain is located on the island of Belgeng. Here the Sky World and the Land World meet. It is also called the Palace of Palachath. The higher elevations are covered in snow and are home to ghostly snow women.

Imin (small city): This port city is ruled by the Red Blue Eagle clan, an ancient warrior clan that claims Kumanti Lun and the god Telask as ancestors. They have lost much of their former political power, but are still famed for their martial arts techniques. The city is the site of a major temple to Telask the Defender God of Vormain.

Jisonel (small city): This city is famed for the Heaven and Hell Dojo, a swordsmanship school founded before the Dawn by Manusuko, a renowned student of Kumanti Lun. The school was moved from Belgeng to Glugel in 1350 during the Underling Conquers the Overlord wars and has an ancient feud with the Kumanti Lun Dojo of Kuoyudau.

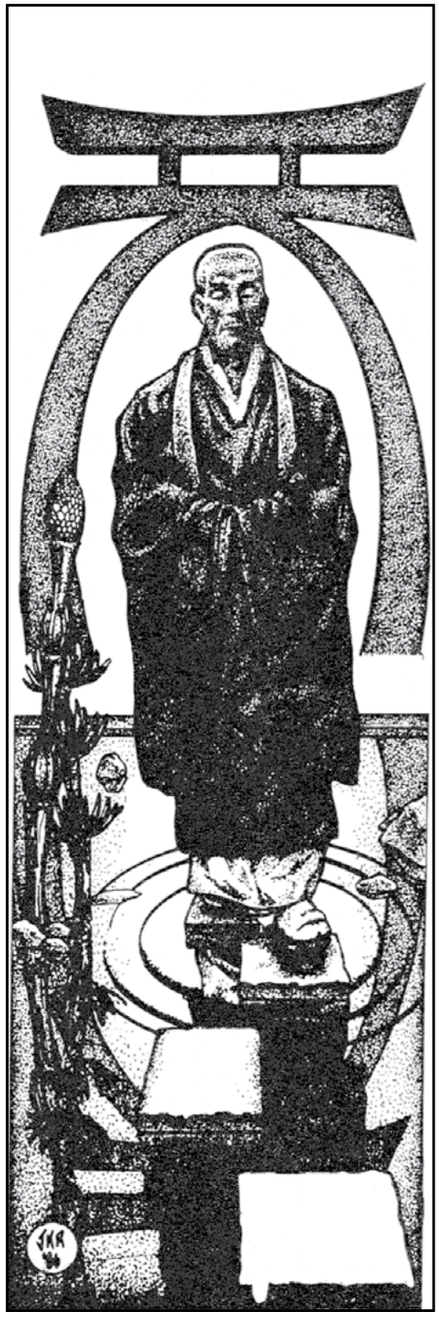
Karput (small city): This stronghold of the Fog Pirates is permanently shrouded in fog. It is ruled by the Warlord Kanenaga Xu, a terrifying magician said to be descended from the god Tsankth. Most of the inhabitants of Karput are slaves taken from Kralorela and Teshnos.

Kelafu (small city): This port city is best known for its temple to the auric goddess Golden Vijaya. The city is dominated by Surabaya Castle, stronghold of a cadet branch of the Imperial House descended from the Nineteenth Imperial House.

Kuoyudau (small city): This city is home of the renowned Kumanti Lun Dojo (school of martial arts), although other branches of the school exist throughout Vormain. The dojo headmaster is also the lord of the city's castle.

Lodiya (small city): This city is home to a mercenary warrior clan called the Loranaga (Deadly Snakes). They are notorious for allowing any skilled warrior to join their clan, regardless of caste.

Loro (large city): The stronghold of the noble Field of Purple Orchids clan, this heavily-fortified city is fed by the slave peasants of Worcha. It is an important market and port city, and recently the ruling prince has been gathering mercenaries and pirates from Ghenisk and other islands. The patron Joserui of the city is Fenquorr the Turning Goddess.



Mako Hino (small city): Two Elms Castle, the stronghold of the Prince of Glugel, dominates this port city. The ruling clan is a branch of the Hairun Clan of Tengainzya.

Makoi (small city): Makoi Castle commands the rich plains of western Shenza and the region is famed for the best beef in Vormain.

Marmody: This island is not recognized by the Imperial House of Vormain, for it is the home of the Suicide Cult, whose members believe that spiritual strength and magic power is received through death and subsequent delayed resuscitation. They smuggle in the magical drug *sathya* from Teshnos and use it in small amounts for trances or, with larger amounts, for deeper quests.

Muzasu (small city): This port city is defended by Muzasu Castle, a large and extremely well-fortified castle held by the Red Butterfly clan, a cadet branch of the Imperial House descended from the Sixteenth Imperial House. They have an ancient rivalry with the Sunda Kalapa Clan.

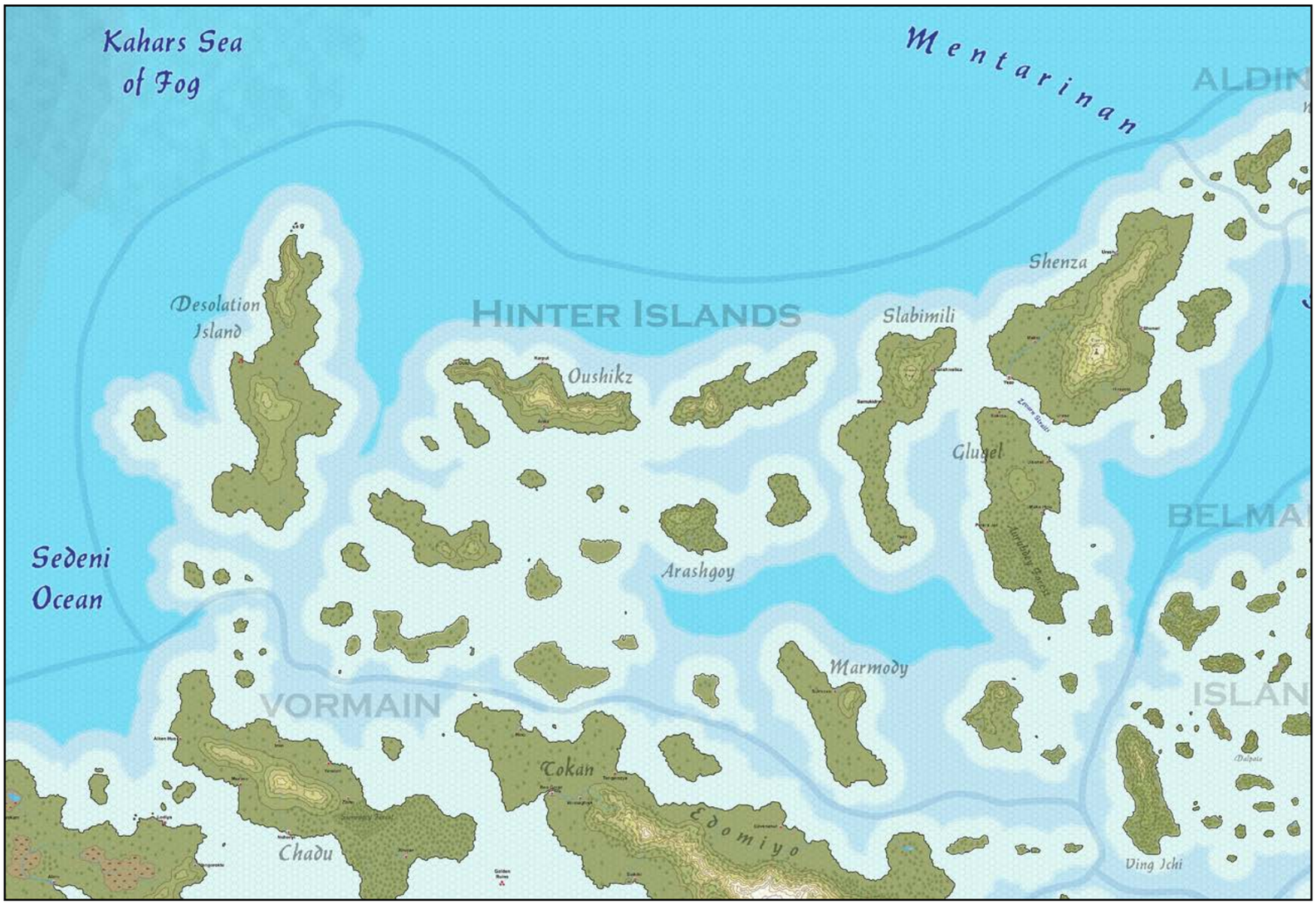
Narasi (small city): This city is home to the largest temple-school of Ho Adara, the founder of the Hodaran Practice of mysticism, in Vormain. Ho Adara taught that mortal beings were mostly too busy to achieve the greatest austerities, but if they obeyed the rules and worked hard over several lifetimes then they too could achieve Stillness. Ho Adara's great mantra was "Do Your Work!" He taught that anyone can obtain mystical fulfillment by simply paying total attention to his or her daily tasks, achieving "Immortality in Doing." The Hodaran Practice is the most popular mystical path in Vormain, and as a result the Narasi Temple is one of the finest in all of Vormain.

New Neighbor Lands: These are lands reclaimed from the sea by the August-Rise Dynasty. They are not as pure or blessed as the Old Pure Lands, although they are often just as fertile and productive.

Nobub (large city): This port city in Ghenisk is the home of the Most Grand Diamond and Sky Temple of Tsankth, and thus the main base for the Vormaino pirates. It is also the

The Hero Wars Begin

VORMAIN: Reconquest of the Old Pure Lands
Amid dynastic struggle, Hairunin Vando authorizes the reconquest of the Old Pure Lands. Vormaino warriors expand their conquests in the Hinter Islands, and send expeditions against the Hanfarador, Keydaladi, and Jabbi islands, coming into conflict with Andin demons and Haragalan sea captains alike. Other Vormaino ships enter the Sea of Fog, seeking the Kang and Tova islands.



most important market city in Vormain, as merchants from the Empire trade with the pirates to obtain goods and slaves plundered from Kralorela, Teshnos, and the East Isles.

Nobub is ruled by the Jayangar (Two Cranes) warrior clan and their imposing white castle dominates the city. Their chief, Jayangar Nombo, is one of the most powerful lords on Ghenisk, and has amassed great wealth through his alliance with the various pirate bands based here.

Norakusk (small city): This fishing city is home to the superhumanly strong Vormaino Hero known as Golden Boy.

Nshenyi (large city): This city is the largest port on Chadu Island. It is dominated by Sunda Castle, a holding of the Sunda Kalapa clan. The Sunda Kalapa are a cadet branch of the Imperial House descended from the August-Rise Dynasty and famed for their dark sorceries and magics.

Old Pure Lands: These lands were part of the Seven Great and Seventy Lesser Islands of Emperor Kolmala Hin Mado and were organized into the Twenty-Two Districts. They were only a small portion of the former Imperial-One-Lands of Emperor Osdero but preserve his blessings and purity. Most were sunk as a result of the Great Tsunami. Today they comprise part of the islands of Belgeng, Chadu, Ghenisk, Heicidik, and Worcha, as well as parts of the Andin, Hanfarador, Hinter, Kang, Keydaladi, and Tova islands. The Vormaino believe all the Old Pure Lands are theirs by divine right.

Ooto (small city): This port city features extensive castles and other fortifications. Most of the year it is shrouded in a dense fog from Kahar's Sea, but it is usually clear in Fire Season. It is a stronghold of the Fog Pirates.

Otomala (small city): This rocky harbor is best known for being the place that the last emperor of the Nineteenth Imperial House was exiled to after being deposed for bringing down the Desolation Curse. It is now the base of a particularly ruthless pirate fleet called the Four Seas Merchants.

Oushikz: This island is the home of the Fog Pirates, who claim kinship with the Zabdamar merfolk and boldly sail through Kahar's Sea to search for prey. The island is full of precious Kralorelan goods, but has a shortage of men. It is recognized by the emperor as the heir of the Old Pure Land of Devernzan.

Petera Jen (small city): This is the first Vormaino settlement on Glugel, and famed for its "floating" shrine to "Mother" Harantara.

Ren Golan (large city): This port city is protected by shrines to the martial demigods Hessa Mevala and her mentor, Hensarava the Golden Rival Archer Prince. The martial arts schools here have an ancient rivalry with those of Yendori. The emperor appoints a deputy ruler to reside in Ren Golan and administer the western part of the island. The current deputy is Prince Jan Motoujo the Shining, favorite son of the emperor.

Rhojan (small city): This city in the New Neighbor Lands of Chadu Island is surrounded by the Samoagey Forest.

Salmoxis (small city): The City of Dead Dreamers, this city is ruled by powerful (and many say deranged) magicians who attempt the dangerous Quest of Er by dying and then delaying resuscitation long enough to quest deeply into the Underworld for magical powers and secrets. The servants of the Dead Dreamers run their mortal affairs, and most outsiders mistakenly believe they are the rulers of the city.

Samoagey Forest: This forest in the New Neighbor Lands of Chadu Island is burned every 399 years by

the Imperial House. It is haunted by shape-shifting ghosts and corpse-eating demons.

Samukidra (small city): This port city is the site of the Temple of Jewels and Thorns, a sacred shrine to the sea goddess Harantara.

Seikibi (small city): The sailors of this fishing city claim to be the heirs of lost Zen Saru and revere Hessa Mevala.

Shenari (small city): This city is best known for its annual harvest festival led by the fertility god Osarha, his children, and dancing tigers. Outsiders are forbidden to watch the ceremony, by imperial decree.

Shenza: The only island which adopted the Vormain culture without coercion, the folk of Shenza are otherwise typical East Isles folk. Shenza holds special privileges as the heir to the Old Pure Land of Imindera, sunk by the Great Tsunami. The Shenza princes of the Flying Swallow clan are recognized by the Vormain Imperial House. The Prince of Shenza claims, but does not enforce, imperial dominion over their entire archipelago, extending to the northeast.

Slabimili: This island is the source of the notorious Slave Bracelets, manufactured here and exported throughout the world. These magical devices consist of two bracelets and a collar that collectively bind the wearer's souls, thereby insuring the wearer's passivity and greatly reducing any chance of escape. These shackles originally were a secret of the dwarves, but Henshie, the Goddess of Slabimili, stole the secret from the dwarves and taught it to her priest-artificers.

Sokota (small city): This port city is situated across Zevarn Straits from Yezo. The Hairun and Githyo clans fought an indecisive naval battle here during the Autumn Disturbance.

Tengainzya (small city): This port city in Tokan is dominated by Hairun Castle, the stronghold of the powerful Hairun warrior clan. It is an important center of the Telask cult.

Teskum (small city): The Wind Demon Fleet is based here, a band of pirates led by a gigantic warrior who is called Sera Bo ("typhoon child"). They are divided into four groups: brigands, pirates, burglars, and thieves.

Tevan (small city): This city is on a small island off the shore of Heicidik Island. From here, the retainers and mercenaries of the Field of Purple Orchids clan maintain control over the native Quombs of Heicidik. It is the site of the largest slave market in Vormain.

Tiger's Rise: This mountain is sacred to the god Hangyanth, the Eldest-Present God of Fresh Air and father of Harantara and Palachath.

Tokan: This province includes the fertile plains of the Nobai River, as well as New Neighbor Lands. It is the breadbasket of Belgeng.

Urash (small city): This city is best known for its ancient temple to Harantara, the Great Daughter Eldest-Present Goddess of the Kahar Sea. The temple's greatest treasure is a magical paper box, which the goddess gave to the temple in the God Time and said must never be opened. Zabdamar merfolk are frequently seen in the nearby waters.

Uraso (small city): This port city is dominated by a tall castle possessed by the Githyo warrior clan. Overly powerful vassals of the Flying Swallow clan, the Githyo held the father of the current prince as a virtual prisoner for ten years, ruling Shenza in his name.

Vengorokte (small city): This city is famous for its oysters and cultured pearls. It is ruled by Jang Bogo, a pirate chief now sworn to the Jayangar clan.

Vormaghisk (small city): The Yellow Abode, Vormaghisk is best known for the Red Temple of Octamo. The zhensin lead great festivals each equinox to honor Octamo and bless the planting and the harvest.

Vormain: Vormain proper is composed of three large islands and a scattering of tiny islets. It consists of Belgeng, Chadu, and Ghenisk.

Worcha: This small but densely-populated island is ruled by an exiled prince from Vormain itself. He rules the nearby island of Heicidik as well. Its natives are little more than slaves of the ruling Field of Purple Orchids clan.

Ya Mon Wou (large city): Capital city of Vormain, located on Belgeng Island. The name means Decisive Visionary Palace. The city is located at the site of Osdero's Palace of Eternal Light and was founded by the Emperor God Valzain. The heart of the city is a planned community with regular streets, beautiful parks, elaborate estates, and peaceful temples and shrines. The emperor lives in a great palace on a hill in the exact center of the city; nearby are the palaces for the Dynasts of the other islands and the ambassadors from islands recognized by the Imperial House.

Yendori (large city): This ancient port city is best known for being the birthplace of Enrono the Sage, the founder of the Perfect Stillness path of mysticism, whose aim is simply to be perfect for the task of living right and well with all the universe. The city is home to numerous mystical school, shrines, and temples, each with a different path of Enrono's Perfect Stillness.

Yezo (large city): The residence of Flying Swallow princes, this fortified city is the site of the Golden Hall Temple. This temple is actually the mausoleum of the ancestors, containing the mummified remains of the founding dynasty and the 33 gods given to Shenza by the Emperor.

Yuzo (small city): This port city survives off fishing and trade. They pay a tribute to their Vormaino overlords at Henshivelica, but are largely allowed to govern their own affairs.

Zen Saru (ruin): In the late Gods Age, the Victorious Warlord Hessa Mevala assembled her fleet and Zabdamar allies here for her Happy Conquests. This port city was once part of the island of Belgeng, but was sunk by the Great Tsunami.

Zishu (small city): This city is the home of a cadet branch of the Imperial House called the Sunda Kalapa. They are descended from the August-Rise Dynasty and famed for their dark sorceries and magics. The god Zaktirra resides in a squat black temple in the center of the city; his jade statue depicts an emaciated man with green skin wearing fine robes covered with metal hooks. His face consists of a single huge eyeball.



Exiles from the Treasured Home

Rumors and lies abound regarding Vormain, and no outsiders really know what its natives are like except through second and third hand experiences in its Hinter Isles. Recently, small bands of Vormaino have left, closed-mouth about their history but optimistic about their fate outside of their "treasured home." Hints indicate a dynastic struggle with many exiles.

Pamaltela

PAMALTELA is the southern continent of Glorantha. The continent is 4,200 miles long and 2,000 miles wide. Winds generally blow east to west, and occasionally from the hot south. Most of Pamaltela is tropical in climate. Although the Sun comes closer to Pamaltela in the winter and is further away in the summer, that does not mean the southern continent's seasons are reversed from those in Genertela, as the summer days are still longer and hotter, winter days cooler and shorter.

North lies the Homeward Ocean. East lies the hot Togaro Ocean, eldest of the great waters. South, past the Nargan Desert, lies a land and a sea of unending fire, impossible for mortals to approach. West, past the lands of men, rolls the chill Western Sea, which has no bounds. This continent also was ravaged by Chaos, but recovered better than Genertela because Pamalt, the ruling god of the Southern Continent, survived. Relative peace and plenty continue in the land, so that even many humans live a lush, pastoral life. Several Elder Races are still powerful here – dwarves, innumerable elves, trolls, and a variety of isolated and obscure creatures. Human cities dot the northern coasts.

Pamaltela is far less urbanized and politically organized than Genertela. Most of its area is only thinly populated by semi-nomadic primitives living in a peaceful and idyllic environment. Along the northern coast and the huge peninsula of Fonrit, human settlement is denser and city-states are the largest political entity present. The northeast of the continent is covered by vast tropical jungle, in which live large tribes of Embyli, or yellow elves.

Horses do not thrive in Pamaltela. The northern lands of Pamaltela have great difficulty supporting horses, and maintaining quality breeds invariably proves futile. The southern savannahs are worse, as they do not grow grasses or other plant material that horses can eat, and fodder must be imported from elsewhere at great expense.

For the purposes of this book, Pamaltela is divided into seven regions, each described in full detail. Note that several regions of Pamaltela are shown on the map, but not treated in the text. These are hidden lands, unknown to all outsiders. Kimos is provided as an example of a hidden land.



Errinoru Jungle

A vast tropical rain forest stretches across all of northeast Pamaltela. It is the largest elf forest in Glorantha, and is ruled by numerous tribes of Embyli, or yellow elves. Jungle trolls, pygmies, and other strange races reside in the jungle at the sufferance of the elves. It is little known to humans.

Fonrit

A semitropical region in climate and densely populated by humans. Its poor

are all blue-skinned, the wretched heirs of Artmal. As slaves, they are among the worst-treated in the world. City-states constantly strive for dominance over their neighbors, and make common cause only against invading elves or barbarians. The northern state of Kareeshtu is a great naval power. The southern state of Afadjann is one of the wealthiest (and one of the most despotic) realms in all of Glorantha.

Jolar

Nomadic Agimori and a few other peoples roam these wide plains, herding cattle and hunting. The Kresh Empire in the east prompted the organization of the Arbennan Kingdom, a confederation of tribes. North of Jolar are the Mari Mountains, populated by underground cities of vegetarian dwarves. South of Jolar is the Nargan Desert, a hostile land inhabited by monsters and Chaos, the remnants of a Gods War catastrophe.

Kothar

The Kresh nomads, who ride upon wagons of colossal size, originally came from here. With cities on wheels, they rumble about, exacting food as tribute and granting access to their mobile temples and other facilities.

Maslo

The coast of these twin peninsulas are both populated by human cities, defined by their relationship with the yellow elves of the Errinoru Jungle. The humans of one peninsula are friendly with the elves, while the humans of the other war ceaselessly upon them.

Tarien

A wide plain with relatively few humans, and those few are increasingly threatened by the lizard men known as slarges and their great beasts.

Umathela

A temperate land, where snow sometimes comes down from the mountains and frost floats inland with the Brown Sea fogs. Elves dominate the interior, and the many humans in the hills and along the coast have Genertelan cultures. A great troll civilization resides in the Tarmo Mountains.



Kimos

The Agimori of this lesser Pamaltelan peninsula are a barbarian warrior race. They wage endless war against the fearsome Gorgers in a struggle to shape the face of Kimos. They claim to be the heirs of legendary Genjera, sent here by their demigod King Kediri in the God Time to fight the Gorgers, a race of terrible demons.

The Kimotians are a calculating and fatalistic folk, concerned with their own land's fate and uninterested in the outside world except as it can be used to assist their struggle. Furthermore, they consider foreigners to be a threat, devils, or at best sacrificial victims.

The Gorgers are inhuman beings, with emaciated bodies, great talons, and mane-shrouded, malformed heads. They radiate a psychic aura that induces pain and fear in most other beings.

Humans cannot withstand Gorgers in hand-to-hand combat; as a result, the eternal war between the humans of Kimos and the Gorgers is fought with earth-shattering magics. The wars between humans and Gorgers are fought by earthquake, flood, storm, and volcano, rather than by paltry troops of armed soldiers.

The gods of Kimos are elemental forces, used by both sides in their endless war. The Gorgers use rune magic and sorcery to manipulate the oceans and rivers and also use weather – fierce storms and whirlwinds – against their human enemies. The humans use similar magics to raise and lower mountains, shake the earth, and cause volcanoes to erupt.

In addition to divine and sorcerous magic, the Kimotians, both human and Gorger, practice a unique art of carved and colored patterns laid into stone or earth to produce magic. A Kimotian family may spend years carving a mountain, fighting off Gorgers all the while, to create a gigantic sculpture with the power to suppress weather or to summon angry Otherworld spirits. This sculpture-magic is only practiced in Kimos, and perhaps is only possible there.

The warring elements, guided (or misguided, as some would have it) by their worshipers, cause the region to change radically in a manner which usually requires geological ages. This means that every map is quickly outdated. The Kimotians claim that when the Gorgers are finally conquered, they will shape the whole of Kimos into a gigantic sculpture, whose purpose is as yet unrevealed.



Errinoru Jungle

A vast tropical rain forest stretches across all of northeastern Pamaltela, damp and feverish. It is little known to humans, save for its fringes. It is mostly flat ground cut by many raging rivers, although several ranges of hills and small mountains are covered by the thick jungle. Several tribes of Embyli, or yellow elves, occupy territories of the jungle.

The yellow elves typically do not dominate their endlessly vast jungles in the same profound way that brown and green elves do their forests. It is possible to travel through the jungle for days, even weeks, without encountering an elf (although the elves likely know of the trespass), and in some sections of the jungle outright elf-enemies survive.

"You have no leaves. Your presence offends the Spirit of the Jungle. Give the password or feel poison sap in your veins."

Inhabitants

Mostly Embyli. Some places have bands of Hsunchen (called "Fiwan" by the Doraddi) and/or pygmies. The presence of either is a novelty and relatively unimportant. Jungle trolls are common in the southern reaches of the Errinoru.

Culture

Embyli are predominant.

Less important are the Hsunchen and pygmy peoples. Most are hunter-gatherers and forest gardeners.

Language

The Embyli speak Aldryami.

Government

Each Embyli tribe is governed by its own Council of Elders, who are moved upon by the Spirit of Aldrya to make decisions concerning their tribes. The human tribes are mostly subjects of the Embyli or are ignored by them.

Seven jungles with their own Great Trees divide the contiguous jungle. The Embyli elves take tribal names from their jungle. The names are: Gaskallia, Novarooplia, Feofaxia, Garbulia, Jhostrobbios, Ytarian, and Zhnaquafian.

Military

Each jungle maintains regular units of armed warriors to defend it from incursion by other armed forces. The yellow elves fight with bow and arrow, and deadly reed blowguns. Human legends claim that the Embyli can use their blowguns to shoot around corners. In addition to the yellow elves, the jungles are protected by walking war trees, poisonous plants, deadly spores, slime molds, nature spirits, giant army ants, and much more.

Religion

The Embyli follow the elf pantheon, and worship Aldrya.

People of Note

Copper Face: The human title for the elf warlord of the Garbulia Jungle. The warlord always wears a fearsome copper mask that strikes fear even into spirits.

The Double Hydra: This colossal Chaos monster lives in Mirelos. It is a sort of conjoined twin, joined by its tail tips, and some scholars count it as two hydras.

Hutan Erron, Speaker to Animals: The speaker for the Novarooplia Jungle reports to the Council of Elders. Because he is the most important elf that humans interact with, he is often mistakenly thought to be the ruler of that jungle. Hutan Erron is very familiar with human ways and his advice is eagerly sought by the elders of Maslo.

The Orange Pyrohydra: This Greater Hydra lives in Mirelos and seasonally migrates to Kimos. It breathes fire from forty-nine heads separately and has legs, as does its sibling the Green Pyrohydra of Loral.

History

In the First Age, the elves of Mirelos warred over the pine forests of Jolar in Taluk Mormadak. Ultimately, the pine forests in dispute were completely destroyed and the Doraddi humans moved in.

In 610, six sister dryads united to form the Lynelsian Council of Elders. They created a new type of plant life and gave joint birth to a male named Errinoru, first and greatest of the House of Errinoru.

Humankind never understood Errinoru's secret which set him apart from other Aldryami. To them, he seemed no different from any other Embyli.

Errinoru's rule eventually dominated every Council of Elders in the jungle. He simultaneously held the positions of High King Elf, Gardener High Priestess, and Chosen One on every council. Whenever any Embyli met one of the House of Errinoru, they always reacted by devoting themselves purely to the service of the House. By the end of the seventh century, all the jungle from Laskal to Onlaks was controlled by the House of Errinoru.

Once the jungles were united, Errinoru's true epic began. He traveled to the Mountains of the Dwarves with his brothers and returned with the Ironseed. He visited the queens of the jungle trolls, killed many, and forced the survivors to take a magic oath preventing them from harming any elf so long as the House of Errinoru survived. Next he visited Jolar, where he met the hostile Doraddi chieftains and showed them a secret that made them quake

Population of Errinoru Jungle

Humans

Hsunchen	610,000
Pygmies	140,000
Total:	750,000

Nonhumans

Elves, Yellow (Feofaxia)	630,000
Elves, Yellow (Garbulia)	350,000
Elves, Yellow (Gaskallia)	910,000
Elves, Yellow (Jhostrobbios)	1,400,000
Elves, Yellow (Novarooplia)	210,000
Elves, Yellow (Ytarian)	200,000
Elves, Yellow (Zhnaquafian)	700,000
Jungle Trolls	140,000
Other	280,000
Total:	4,820,000

Grand Total: 5,570,000

and retreat in confusion. Soon, fresh jungle spread over Taluk Mormadak.

In 734, Errinoru built a fleet of ships and sailed forth, encountering God Learners, mermen, and pirates, proving that he could travel anywhere without toll or hindrance. After this, Errinoru sent his fleet home and sailed his personal ship down Magasta's Pool. While he was in Hell, gold-crowned worms crawled to all the Councils of Elders of Pamaltela and did obeisance. In 751, a new star appeared in the summer sky, and the next year Errinoru's ship fell from the Sky, landing in the middle of the Maslo Sea.

Errinoru Hsunchen

Many different Hsunchen peoples live in the jungles of Pamaltela. All are Mesolithic or Neolithic cultures, hunter-gatherers with some forest gardening. They are called Fiwan or the Oldest People by the Doraddi and Fonritians and are believed to have assisted the Creator in making the world. Most are friendly with the Aldryami and most are hostile to outsiders.

The Pujaleg Bat People and Te Huantal Jaguar People are among the best known of the Errinoru Hsunchen, but dozens of Hsunchen groups are known, including the:

Ayotkulakti (Glyptodon People) – known to make shields and armor out of glyptodon shells;
Dirithi (Giant Sloth People) – a race of 15-foot-tall peaceful giants;
Gerfaunz (Giant Horned Okapi People) – who ride their strange beasts (*sivatherium)* in the jungle;
Koripi (Mole People) – a subterranean race of pygmy albinos;
Ngwena (Crocodile People) – crocodile-worshiping savages;
Olmakau (Hippopotamus People) – fierce warriors who transform into hippopotamuses; and
Yaquma (Anaconda People) – seductive snake people who prey on other humans.

Among the most feared are the Crocodile-Bear (*andrewsarchus*) People of the eastern Dinal Jungle and the Two Horned Beast (*arsinoitherium*) Riders of South Elamle.

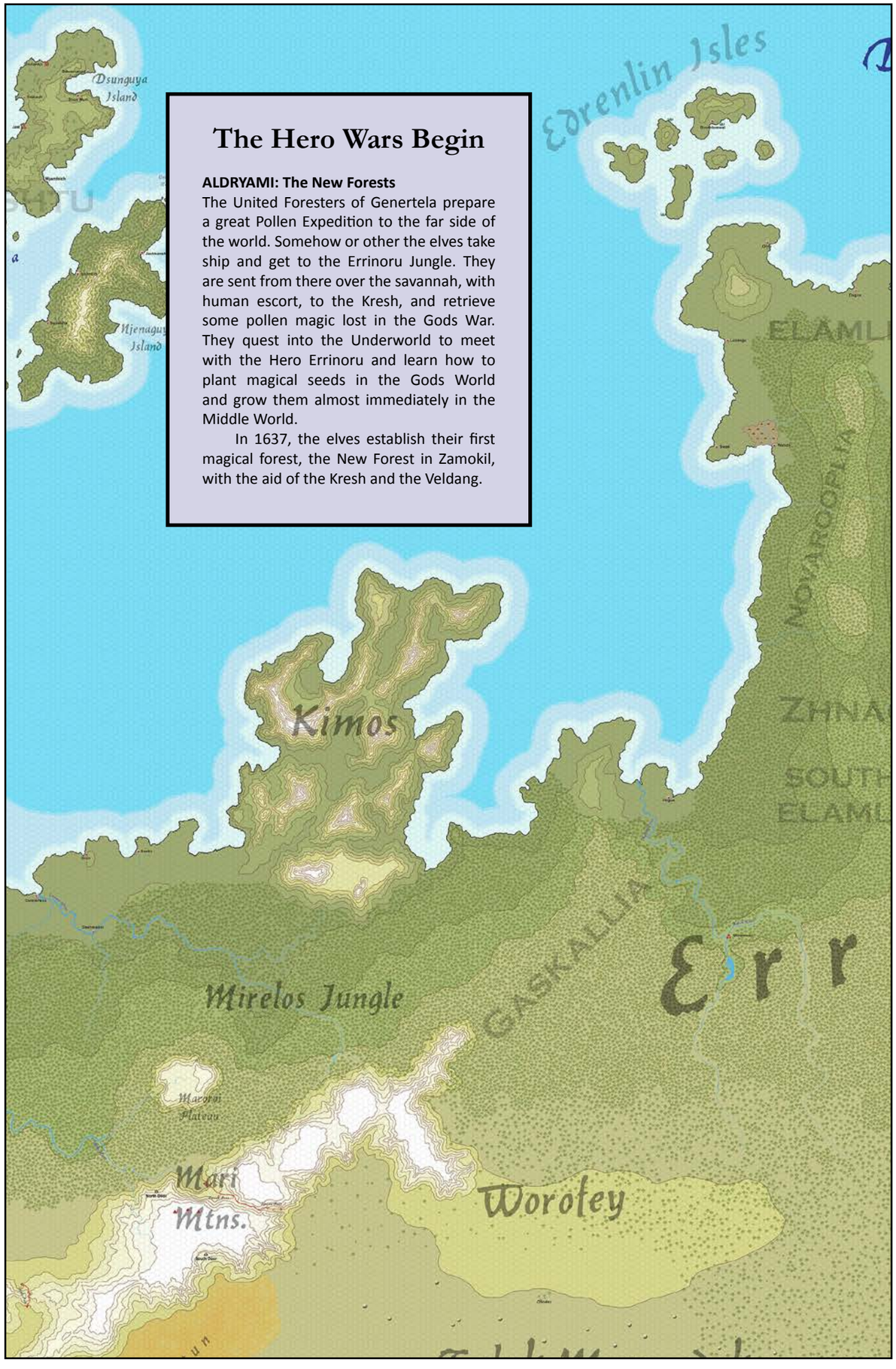
The sentient giant ape people (*gigantopithecus*) of the Haxamu Jungle are not true Hsunchen, although they are often ranked among them. Nor are the Siwafu Army Ant People, who can transform themselves into hundreds of thousands of flesh-eating ants.

The Hero Wars Begin

ALDRYAMI: The New Forests

The United Foresters of Genertela prepare a great Pollen Expedition to the far side of the world. Somehow or other the elves take ship and get to the Errinoru Jungle. They are sent from there over the savannah, with human escort, to the Kresh, and retrieve some pollen magic lost in the Gods War. They quest into the Underworld to meet with the Hero Errinoru and learn how to plant magical seeds in the Gods World and grow them almost immediately in the Middle World.

In 1637, the elves establish their first magical forest, the New Forest in Zamokil, with the aid of the Kresh and the Veldang.




Dinisso Sea
FLANCH
CARBULIA
ONLAKS
Maslo Sea
MASLO
YTARIAN
Tortugax Archipelago
Dadarian Jungle
JHOSTROBEIOS
Dinal
QUAFIAN
inoru Jungle
FEOFAXIA
Panofey
Haxamu Jungle
Palarkri Mountains
Gujelmre
Tamolea
Maytan
Atapupo
Jade
DAY

Errinoru brought with him a magic poison that withered mountains and allowed the elves to begin planting over the foothills of the Palarkri and Mari mountains. After his epic, Errinoru was named Seven-Conqueror.

In 760, Errinoru made his last journey, walking to Dinal and never returning. After that, the elves of that magic land all said that they, too, were the allies of the House of Errinoru. The Elf Empire ruled on, growing more and more glorious.

But in 975, a fearful thing occurred. A new monster came to the jungle, attended by tiny chewing insects which devoured the magic flowers of the Embyli. Despite a valiant struggle, the Embylis' magic powers drained, their rulers succumbed to infection, and soon all the House of Errinoru perished.

Little of note has happened since. The Embyli maintain their ancient domains, and the primitive human tribes dwelling in the region preserve their ancient way of life, too.

Suckerbunny Tree

This giant tree curses all the jungle around it. Its unholy fruit, which it drops every season, are monsters – the parasitoid suckerbunnies, which feed on all forms of animal life.

Errinoru Jungle Regional Activity Table

Determine monthly per region

Common Events
Soft winds blowing: strangers not watched by elves.
Sap lakes; passage impossible over sticky ground.
War Ants on the march: all warm-blooded creatures hunted relentlessly.
Large predators active in area.
Pygmies want to trade.

Uncommon Events
Suckerbunny Plague: all life forms endangered.
Trees walk: danger to all sleepers.
Leaf fall-and-grow session: all strangers questioned by elves.
Jungle mystery music: humans dance, die, or sicken.
Lesser Hydra spotted; elves seek mercenaries.

Rare Events
Dryad witches sighted: elves seek mercenaries.
Brown pollen storm: yellow elves give away gifts.
White pollen storm: yellow elves on killing rampage.
Brown slime spreading: elves search for non-elf sentient sacrifices.
Lugumbu-tree flowers: tiny flying flower beings go on rampage, all yellow elves go into hiding.
Speaking Beast Event: animals exhibit temporary intelligence.
Pygmies are hostile.

Note: this table is oriented towards visiting outsiders rather than the native elves of the jungle, who have a different and mysterious elven agenda of significant events, currently unknown. Also, all outsiders are under observation by the native Embyli, except where noted.

Places of Interest

Arliss River: Along this river runs the Rope of Red Harkenkarth, an invisible and insubstantial enchantment which guides and protects the Arliss boatmen along its length. The boatmen, now mostly humans from Flanch and Elamle, carry trade goods from the yellow elves and the distant Palarkri Mountains. All Feofaxia elves are obliged to sink every seventh boat they see, and the enchantment guarantees victims of the attacks will survive, and offers a chance for their boat to remain as well.

Esla: A region of scattered jungles without native yellow elves, and is instead ruled by bands of Hsunchen. The jungle is occasionally visited by Embyli from Moino. During the First Age, it was the site of terrible elf wars, and occasional forest ghosts can be seen there.

Feofaxia: The Feofaxia tribe rules the Palarkri Jungle and contiguous lands to the south of the land of Maslo. The Feofaxian elves' attitude towards humans is one of formal and rigorous neutrality. Among the Feofaxia tribe, ambassadors called "Speakers to the Small Red Rivers" are the only elves who may treat with humans. Other Embyli obey the rule absolutely, occasionally causing visiting humans to think the yellow elves are part of the Cult of Silence. Despite this, their jungle is home to countless bands of Hsunchen and pygmies. Jungle trolls are common here as well.

Garbulia: The insidious Garbulia are the tribe most hostile to humanity. Their jungle extends north from the main mass of the Errinoru Jungle into the Onlaks Jungle, located in the interior of the peninsula of Onlaks, in the land of Maslo. Thanks to human depredations, the Garbulian Jungle is the youngest portion of the Errinoru Jungle. The Garbulian Embyli now wage relentless war against all human beings, carrying on bloodthirsty feuds begun centuries earlier. Their jungles creep relentlessly into the remaining human enclaves of Onlaks.

Gaskallia: The mighty Gaskallia are the largest of the Errinoru tribes. These Embyli usually avoid human contact, more out of disinterest than any other reason. Only when the jungle is intentionally harmed do they come forward to drive away the offenders. The jungle is home to many bands of jungle trolls and pygmies. A disease called "Homerot" is particular among the elves of Gaskallia and causes them to want to wander, usually gathering in the city of Hegua.

Haxamu Jungle: This tropical cloud forest is on the north slopes and valleys of the Palarkri Mountains. It is a humid region of perpetual mist and rain. It is inhabited by yellow elves and several Hsunchen tribes. Giant apes (*gigantopithecus*) are often encountered in the Haxamu; the yellow elves claim that they are sentient, and some humans claim they are ruled by a demigod king.

Hegua (small city): This bastioned city sits upon a wide span of solid rock. Most residents are fishermen, and the natives also trade with Embyli for food. The Homerot Embyli gather here. They hate to even think of returning to their jungle homes, but are known as gargantuan liars, presumably to preserve knowledge of their homes from outsiders.

Jhostrobbios: The home of the Jhostrobbios tribe of yellow elves, known as Dinal to humans, is located in the northeast corner of Pamaltela. It is the oldest pristine forest of Glorantha. No outsider has ever penetrated its secrets. The Fonritian poet Satoi Vasek-Owned wrote, "Elder jungle. Deep, dripping, dark." in describing Jhostrobbios. No humans live here, only yellow elves, and a few green and brown elf pilgrims.

Jhostrobbios is a land of mystery and wonder even to the elves, who call it the

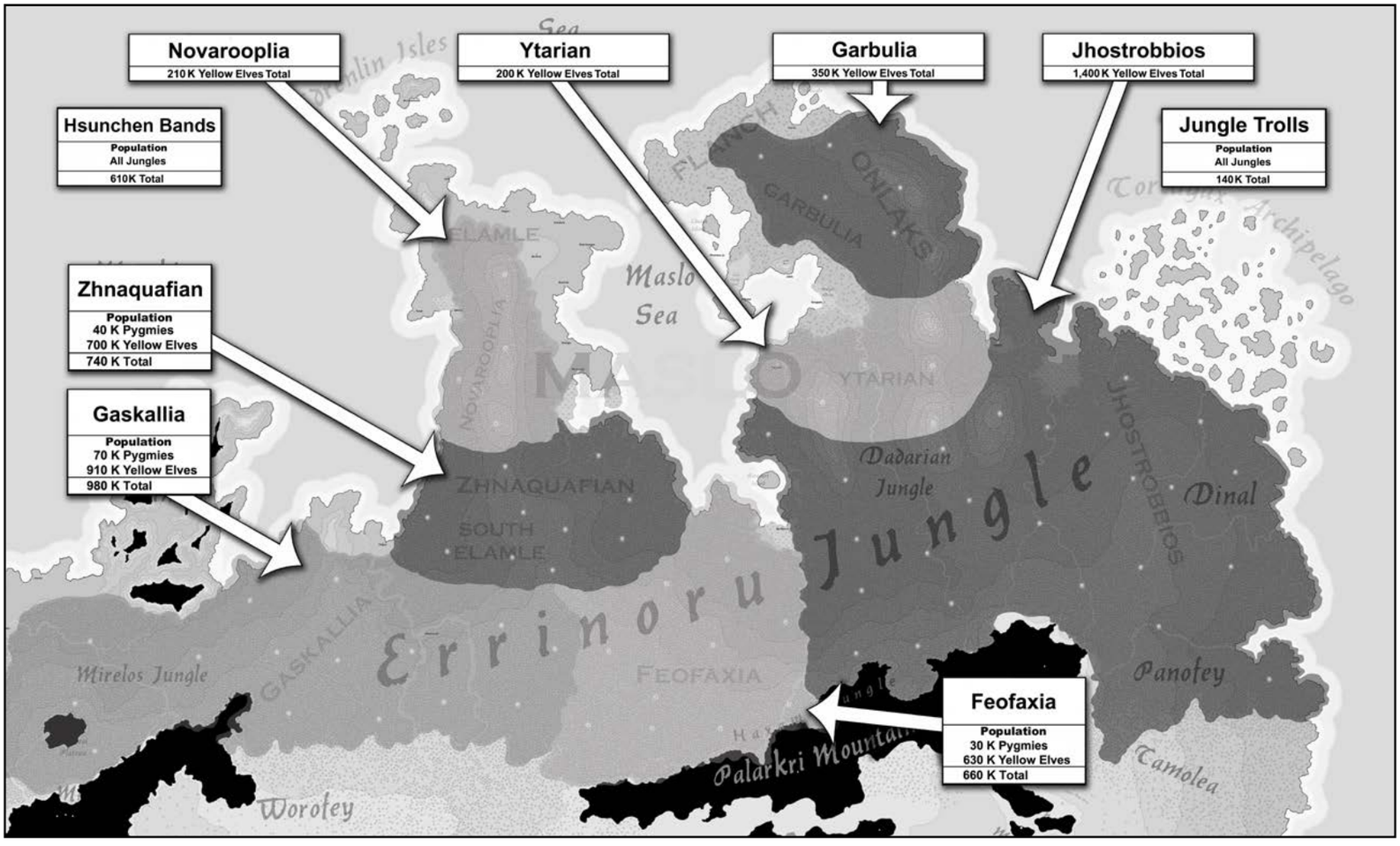
The Pygmies of Errinoru

A diminutive race of dark-skinned people lives in the jungles of Pamaltela. They are little more than three feet tall at most, and many are shorter. They speak only their language and live in parts of the jungle where no other people go. They are shy and secretive, and almost never invite strangers to their hidden camps.

The pygmies live primarily throughout the Feofaxia, Gaskallia, and Zhnaquafian Jungles. Several apparently independent groups have been identified, notably the Red Feather Skirts of Feofaxia, named for the clothing that gives them their name; the Paint Faces of northern Zhnaquafian; and in Gaskallia the Smokers, the Noise of the Jungle, and the Elephant Hunters. Others have been met, but not regularly.

The pygmies wear few clothes, depend upon poisoned blow guns for hunting, migrate widely through their regions, and have no apparent leaders. They never practice horticulture, and the Paint Faces are known to always giggle whenever they see the "big people" bent over their fields.

Some pygmies practice a primitive form of Aldrya worship along with other nature spirits. Others revere the elves as incarnations of nature itself. Most groups follow hunting spirits and other local deities.



Peaceful Woods. Many yellow elves believe that their souls travel to Jhostrobbios after death, there to live in temporary bliss among the heroes and demigods of that land before ultimate rebirth. Jhostrobbios is ruled by the fabled Council of Seventeen. Aldrya herself presides there. This land has remained in its primeval state ever since the Dawn. Many of the beings living in its depths do not know of the beginning of Time, and believe themselves to still be in the Gods Age.

Karan River: The Six Cities of Silver are reputed to lie far upriver. Although never found, humans keep searching along the river's many tributaries. Since the lying Homerot elves consistently deny their existence, most humans believe in them.

Mararoi Plateau: This tepui plateau is surrounded by 1,500 foot cliffs on all sides, making ascent nearly impossible except by a sole staircase-like path to the top. It is riddled with deep caves, homes to Hsunchen, monsters, and other life. What resides atop the plateau is the subject of wild rumors: local Hsunchen claim it is the home of the dead; yellow elves whisper of a God Learner stronghold; and Fonritian adventurers claim it is a vast city from the Gods Age.

Mirelos: The Gaskallian Empire, ruled by ancients of the yellow elves, holds sway here. Few other intelligent creatures lead free lives in Mirelos and even the Hsunchen and pygmies here are subject to the Gaskallian elves. The land is dense rain forest, with rivers famous for their richness.

Moino: A jungle without a native Great Tree, hence without its own High Council, Moino is the most western of the Errinoru tribal lands. The native elves sometimes accept rulership from the powerful Council of Gaskallia, but in fact no real need for government exists, since the region is quite pacifistic and untroubled by outside forces. This jungle is home to many bands of Hsunchen.

Neutebum (small city): A band of secretive jungle traders stop in Neutebum before setting off on their dangerous expeditions up the Arliss River. The successful among them return with trade items from wild human tribes, Feofaxian elves, jungle trolls, and even the mysterious jelmre of the Palarkri Mountains.

Novarooplia: This small tribe's land is located in the northern portion of the Elamle Peninsula. The yellow elves of this tribe are the friendliest of all those in Pamaltela, and share their territory with many human beings, especially Hsunchen and pygmies, with whom they hold the Oath of Elamle. Traders are welcome.

Palarkri Mountains: Scattered among the high valleys of these ancient, round-topped mountains are communities of the jelmre. Many dark trolls and jungle trolls live here as well, and whisper among themselves of the sleeping Giant Troll in a hidden valley.

Panofey: The southern border region of Jhostrobbios is thick with war plants, walking trees, and animals trained to keep out the enemy humans from the south who, fortunately for them, have not attempted to enter for many centuries.

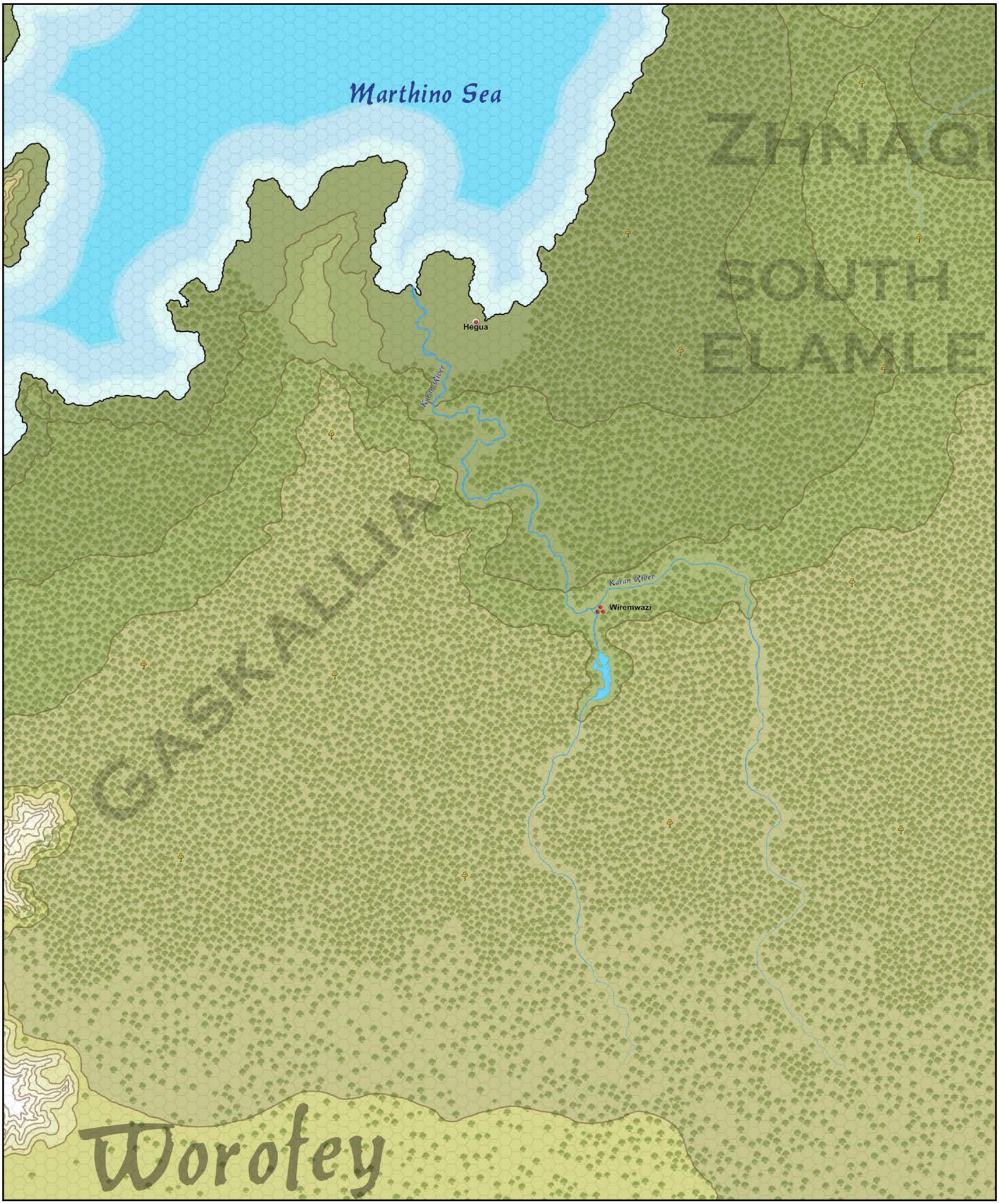
Tamolea: This area is covered with thick jungles with occasional clear areas between, a transitional region between the plains of Kothar and Jhostrobbios.

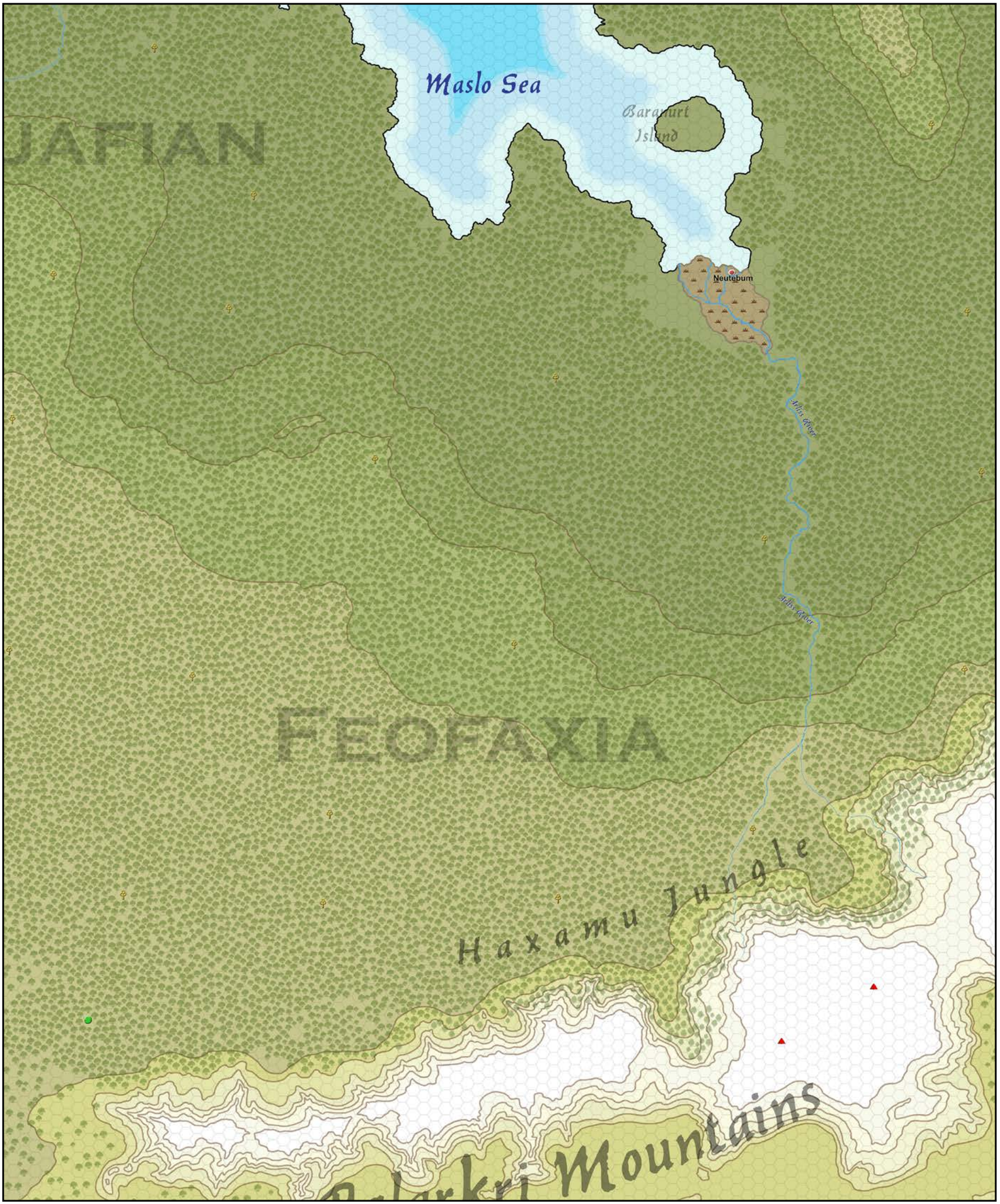
Wiremwazi: This ancient ruin consists of sixteen colossal monolithic figures surrounding a huge megalithic cairn. The yellow elves avoid this place, calling it the "Tomb of the Old One". It is sacred to the local Hsunchen tribes.

Worofey: Many clans of jungle trolls occupy this region, being especially concentrated on the southern side of the watershed where the elves are fewer and jungles are thinner.

Ytarian: The proud Ytarian elves hold most of the Dadarian Jungle, in the south of the Onlaks Peninsula of Maslo. This tribe of Embyli hates human beings and regularly assaults the nearby human coastal habitations. During the Second Age, people captured many Scintillating Bush Runners from this region and traded them as the "world's most beautiful pets." The Embyli have never forgiven this affront.

Zhnaquafian Jungle: This reclusive tribe of elves claims most of south Elamle, in the land of Maslo. Several allied human tribes of Hsunchen and pygmies live in the jungle outside the tribe's borders. The Zhnaquafian elves have no human cities on their coasts, and thus have little contact with civilized humans, towards whom they maintain cautious neutrality.


Marthino Sea
Hegua
Karun River
Karun River
Wiremwazi
GASKALIA
Worofey


Maslo Sea
Baramurt Island
JAFIAN
Neutebum
Atlas River
Atlas River
FEOFAXIA
Haxamu Jungle
Polarkri Mountains

Fonrit

Fonrit is a land of pleasant, semitropical climate whose growth is luscious, but not dense enough to be elf jungle. The major subdivisions of Fonrit are the regions of Afadjann, Kareeshtu, Banamba, Baruling, and Mondoro.

The coastal areas and river valleys are densely-populated and fertile. Shovel-tuskers (amebelodon) can be found in the coastal lowlands, and sea-going crocodiles inhabit the rivers. The interior consists largely of rugged hills. Earthquakes are common in Fonrit, especially in the volcanically active region of Mondoro. Typhoons are frequent in mid-Dark Season.

"I am a slave of mighty (name), from the city of (X). Who is your master, stranger?"

Inhabitants

Fonrit is primarily inhabited by a folk of mixed Veldang and Agimori origin, called the Torabs. The upper class is incredibly wealthy and powerful, the poor ruthlessly taxed and beggared into heartless slavery.

Many cities in Afadjann have Vadeli Quarters, populated by Brown Vadeli and governed by their own laws and customs.

Culture

Fonritian. Slavery defines and dominates Fonritian culture. Of the Fonritian cultures, the Afadjanni are of particular interest, as they are somewhat less dominated by slavery, and their culture contains some interesting differences from Kareeshtu.

Across Fonrit, about 5% of the population are free upper class, about 5% are slave or mercenary soldiers supported by the rulers, around 10% are half-free, half-slave artisans and merchants, and another 10% petty landholders. The remaining 70% are slaves.

Fonritian free women wear veils, and both sexes wear draping robes. Harems are the rule for the rich potentates, guarded by jealous and powerful eunuch slaves.

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

Population of Fonrit

Humans

Afadjann	3,430,000
Banamba	1,400,000
Baruling	1,000,000
Hsunchen	250,000
Kareeshtu	3,000,000
Katele Purists	200,000
Marana	80,000
Mondoro	300,000
Tarahorn	300,000
Thinokos	300,000
Vadeli	50,000
Other	500,000
Total:	**10,810,000**

Language

Fonritian, Kareeshtan, Afadjanni, Mondoran; Banamban is spoken most by those of Laskal. Thinokan is the preferred language in the land of Thinokos; it is unrelated to the other Fonritian languages, but is closely related to those of Elamle and Flanch.

Government

Slavocracy. The political rulers are tyrannical overlords who must contend with a dozen powerful factions in each city. Cities may be ruled by priesthoods, merchants, or warlords.

Fonritian politics lie in the hands of a wealthy plutocracy, which commands internal factions and rules over vast slave estates; they are famed for their cruelty and tyranny. City-states strive for both independence and to dominate their neighbors. Loyalty between city-states is rare, and the various regions mentioned below are traditional groupings which are sometimes confederacies, sometimes ruled by a single leader, and sometimes divided into many squabbling states. The political units of Fonrit change hands and borders so often that an accurate delineation is difficult. As of 1621, the most powerful city-states are those of Afadjann and Kareeshtu.

Two rival confederations dominate Fonrit. The Jann of Afadjann commands the rulers of other city-states, who send tribute, hostages, slaves, and troops upon command. Each tributary state may also command lesser city-states or tribes as well. Those cities not subject to the Jann are fiercely independent.

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

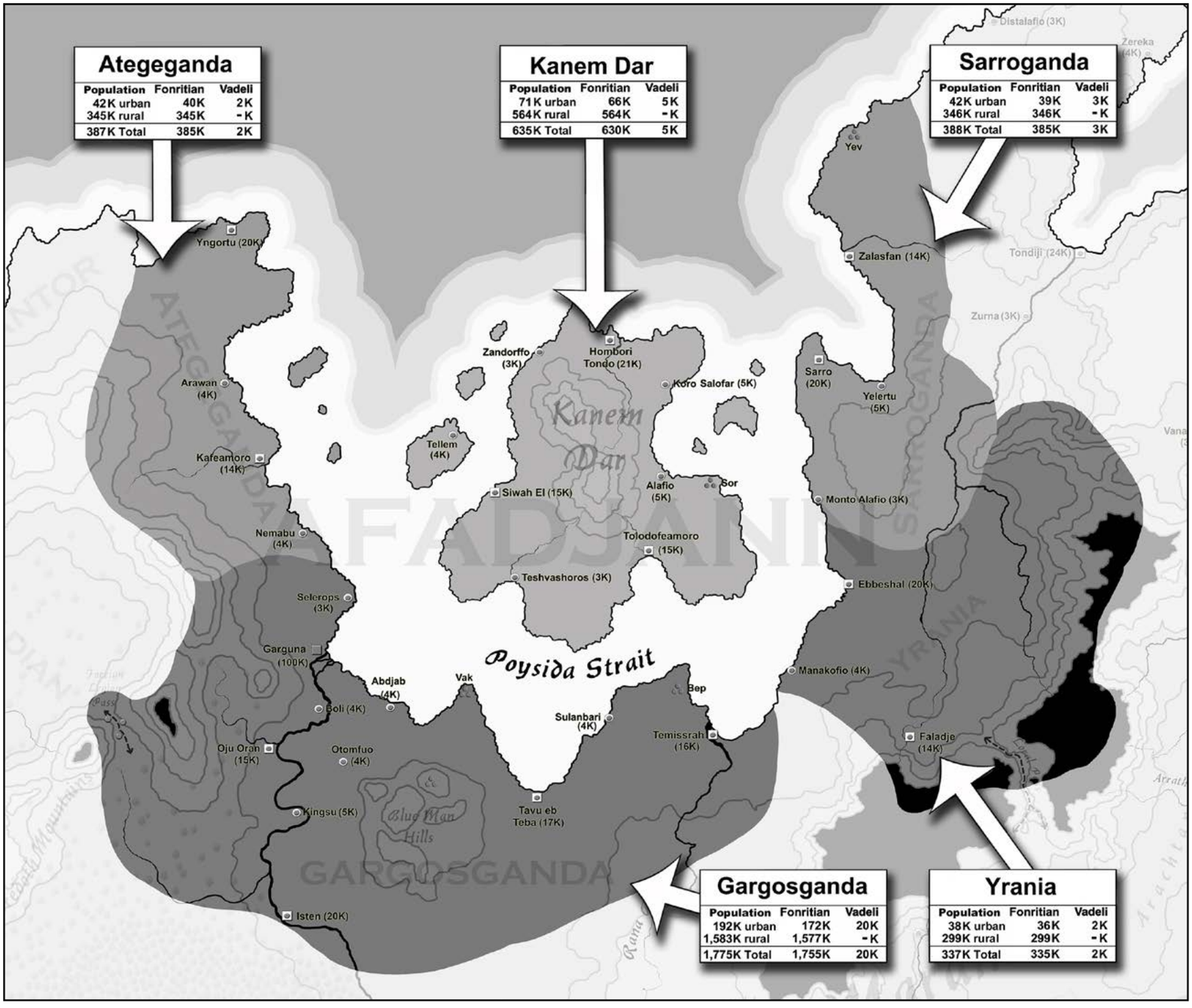
Military

Each city in Fonrit has at least one contingent of professional soldiers, owned by their commanding officers, who are in turn owned by various ruling contingents. As is usual in Pamaltela, good horses must be imported and cavalry is rare. The ruling faction of each city-state has a professional bodyguard, usually composed of handpicked, free, highly paid foreign mercenaries, skilled in their particular weapons and magics.

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

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


Rikas Sea
Kumanku Islands
Dashomo Sea
Marthino Sea
Inland Sea
Dsunguya Island
Murdinaguya Island
Njenaguya Island
Kunem Dur
Boysida Strait
CERNGOTH
KORMARKAM
KADIAN
EBIRUSS
CANTOR
AFADJANN
GARGOSGANDA
Marana
Chinokos
Tarahorn
Mondoro
Vralos
KALTINAR
Koraru Bay
BARUCING
BANAMSA
Laskal
Esla
Moino Jungle
Tarmo Mountains
Entoziland
Dolorofey
Szech Mun Baru
Maroni Plateau
Mari Mtns.
Mirel
Cinorom
Tratam
Kurdjajadom Mountains
Kochilistak
Ek
Elestavoquan
Daranae
M'Gekekchun



Religion

Fonritian Religion. Earth spirits, fishing spirits, ancestor worship, and city spirits abound. Powerful cults are variously state-supported by particular cities. The god of slavery, Ompalam, is a state cult throughout most of Fonrit.

Among the Afadjanni, the most important god, by virtue of his political import, is Darleester the Noose. This god gives a spell of compulsion to the high priest, the Jann, who can teach the spell to others who are already under his compulsion. The duration of the spell is for the lifetime of the caster.

In Sarro, Orlanth (also called Baraku by the Fonritians) is the most important deity; in Ebbeshal, the Invisible God; and in Yngortu, "The Two Brothers" (called by outsiders Humakt and Zorak Zoran). The priesthoods are inevitably corrupt and form one of the factions in their cities.

People of Note

Archidomides: His Holy Munificence, the Heartless and Openhanded, Vessel of Tondiji and Ikadz, Archidomides is the ancient ruler of the Empire of Golden Kareeshtu. He enjoys an unnaturally prolonged life and has ruled his empire since the collapse of the Confederation of Fonrit.

Astamanyx: Jann of Afadjann, High Priest of Darleester the Noose, and absolute ruler of Afadjann. Once simply the ruler of the small city of Teshvashoros, he was supported in his rebellion by Kareeshtan money and, at the critical juncture, ships. Once victorious, Astamanyx rewarded his Kareeshtu allies with betrayal and war. As Jann, he possesses the powers of the Glorious Ones as long as he remains healthy and ritually pure.

Ekurbenyow: The most powerful *kalku* of the Pujaleg Empire, this Heroquesting warlord dominates Banamba, extracting tribute from most of the civilized people of that land. His head is said to be a toothy skull; he has eyes in his sockets, but usually keeps them closed as he does not need them to "see". Ekurbenyow is a notorious head hunter, and wears the heads of his defeated rivals and foes.

Energastor: Called Sister Philosopher, this old woman is the leading spokeswoman for the Renewed.

She hobbles about the land, followed by cohorts of listeners thriving on her messages of peace, fertility, and liberation for all descendants of the Renewed.

Gabaryanga: This blue led the Benestros Uprising in 1613, a slave rebellion that was put down only with great bloodshed by the Jann. When his rebellion was crushed, Gabaryanga escaped to Jokotu, where he has dedicated himself to Serartamal the Blue Moon.

Jawdar Mansyur, King of Baruling: The ruler of Demparant is opportunistic and ambitious. Since 1618, he has styled himself the King of Baruling. He has sworn to conquer the city of Kokrand and sacrifice that city's Highest Priest to his ancestors.

Jeren Darow: The Jann of Thieves, and ruler of Sarro. A notorious pirate, he pays lip service to the Jann, but is a notoriously untrustworthy scoundrel.

Jewel-Chained Azmurad: Shakh of Njenaguya. The richest man in Fonrit, Azmurad owns the island of Njenaguya and all its inhabitants. Exemplifying lust, greed, and gluttony, Azmurad is grotesquely fat and amuses himself by torturing and humiliating his slaves and enemies.

Kythra Menna, the Red Moon Seer: This strange mystic claims to have liberated the magic of the Yranian Leapers to serve her. Her Red Moon cultists can be found in most Fonritian cities.

Ovgormangis: A self-styled Prince, this rebel is in exile in Barueli, a city in the wilderness of Mondoro known for its wicked customs. He raids, plots, spies, and foments rebellion, hoping to regain his father's position as Jann, usurped by Astamanyx.

Seseine Kallig: This demigod sorceress was originally a blue slave. She claims to be the incarnation of the Chaos goddess Seseine and to have seduced a god of Death into servitude. She is served by an all-female band of assassins, all blues and all fanatically loyal.

History

The inhabitants at the start of Time were scattered tribes of a peaceful, blue-skinned people called the Veldang, survivors of the near-forgotten Artmali Empire. They owned magnificent boats, worshiped crippled gods and natural spirits, and ate snails, worms, and fish, but flesh from no animal or bird.

By the year 500, adventurous tribes called the Gargandites moving north from the region of Laskal had infiltrated the region. Wandering through Fonrit, the Gargandites encountered scattered tribes of blue-skinned people who called themselves the Veldang, and discovered the ruins of the Artmali. The leader of the Gargandites, Garangordos the Cruel, quested to liberate Ompalam from the shackles of Jraktal the Tap. Garangordos and his companions then conquered and enslaved all the Veldang, with the aid of his god-weapon Darleester the Noose, and imposed the worship of Ompalam. He exterminated the Aldryami in Fonrit and Laskal. Garangordos was killed by his brother Jokotu, whose seventeen brothers and sisters (called the Glorious Ones) dismembered the fratricide and divided the land among themselves. Ever since, all of Fonrit has been divided into many hostile factions.

A century later, the northerners began to arrive. These foreigners settled mostly in Umathela, but traders and settlers were welcomed into many coastal regions. Their gods were sometimes a relief from the cruel and oppressive deities invoked by Garangordos and his family. But the northerners were always a minority, though an increasingly larger one in the west.

During the Imperial Age, Kareeshtu's strategic naval position made it a center of activity. By 770, the Middle Sea Empire dominated Kareeshtu's politics and economy, and ultimately affected Kareeshtan culture. The God Learner doctrine that nobody is free altered the very meaning of slavery, and moderated the local slave traditions into a less malignant attitude. Now, some slaves of Fonrit are freer than the serfs of barbarian lands.

In 838, the Middle Sea Empire directly intervened in Fonrit, achieving a decisive victory over a rival confederation of Fonritian cities. The Empire asserted direct rule over Kareeshtu and many other city-states ceded themselves to the Empire for protection from their neighbors. The Empire encouraged the slaves to rebel, with such success that the nation of Vontabu was formed in Tarahorn (although the Empire soon conquered Vontabu as well). From their fortified stronghold at Goan, the Empire launched the Kolarmoli expeditions deep into Jolar and by 861 had established the Six Legged Empire there. The Six Legged Empire exported slaves and imported grain from overseas to feed their horses. By 879, the Empire ruled all of Fonrit and extracted slaves and tribute from the Agimori plains.

Imperial suzerainty proved short-lived, for in 902, the Six Legged Empire collapsed without grain to feed its horses. In 907, the Kolat slave riots shattered the Empire's hold on the Fonritian cities. In 908, a new Jann enslaved Darleester the Noose and quickly unified Fonrit in rebellion against the Middle Sea Empire. The cities of Fonrit expelled their imperial governors and submitted themselves to the Jann of Afadjann. Even the city-states of Kareeshtu rebelled – worse yet, the rebellion was led by the imperial governor – and their warships chased off a Jrusteli expeditionary force that was intended to reconquer the rebellious lands. By 922, the last possessions of the Middle Sea Empire in Pamaltela were lost.

A generation later, the Closing scoured the Fonrit coasts. In 955, ships were pushed ashore, dragged under, broken by waves, attacked by monsters, and burst by magic. In 956, the Pillars of Water rose in Kareeshtu, blocking all possible traffic between the islands and the mainland, and the River Waves, washing miles inland from the sea and carrying an army of watery enemies, began to flow. In 957, the Pillars of Water began leaping from their places and splashing down about the land and islands, and the fleet of the dead sailed across the land, wreaking havoc and spreading terror. Other depredations continued, such as the Week of Squid in 1112, but most of the worst violence was over by 968.

During the Closing, Fonrit lost the former unity Afadjann had imposed on the cities. In 1202, the Pure Doctrine Freedomists returned to Kareeshtu, bearing a rigidly dogmatic Doraddi cult and social structure. This precipitated the Women's Revolt of 1207, which began in Yelertu and spread to many nearby cities.

The upstart Jann of Sarro became dominant in Afadjann itself by 1290. Under Sarro leadership Afadjann seized much of Vralos from the Cult of Silence. In 1300, the *tsanyano* movement began in Koro Salofar and quickly spread through Afadjann.

A most significant event began in 1319, when an army of red-robed Yranian Leapers swept down upon Afadjann from their city of Faladje. The blues erupted in revolt, tearing

An Old Fragment

A common story among the slaves of Fonrit:

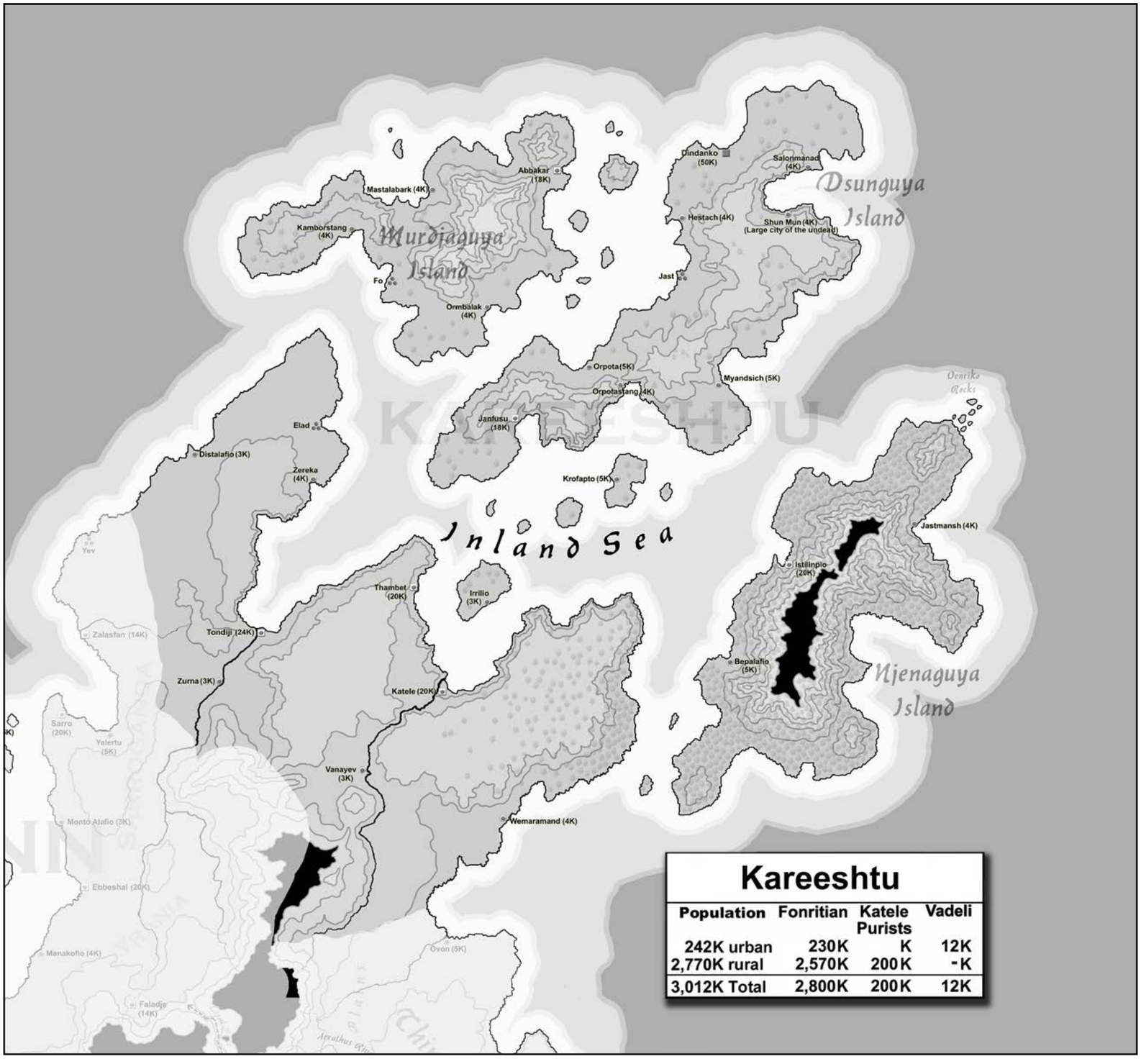
"The Artmali were a great empire of the south in the Gods Age. They withstood the storm gods. They were all blue of hide, as were their gods. They were a good and proud people. They fell down from the Sky with their gods. They were broken underfoot by their foe, H'narsh, and dissipated in the waters. Their nation's heart was the Blue Castle, a magnificent city that lies upon the King's Walk to the west of the place where it intersects with the Southgrowing Road."

Ompalam and the Sun

Tenoarpesas the Golden One, was selected by Garangordos to embody the powers of Kendamalar the Sun. Tenoarpesas brought forth the forces of Vovisibor and Chaos into himself, and entered the Underworld. He returned from the Underworld as both the power of Ompalam and as Varama, the now-shackled Sun and slave to Ompalam.

In Fonrit, the Sun is worshiped as the slave of Ompalam, who chained Varama to his unyielding task. The Sun signifies Ompalam's great power and in many Fonritian cities, the Sun disk is a symbol of Ompalam's universal rule.

When the God Learners came to Fonrit, they viewed the Fonritians as Solar worshipers and Ehilm became a common name for the Sun throughout northern Fonrit. Like Ehilm, Varama is an impersonal and abstract god with few initiates, although his priests often have great political power because of their master Ompalam.



Kareeshtu			
Population	**Fonritian**	**Katele Purists**	**Vadeli**
242K urban	230K	K	12K
2,770K rural	2,570K	200K	-K
3,012K Total	2,800K	200K	12K

cities apart and sending a great influx of people fleeing the invasion of the Yranian Leapers. From 1320 to 1325, the Yranian Leapers threatened Kareeshtu, and from 1322 to 1331, they invaded Vralos. During this time, Faladje dominated all of Fonrit and beyond. But their rule was also short-lived; in 1331, a hero whose name has gone unrecorded called upon the Yranian Leapers to "pay off their debt". They quickly disappeared as a significant political force. The local Ludoch mermen provided vital communication between islands and the mainland to defeat the Yranians.

For a time afterwards, the Confederation of Fonrit unified the land and sought to conquer nearby Umathela as well. As inevitably occurs in Fonrit, the unity failed and several centuries of internecine warfare followed when the first of eight Season Wars with the Aldryami of Umathela began in 1340. The wars in Umathela continued until 1458, with a decisive elvish victory. Tortrica, the last conquest in Umathela, revolted in 1478, with the aid of hill barbarians and elves.

In 1518, the ruler of Hombori Tondo reenacted the deeds of Garangordos by enslaving the god Darleester the Noose and restoring his cult. He proclaimed himself the Jann of Afadjann and enslaved many of the cities of that land.

In 1585, a fleet of Vadeli ships arrived in Afadjann, the first seen since the Closing. The newcomers claimed they were gods, instituted taxes and worship, demanded human sacrifice and magical secrets, and, through terrible sorcery, compelled the use of Darleester the Noose as a weapon against the people of Afadjann. Those who resisted were brutally killed by the Red Vadeli. In 1587, a Vadeli fleet, with

Afadjanni and Umathelan allies, attacked and conquered Kareeshtu. At its height, the Vadeli Empire ruled Umathela and most of Fonrit.

The Vadeli might have succeeded if their greed was less. Their domination was brief, for, in 1594, the fleet of Dumanaba sailed forth in a surprise maneuver and destroyed part of the Vadeli fleet. Vadeli reinforcements arrived from Enkloso and Vralos, while an entire fleet from the Maslo Sea arrived to aid Kareeshtu. The Vadeli fleet and its allies were destroyed in the great naval Battle of Oenriko Rocks.

Since that time, the cities of the coast have been expanding rapidly, energized by the opportunity to grow. Struggles have determined that Kareeshtu is the dominant power for the moment, but the future is uncertain. In 1613, the Kareeshtan fleet assisted the current Jann of Afadjann into power. He has since betrayed the trust placed in him, and now fights against Kareeshtu.

In Laskal, the bloodthirsty Hsunchen Bat People established a confederation of Hsunchen peoples known as the Pujaleg Empire in 1613, and now much of that land suffers under their oppression.

Prophecies of the Hero Wars

CHAOS Promises:
Acac the Revivifier, 1472 ST

"Long ago came Jotimam, then Kajabor, then Wakboth. Then the mighty men and women of old fought us and we lost. Then Gbaji came anyway. Now the world is inside-out. Already has Gbaji come again. Soon will come the mighty men and women. But this time Wakboth and Kajabor will conquer. Then Jotimam destroys all."

Acac the Revivifier was the pen-name of an author claiming to be a broo. His writings entered Fonrit in 1472, mingling horrendous curses upon humanity with enigmatic prophecies of cosmic doom. Several attempts to seek out and kill Acac failed utterly.

The "mighty men and women" referred to in the prophecy are presumably the combatants of the Hero Wars. Gbaji, of course, is the deity of seductive Chaos, Wakboth the Chaos God of Evil, Kajabor is the Destroyer, and Jotimam was the Void at the center of the world, now transformed into Magasta's Pool. The meaning of the prophecy is obscure, but clearly threatening.

Places of Interest

Abbakar (large city): The largest city on Murdjaguya Island, Abbakar was the site of a God Learner stronghold in the Second Age. Its grand Knowledge Temple dates to that era and its grey-robed priests managed to avoid destruction at the Closing. Intractable academic disputes are resolved by the deadly Knowledge Duels.

Abdjab (small city): Long subjugated by Garguna, this port city maintained a precarious independence during the Season Wars, but was enslaved by its more powerful neighbor in 1490, which was enslaved in turn by Afadjann in 1518. The slaves of Abdjab are notorious for their plots and schemes to regain their city's liberty.

Abesh (large city): Alone among the city-states of Fonrit, this city has no walls. It is defended by the frightening Death Affliction, invoked by the city's ruler. When the Affliction is summoned, all beings within the city's boundaries that are not native to the city (i.e., were not born within the city's boundaries) are cursed and must inevitably die within ten years. Hence, no attacking army dares enter the city itself. Abesh has no overlord.

Afadjann: This political state varies greatly in its size and power. Its capital is at Hombori Tondo. At this time it includes Garguna, Kafeamoro, Sarro, Tavu eb Teba, Temissrah, and Tolodofeamoro.

Alafio (small city): This fortified port city claims to predate Garangordos and has an excellent harbor. Before the rise of the Jann of Afadjann, Alafio was part of the Yelertu Confederation.

Arachtan Plains: These agricultural lands are populated by farmers and their slaves. The city of Serlastor owns the plains and stubbornly defends its autonomy.

Arawan (small city): The titular ruler of this city is the Slavelord of Arawan, but the true rulers are the Immortals – the undying corpses of all the previous Slavelords. Twice the Immortals have left their tomb temple – once to defeat the angry sea gods that threatened to destroy the city after the Closing, and the second time was in 1458, when victorious Aldryami and hill barbarians threatened to conquer the city.

Arrathus River: This river rises in the Marana hills and flows through the largely agricultural Arachtan Plains before carving its way through the Copper Canyon.

Aseko (small city): This stone-walled market town is the first port after the hostile lands of Kimos and is much-frequented by sailors. As a result, Aseko is a cosmopolitan place, populated by merchants from Maslo, Kareeshtu, and even far off places such as Kralorela and the Holy Country.

Ategeganda: The western march of Afadjann, Ategeganda was part of the Middle Sea Empire province of Vralos in the Second Age, only being reconquered by Fonrit in 1080. Olives are grown in great profusion here.

Balanorffo (small city): This city is owned by Meskavayah of Dumanaba, one of the leaders of the League of Traders and a ruling merchant-prince of Dumanaba. The palace of Meskavayah is famed for its library, perhaps the greatest in Laskal.

Balanzan (large city): The City of the Dawn, the residents claim that Galagorib, the sister of Garangordos, was born here, and her temple owns most of the city. The city is rich from its gem-cutters and jewelers. It has a large Vadeli population, survivors of Oenriko Rocks who were purchased by the *Alaafin* (Lord of the Palace) of Balanzan.

Bambara Maunde, the Gleaming City (large city): This city is cut from a single huge piece of coral which rises majestically above the sea. It is so immense that the cutters are not yet done with it. The polished stone-like substance takes on a high luster which reflects even the dimmest light. In the Fire Ceremonies, celebrated every four years, each

Fonrit Regional Activity Table

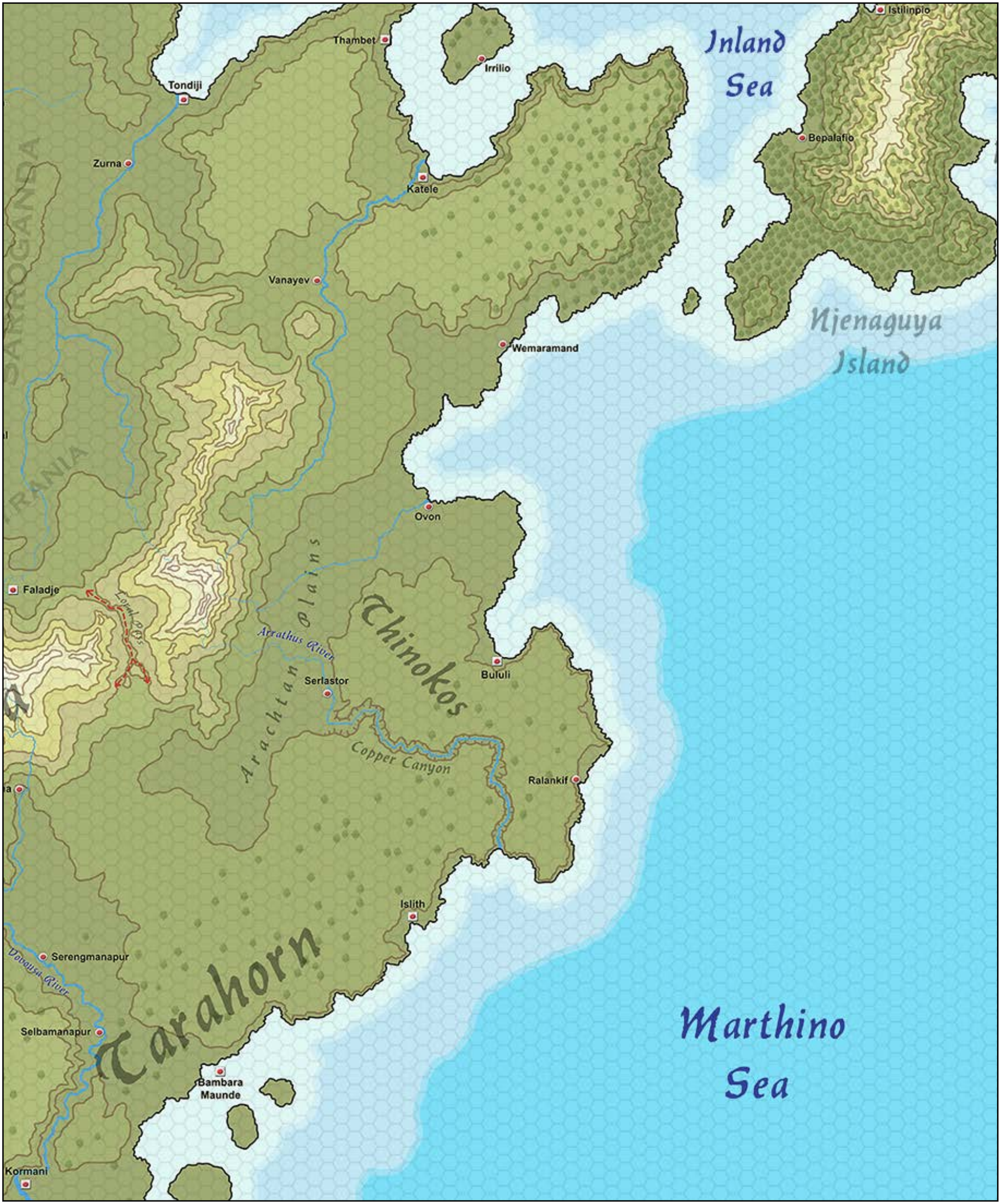
Determine weekly per city

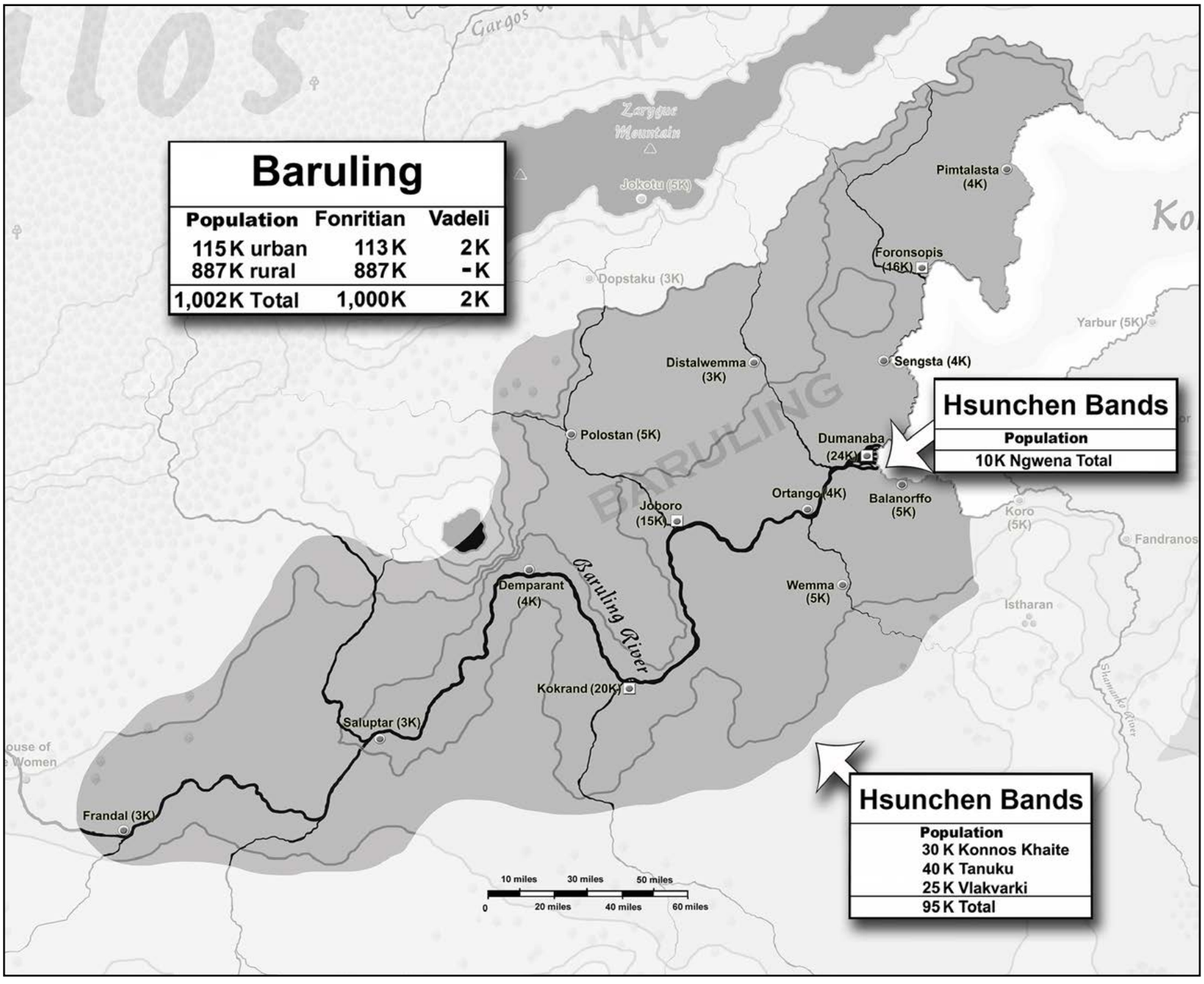
Common Events
Mobs battling in the street over Oldster and Renewed philosophies.
Exotic new slaves from foreign lands for sale.
Assassination of a notable person.
Bandits or barbarians attack traveling merchants; mercenaries sought.
Public execution.
New cult swells in popularity and power.

Uncommon Events
Coup attempt by rival faction of city's rulers.
Malasp raiding force demands tribute from all.
Nearby city threatening to join Jann; popular invasion rumored.
Nearby city threatening rebellion: mercenaries wanted.
Vralan army demands unusual tribute.
Veldang slaves have strange festival for their dead gods.

Rare Events
Unruly mobs crowd marketplace as True Prophet lectures; spies circulate everywhere, spreading rumors and looking for dupes.
Wild and rioting tribesmen at market: horses for sale!
Vadeli merchant offering unusual magic for sale.
Rumors that ancient Vadeli are returning and want revenge for Oenriko Rocks cause riots.
Public sacrifices made to the local Demon God.
Ancient baby-faced statue discovered in nearby fields; blues rioting.


Dashomo Sea
GANTOR
ATEGEGANDA
KADIAN
Yngortu
Arawan
Kafeamoro
Nemabu
Selerops
Garguna
Foreign Legion Pass
Oju Oran
Boli
Abdjab
Otomfuo
Kingsu
Isten
Abesh
Formstosi
Gargos River
Onakalom
Mondoro
Blue Man Hills
GARGOSGANDA
Fanjosi
Tavu eb Teba
Vak
Bep
Sulanbari
Temissrah
Manakofio
Poysida Strait
Zandorffo
Hombori Tondo
Koro Salofar
Kanem Dar
Tellem
Siwah El
Alafio
Sor
Tolodofeamoro
Teshvashoros
Sarro
Monto Alafio
Ebbes
Zalasf
Yelert
Rama River
Kempar
Kalabar Pass
Kalabar
Zelmandili
Barueli
AFADJANN


Inland Sea
Istilinpio
Bepalafio
Njenaguya Island
Thambet
Irrilio
Tondiji
Zurna
Katele
Vanayev
Wemaramand
Ovon
Faladje
Arrathus River
Arachtan Plains
Chinokos
Bululi
Serlastor
Copper Canyon
Ralankif
Islith
Serengmanapur
Tarahorn
Selbamanapur
Bambara Maunde
Kormani
Marthino Sea



resident waves a torch about, creating a blinding effect. The coral is a deep red, much valued for jewelry and certain magical items. The city is rich from selectively exporting the diggings, but suffers from raiders who try to conquer or steal the rich material. Such a raider was Kemparana, called Eighthands, whose coral tower still sits in the wilds of Mondoro.

Banamba: The northern coast of Laskal is called Banamba, and its culture is Fonritian. The region is rich in gold and ivory. Rarely unified politically, its coastal cities pay tribute to Kareeshtu, the current dominant naval power. A confederation of fierce Pujaleg Bat People (the Pujaleg "Empire") oppresses the interior, extracting tribute and sacrifices from the cities. In 1622, Harrek the Berserk conquers the area, and is ruling it when he abruptly departs to go to Dragon Pass to help Argrath.

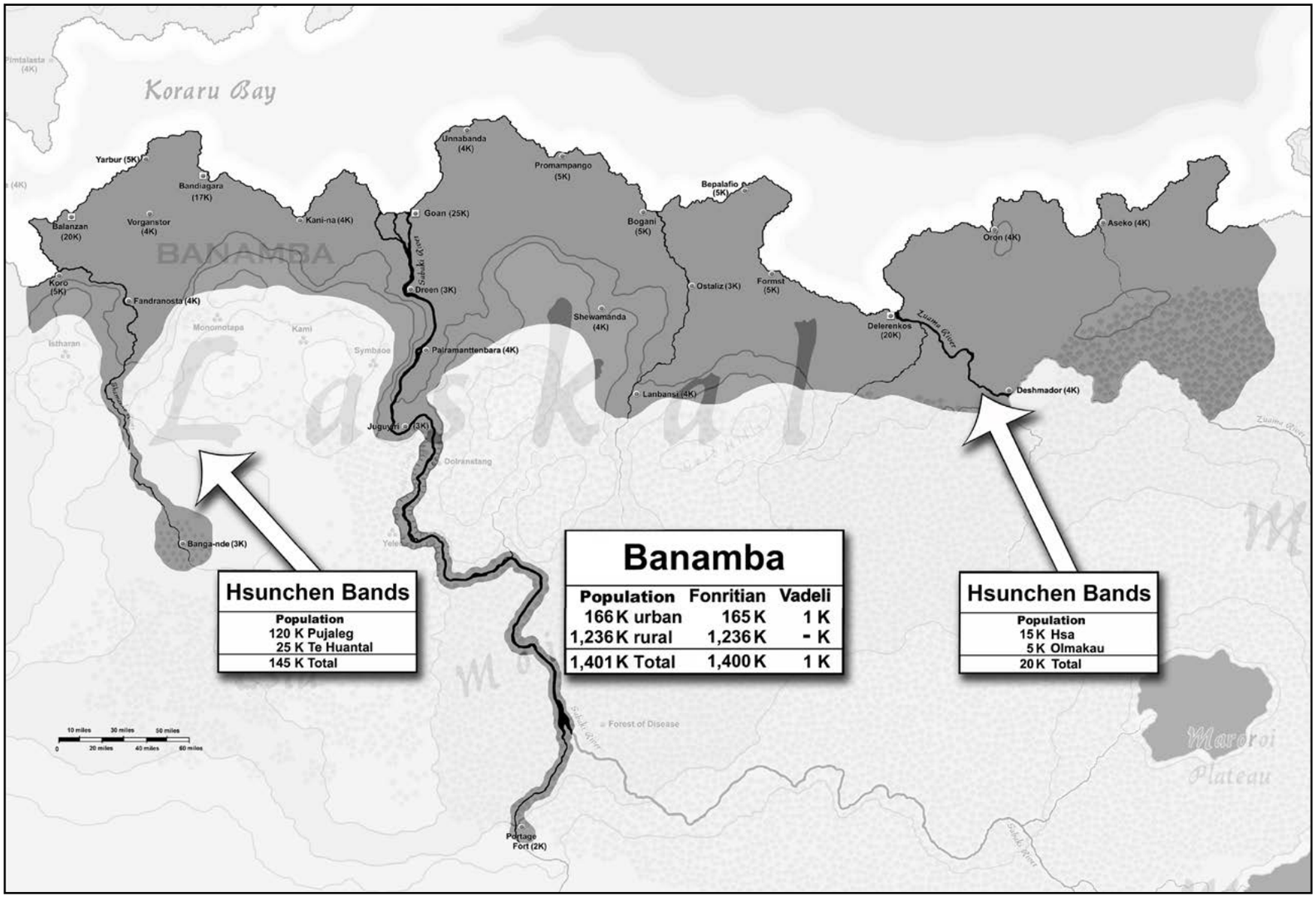
Bandiagara (large city): The Rich Eating Bowl, this port city was founded by a daughter of the Millet Goddess who married the sea god Koraru and gained his blessings. Bandiagara is famed for its fishing fleet, and their nets come back with a good catch even when those of other cities return empty. The city pays a heavy tribute to the Pujaleg Empire and a Pujaleg *kalku* (shaman-warleader) rules as the lord of the city, backed up by Bat People mercenaries.

Banga-nde (small city): The Hidden City, this is one of the main markets for trade with Jolar. The city and its surrounding orchards are owned by its council of merchants.

Barueli (large city): This city in Mondoro commands the roads between Dumanaba, a city to the south at the mouth of the Baruling River, and Garguna, the metropolis on the Poysida Strait. The ruler, the High Priest of the Hungry Goddess, is a eunuch who must, by law, be a blueskin. The city is famous for its bloody sacrifices every 34 days, and for its zoo of crippled flying creatures. The inhabitants speak Mondoran.

Baruling River: This river runs down from the Tarmo Mountains to the Koraru Bay. The human natives are skilled boatmen, and annually send great logs into the river as sacrifice to the river god. The river mouth is one of two primary sources of the midget conch shells used as currency among the Doraddi. The lower river is dominated by the city of Dumanaba; the cities of the upper river have united into the Baruling Kingdom.

Benestros: The rich plains of Benestros are densely populated and an important breadbasket for Afadjann. Scattered across the countryside are colossal stone heads (most are between 4 and 10 feet high) and stone



altars. The blueskins avoid these relics, calling them the Angry Grandfathers.

Bep (ruin): These ancient ruins overlook a crumbling cliff above the Poysida Strait. God Learner scholars theorized that this was a Gods Age temple to Annilla the Blue Moon.

Bepalafio (small city): This city on Njenaguya Island is built on the side of a granite outcrop and it is an important export center for wood, honey, and wax. It is surrounded by extensive fortifications.

Bepalafio (small city): This city in Laskal is built on a hill overlooking the port and is surrounded by two walled enclosures. The ruler's palace, made of red sandstone and called the Tower of Lassana, stands over 250 feet tall and serves as palace, lighthouse, fortress, and observatory. It is sometimes called Lassana City to distinguish it from the Kareeshtan city of the same name.

Blue Man Hills: These barren stone hills rise above the Gargosganda plain. They are littered with ruins of a God Time civilization that are haunted by lost dreams and mad spirits. The ancient Veldang claimed these hills are the bones of their ancestor they call Moonson.

Bogani (small city): This is a city of yellow elves, populated by exiles driven to madness and communing with humans. Some even claim to enjoy city life. In the center of the city is a dense garden, forbidden to all but the leaders among them.

Boli (small city): Each year, the ruler of this city sacrifices virgins of each sex to the Hungry Goddess to maintain the fertility of the surrounding land. The sacrificial victims are determined by divination. As long as the city has maintained this custom, the fields owned by the city have never failed. Boli is also known as the Fragrant City for its numerous perfumeries.

Bululi (large city): This city, the largest in Thinokos, is famed for its seamanship; unlike the rest of Fonrit, Bululi maintains a fleet of double-hulled galleys propelled by clumsy sails or banks of oars pulled by well-drilled (and always free) men. The temple of the Great Boat is atop a high stone platform near the port; this temple marks the landfall of the seagoing ancestors of Thinokos who first settled here. The city is ruled by a queen chosen by the shamans from the noble caste descended from Belesta of Thinobutu and Boroto the Pointer. The city is traditionally allied with the Ludoch mermen of the Marthino Sea.

Copper Canyon: This deep canyon on the Arrathus River is approximately 90 miles long. Its high cliff walls are copper-colored and the metal is common in the hills here. Some claim this canyon marks the path of Vovisibor and his army, others say this was where Sikkanos cut through the body of the local land goddess out of spite.

Dashomo Sea: These waters between Fonrit, Jrustela, and Kumanku are troubled by recent demands from the local mer-king. Every port must pay a heavy toll to keep operating, and individual ships leaving port must throw some of their cargo overboard as tribute.

Delerenkos (large city): This city derives its fabled wealth from the twice-annual caravan to the Moino Jungle, where they trade for spices, herbs, feathers, and other exotic goods. Those who participate in the caravan must adhere to the Seven Taboos for the rest of their lives, lest they suffer the curse of the Aldryami. The city is ruled by a dynasty of hereditary queens (called an *abbakka*), who have carefully maintained the city's independence from Kareeshtu and Flanch, and – unusual for Fonritians – maintained a precarious friendship with the Embyli of the Moino Jungle.

Demparant (small city): This city is the center of the newly-created Baruling Kingdom, a confederation of city-states along the upper Baruling River that includes Saluptar and Frandal. They raid the cities of the lower Baruling River and are notorious as bandits. It is ruled by Jawdar Manyur, a particularly ambitious leader.

Deshmador (small city): This ancient city on the Zuama River is protected by the Old Ones – the spirits of its ancestral priests. The inhabitants claim to be pure-blooded descendants of the original Man and Woman, and they stand taller than most men (although they claim their ancestors were taller still and needed neither water nor food). They are ruled by a gerontocracy of family heads, the eldest of whom is the ruler and called the Baba Kroos. They revile Garangordos as a devil.

Dindanko (metropolis): This is the capital and largest city of Golden Kareeshtu by virtue of its dominance of the local Dormal cult and its shipyards, the largest in Fonrit. The vast Golden Palace of Archidomides is a large city in its own right and is surrounded by temples and the palaces of lesser rulers. Goods and slaves from far and wide are traded in the great covered markets of the city and the Grand Harbor sees ships from as far off as Kralorela, Haragala, and even Kethaela. Here docks a famous ship called the Admiral Yacht. Aboard it is the mummified body of the Vadeli fleet commander who first came to the land after the Opening.

Distalafio (small city): This city has been much oppressed in recent years by demands for tribute by the Hroarilli tribe of Malasp mermen. A group of Fonritian sorcerers now seek the forbidden lore of the God Learners and Vadeli so they might enslave the Malasps and end the tribute.



Bronze Plaque from Hombori Tondo

This bronze plaque from the Bronze Palace of Hombori Tondo depicts the Jann attended to by a naked goddess, and guarded by two slave soldiers, and two less important slaves. The size of the figure depicts its importance – in Fonrit, even the gods are less important than the city rulers.

The Jann: The central and largest figure, the Jann embodies the power of Ompalam and Darleester the Noose.

The Goddess: Next to the Jann is the Millet Goddess Ernamola. She is slightly smaller than the tyrant. Her servitude to the Jann symbolizes the submission of Gargosganda to the Jann.

Slave Soldiers: Two significantly smaller figures flank the tyrant and the goddess.

Lesser Slaves: Two tiny figures represent lesser slaves in the household of the Jann: a bureaucrat-official, and a sorcerer. They are significantly smaller than the slave soldiers, and look like children next to the Jann and the Goddess.

Distalwemma (small city): This city was founded as a rival capital of the Wemma Empire by Baruba Kinslayer, whose descendants still rule here.

Dolranstang (ruin): This ruin in the Sabaki Gorge was a God Learner fortification of unknown purpose. It is now inhabited by several clans of Pujaleg Bat People.

Dopstaku (small city): This city is ruled by a divine priest-king (called the Horned Snake King) who is worshiped as a living manifestation of the Creator. Upon his death, he is reborn, usually as a new child in Formstosi, but sometimes as an adult. The Horned Snake King owns the city and all its residents. The current Horned Snake King is an elderly man, his 14th incarnation.

Dreen (small city): This market city was an important stronghold of the Middle Sea Empire in the Second Age, part of the chain of fortress-cities connecting Goan with the plains of Jolar. In the Third Age, this was part of the Tripolis of Tharkrar, until that principality was defeated by the Pujaleg in 1613. It now pays tribute of food and slaves to the Pujaleg Empire.

Dsunguya Island: The central and most important of Kareeshtu's three main islands. This is the wealthiest island of the three. The primary industry on the island is shipbuilding.

Dumanaba, the Floating City (large city): The Hero Bornotin was tricked by Kadiola, a wily sea spirit, to build and maintain a floating

Hsunchen of Fonrit

Many tribes of Neolithic or Mesolithic beast peoples inhabit Fonrit, particularly in Laskal. They are called Fiwan or the Oldest People by the Doraddi and Fonritians and are believed to have assisted the Creator in making the world. They are friendly with the Aldryami and most are hostile to the Fonritian city folk. The Pujaleg Bat People are the most numerous and powerful of the Hsunchen tribes, and the most politically sophisticated. Their so-called "Pujaleg Empire" unites many Hsunchen peoples under Pujaleg leadership and is powerful enough to force many of the cities of Laskal to pay tribute to the Hsunchen. The population numbers given are for those Hsunchen living in Fonrit, and are not the total number of that Hsunchen group in Pamaltela.

Hsa (Tiger People)
Population: 15,000. *Homeland: Laskal.*
The warlike Hsa Tiger People live in small, nuclear family groups and are distributed across the lowlands of Laskal. Civilized humans rightly fear them as they are almost universally hostile to non-Hsunchen humans.

Konnos Khaite (Wildebeest People)
Population: 30,000. *Homeland: Laskal, Jolar.*
The nomadic Konnos Khaite migrate with the wildebeest herds, following them from Jolar to Laskal in Fire Season, only to return in Storm Season. They are friendly with the Doraddi people and are often found guarding caravans between Laskal and Jolar.

Ngwena (Crocodile People)
Population: 10,000. *Homeland: Laskal.*
The Ngwena worship sacred crocodiles, whom they feed the best cuts of meat. They reside in small river villages, but their reed boats can often be found in the Koraru Bay. They frequently hunt other humans to feed to their crocodiles. The Ngwena are ancient foes of the Olmakau people.

Olmakau (Hippopotamus People)
Population: 5,000. Homeland: Laskal.
The Olmakau live in small reed villages on rivers and lakes throughout Laskal. They are brave and ferocious warriors, famed for their short spears and thick leather shields. Olmakau men are extremely aggressive, but sometimes hire as mercenaries to the various city-states of Laskal. Their villages are ruled by a queen, who is served by a shaman-warleader, who in turn leads the men.

Pujaleg (Bat People)
Population: 120,000. *Homeland: Laskal.*
The Pujaleg live in the hills and valleys of Banamba. Several ancient ruins serve as religious sanctuaries and as large villages; thousands of Pujaleg may reside in each ruin. Each "clan" associates with a different species of bat; the Vampire Bat clan dominates their religious life and leads the Pujaleg Empire. They have among the largest social groups of any Hsunchen, and their communities often number in the thousands. Unlike their Teshnan kinsmen, they are not pygmies and no longer live a hunter-gatherer lifestyle. All are friendly to the Aldryami and are feared by the Fonritians.

The Pujaleg worship a pantheon of Darkness and Death powers headed by the Decapitator (Tolat), the Red Bat goddess (Artia), and the Blue Bat goddess (Blue Streak). These gods and spirits demand human sacrifice and ritual blood-drinking. Certain magical societies within the Pujaleg are notorious for head-hunting, ritual torture, and other grim rites.

The Pujaleg are fierce warriors, fighting with clubs, spears, and poison darts, and can transform into human-sized flying bats. They hunt and raid during the night and apparently can see in the dark.

The Pujaleg are often called an "empire" – in truth, they are a mighty confederation of peoples (including some non-Pujaleg peoples such as the Hsa and Olmakau) led by magician-warlords (called kalku) and supported by the blood-drinking shaman-priests of the Red Bat goddess.

Most cities in Banamba pay tribute to the Pujaleg Empire in the form of food, wealth, metal goods, and slaves.

Rachami (Vulture People)
Population: 5,000. *Homeland: Laskal and Fonrit.*
The Rachami are carrion eaters; unlike other Hsunchen, the Rachami have entered into a symbiotic relationship with some civilized peoples. They perform funerary rites and then consume the corpse.

Tanuku (Milk Antelope People)
Population: 40,000. *Homeland: Jolar, Kothar, Tarien.*
The milk-producing antelope supports many people and is sacred to Grandmother Earth. The Tanuku people travel with the Milk Antelope herds.

Te Huantal (Jaguar People)
Population: 25,000. *Homeland: Errinoru, Fonrit.*
The feared were-jaguars range from Afadjann across to the Errinoru Jungle. They travel in small warbands and are particularly feared as magicians and shamans. Like the Pujaleg, the Te Huantal are nocturnal and worship a pantheon of Underworld spirits.

Vlakvarki (Warthog People)
Population: 25,000. *Homeland: Fonrit, Laskal.*
Bands of the nomadic Vlakvarki wander from the Vralos Forest to Jolar. They protect their warthogs from all predators other than themselves.

Ruins of Lost Civilizations

Fonrit is littered with the ruins of lost civilizations from the Gods Age, remnants of cities and fortresses built by the Artmali (as part of the Kingdom of Mondator) or the Vadeli (as part of the entity called Oabil). In the Storm Age, these empires contended for dominance over Fonrit, and cities often changed hands. In the Chaos Age, both empires were destroyed – Oabil was overrun by slarges, and Mondator was overcome by the horde of Baraku the Invader, who slew Artmal. The blue-skins survived as scattered tribes. The surviving ruins are megalithic labyrinths overgrown with vegetation and are watched over by the horrible guardians placed there in the Gods Age. Rumors abound of subterranean palaces with figures of gods and kings, effigies of hideous monsters, walls of fire, lurking horrors, and creeping madness.

The Hero Wars Begin

LASKAL: The Bearslayer's Conquest

In 1622, Harrek the Berserk and his Wolf Pirates descend upon Laskal. Harrek defeats the Bat People, rids the Forest of Disease of its malevolent goddess, gets the submission of the local sea gods, and establishes his claim to the conquest of Laskal. Before he can fully consolidate his new empire, Harrek and his Wolf Pirates become entangled with the affairs of Fonrit and then sail off towards Jrustela seeking magical adventure.

AFADJANN: The Demon Wars

The blue rebel Gabaryanga allies with the Teshnite adventurer Gebel in the quest for the Red Sword. The two learn forbidden secrets in one of the Artmali ruins and quest to the Burning Sea, where they heal Artmal and are gifted with his tidal magics. Upon his return, Gabaryanga raises a new army of rebellious blues and seizes control of Tarahorn, proclaiming it the core of his New Artmali Empire.

A vicious war between Afadjann and the New Artmali Empire develops, with Kareeshtu aiding and hindering both sides. Despite their Blue Moon magic, the Artmali rebellion is contained and forced to retreat from the evil sorceries of the Afadjanni, until Seseine Kallig seduces Gabaryanga, offering the New Artmali the aid of Chaotic gods.

With their new allies, the New Artmali rout the Afadjanni until they too use such magic. The Demon Wars begin, as all sides succumb to Chaotic temptation.

And then, in 1631, Harrek the Berserk and his Wolf Pirates return in force to Laskal.




Dindanko
Salonmanad
Dsunguya Island
Abbakar
Mastalabark
Hestach
Shun Mun
Murdjaguya Island
Fo
Jast
Ormbalak
Orpota
Myandsich
Orpotastang
Oenriko Rocks
Janfusu
Zereka
Krofapto
Inland Sea
Jastmansh
Istilinpio
Thambet
Irrilio
Bepalafio
Njenaguya Island
Katele
Vanayev
Wemaramand
Marthino Sea



Fonritian Bazaar

In the exotic, sunny Fonritian bazaar of Balanzan, a female masarin and her bodyguard watch imperiously as her blue-skinned slave negotiates with a savage Pujaleg Bat sorceress over some trade rights (such as purchasing slaves from the Pujaleg Empire, hiring the Bat Hsunchen as mercenaries, or perhaps just acquiring the rights to buy gold or ivory or some such valuable trade goods).

Bazaar: The market of Balanzan is dominated by the great temple of Galagorib, the Goddess of the Dawn, which also owns most of the city. Curiously this goddess is not associated with the star Theya, but instead with the Blue Streak.

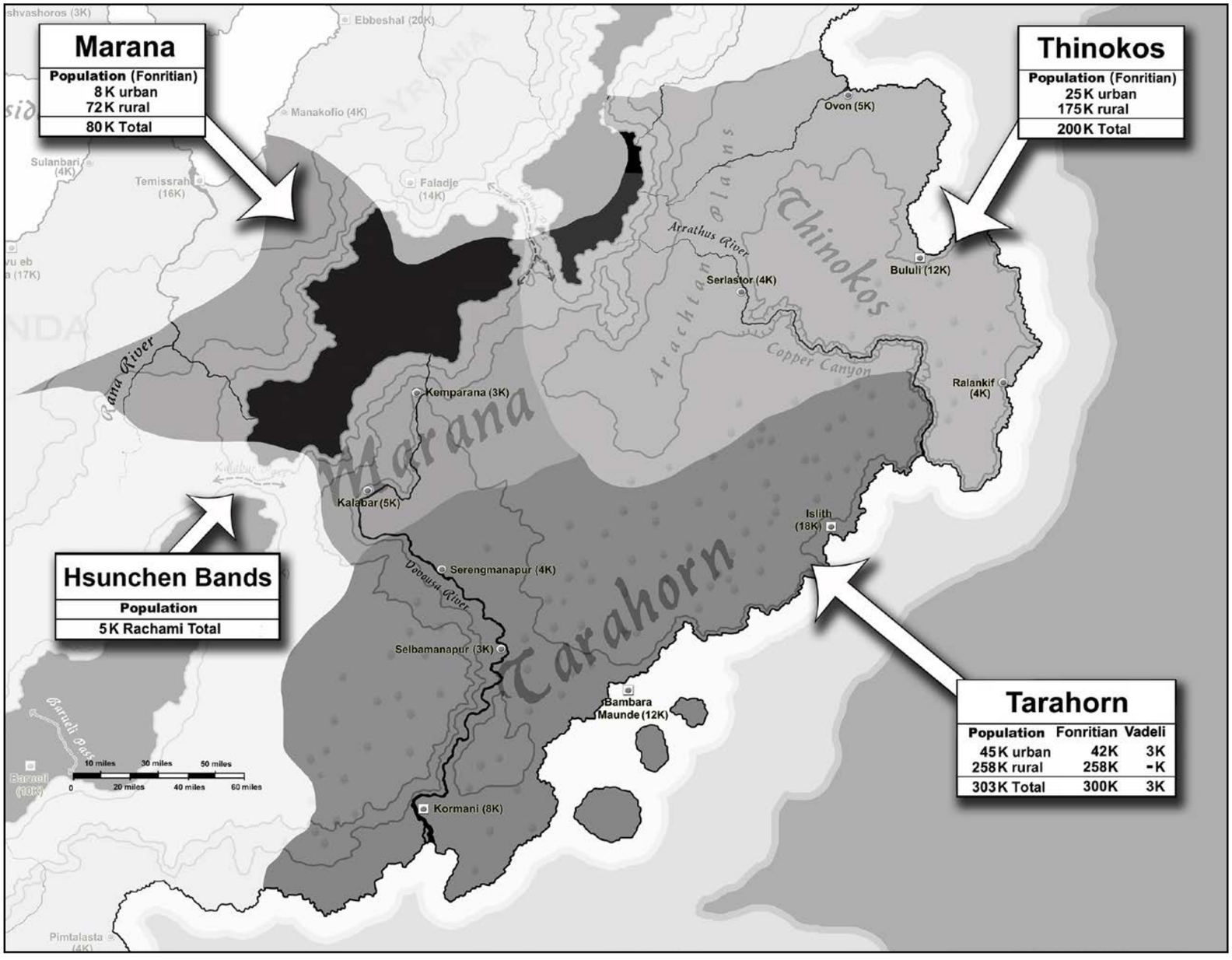
Masarin: This masarin noblewoman is imperious and proud; she has a magisterial pose and smoldering eyes and is the mistress of all she surveys. She is dark brown-skinned, with black hair. She wears ornate flowing robes and headdress that show her wealth, power, and aesthetic cultivation. The cloth is made of cotton and wool, although it is possible that the yellow trim is silk obtained from trade with Genertela or the East Isles. Her headdress is particularly ornate and helps display her high social rank. She wears gold rings, necklaces, anklets, ornate earrings, and a silver nose ring. She carries an ivory staff, carved with runes to bind various demons enslaved by her house sorcerers.

Slave soldier: This slave soldier is a torab (of mixed black and blue origin). The slave soldiers of Fonrit are heavy infantry, although some cities maintain units of war elephants. This slave soldier wears an ornate bronze breastplate over a cotton skirt, and a tall protective helmet. He carries a heavy, curved, single-edged sword (with the Death Rune carved on the blade) and also a heavy hide shield. He also has a heavy crossbow. Around his arms he wears protective amulets with the symbols of the Sun and the Moon. Bronze greaves protect his lower legs. His ritual scarification marks him as a slave soldier of this masarin house.

Blue-skin slave: This slave merchant owned by the masarin is a fairly high status slave, permitted a certain amount of autonomy by his mistress. He is negotiating with the Pujaleg Bat Sorceress – his masarin would not deign to speak to such barbaric inferiors. The blue-skin wears a wrap-around skirt and jewelry that shows the favor of his masarin. Most notable is his ornate neck collar, that shows both his value and his status as a slave – if he disappoints his masarin, she merely speaks a spell and the collar strangles him. He has slate blue skin and has ritual scarring marking him as a slave of this particular masarin. His hair and beard are light red in color.

Pujaleg Bat Sorceress: This female member of the Pujaleg Bat People is a tribal kalku (a shaman-warleader). The Pujaleg are fierce warriors, fighting with clubs, spears, and poison darts, and can transform into human-sized flying bats. They hunt and raid during the night and can apparently see in the dark. In war, they are often accompanied by spirits and underworld monsters. The Pujaleg Bat People dominate much of Laskal, extracting tribute from the more civilized coastal Fonritians. This kalku belongs to the ruling Vampire Bat clan, and wears an ornate mask and costume to display both her religious status and to terrify others. The kalku wears a dark blue cloak. Otherwise she wears very little, as she often magically transforms herself into a giant bat.

Her skin is darker than the masarin, almost black (although it could be ritually painted). Her hair is black as well. She carries a vicious mace with a stone head.



bridge across the seven miles of the Baruling River mouth. Because no floating debris could pass to the sea, Kadiola won a bet with his kin and became king. From the collected debris, Bornotin built the first parts of the Floating City. Menaka, called Boatman, designed the rafts which have since housed the residents of this city. Hundreds of channels wind between the rafts, which often move away from one neighbor and next to another, thereby changing the winding channel. When the Invisible Fleet hunted down all the sleek war yachts of the Koraru Bay in 1077, the city opened to rescue a native fleet, but forbade the evil God Learners' fleet entry, which was thus all destroyed.

Ebbeshal (large city): A large temple to Malkion is located here. It is a perverse parody of Genertelan Malkionism, but is so far removed from the centers of religious orthodoxy it has never been labeled as a heresy by either of the two High Watchers. The cult claims transcendental secrets which teach that mundane life is worthless, hence any action is excusable.

Elad (ruin): This megalithic citadel is rumored to be merely the upper levels of a vast underground palace inhabited by large, black, murderous Chaos monsters of diabolic cunning called Grue. Other lesser Chaos monsters in the area are thought to be tamed servants of the Grue.

Faladje (large city): This city in Marana is on the far outlands of Afadjann and is ruled by the priesthood of Tenoarpesas the Golden One, who have enslaved many solar and sky gods to serve their temples. Faladje was the former capital of the Yranian Leapers and for a period it ruled nearly all of Fonrit, plus the outlands of Vralos and Banamba. Now, it has been rapidly depopulated as people move to the expanding coastal cities.

Fandranosta (small city): This city is ruled by the High Priestess of the Emerald Goddess, the mother of both the Blue and Red Moons. The city pays tribute to the Pujaleg Empire.

Fanjosi, the City of Men (small city): No women, in fact no female of any type or species, is permitted into this city on pain of death. This is enforced by magic. If a female bird flies overhead, it falls down dead. One good point about the place is that no one is ever bitten by mosquitoes.

Fo (ruin): These sprawling ruins were the subject of much investigation by the God Learners, who overcame its magical guardians and plundered its secrets. It is now a notorious refuge for the bandits and pirates who manage to avoid the tribe of gargoyles that reside there.

Foreign Legion Pass: In ancient days, a ruler took pity on the foreigners he had conquered and decided to let them die by combat rather than by overwork as slaves. He promised them freedom as warriors if they would man three strategic forts for him and escort everyone

through for a small toll. He has died, but the institution lives on and provides a place of refuge for the many hapless foreigners trapped somehow in Fonrit.

Formst (small city): This city is famed for its remarkably skilled redsmiths and artisans. Its people believe that violence is an abomination which pollutes the earth, requiring purification by the ruling priests.

Formstosi (small city): This city is ruled by the temples of Balumbasta the Volcano God and of the Hungry Goddess. Their eunuch priests are famed for their ability to create earthquakes.

Foronsopis (large city): This port city was founded after the Closing by survivors of the Invisible Fleet. It is owned by the League of Traders and is an important terminus for caravans between Afadjann and Laskal. It is allied with Dumanaba the Floating City against Kareeshtu and Flanch.

Frandal (small city): Part of the Baruling Kingdom, this remote city is best known for its mask-wearing priests of the Devouring Flame, the God of Wild Fire that defends the local farmers from the Aldryami.

Gargos River: This large river cuts a wide valley through the rough lands of Mondoro and southern Afadjann. The surrounding valley is thick with cities and plantations. Shovel tuskers are a common sight along the river banks. The sacred blue lotus, which rises and falls with the Sun, grows on its banks.

Gargosganda: The plain between the Gargos and Rana Rivers is the richest and most densely-populated region in Fonrit. Rice, bananas, and wheat are grown in great profusion here; fish, goat, and pork are the main meats. Gargosganda is the cultural heartland of Fonrit. Gargosganda is the home of Ernamola the Millet Goddess, who was captured and enslaved by Garangordos to serve his people.

Garguna (metropolis): This labyrinthine metropolis has nearly 100,000 inhabitants, making it the largest in Pamaltela. Rife with corruption, Garguna is decadent and squalid in roughly equal measure. Temples to many gods, both those of Pamaltela and Genertela, abound here, crammed into the Prayer Ghetto, which is owned by the High Priest of Darleester the Noose. The Vadeli Quarter in Garguna is the largest in the world, and anything can be bought or sold in their markets.

The city has often in the past been ruled or owned by overlords from Vralos, or even been independent for years at a time. Now, it is one of the cities currently ruled by the Jann of Afadjann. The city maintains a force of over one hundred war elephants (actually *amebelodon* shovel-tuskers), the largest of any city in Fonrit.

Goan (large city): This rich city is a primary source of the midget conch shells used as currency by the Doraddi. It is surrounded by extensive fortifications, originally built by the Middle Sea Empire. Goan is ruled by the eunuch priests of Ikadz the Purifier and their Bat Hsunchen mercenaries. The city is an important trading center for gold, ivory, and spices, and is famous for a non-alcoholic but very intoxicating drink made from mushrooms.

Great Road: This stone-paved road starts at Garguna, travels up the Baruling River to Abesh, and then crosses the Mondoro highlands at the Barueli Pass. From Barueli, the road continues on to Foronsopis and then follows the coast to Dumanaba. It was built by Afadjann shortly after the Closing and is maintained, in varying degrees, by the cities that control sections of it.

Hestach (small city): This city, and all its residents, is owned by the Vessel of Tondiji and Ikadz. After the Closing, this was the main city of Dsunguya Island, until it was conquered by Archidomides. The Observatory of Vathek, with its 1,500 steps, is still used by sorcerers and star priests to discern the secrets of the Celestial World.

Hombori Tondo (large city): The title of Jann originated in this city, making it the traditional capital of Afadjann. Seventeen dynasties have lived here since the city's settlement seven hundred years ago; an unusually stable government for Fonrit! Since 1518, whoever rules the city is the Jann, no matter what his other holdings (if any) amid the tumultuous civil disputes of the area. The palace compound of the Jann occupies much of the city. It is known as the Bronze Palace because of the bronze plaques representing each god and ruler enslaved by Darleester the Noose.

House of the Women: This ancient chamber tomb is said to be inhabited by a vampire succubus who appears to men while bathing along the river shore. She tempts men into following her inside the House of Women, where she and her sisters feed upon the hapless victim.

Irrilio (small city): The Pleasant Island, Irrilio is a bucolic port city, populated by fisherfolk and goat herders.

Islith (large city): The largest city in Tarahorn, it is also the principal seaport. Its ruler is usually styled the King of Tarahorn and wears a crown made of gilded goat horns.

Isten (large city): The Rock of Isten resisted every Aldryami counteroffensive during the Season Wars, and became a refuge for those fleeing the lost conquests in Umathela in the later Season Wars. The citadel is built atop a granite crag that commands the middle Gargos River, with the lower city below, surrounded by high stone walls. The Temple of Golden Varama is the highest tower of the citadel, its altars smoking with sacrifices of captive Aldryami and hill barbarians.

Istharan (ruin): These ancient walled stone ruins are overgrown with jungle and inhabited by several clans of Pujaleg Bat People. These ruins are believed related to those of Symbaoe.

Istilinpio (large city): This city, along with the rest of the island of Njenaguya Island and all its inhabitants, is owned by the Shakh of Njenaguya. It is wealthy from trading wood, especially cedars, for shipbuilding and other purposes. Colossal basalt heads have been carved in the likeness of each of the seventeen Shakhs that have ruled Njenaguya.

Janfusu (large city): The City of Far Waters, Janfusu was founded by a grandson of the sea god Serelazam who was seduced by his sister Seseine into building this stronghold across the Inner Sea. It is famed for its temples to Magasta and Seseine.

Jast (ruin): The megalithic Citadel of Jast is all that remains of a far larger God Time city. The legendary stone mirror of Axaxaxas Mlö was taken from here by Jrusteli adventurers, although their mad stories of fighting transparent tigers and climbing towers of blood were generally disbelieved by the God Learners.

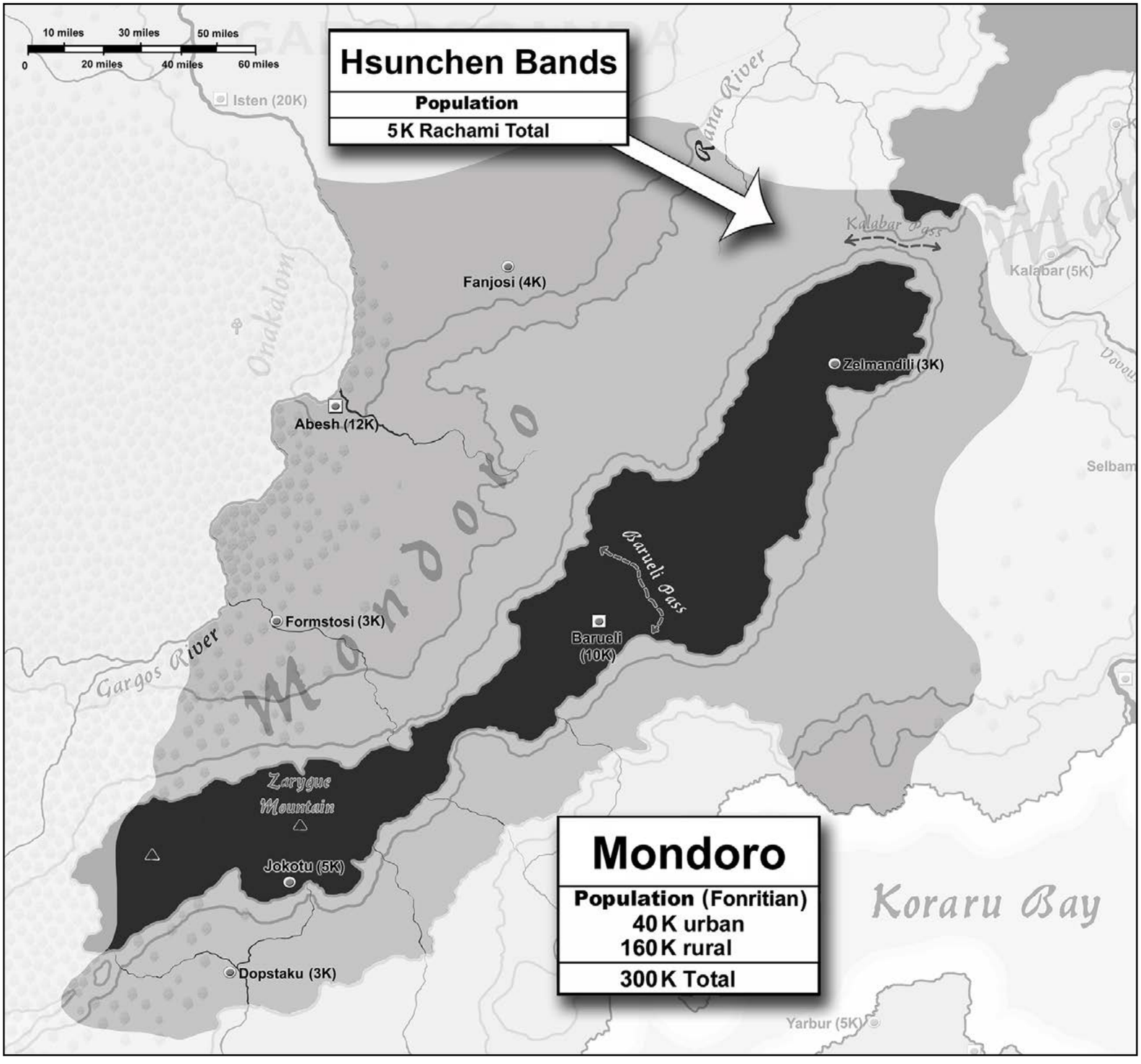
Jastmansh (small city): The residents of this city worship the Glorious Ones who, according to the locals, live atop the high pillars that are scattered throughout the city. The city enjoys brisk trade with Flanch, which is regulated and tolled by servants of the Shakh of Njenaguya.

Joboro (large city): This city marks where Garangordos led the Gargandites out of Laskal into Fonrit, and where they later returned in triumph to defeat the Aldryami that ruled their former homeland. The city is owned by the temple of Garangordos and Ompalam, although many of its residents are not owned by the temple. It is surrounded by vast plantations of rice, flax, and sugar cane.

Jokotu, the City of Freedom (small city): No slaves may be held in this place, and all who come here are eligible for citizenship. Its precipitous location and fanatical populace have ensured its freedom for centuries.

Juguyiri (small city): This city was built at the place that Garangordos exterminated the Aldryami at the Battle of the Trees in 525. The city is built of stone and surrounded by fields of millet. No trees grow within five miles of the place. Aldryami shun and fear the city. The inhabitants of this city are slaves of the Pujaleg Empire and are cruelly oppressed.

Kafeamoro (large city): This city is famed throughout Fonrit for its yearly Quarry Pastimes, in which free men are permitted to



sign up for a series of difficult contests that offer a unique reward. The victor receives all the surviving losers as his personal slaves.

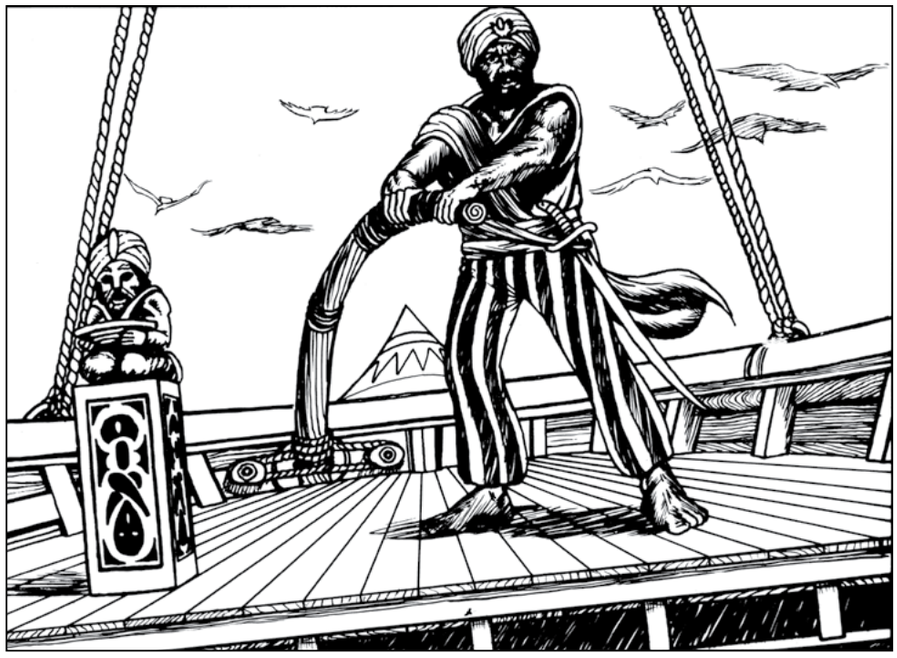
Kalabar, the City of Sorcery (small city): This city in Marana was built overnight by a coven of sorcerers who gathered in Disorder Week, Sea Season of 679. The city was given over to malignant magic and its denizens tortured the gods of Pamaltela. All the inhabitants were demons and monsters. Seseko, called the Fire Lord, cleansed the city. He called Heroes and armies from all across Pamaltela and waged occult and open warfare against the evil inhabitants. At last, he called Sikkanos, the scorching south wind, and armed him with the Breath of Holaralam which destroyed all foes of the Seventeen Allies of the Fire Lord. Every denizen was destroyed. The survivors of the army of Seseko won wives in Bia's famous contest of 1137 and moved into the eerie ruins, where their descendants have lived ever since. They still practice magic, but not the evil kind.

Kalabar Pass: This pass over the Marana highlands is the main route from Afadjann to Tarahorn.

Kamborstang (small city): This thick-walled city was originally founded by the God Learners as a fortified trading post. The residents are mainly fisherfolk and herders, and notorious for their violent feuds.

Kami (ruin): These ancient walled stone ruins are overgrown with jungle and inhabited by several clans of Pujaleg Bat People. Explorers claim the city is surrounded by hundreds of gigantic ebon heads. These ruins are believed related to those of Symbaoe.

Kanem Dar: The largest island of Afadjann, densely populated except in the rugged interior, which



Kareeshtan Ship Captain

This Kareeshtan ship captain plies the waters of the Marthino and Rikas Seas. He is keeping a sharp eye, scanning the horizon for the Sea Season squalls which can suddenly swamp his merchant vessel. To his right sits a Fonritian sacred idol of Dormal. This captain went to some length to get his craft blessed by the Sailor, including having the carving of Dormal's image from a block lopped off of the same beam that became the ship's keel.

is inhabited by wild shepherd clans. The God Learners called it Kebor Island, and foreign maps still use the name.

Kani-na (small city): This city is an important temple of the goddess Lohanasen the White Pearl, and is famed for its pearl divers and ferocious fishermen. Under the leadership of Afati-Tal the Diver, they resisted the Pujaleg Bat People until Ekurbenyow ambushed Afati-Tal in the Underworld and dissected him. The city is now ruled by a Pujaleg *kalku* (shaman-warleader) who ensures that the tribute of wealth and sacrifices are paid.

Kareeshtu: The Empire of Golden Kareeshtu is the longest surviving confederation of Fonrit, thanks primarily to the prolonged life of its ruler, His Holy Munificence Archidomides the Heartless and Openhanded, Vessel of Tondiji and Ikadz. Vast cities of mud brick – whitewashed palaces for the rich, but dirty huts for most – sprawl all about the great walled palaces of marble, coral, silver, and gold of the rulers. Nowhere does Tentacule, the Slave God, have a stronger cult than here and the state cult of Ikadz purifies the land of disobedience and rebellion. Cities include Dindanko, Katele, Thambet, and Tondiji, as well as the islands of Dsunguya, Murdjaguya, and Njenaguya. Kareeshtu also rules the islands of Kumanku to the north.

Katele, the Pure City (large city): In the time during the Closing, many of the people of Fonrit grew uneasy with their way of life. Many rebellions broke out, and prophets and heroes vied for immortality and fame. One large family left for the plains of their ancestors. Their children and families returned to Kareeshtu in 1202, bearing a rigidly dogmatic Pamaltelan cult and social structure upon which they built their society. They spread their word and established the "Pure Doctrine Freedomists". This precipitated the Women's Revolt of 1207, which spread to many nearby cities and incited terrible domestic troubles. But military reprisals against Katele were fruitless, and the people still maintain their adopted and adapted nomad ways.

Kemparana (small city): Called the Crimson Tower, this huge (seventeen-story) edifice was stolen intact from the sea city of Bambara Maunde. An unwalled city surrounds the edifice.

Kingsu (small city): This city was home to the priests of Mandakusour, who kept the secrets of shackling the spirits to the will of men. The God Learners raided the city several times, seeking to steal the secret knowledge, so the priests wrote their secrets down and sealed them in a tower of Darkness that still looms over the city.

Kokrand (large city): The city of the hundred temples, the politics of Kokrand are remarkably unruly given its holy status; it is ruled by its Highest Priest, an office that often changes hands rapidly. The current Highest Priest of the city insulted King Jawdar Mansyur of Demparant, and now warriors from that kingdom plague the lands around Kokrand.

Koraru Bay: This body of water is fed by the Baruling River and empties into the Marthino Sea. The wily water spirit Kadiola tricked this body of water from his kin, and gained rulership thereby. He has always been friendly to the people of Dumanaba, and they worship him at a large temple there.

Kormani (large city): Principal city of southern Tarahorn. Despite its distance upriver, Kormani is still a sea port. Further, the major land roads meet there. As a result, Kormani is an important trade center and traders from Maslo, the East Isles, and even Genertela can be found in its ornately domed Covered Market.

Koro (small city): When the Aldryami conquered Laskal in the early Second Age, they planted a Tree of Life to worship. Garangordos defeated the Aldryami and enslaved the Tree of Life, forcing it to grow a nut that magically enervates and revives when chewed or brewed into a tea – properly brewed, it can even revive the recently dead. The Tree of Life nut was greatly desired by the God Learners, who managed to grow lesser versions of the tree.

Koro Salofar (small city): This city was the birthplace of the *tsanyano* movement in 1300. Slaves here enjoy more liberties than anywhere else in Fonrit, and disgusted Oldsters claim that slaves here have more freedom than *masarin*.

Krofapto (small city): The capital of Kareeshtu in the Second Age, much of this city was built by the God Learners. Many of its once-magnificent tall spires are now empty or in ruins. The city, and all of its inhabitants, is owned by Archidomides, and is heavily garrisoned by foreign mercenaries in his employ. The city serves as an important base for the fleet of Golden Kareeshtu.

Lanbansi (small city): The hills around Lanbansi are rich with abundant gold deposits. All nuggets are claimed by the ruler, the common people allowed only gold dust. Samoothiri, the last native king of Lanbansi, had a throne of gold, and gold rings on every finger. He was killed by the Pujaleg Bat People in 1616, and the city now pays a heavy tribute to the Pujaleg Empire.

Laskal: Regional name for the regions bordering upon the Koraru Bay. The city-states here are united later under the command of Harrek and the Wolf Pirates.

Loral Pass: This pass over the Marana highlands is the main route between Afadjann and Thinokos. It is controlled by the city of Faladje.

Manakofio (small city): This city is surrounded by flax plantations and is famed for its excellent linen made by skilled female slaves. The city is owned by the temple of Aininlahay, known as the Pure One of the Sweet Water and Grandmother Earth.

Marana: The highlands of Fonrit are rough and rugged. Their residents are barbarous shepherds who delight in raiding the coastlands, but not in large numbers since the time of the Yranian Leapers. Marana

is considered a wild and dangerous land by Afadjanni. It includes Kalabar, Faladje, and Kemparana.

Marthino Sea: This sea includes the waters between the Fonrit and Elamle peninsulas. It is a pleasant tropical sea, teaming with life. Colorful fish swarm over coral reefs and no great currents originate here. The native Ludoch merfolk would lead a lazy and pleasant life, except that they continually war with baleful Malasp merfolk from the Dashomo Sea. During the Closing, it was impassable and no fleets existed, save for the one hidden in the floating city of Dumanaba. Ghosts of those drowned in the Closing or during the Gods War often haunt the coastal shores.

Mastalabark (small city): This city is the site of Enklator's Red Flame, a magical fire with flames as high as 150 feet which burns blood as fuel. The Red Flame serves as a lighthouse and is maintained by slaves of the Jann that sacrifice animals and men to keep the fire burning bright.

Mondoro: A wild and treacherous land south of Afadjann which is avoided. Irregular, perhaps unnatural, landforms dot the land, and the forest is so eruptive that it can be seen moving across the countryside day by day. Earthquakes and volcanic activity are common throughout Mondoro. Within it lie Barueli, Fanjosi, and Jokotu. The people speak Mondoran.

Monomotapa (ruin): These ancient walled stone ruins are overgrown with jungle and inhabited by several clans of Pujaleg Bat People. These ruins are believed related to those of Symbaoe.

Monto Alafio (small city): A colony of Alafio founded in the early Third Age, this city is built on a hill overlooking an excellent harbor. The city is known for the distilling of scents and is a market center for charas, perfume, and rose water.

Murdjaguya Island: One of the major islands of Kareeshtu. People from here are traditionally more violent than from the other two Kareeshtan islands. The island is periodically plagued by shapeshifters who have the power to turn themselves into leopards.

Myandsich (small city): A city populated largely by slaves of Flanchite, Vadeli, or other descent, survivors of the Battle of Oenriko Rocks.

Nemabu (small city): This city was founded by Umathelan colonists in the Second Age, but embraced the Cult of Silence in the Third Age. In 1290, Nemabu was conquered by the Jann of Sarro, but regained its independence in 1331, after a decade of rule by the Yranian Leapers. During the Season Wars, the rulers of the city enslaved Chaos demons to fight against the Aldryami of Vralos. The demons failed to defeat the elves and their hill barbarian allies, but managed to enslave the nobles of Nemabu instead. The worst of the Chaos priests were expelled when the city was enslaved by the Jann.

Njenaguya Island: One of the islands of Kareeshtu. This island and all its inhabitants are owned by a single man, the Shakh of Njenaguya, who lives in Dindanko in a palace next to that of the ruler of Kareeshtu, Archidomides. Most of the lumber of Kareeshtu comes from the cedars of this island. The terrain of Njenaguya Island is rugged and harsh, and the central area is mountainous.

Oenriko Rocks: This small archipelago is comprised of numerous small rocky islands. The tall island crags are the roosting places of huge rocs. In 1594, the Vadeli empire in Pamaltela was crushed here at the Battle of the Oenriko Rocks.

Oju Oran (large city): The City of Stone, famed for its towers and domes, is owned by the temple of Bendaluza the Glorious One. The temple stonemasons are often hired by other cities in Fonrit, and are a major source of the temple's wealth.

Ormbalak (small city): This city is owned by the temple of Udayankos the Music Lover, who tames leopards and falcons. The temple devotees, called the Followers of the Golden Chain, include slave and *masarin* alike. They are famed for their wild sword dances.

Oron (small city): The Rock of Oron has been inhabited since ancient times. The inhabitants, who are strikingly tall like the people of the Zuama river valley, claim that their ancestors sailed off in the Gods War to fight Bolongo after he fled Pamalt. Ruins of a much greater city litter the coast near Oron.

Orpota (small city): This city is ruled by the tyrant Shagpat, who holds the city in thrall by virtue of his unshorn hair.

Orpotastang (small city): Surrounded by high cliffs, this city was founded by Orpota in the early Third Age and is still tributary to its mother-city. The fortified harbor is an important naval base for the fleet of Archidomides.

Ortango (small city): This city is the home of the Five-Pointed Diviners, priests and priestesses with secret knowledge granted to them by Mandakusour. The Five-Pointed Diviners provide their services to any city ruler or nobleman who can meet their price; as a result, their temple is very wealthy and influential.

Ostaliz (small city): The priests of this city worship a silver statue of a goddess that fell from the Sky when the Red Moon rose.

Otomfuo (small city): The hills near this city are an important source of bronze for Fonrit. The founder of the city, Otomfuo Bonesmith, fled Garguna in the later Second Age with the secrets of Mouladehas the Strong, and the redsmiths of Otomfuo are ranked among the best of Fonrit. The current ruler of this city is known to be a lover of Seseine Kallig.

Ovon (small city): This small port city is surrounded by high stone walls. The entry gate is protected by an enormous stone disk 13 feet in diameter, covered with magical glyphs. The town gate is opened by laboriously rolling the disk away from the entryway each morning and back into place again in the evening, a task requiring a team of men to accomplish it. The city is surrounded by rich plains, with plentiful rice paddies and banana plantations.

Palramanttenbara (small city): This fortified market city along the Sabaki River is famed for its Red Palace, where once the princes of Tharkrar ruled. The last Prince of Tharkrar was defeated by the Pujaleg warlord Ekurbenyow at the Battle of Juguyiri in 1613, and then sacrificed to his obscene gods along with all his family. The city is now directly ruled by the Red Tongue of Ekurbenyow.

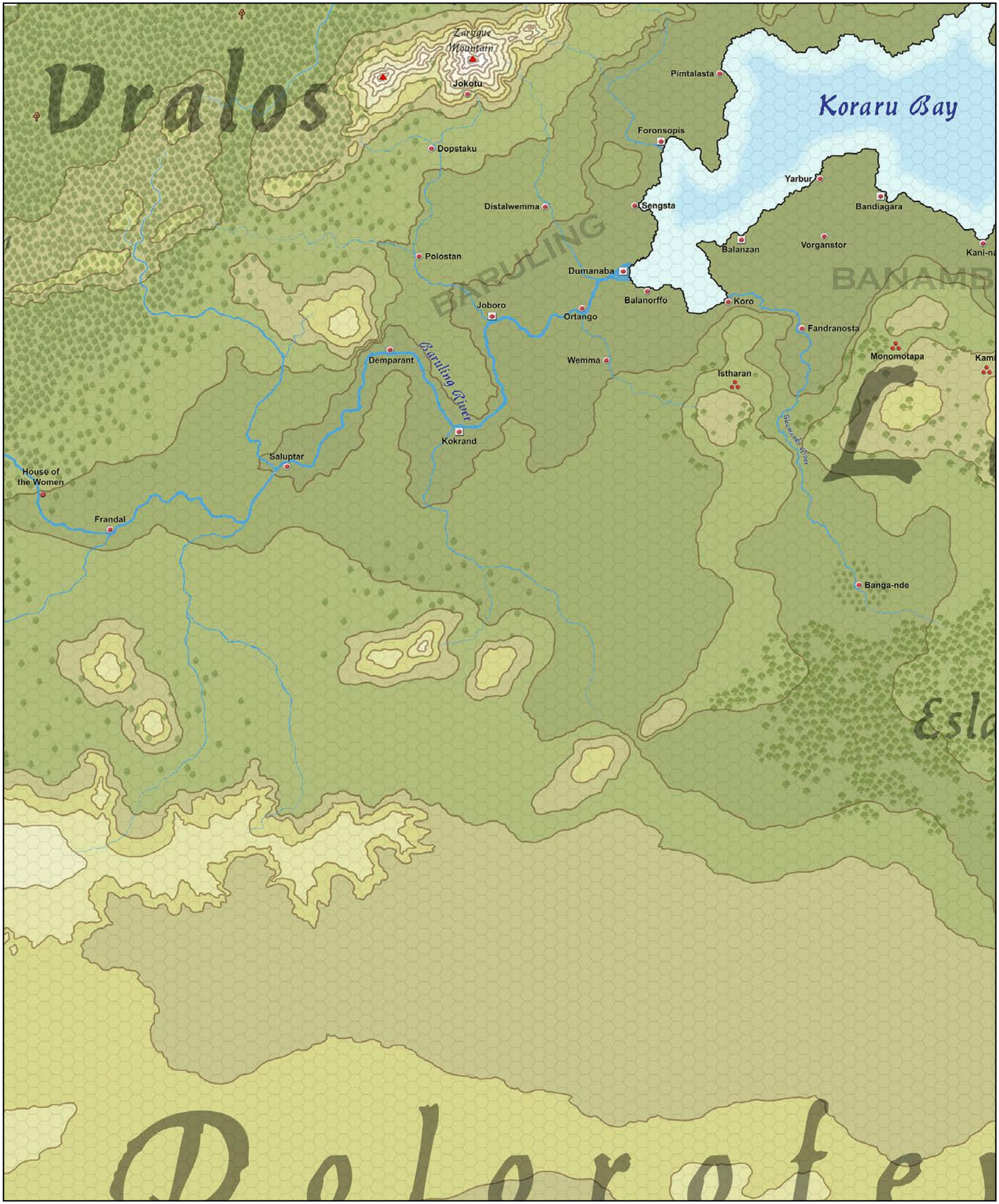
Pimtalasta (small city): Each year, usually in Fire Season, the priests of this port city select the person with the bluest eyes (preferably a foreigner) as the divine Iti. The Iti resides in the temple palace in great luxury and splendor, revered as a living god. This pleasant situation continues until Storm Season, when winds and bad weather make it impossible to sail in the Marthino Sea and the Iti is begged to change the weather. The bad weather continues, and so at the beginning of Sacred Time, the priests seize the Iti and drown the living god in Koraru Bay, after which the storms end.

Polostan (small city): The city of the Thousand Delights, the ruler of this city is an alchemist of great power and dedicated to the philosophical idea of beauty. He owns a thousand slaves, each selected to embody a specific type of beauty.

Poysida Strait: This strait is about 30 miles wide, and provides an abundance of fish and edible kelp for the throngs crowded about its shores. Boats abound here, and merchant ship convoys move continually upon the face of the water.

Promampango (small city): This port city is ruled by an ambitious pirate from Maslo called The Brak. Under the leadership of The Brak, Promampango has maintained its independence and grown increasingly wealthy from trade with both Kareeshtu and Flanch.

Ralankif (small city): This coastal port is atop a coral reef at the mouth of a deep ravine and is surrounded by rocky cliffs and beautiful beaches. One of the Thinokos cities,


Dralos
Zargue Mountain
Jokotu
Pimtalasta
Koraru Bay
Foronsopis
Dopstaku
Yarbur
Distalwemma
Sengsta
Bandiagara
Balanzan
Vorganstor
Kani-na
Polostan
BARULING
Dumanaba
BANAMB
Balanorffo
Koro
Joboro
Ortango
Fandranosta
Monomotapa
Demparant
Wemma
Istharan
Baruling River
Kokrand
Saluptar
House of the Women
Frandal
Banga-nde
Esla
Dolorafe


Marthino Sea
Unnabanda
Promampango
Bepalafio
Goan
Bogani
Aseko
Oron
Sabiki River
Dreen
Ostaliz
Formst
Shewamanda
Delerenkos
Zuana River
Symbaoe
Palramanttenbara
Deshmador
Lanbansi
Juguyiri
Cold Hills
Dolranstang
Sabiki Large
Yeler
Moino Jungle
Maroroi Plateau
Forest of Disease
Sabiki River
Portage Fort
Sabiki River
Mari Mtns.

it is independent from Bululi and maintains an independent small fleet of double-hulled galleys. It is ruled by a line of priest-kings, descended from the children of the Hero Lankinda, who visited sunken Thinobutu in the Second Age, and of the Ludoch woman Derkata who loved him.

Sabaki Gorge: This river canyon is 70 miles long and up to 1500 feet deep. It is strikingly green and often called the Green Canyon. The canyon walls have petroglyphs carved in the God Time.

Sabaki River: This river rises in the Mari Mountains some 600 miles from its mouth at Goan. Its mouth is one of two primary sources for the midget conch shells used as currency by the Doraddi.

Salonmanad (small city): The gold mines of Salonmanad are an important source of wealth for Golden Kareeshtu. The mines are worked by slaves – the rebellious or most miserable Veldang – and by animated corpses from Shun Mun. The governor of Salonmanad, Shibberacavarack the Obsequious, is a eunuch-slave originally from Teshnos who oversees the mines with great cruelty and himself lives in greater luxury than most kings.

Saluptar (small city): Beautiful Saluptar is a garden city, surrounded by a wall of living trees. It is ruled by the priestesses of El Jazuli the Earth Witch.

Sarro (large city): This city, now ruled by an impudent pirate called the Jann of Thieves, has seen better days. Once a metropolis and center of an empire that ruled Fonrit and Umathela, its central core, located on the waterfront, is now surrounded by acres of abandoned gloomy buildings, haunted by ghouls. A major temple to Orlanth (called Baraku in Fonritian) provides one of the more powerful factions in the city. Sarro is currently under the control of the Jann of Afadjann.

Sarroganda: This fertile coastal region was the core of the Sarro Empire which ruled Fonrit and Umathela from 1290 until its conquest by Yranian Leapers in 1319. The *tsanyano* movement is strong here.

Selbamanapur (small city): This city on the Vovousa River is surrounded by a fertile, wooded plain. It is part of the Kingdom of Tarahorn and an important source of timber for shipbuilding and trade. The patron god of the city is Daruduran the Chopper, a woodcutting Hero.

Selerops (small city): This city is owned by the temple of the Twin Gods of War and Healing. The Twin Gods are worshiped by the residents of the city with a drunken, raucous, ribald, and violent festival that lasts an entire week. Those killed by the War God during the festival are usually raised by the Healing God.

Sengsta (small city): This city is built around the tomb of Jegaan Jaai Juuf, a Second Age Fonritian Hero who defeated the God Learners, Vontabu, and the Ogisu Empire, but was killed fighting against angry sea gods.

Serengmanapur (small city): This city is surrounded by vast agricultural plantations. Its nobility is largely absentee landlords, preferring to reside in palaces in Islith, Bambara Maunde, or Kormani, and thus the city is governed by their agents, themselves slaves. Several Veldang secret societies are thought to be based here, and the blues of Serengmanapur are notoriously sullen and superstitious.

Serlastor (small city): This independent city-state rules the Arachtan plains. It is best known for being the site of the Bridge of Serlastor, a high stone arched bridge allegedly built in the late Second Age by Serlas the Blue. His skilled masons were tasked with building the bridge, but mysteriously its foundations would collapse each night. Finally, his diviners informed the Blue King that in order for the bridge to remain standing, he must sacrifice his wife to the Hungry Goddess. As she was being buried alive in the foundations of the bridge, she began to curse the bridge but when she was reminded that her brother was abroad and he might pass the bridge himself, she changed her curses to become blessings.

Shamanko River: This river is also called the Sapphire River because of its rich alluvial gem deposits.

Shewamanda (small city): The Suspended in Air City, Shewamanda is built atop six massive sandstone rock pillars. Access to most parts of the city is by long ladders lashed together or by large nets that haul up people and goods, although stone stairs have been cut into one of the pillars, making it possible to ascend by means of a long and narrow pathway. Travel between various parts of the city is by the numerous rope bridges that literally tie the city together. The city has been assaulted several times by the Pujaleg, but each time the Bat People have been driven off.

Shun Mun (small city): The City of Peace. This city is owned by the cult of Gark the Calm. Here many tens of thousands of animated corpses (in various states of decay) from all over Fonrit serve the temple until the cult decides to send them elsewhere.

Siwah El (large city): This city's ruler is a sorceress, unusual in the male-dominated politics of Afadjann. She is very strict morally, and forbids the ownership of members of the opposite sex. So far, she has managed to keep her city free, but the Jann's demands grow ever more peremptory.

Sor (ruin): These haunted ruins on Kanem Dar are populated by grinning gargoyles. God Learner scholars theorized that these ruins were the tomb of a Vadeli ruler.

Strostan Sea: The waters surrounding Kanem Dar, its narrowest section is the Poysida Strait, less than ten miles wide. It is the main transport route between the coastal cities of Afadjann.

Sulanbari (small city): This fortified harbor commands the Poysida Strait, and is an important base of the Afadjann fleet. The Cult of Silence is still powerful here, and Agato the Silent Sage, the current leader of the movement, enjoys the protection of the city's ruler.

Symbaoe (ruin): These are the largest of the ancient walled stone ruins now inhabited by several clans of Pujaleg Bat People. Explorers claim it is a city of shadow, with broken towers and spires emerging from the jungle. God Learner scholars speculated that this was the capital of a pre-Gargandite kingdom.

Tarahorn: Tarahorn is the southern part of the peninsula which borders upon the Koraru Bay. Its shoreline is rough and rocky with few good sites for ports. Cities here are all of medium size.

Tavu eb Teba (large city): This city boasts a unique organization – an Artists and Musicians Guild which, though devoid of political power, certainly lends weight to the city's renown as a font of sophistication. Tavu eb Teba is currently ruled by the Jann of Afadjann.

Tellem (small city): This city is owned by the blue-skin priests of the Red God, a cult banned in most other cities of Afadjann.

Temissrah (large city): This city is unexceptional except for its small Elder Race ghetto reserved for nonhuman visitors. Most of the denizens of the ghetto are Waertagi sailors and elves. Temissrah is now ruled by the Jann of Afadjann. It is famous for selling ships of any design, from Fonrit's cheapest knocktogethers to those specially designed by the customer.

Teshvashoros (small city): This small city is best known for being the home of Astamanyx and birthplace of the 1613 rebellion that made him Jann of Afadjann.

Thambet (large city): Called the Jeweled City for its magnificent temple to Galagorib the Woman of the Dawn, Thambet was one of the original Gargandite settlements founded by the Glorious Ones. Later, it was one of the primary God Learner strongholds in Fonrit during the Imperial Age. It remained an important mercantile center during the Closing and its ships continued to ply the Inland Sea. Since the Opening, it has declined relative to Dindanko.

Thinokos: This region was settled by a pale-blue people who arrived by sea prior to the arrival of Garangordos. They claim to have come from the city called Thinobutu, which still lies under the Marthino Sea. Time has softened their greatest differences from other Fonritians, integrating them into the kaleidoscope of locally varied cultures. The people here send their dead to sea instead of burying or burning them, and have a great fear of the supernatural, especially of the *hezelli* (the wandering ghosts of those who drowned when Thinokos sank) and *hovoni* (the servants of the sea gods who drowned Thinokos). A minority have preserved the Thinokos shamanic tradition, which worships a pantheon of spirits from under the seas. Bululi is the largest city here.

Tolodofeamoro (large city): This city has the most sheltered port in all of Fonrit and is an important mercantile center. Here the hill folk of Kanem Dar bring bronze from their mines for the smiths of Afadjann. The finest bronze-workers in Fonrit come from this city.

Tondiji (large city): The god of this city (also called Tondiji) is possibly the most powerful city god in the entire world. The whole city is his temple in this world and in the God World, and within its walls all other deities are subservient to Tondiji. Even major cults, such as Orlanth, Ikadz, Malkion, Ompalam, Pamalt, Varama the Sun, and the Hell Demons, are all subservient to Tondiji inside his great temple. It is currently part of the Empire of Kareeshtu.

Tortrica: A coastal land to the west. The natives are fair-skinned, speak a different tongue (Tortrican, a Theyalan language), and sail different ships.

Unnabanda (small city): This port city is protected by steep sea cliffs on one side and high stone walls on the landward side. The Tower of the Falcon stands high above the rest of the city, and serves as a lighthouse. Unnabanda pays tribute to Golden Kareeshtu, in exchange for protection from the Pujaleg Empire.

Vak (ruin): Garangordos first discovered these ruins of the lost Artmali civilization and each year, his liberation of Fonrit from Jraktal the Tap is celebrated by the Agimori and Torabs in a week-long festival that culminates here. Pure blues are forbidden from approaching during the festival week.

Vanayev (small city): This heavily-fortified city is surrounded by fruit orchards. From here are launched slave raiding campaigns into Thinokos and the city has a thriving market in "pale blues".

Vorganstor (small city): The Banambans claim that Garangordos was here born to Aininlahay, the Pure One of the Sweet Water. The city is owned by its temple to the two Glorious Ones, but shrines to many other gods can be found within the holy city. In the Second Age, the priest-king of Vorganstor ruled the Ogisu Empire, a confederation of city-states created by Ogun the Great, who conquered Laskal with the aid of his magic bag. No matter what the king put into his bag there was always more space, and whenever he reached in he could pull out whatever he desired. The Ogisu Empire collapsed after the Closing.

Vovousa River: This river rises in the Marana mountains and flows through Tarahorn until reaches the Marthino Sea past the river port city of Kormani.

Wemaramand (small city): This city is famed for having the best sailors in Golden Kareeshtu. Many revere the Three Crewmen and worship the Great Boat. The city willingly subjugated itself to Archidomides rather than have its gods enslaved in Tondiji.

Wemma (small city): From 1150 to 1350, the Wemma Empire ruled the interior of Baruling and parts of western Banamba. It collapsed during the civil war between Emperor Beraba the Sot and his son Baruba the Usurper. The city still sports monuments of its long-lost imperial glory; the most impressive being the seventeen pyramid-tombs of the emperors.

Yarbur (small city): This fortress and port was originally built by the Middle Sea Empire but is currently garrisoned by Kareeshtan mercenaries. It is an important slave market for the Kareeshtans, where their merchants trade with pirates and bandits for human goods.

Yeler (ruin): The God Learners called this the Blue Door, and these ruins are believed to surround a God Learner artifact that aided the Six Legged Empire in its conquest of Jolar. Pujaleg Bat People kill all who approach these ruins, and Embyli from the Moino Jungle are often seen patrolling this section of the Sabaki Gorge.

Yelertu (small city): This city was one of the original Gargandite strongholds and became a God Learner stronghold later in the Second Age. In 1207, Yelertu was the epicenter of the Women's Revolt and has had a woman ruler ever since. During the Season Wars, Yelertu was the center of a confederation that included Sarro, Ebbeshal, Alafio, Koro Salofar, Manakofio, and Monto Alafio, and embraced the *tsanyano* movement.

Yev (ruin): These ancient ruins are the nest for thousands of giant wasps. The wasps greatly trouble the countryside for many miles in all directions.

Yngortu (large city): Also known as "Grimcity". The major religion here is that of the Two Brothers, Orjethulut and Hanjethulut, who fought and killed off all their rivals, but made peace before slaying each other. A careful census is taken each Sacred Time to ensure that neither cult has more worshipers. The excess are then culled in bloody sacrificial combat. Although the worshipers deny any association with outside gods, most observers identify the Two Brothers with Humakt and Zorak Zoran.

Yrania: The valley below the city of Faladje was the core of the empire that ruled Fonrit, Banamba, and Vralos for twelve momentous years (1319 to 1331) until the red-robed Yranian Leapers suddenly left and never returned. The locals worship a strange pantheon of dead gods, including the Blue Moon goddess, the Dead Sun, the Three Sky Witches, and the Red Moon.

Zalasfan (large city): The City of Statues. Huge monolithic statues of long-dead gods stare over the walls of the city. Most have overly large heads three-fifths the size of their bodies and many are over 35 feet tall. The statues are said to have been defeated by Garangordos the Cruel and are the slaves of the ruler of the city.

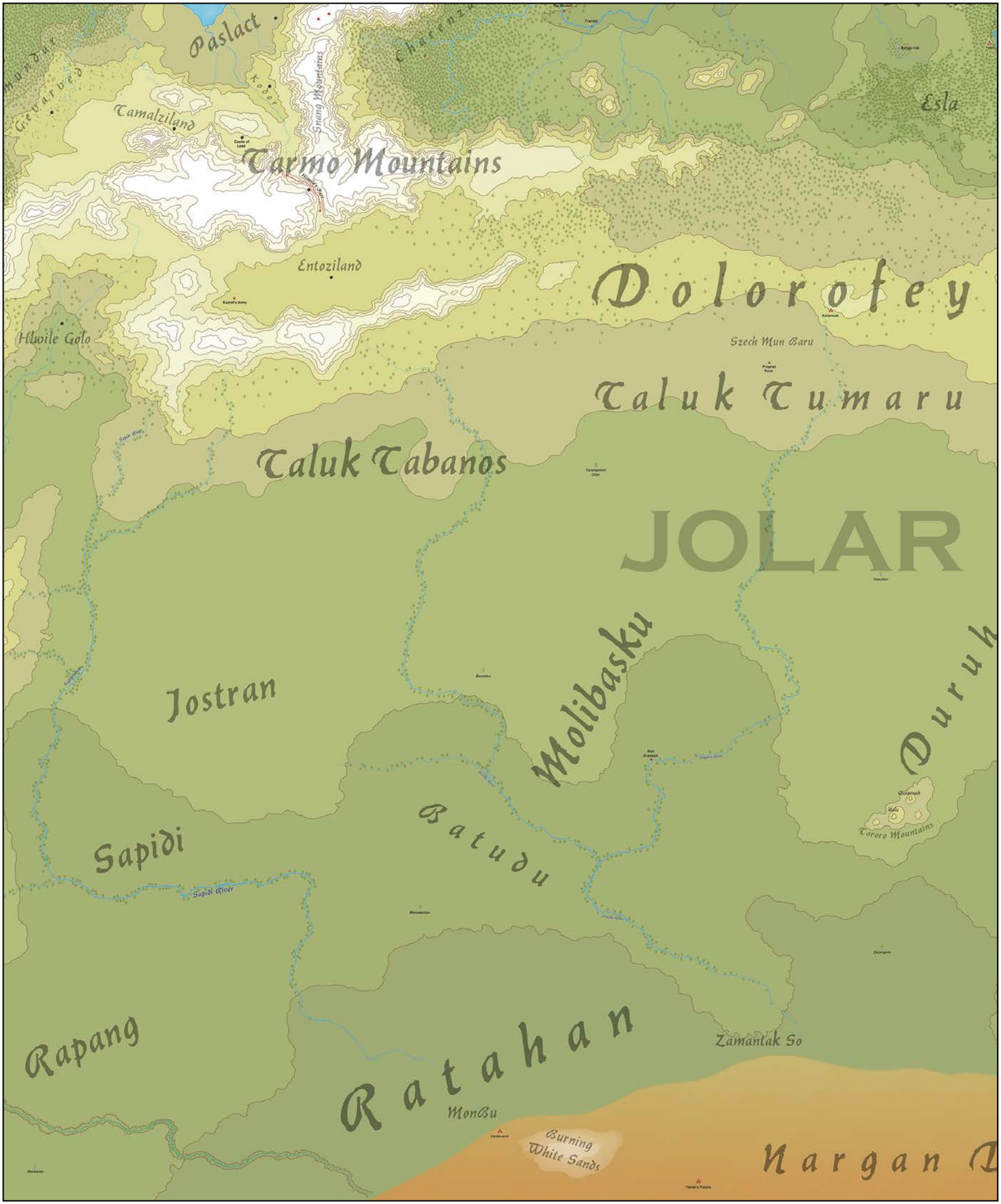
Zandorffo (small city): This port city was the first enslaved by the Jann of Afadjann. It is best known for its strong fruit wine that is full of sugar.

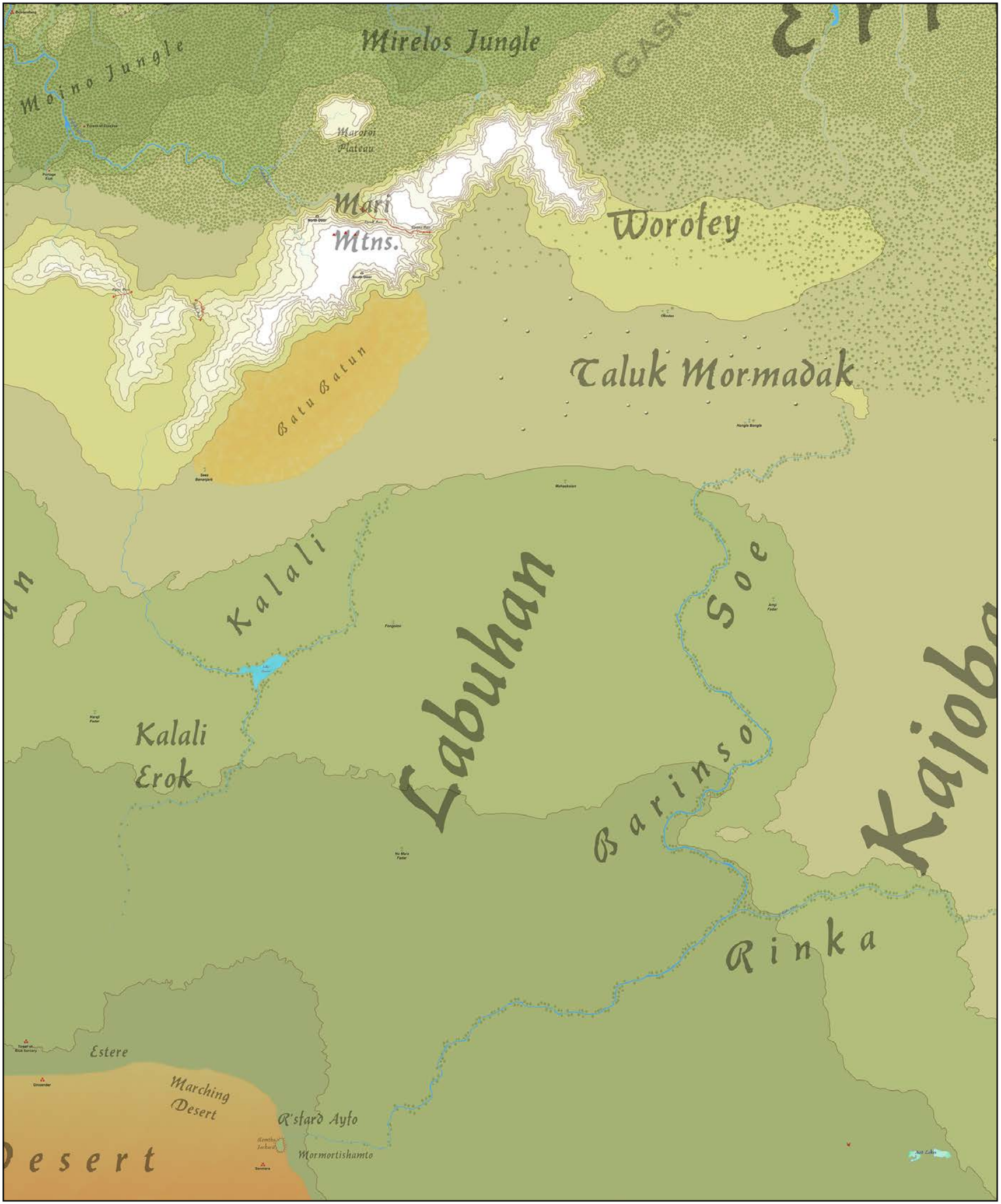
Zelmandili (small city): This city is built within a volcanic caldera. It is inhabited by a community who revere the Five Elements (and believe they occasionally incarnate in mortal form) and maintain a constant state of religious purity by obeying strict taboos (such as never wearing the color blue, pouring hot water on the ground, or eating cabbage). They reject the Glorious Ones, believing them to be devils, but also hate the Veldang, holding them responsible for all evils in the world.

Zereka (small city): The inhabitants of this city are notorious for worshiping artificial gods who provide neither magic nor aid. Nonetheless, the people willingly enslave themselves to these gods and give them vast estates (which are, of course, managed by the priests).

Zuama River: This river rises high in the Mari Mountains and drains the Moino Jungle. It meanders through eastern Laskal, forming a rich alluvial plain between the jungle and the sea. The people here tend to be significantly taller than other Fonritians.

Zurna (small city): The gods of this city were enslaved by Tondiji and now reside within his walls. The residents of Zurna must travel to Tondiji to worship their own gods; perhaps as a result, Zurna is a center of sorcerous learning and cults, some of which deny that the gods are worth worshiping.


Paslact
Kodor
Smang Mountains
Esla
Tamalziland
Castle of Leod
Tarmo Mountains
Entoziland
Kazraf's Army
Dolorofey
Hlwile Golo
Szech Mun Garu
Prophet Rock
Taluk Tumaru
Taluk Tabanos
JOLAR
Jostran
Molibasku
Duruh
Sapidi
Sapidi River
Batudu
Cororo Mountains
Rapang
Ratahan
Zamantak So
MonBu
Burning White Sands


Mirelos Jungle
Moino Jungle
Marorei Plateau
Mari Mtns.
Worofey
Taluk Mormadak
Batu Batun
Kalali
Labuhan
Soe
Kalali Erok
Barinso
Rinka
Estere
Marching Desert
R'stard Ayto
Mormortishamto
Desert

Jolar

Jolar is everywhere a wide flat plain, turning into desert to the south and fading through light forest to jungle in the north. One reliable river, several usually reliable rivers, and many seasonal rivers cut through the rolling lands, generally flowing from north to south into the Nargan Desert. To the north are the Mari and Tarmo Mountains, separating Jolar from the coastal lands of Fonrit and the Errinoru Jungle.

The plain is covered with several types of ground cover, but includes no grasstype plants. Dominant in Jolar are the instamiru (sweet clover) and vol ini (overnighter) in river valleys and wetter areas. Several types of trees grow in the wet river bottoms, including the gnarled bonchu, the many-trunked horundu, and the multipurpose engivi, fondly called "provider". In seasonal rivers, the urutkuru (riverbottom tree) is ubiquitous, and the legendary vonsay (spear shaft) trees dot the open lands with their forlorn clusters. In the south, the pars ang golok (damn-my-luck) thornbushes are a warning that dangerous lands and poor hunting are about.

"I am (name) of the (X) lineage,
born into the (Y) family."

Description

The climate is mild year-round. The rainy season causes the hundreds of kinds of groundcover to shoot and blossom with grandeur unknown in northern lands, where plains are blanketed by grasses. It is traditionally divided into the Six Lands: Duruhan, Kalali Labuhan, Molibasku, Taluk Mormadak, and Taluk Tumaru.

Inhabitants

All non-Chaotic intelligent natives are Doraddi humans, with the exception of a number of Hsunchen tribes and a large dwarf population under the Mari Mountains.

Culture

Doraddi. All natives of Jolar belong to their lineage. Each person traces his or her lineage through the female line to an ancestral mother of the line, called "First Drinker", who later died and was transformed into a special type of plant. Members of that lineage have special relationships with those plants. Most importantly, after the death of a person, his medicine plant sprouts from the grave. Lineage limits potential spouses, as certain lineages may not intermarry, and may affect the cults which one may join. Lineage is marked by a scar or tattoo pattern, sometimes simple, but often quite complex.

All members of a lineage have responsibilities towards strangers of the same lineage. Members of a common lineage always recognize blood relationships with each other in terms of mutual support and friendship. Hence, orphans are unknown.

The monogamous marriage customs of the Arbennan are of interest. Customarily, a young man weds a middle-aged woman. They live together until the woman's death or retirement to an oasis. The man, now middle-aged himself, marries a young woman, beginning the cycle anew with reversed roles.

Population of Jolar

Humans

Doraddi (Arbennan)	1,700,000
Doraddi (Oasis Dwellers)	110,000
Exigers	60,000
Fort People	250,000
Hsunchen	100,000

Nonhumans

Dwarves (Mari Mountains)	40,000

Total: 2,260,000

Language

Arbennan. Many regional dialects exist.

Government

The largest organization in Jolar is the Arbennan Confederation, formed primarily to wage war on the Kresh. Independent tribes and families exist everywhere, as is the Doraddi norm. Membership is voluntary, but many have volunteered, excited by the thought of plundering the strange invaders' wagons.

Military

Military matters are foreign to Jolar. Doraddi neighbors do not fight one another. Large scale war has, until recently, been forgotten, though combat has always been waged against raiders from other lands or monsters. Most Doraddi men are skilled hunters and can defend their family well. The Vangono warriors maintain a strong tradition. Jmijie wanderers, with their incredible running speed, were excellent scouts in the ancient wars of Hon Hoolbiktu.

Religion

Pamalt pantheon.

People of Note

Bevilt Chaosfire: A fearsome demigod demon who rules Dinsender. He is served by armies of broos and other Chaos monsters.

Ivi Kange: Chieftain of the Arnji tribe, and king of the Arbennan Confederation.

Hawi Kange: The warrior cousin of Ivi Kange, and his righthand man. He has banded together the warriors from all the member families of the Confederation, and taught them to share their booty with their kinsmen afterwards, even those who did not fight. He has introduced the novelty of organized warfare to the plains, with officers, units of spearmen, and other innovations.

Hunralki: This shaman encountered Vovisibor in the Spirit World and survived, although the Filth-that-Walks escaped from the Scorched Earth. Hunralki now seeks the secrets with which the Army of Justice last defeated Chaos.

Kawar Karshe: Titled the Great Fisherman, this gentle and wise man is the most honored and respected individual in the entire Lake Banini region. He spends most of his time upon boats sailing the calm sea, and never walks upon the earth, but instead treads on fish placed before him.

The Rainbow Hydra: This colossal Chaos monster lives in southern Jolar. Its tail sends long roots into the soil and so the creature cannot move. Long ago, it was cursed with sterility by Nyanka, so it never spawns any Lesser Hydras. Its eighteen heads are of eighteen colors and each speaks a different language, but it is deemed very unlucky to talk with the creature.

History

In the Dawn Age, Taluk Mormadak was a land of dense pinewoods. Elf wars denuded the land and turned it into beautiful green plains. Soon it was settled by Agimori peoples who found the land wild, fertile, and unpopulated by other intelligent creatures. They have striven to maintain that condition, which they consider idyllic.

The Second Age saw the invasion of the Six Legged Empire, so-called because the men rode horses. They seized oases and watering places, built roads, constructed towns, and instituted strict travel laws. But at length their steeds died, their magic failed, and the Hero Hon Hoolbiktu drove them out after many struggles. Their few ruins are accursed and shunned.

Recently, the intrusion of the rude and strange Wagon People, or Kresh, has disturbed the natives of eastern Jolar. Several tribes have joined together to form the Arbennan Kingdom, ruled by the descendants of Hon Hoolbiktu in Kajoba.

Places of Interest

Arnji Fadar (Arnji tribal center): This tribe center is the headquarters for the Arbennan Confederation, a gathering of clans and families whose primary objective is to halt the intrusion of Kresh wagons into their lands.

Barinso: This rich river valley is widely traveled by clans following age-old seasonal migrations. Somewhere in this stretch of river lurks the Monsterback Island, whose progeny, the Hungry Islands, trouble travelers upon the waters of Barinso, Soe, and Rinka rivers.

Batu Batur: The land just south of the Mari Mountains is desert, cursed to be as dry as the Nargan. The only reason anyone ever goes here is to visit the trade center of Sees Bananjarb.

Batudu: The land of Batudu centers upon the river of the same name. The river usually dries up for part of its length, but the clans who migrate through know how to survive during the dry season.

Bemtha Jarkaru: This black mesa at the edge of the Nargan Desert is famed for the Jarkaru Pictures, huge reliefs inscribed into the rock showing the submission of the Agimori of Tishamto to Jarkaru the Indigo Conqueror and his Artmali.

Bostolos (Best Oranges): At this oasis, the shamans of Pamalt can perform the rite of Going Westward for a prescribed fee. Most Doraddi who travel past Molibasku consider it necessary to have undergone the ritual at least once.

Burning White Sands: The blazing hot white dunes of this desert are composed of gypsum, salt, and sulfur.

Dinsender (ruin): These are ruins of a God Time Artmali city. In recent years, growing numbers of broos have been seen here. It is ruled by a fearsome demigod demon called Bevilt.

Dolorofey: This hilly region marks the north/south watershed, beyond which to the north lies Laskal, a part of Fonrit. In Dolorofey, the migratory Doraddi people mingle among local sedentary settlements. These sedentary people, called *Ia Rawthi* ("Fort People"), show no loyalty to anyone except the local warlord, who inevitably rides upon a wheezing horse in imitation of northern ways.

Dupax: This region is the transitional zone between Jolar and Zamokil, the land of the Veldang. Migratory Veldang and Doraddi meet and share in many established places. Raiding is popular between the races, but xenophobia is absent.

Duruhan: This wide rolling land is one of the Six Lands. Pamalt celebrated his first, third, and twelfth marriages with women from here. Vangono first breathed fire and burnt a *charngibber* here. An unusual pack of all-white hyenas roams here, and it is considered to be good luck to see them hunting, especially if the prey is a field elephant.

Estere: Called "Warnings Land," these arid plains are occasionally inhabited by bands of Agitori (the original demigod race, kin of the Ancestors, who did not drink water and thus retained immortality). These oversized superhumans live along a stretch of dangerous territory along the northern edge of the Nargan Desert to keep its monsters in, and puny humans from the north out. These days they warn humans against the strange creatures that have begun to emerge over the last century: monsters that are parts of the deadly creatures of the Nargan, including living fire.

Fongolon (Deadly Bead): At this oasis was once made one of the beads for Pamalt's necklace. The site, now ruled by a resident Pamalt chieftain, exports reproductions of that bead made of lion teeth, which have special powers for certain priests. They are sometimes called Kalali beads, especially if they have clover vines binding red flowers to the tooth.

Hongle Bongle (Stone Bees): This oasis in Taluk Mormadak is named after the distinctive, beehive-shaped sandstone towers that surround it. The oasis is tended by Grandmother Ingwenyama, one of the original 333 Agi made by Pamalt in the God Time.

Hosfori (Where Men Always Fart): This oasis, mentioned in several common Doraddi stories about men who go wrong, is indeed subject to the curse of its name, enforced temporarily upon every male who enters its domain, and permanently on all males born there.

Kalali: This luxurious valley is beloved by hundreds of clans. Here live the two types of men, those who sing "daa daa" and those who sing "bennie bennie" during their meetings, in contrast with Labuhan, where men never sing at night. It is rich and lush, and many people congregate here during the rainy season. The wide valley is dotted by many ancient ruins, choked with the medicine plants which have grown from the graves of the warped peoples that anciently lived here.

Kajoba: This land, between the Soe and Rinka rivers, is troubled by the intrusion of the Kresh wagon peoples. Its residents have formed the Arbennan Confederation to resist, and messengers from here often pass through the rest of Jolar to ask for help against the menace. Not all the natives agree, but a frighteningly large native army is gathering nearby.

Kalali Erok: The river of the lower Kalali valley occasionally dries up for much of its length, leaving a river of sand behind. During the one out of ten years of real drought, the Varvachain Diggers perform their miracle and bring the waters up from their deep pits.

Kolarmoli (ruin): This was once the God Learner capital of the Six Legged Empire. It is surrounded by high stone walls and shunned by both the Doraddi and Ia Rawthi people, as it was cursed by Hon Hoolbiktu.

Enmal Mountains

Far beyond the Mormortishamto and south of even the Nargan Desert are the Enmal Mountains, a sacred range that cannot be reached by walking. Among these mountains is the Great Hill of Um, where the Old Gods live, raised by Balumbasta when he was born. This is the center of the Pamaltelan cosmos and revered by all Doraddi.

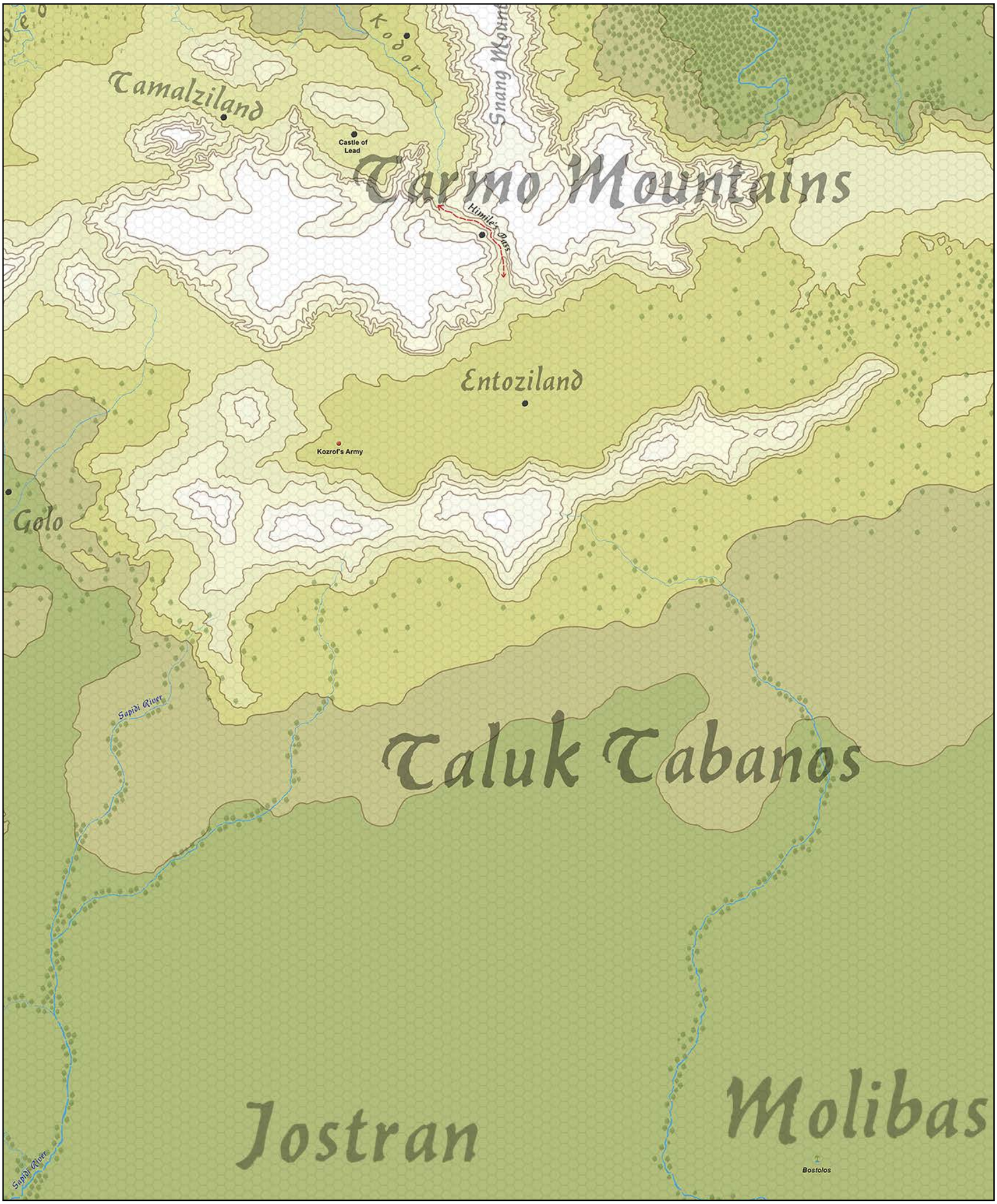
Jolar Regional Activity Table

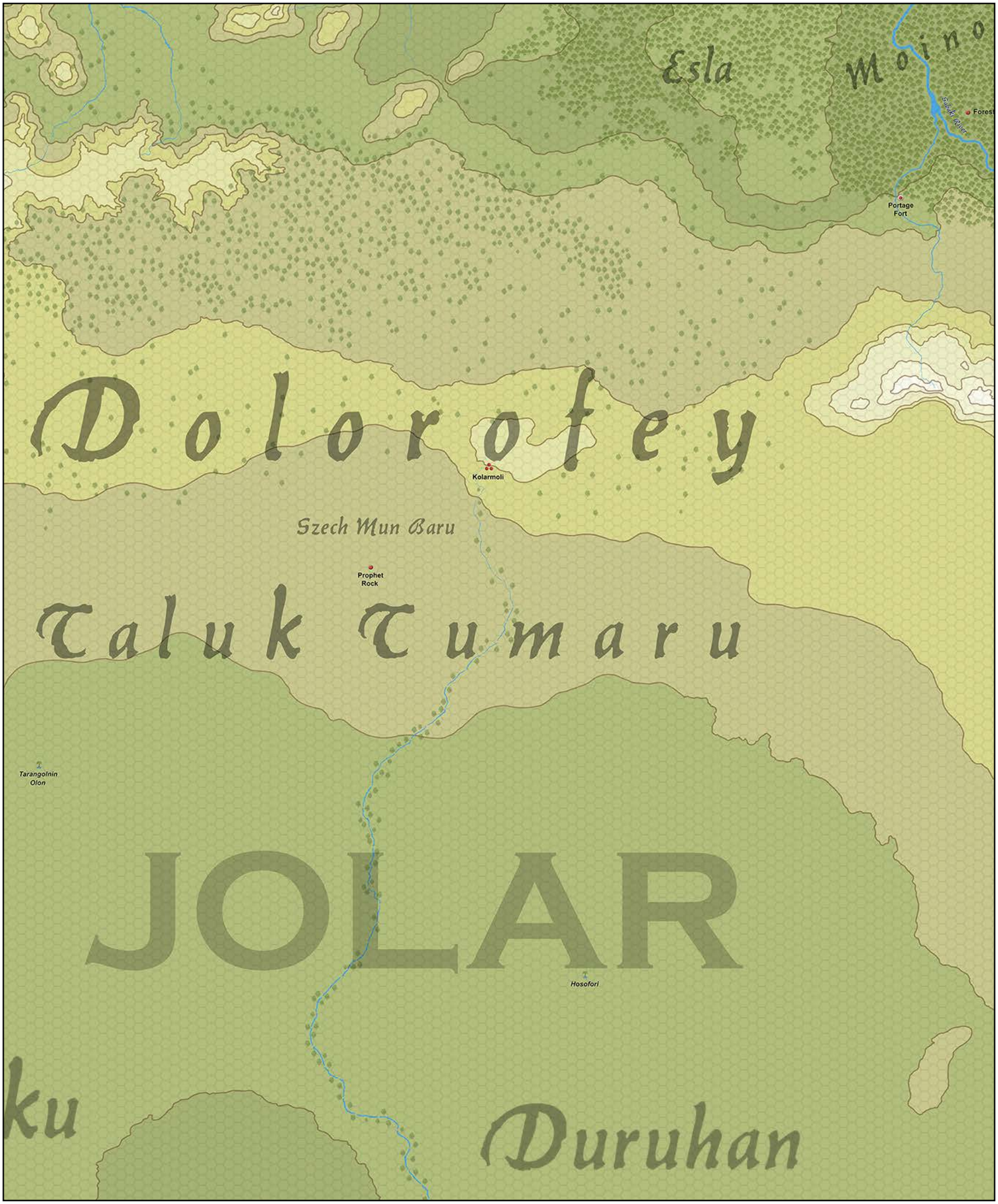
Determine weekly per camp

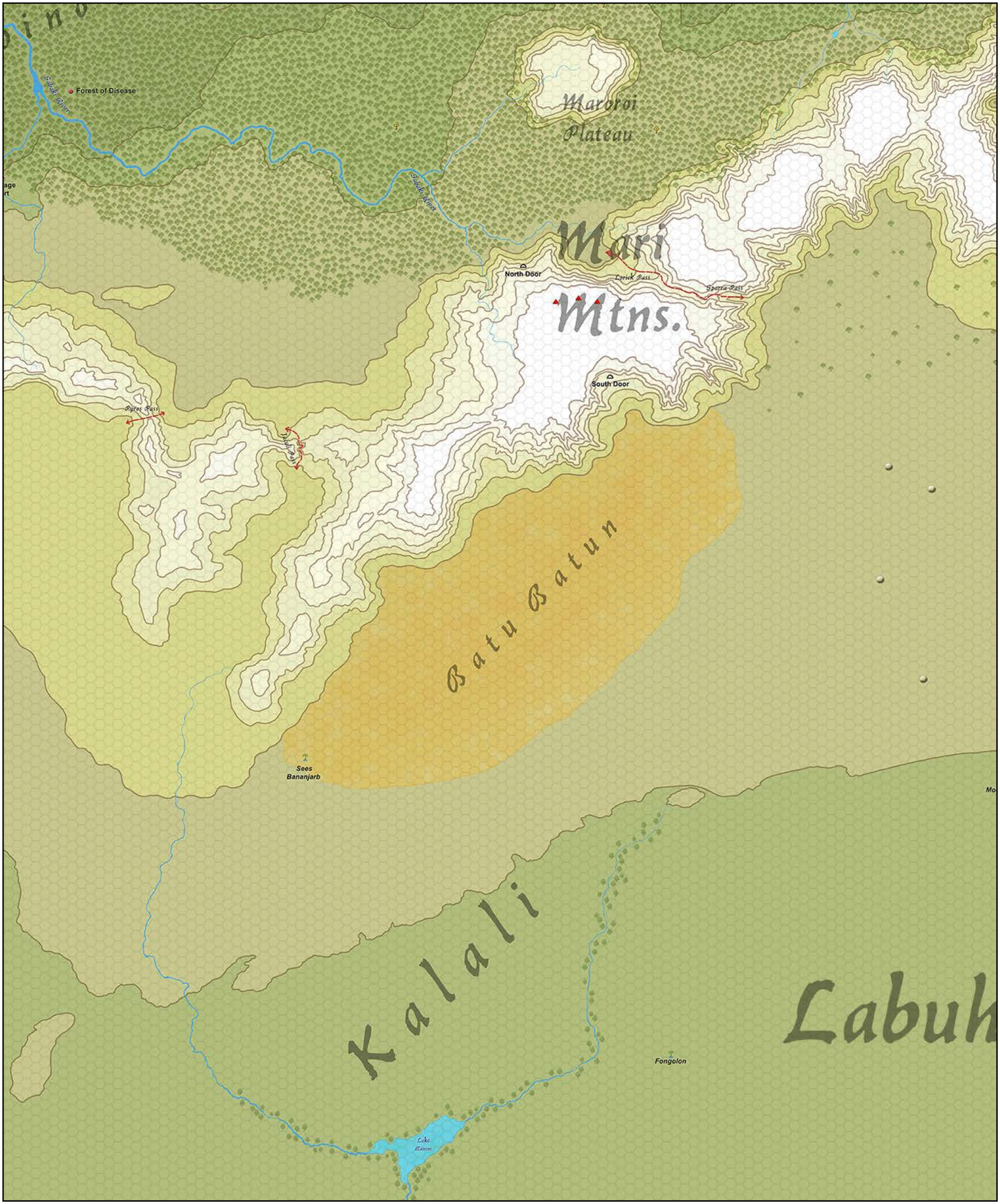
Common
Game animals in sight.
Big Dance nearby.
Bountiful *engivi* harvest, free food for everyone.
Famous storyteller nearby.

Uncommon
Many men from nearby settlements are moving out.
Many women are packing their gear to move: guards wanted.
Merchant from the northlands nearby: bronze tools available.
Northern Kareun wind blows bad luck; all suffer a curse for one day.
Warrior messenger nearby.

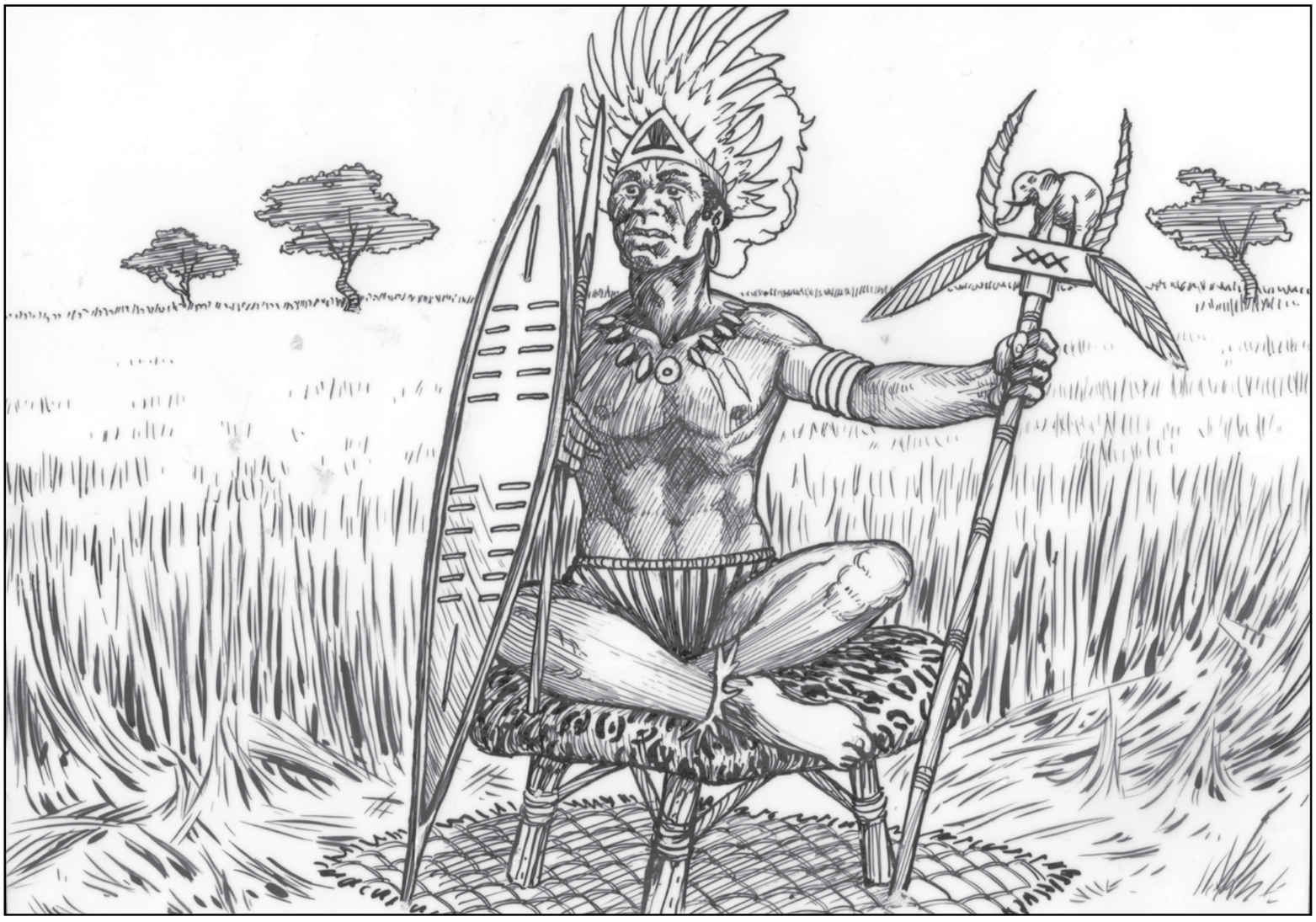
Rare
All men from a nearby settlement are moving out: many items for sale.
Entire community packing to leave.
Standing Rainbow sighted: all receive a boon for one hour at noon.
Shamans contest nearby: rare and unusual spirit charms available.


Tamalziland
Castle of Lead
Tarmo Mountains
Himile's Pass
Entoziland
Kozrof's Army
Golo
Sapidi River
Taluk Tabanos
Jostran
Molibas
Bostolos
Sapidi River


Esla
Moino
Forest
Portage Fort
Dolorofey
Kolarmoli
Szech Mun Baru
Prophet Rock
Taluk Tumaru
Tarangolnin Olon
JOLAR
Hosofori
ku
Duruhan


Forest of Disease
Sukuh River
Sukuh River
Maroroi Plateau
Mari Mtns.
North Door
Lorick Pass
Sparta Pass
South Door
Pyros Pass
Batu Batun
Sees Bananjarb
Kalali
Labuh
Fongolon
Lake Banini


Worofey
Obodas
Taluk Mormadak
Hongle Bongle
Cancaran
skolon
an
Soe
Arnji
Fadar
Kajoba



Doraddi Chieftain

This Doraddi chieftain of the Molibasku plains displays his prestige and power through his simple stool. Among the Doraddi, stools are reserved for use only by chieftains and by the great shamans. Of particular interest is the sedge in the background called False Grass by the God Learners. Although the plants look like grass, they are more closely related to papyrus and are in fact mildly poisonous to horses.

Labuham: This wide region includes all the land between the Kalali and Soe rivers. Most residents consider it a paradise on earth, the well-earned result of their living steadfastly upon the Right Footpath of Pamalt. It is one of the two lands in which the blessed *vol ini* grows in profusion. The Elephant Mountain, striped with two trunks, wanders this region and is worshiped by hundreds of people who often follow it.

Lake Banini: Legend says that a blue giant originally dug this lake which lies at the heart of Kalali. It is rich with many unique types of fish, which the local tribes catch, process, and trade. Kawar Karshe lives here, usually found upon one of the great reed boats which ply the lake and rivers.

Marching Desert: The sand dunes here reach a height of 500 feet or more and have been slowly moving north out of the Nargan Desert. Travelers brave enough to near the edge have reported hearing the dunes roar, boom, and squeak in what is called the "Song of the Dunes".

Mari Mountains: This range of mountains is part of the wall which Balumbasta made for Pamalt to keep out the terrible northern powers. Now the wall is broken and breached everyplace, though a few bastions like this one remain. The unusual residents of this range are the Exigers, combative tribes who each specialize in a different type of battle magic. In general, this land is a dismal place, full of frozen mountain peaks, unfriendly dwarves, and fierce warriors.

Beneath the mountains is the largest dwarf settlement in Pamaltela, the only stronghold remaining from the God Time when a single range of steep mountains, stoutly defended by the dwarves, crossed the whole continent. The dwarves have nearly withdrawn from all human contact, considering the local humans too savage to be of any use. The dwarves here practice the unusual heresy of Vegetarianism.

Molibasku: The plains here are watered from northern winds, making it one of the two lands in which the blessed *vol ini* grows in profusion. It is a nice place, except for the occasional dinosaur which comes up from the hidden Home Cave of the Great Monsters. Pamalt's mother-in-law first learned to scold here, so sometimes it is called "Where Men Keep Moving".

Mohaskolon (Dancing Bead): Here was first made one of the beads on Pamalt's magical necklace. Now everyone everywhere can make them to help keep them enlivened during the many long dancing sessions held all over. The beads are easy to make and hard to keep, because the legs keep breaking off.

Mormortishamto: These arid plains were home to the ancient urban Agimori civilization of Tishamto. It was subjugated by Jokaru the Indigo Conqueror and the disgraced Agimori were forced to pay tribute of food and feathers. Tishamto was completely purged and purified by the devastation of the Firefall, and its ruins stand as an enduring lesson to the Agimori as to why cities are useless and conquering the Physical Realm is a meaningless accomplishment.

Moroskolon (Laughing Bead): A handsome bead of many colors is made here. Whoever masters its use can make anyone laugh. Construction requires men from the Edible Fern clan, women from the Low Warm One or the Swaying Stalks of Yellow clan, and a hyena.

Nang Aranash (Moving Sands): The sands of this place are wide bends in the river where the current is sluggish in the dry season. It is a favorite contest place and battleground between the men of the regional tribes, even if both live on the same side of the river.

Naraji Fadar (Naraji tribal center): An important tribal center and meeting place. The Naraji chieftain must come from the obscure *zacarana* (whitewomb) lineage, which has such extraordinary marriage restrictions that the current chieftain has not found a suitable wife even after six years of searching (his father took sixteen years). Each year, the chieftain holds a Marriage Festival in which suitable girls are invited to compete to win the honor of marriage to him.

Nargan Desert: This huge, lifeless alkali desert was burnt when the Sky tipped its fiery contents upon the earth to destroy the Artmali Empire during the Gods War. Ever since then, its soil has been ashes and poison, the land absorbs the rivers which flow into it, and no natural life can exist. Parts of the Nargan are infested with horrible Chaos monsters, such as solitary monster broos, far larger and more twisted than the breed found elsewhere.

No Mara Fadar (Charcoal Mara tribal center): The Charcoal Mara tribe are the only people who can turn the Swiftover Weeds into longburning combustibles. The efficiency of this fuel is so great that people of this lineage are sought everywhere. At this oasis is a permanent water source, so even in drought years, every visitor receives a piece of charcoal for free.

Obodas (Milk Springs): This oasis in the Worofey highlands is fed by underground springs that flow out of a cave sacred to Yanmorla. It is an idyllic place where all the plants are edible and animals present themselves to hunters. Hon Hoolbiktu hid here from the Six Legged Empire and had to be coaxed out with great difficulty by his people. As a result, no one is allowed to spend more than a year in Obodas.

Omathe River: Like most large rivers in Doraddi territory, this great hunting ground is frequented by many families, but claimed by none. The trap lines, pits, and annual hunts of each family are respected by all, and have been used since Pamalt's children first came here.

Portage Fort (small city): This fortified caravanserai serving merchants traveling between Fonrit and Jolar is ruled by a seemingly endless succession of adventurers and local warlords, few ruling for more than a handful of years.

Prophet Rock: This large rock stands in the middle of Szech Mun Baru. Doraddi from every tribe in Jolar will travel to here to obtain advice on important decisions. Only answers of yes or no are given, but their veracity is accepted without question. Attempts to go against them have always failed.

Rinka: This lush region is watered by a permanent river which meanders across the land. It often changes its course over the rainy season. Several of the lineages in the region require that women shave their heads and that men notch their ears, giving rise to the rumor that the people here are extremely ugly. The people can make reed river boats which speak out loud.

R'sfard Ayfo: Called "Sprinter's Patrol," these arid plains are occasionally inhabited by bands of Agitori (the original demigod race, kin of the Ancestors, who did not drink water and thus retained immortality). These oversized superhumans live along a stretch of dangerous territory along the northern edge of the Nargan Desert to keep its monsters in, and puny humans from the north out. These days they warn humans against the strange creatures that have begun to emerge over the last century: monsters that are parts of the deadly creatures of the Nargan, including living fire.

Sapidi River: This river is fed by most of the other rivers in Jolar. During the rare rainfalls it becomes a raging torrent, unleashing a cascade of hidden life in its wake. Its bed is uncertain, and writhes about during a flood, often settling in a new one afterwards.

Prophecies of the Hero Wars

CALLS TO WAR: The Vangono Recruitment Speech, currently being heard in Kothar and Jolar.

1. The Promised Song (The traditional call to war)

"Now the time has come again. Now the time is come again. Father Vangono breathes across the plains. Now the time has come again. Now the time is come again. Sikkanos blows bitter winds in our face. Now the time has come again. Now the time is come again. The White Shadow sends terror to children. In the beginning of Time, the Old Ones fell down and we found these things on the ground. Those days were the time of Clan Makers and Hero Treasures. No one has seen the likes of them since."

"Undying Spear of the Ground, Plant of Good Digestion, Gourd of Tears, Blanket of Cold Nights, Red Art-Making Tool, Namoda Command Staff, Thunder Beast Staff, Mirror of the Blue Spirits."

These all refer to great treasures or lineages founded by Vangono and famous warriors during Pamalt's time. In this part of the Promised Song, the warriors lament the times of ancient violence when they were more important.

2. The Catalog of Grievances

"Here is what we have to say. We have seen a terrible foreign foe, a thing which has no place in the world of our Grandfather Pamalt."

The Vangono cultists always speak of Pamalt as "grandfather" to imply that he (and his followers) are like old men compared to the warriors. This usually implies respect, more rarely contempt.

"The foreign Kresh come in cities. The monster houses crawl across the ground, moving ever closer into our hearts. We are impoverished – the greenberry is crushed in their shadow."

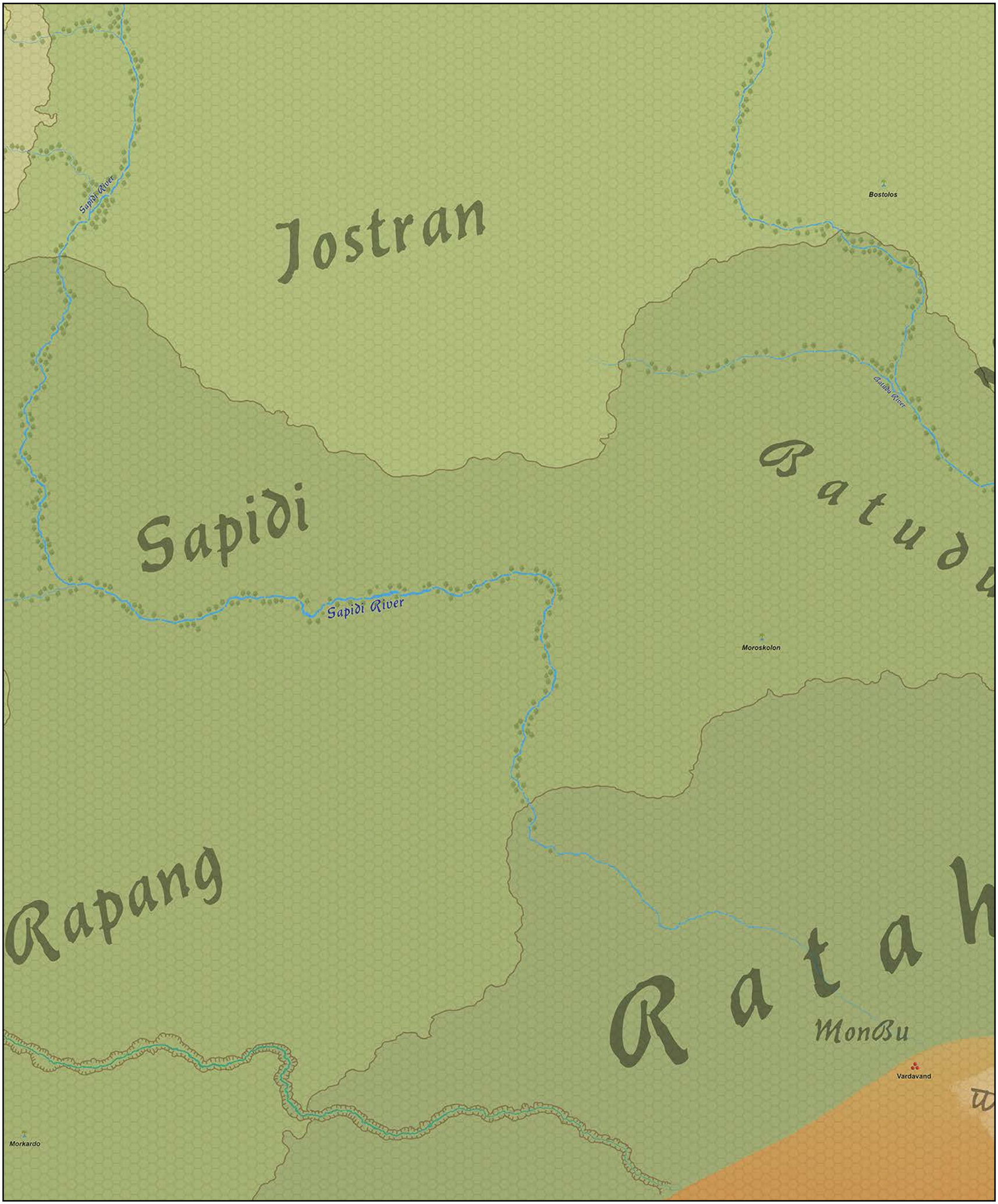
At this point everyone in the crowd groans or sighs. Greenberries never grow back once they are gone.

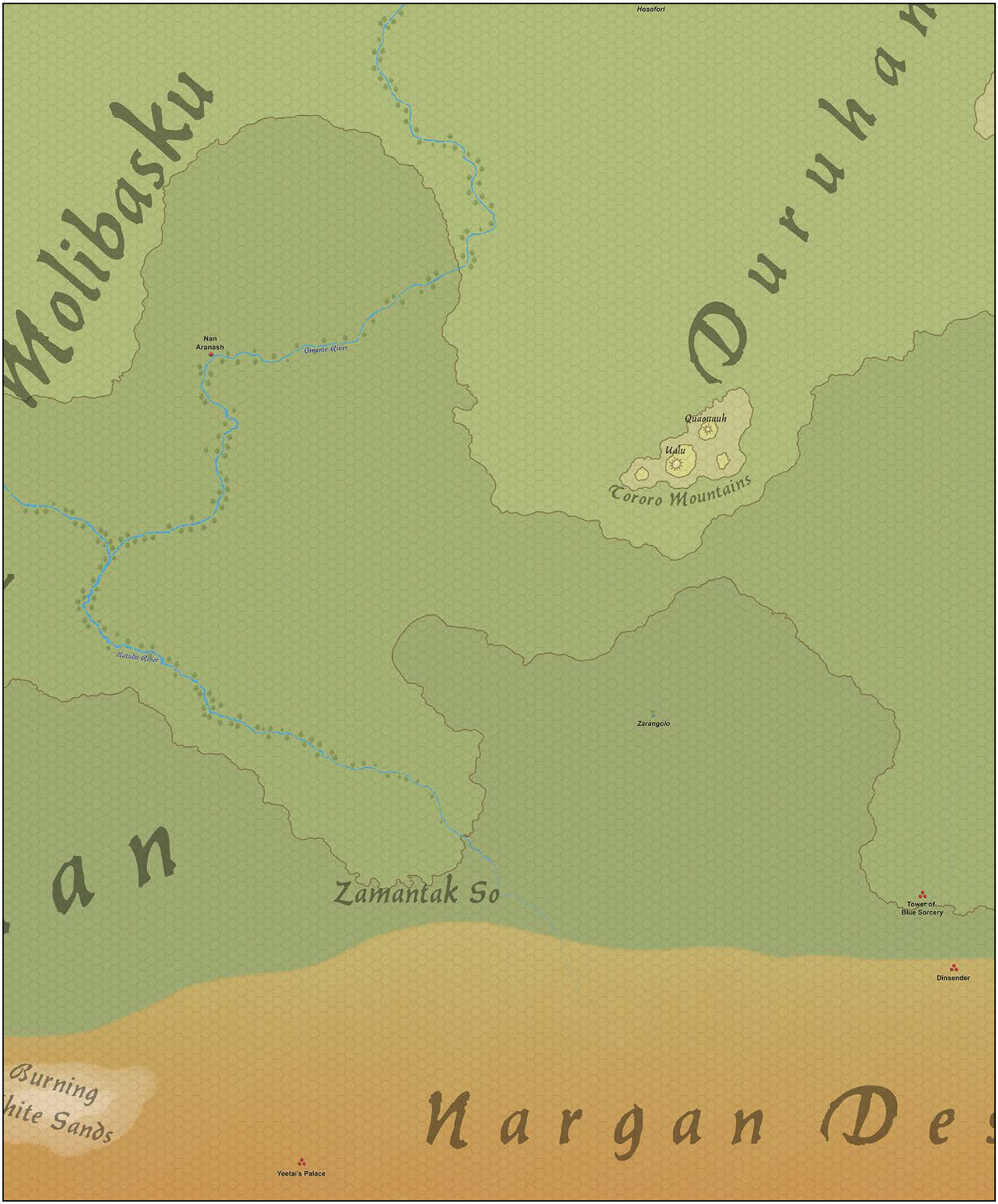
"And here is what they say: if you give me three sacred feathers from the Boonjab bird you may take anything of this. And they show you a box of treasure. Their treasures are not things which we have, for Malange of Malange [a well known prophet family of Ballesteros] says they are tree things. But the women don't know, they cannot be told.

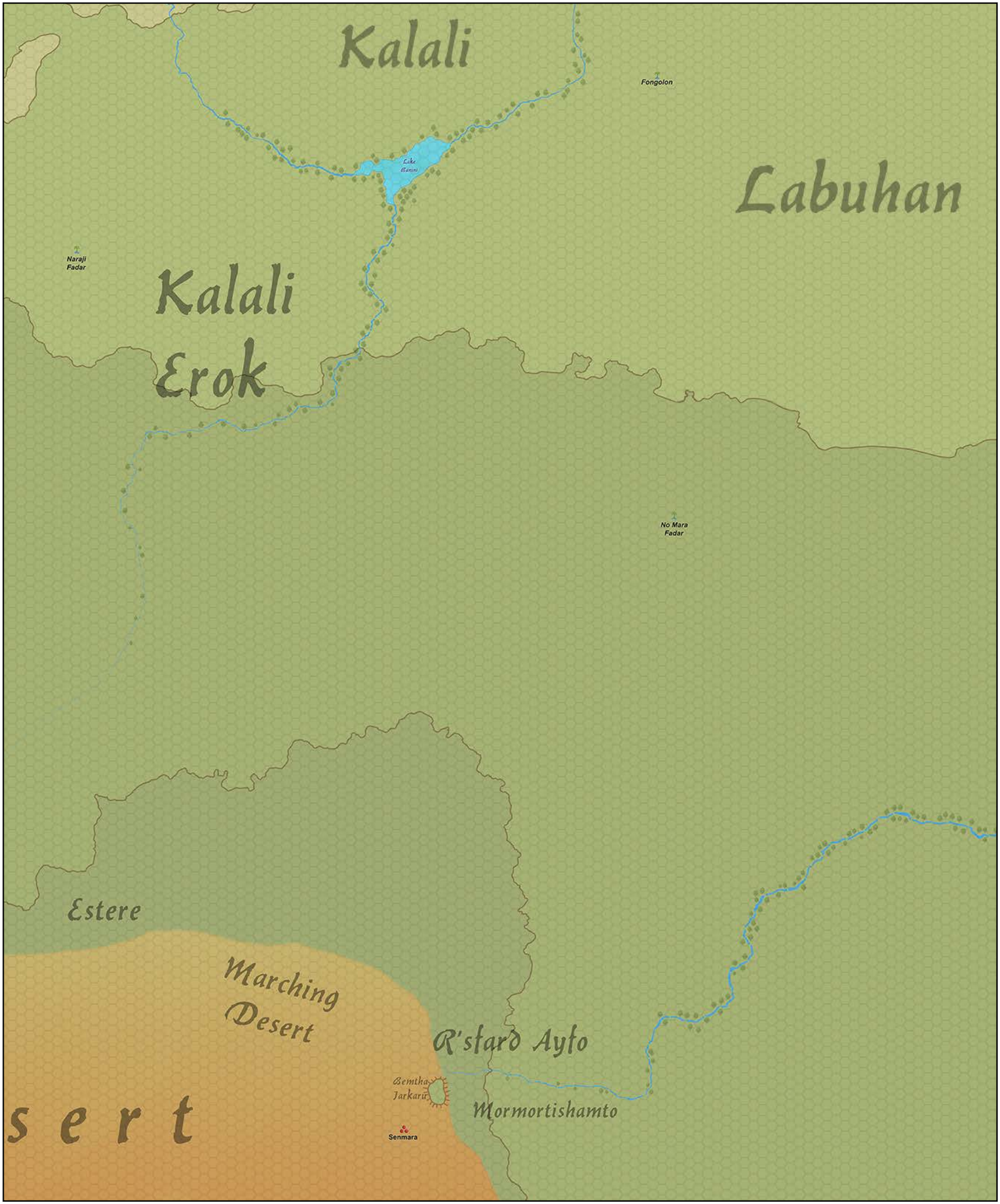
"And here is what they say: We are the children of Pamalt. We are just like you. Give us some of your robbuck [a Pamaltelan herb], and help yourself to our things. Everyone takes, and are so laden that no one can walk away with their possessions. They stagger like drunks at the Bee Feast with their loot. Their children sit at home crying. The tent deer have run away. The men lie dreaming from the food they eat.

"And here is what they say: We are just like you. Here, eat this. We are just like you. Please do that. We are just like you. May I do this? And in all the lands people huddle in their hutches and count pieces of red cloth and sets of vimble [a board game played with many little pieces].

"Here is what Malange of Malange said: Hated cities stalk our plains. Maybe the Blue Men will come again too. If they do then the Old Days return. Must we fight Filth-that-Walks again?"


Jostran
Sapidi River
Bostolos
Batudu River
Batudu
Sapidi
Sapidi River
Moroskolon
Rapang
Ratah
Monbu
Vardavand
Morkardo


Hosofori
Molibasku
Duruha
Nan
Aranash
Omante River
Quáouauh
Ualu
Tororo Mountains
Batudu River
Zarangolo
Zamantak So
Tower of
Blue Sorcery
Dinsender
Burning
hite Sands
Nargan Des
Yeetai's Palace


Kalali
Fongolon
Lake Banini
Labuhan
Naraji Fadar
Kalali Erok
No Mara Fadar
Estere
Marching Desert
R'stard Ayto
Bemtha Jarkarir
Mormortishamto
Senmara


Soe
Arnji Fadar
Barinso
Kajoba
Rinka River
Rinka
ZAN
Acid Lakes



The Exigers

The high valleys and passes of the Mari Mountains are ruled by clans of Exigers (or Mountaineers, as they are less commonly known). These fierce humans specialize in an unusual weapon style or type of magical combat. For example, the Jaculi clan specializes in fighting with a three-bladed throwing knife, while the rival Sparra clan specializes in huge two-handed weapons, and the Lorick clan is famed for the extremely heavy armor they wear. Each clan rules a mass of brutalized and oppressed slaves, who do all the farming, crafting, and such labor down in the valleys.

The Exigers live in fortifications blocking the various mountain passes, and keep their groups of slaves isolated from each other. Although the Exigers are brutal to their slaves, they are surprisingly friendly to traders and travelers. Their wealth comes from protecting and providing hospitality to trade caravans passing between Laskal and Jolar, and from their occasional successful raid or trading mission with the local dwarves for dwarf-wrought goods in central Pamaltela. Additionally, the Exigers are one of the more important sources of miners and metal in the region.

Sees Bananjarb (Where Mountain Walkers Gather): This gathering of colorful tents at the edge of a vast waste is where traders from faroff Fonrit, Exigers from the Mari Mountains, and Doraddi from Jolar meet to exchange goods and news.

Senmara (ruin): These are the ruins of the capital of the ancient Agimori civilization of Tishamto. It was destroyed by the Indigo Conqueror when the Artmali Emperor conquered Tishamto.

Soe: This lush river valley is annually visited by hundreds of clans, each arriving in the few weeks allotted to them by tradition. The local peoples call it "The Bed of Pamalt". Hawi Kange has raised the Banner of the Furred Bird in the eastern portion of the river valley, where many warriors have consequently congregated.

Szech Mun Baru: In the "Six-Legged Plain" reside an entire range of creatures that are found nowhere else in the world. No matter their appearance or habit, they all have six limbs, although in other ways they are no more alike than insects are to birds. Even the birds there have six limbs, usually with two pair of wings. Web-spinning spiders have six legs, the fleet spotted and lean "swift hunters" have six legs, as do the brown or spotted herds they feed upon. Creatures like centipedes and earthworms even have six legs!

God Learners scholars speculated that this place was the origin of centaurs, and even for a while tried to get a band of them to travel from Genertela to confirm this (they failed).

Taluk Mormadak: This land is said to be Pamalt's founding ground. From here his children departed in all directions. In the First Age, it was covered with pine forests. Now it is savannah with widely spaced, scattered trees. Huge termite mounds dot the land, and the tops of some are carved into thrones for the Doraddi chieftains.

Taluk Tumaru: This wide and verdant territory is considered to have been spoiled by the intrusion of the God Learners in the Second Age. Most observers can't find any difference between it and the other regions of Jolar, but the natives insistently complain of a difference. They sometimes call the region "Pale Clover" in their stories. A curiosity is the two herds of miniature antelopes which have existed ever since the Second Age. These beasts are considered poison by the natives, who hunt them but never eat them or use their pelts.

Tarangolnin Olon (Sees-at-Night Bead): This bead can replace a normal eye and provide the wearer with sight even when no source of light is present. The availability of this bead has fallen since Hon Hoolbiktu's men used up so many several centuries ago. The king of this place wears a crown of salt.

Tororo Mountains: This small volcanic range to the south of Duruhan is sacred to the local Doraddi tribes. There are many caves in this range, home to the ancestors of the Doraddi and where the dead are interned. Two large volcanic plugs dominate the range, named Ualu and Quáouauh, formed when Balumbasta made his fiery spears to fight against Aldryami.

Tower of Blue Sorcery (ruin): Also called the Moon-Tower, these are ancient Artmali fortifications raised by evil sorcery in the God Time.

Worofey: The traditional borderlands between the northern jungles and Jolar. The land contains scattered forests, hills, and gullies. The hunting is good, but dangerous, and nobody ever wants to die here because most medicine plants don't grow well in the soil.

Zamantak So: Called "Where Ancestors Roam," these arid plains are occasionally inhabited by bands of Agitori (the original demigod race, kin of the Ancestors, who did not drink water and thus retained immortality). These oversized superhumans live along a stretch of dangerous territory along the northern edge of the Nargan Desert to keep its monsters in, and puny humans from the north out. These days they warn humans against the strange creatures that have begun to emerge over the last century: monsters that are parts of the deadly creatures of the Nargan, including living fire.

Zarangolo (Termite Gathering): A massive red stone outcrop stands here, parts of its sides crumbled away to reveal millions of tiny termite tunnels. It is the remnants of a meal by the Great Anteater. The oasis has never run out of water.

The Hero Wars Begin

NARGAN: Broos Expansion

Out of the desolate Nargan Desert comes a flood of broos. The broos are loosely organized as a gigantic tribe, and call themselves the Dinsender Army. They impregnate those they defeat and capture alive, causing their army to continue to grow and expand.

Over the next decade or two, the Dinsender Army overwhelms the Arbennans, slowly overtakes the slarges, and are halted only in the east against Zamokil.

Hsunchen of the Pamaltelan Plains

Many tribes of Neolithic or Mesolithic beast peoples inhabit the wide lands of Jolar, Kothar, and Tarien. They are called Fiwan or the Oldest People by the Doraddi and are believed to have assisted the Creator in making the world. Many are friendly with the Aldryami. Most are at least suspicious of the Doraddi. The population numbers given are for those Hsunchen living in Jolar, Kothar, and Tarien, and are not the total number of that Hsunchen group in Pamaltela. This list is not comprehensive, but only includes the largest or best known Hsunchen people on the Pamaltelan veld.

Basmoli (Lion People)
Population: 20,000. *Homeland: Jolar, Kothar, Tarien.*
The Basmoli claim that in the God Time their god marched northward with a horde of followers, and they still patiently await his triumphant return. They are nomadic hunters who travel with lion prides and can themselves transform into lions. The Basmoli are renowned for their strength and their ferocity in combat. The Basmoli are feared by the Doraddi and occasionally hire out as mercenaries in tribal wars.

Haqatat (Frog People)
Population: 25,000. *Homeland: Kothar.*
The Haqatat live in the wetlands of eastern Kothar and travel about in small crude reed rafts. They are aggressive and opportunistic hunters, and are known to hunt other sentients who enter their territories, which they mark each night with deep guttural chants and drum beating.

Inkvazzi (Fish Eagle People)
Population: 5,000. *Homeland: Tarien.*
These hunters and fishermen are the children of the sacred fishing eagles. They worship the eagles, offer them a portion of every catch, and upon death are taken by the eagles into the heavens to be reborn as eagles. They are widely considered the most skilled archers in Pamaltela.

Ilanga Inhlanzi (Sun Fish People)
Population: 10,000. *Homeland: Tarien.*
These nomadic fishers travel throughout the marshes of eastern Tarien in their small dugouts. They are called the "Masters of the Waters" by the local Doraddi, and the Ilanga Inhlanzi are surprisingly friendly with the otherwise hostile goblins of Hornilio.

Konnos Khaite (Wildebeest People)
Population: 30,000. *Homeland: Jolar.*
The nomadic Konnos Khaite migrate with the wildebeest herds, following them from Jolar to Laskal in Fire Season, only to return in Storm Season. They are friendly with the Doraddi people and are often found guarding caravans between Laskal and Jolar.

Kyowkuk (Green Heron People)
Population: 5,000. *Homeland: Tarien.*
The Kyowkuk are nomadic fisherfolk who live in the wetlands of Tarien. They build temporary floating hamlets out of reeds. They are not aggressive, and tend to flee from outsiders.

Mpofuzwe (Eland People)
Population: 25,000. *Homeland: Jolar and Tarien.*
The Mpofuzwe are nomadic pastoralists who live off their herds of eland. They defend their herds with fierce throwing clubs that can be thrown accurately for over a hundred yards. They neither bury nor burn their dead, but simply leave them for scavengers without ceremony or ritual.

Ngwena (Crocodile People)
Population: 5,000. *Homeland: Jolar, Kothar.*
The Ngwena worship sacred crocodiles, whom they feed the best cuts of meat. They reside in small hamlets along the larger rivers. They frequently hunt other humans to feed to their crocodiles.

Rachami (Vulture People)
Population: 20,000. *Homeland: Jolar, Tarien.*
The Rachami are carrion eaters; unlike other Hsunchen, the Rachami have entered into a symbiotic relationship with some civilized peoples. They perform funerary rites and then consume the corpse.

Rascullu (Rhinoceros People)
Population: 15,000. *Homeland: Jolar, Kothar, and Tarien.*
The Rascullu are not true Hsunchen but are better classified as a branch of the Beast Men. They have the body of a rhinoceros and the torso of a man, and are armored with great plates of tough hide. A typical Rascullu stands nearly ten feet high at its beast-shoulder, and over sixteen feet to the crown of its head.

The Rascullu originated at the time of the Six Legged Empire. They are omnivorous, stupid, and extremely vicious.

Tanuku (Milk Antelope People)
Population: 45,000. *Homeland: Jolar, Kothar, Tarien.*
The milk-producing antelope supports many people and is sacred to Grandmother Earth. The Tanuku people travel with their Milk Antelope herds.

Vlakvarki (Warthog People)
Population: 15,000. *Homeland: Jolar, Kothar, Tarien.*
Bands of the nomadic Vlakvarki wander throughout the veld of Pamaltela. They protect their warthogs from all predators other than themselves.

Yaquma (Anaconda People)
Population: 3,000. *Homeland: Jolar, Kothar.*
The Yaquma are giant, magically powerful snakes who can shape change into people, usually at night. In human form, they are beautiful, seductive, and talented musicians. They prey on humans, which they seduce, have illicit sex with, and then kill. The result of a liaison between a Yaquma female and a human male is a Yaquma.

Zukonegi (Fire Wren People)
Population: 5,000. *Homeland: Jolar, Tarien.*
The Zukonegi people are found in the foothills of the Mari and Tarmo Mountains. They are the children of the Fire Wren, who secretly stole fire from Balumbasta to give to her hungry children. They are very small of stature, but extremely aggressive in defending their territory. They are exceedingly friendly with spirits of Air and Fire.

Kothar

A wide verdant plain, cut by clear rivers and covered with teeming herds. The natives consider it to be paradise. It is well-watered, and oasis centers do not exist here. Much of Kothar is savannah, covered with widely spaced, scattered trees. Kothar is geographically isolated, and foreign travelers in Jolar rarely travel to their lands. Thus, we know some general facts, and a few specifics, but rely mostly upon thirdhand information from the Doraddi storytellers.

"I am (name) of the (X) lineage, born into the (Y) family. You are far from your home campgrounds, stranger."

Inhabitants

This is the land of the Kresh and their allies. The Kresh ride huge wagons and wander the plains in great multiyear cycles. The Doraddi of Kothar are the allies and minions of the Kresh and live on foot, hunting and gathering in the manner their people have always ever followed.

Cultures

Kresh, Doraddi, Veldang.

Language

Most of the Doraddi people living in Kothar speak Doraddik. The Kresh also speak Doraddik. The Veldang tribes in Zamokil speak Artmali.

Government

The Doraddi and Veldang of the land have a traditional tribal structure, modified by the presence of the Kresh.

Population of Kothar

Humans	
Doraddi (Kresh Allies)	870,000
Kresh	220,000
Hsunchen	25,000
Swamp People	50,000
Veldang	340,000
Voyans	40,000
Total:	**1,545,000**
Nonhumans	
Jelmre	85,000
Red Elves	140,000
Total:	**225,000**
Grand Total:	**1,770,000**

Military

As is the case in most of Pamaltela, real military organization is unknown. Most men are hunters and skilled in repelling raiders and predators. The Vangono cult includes the only organized warrior bodies.

Religion

Pamalt pantheon. The Veldang have their own pantheon of crippled gods whom they worship instead.

People of Note

Buda: This ancient monster normally takes the form of a wandering crafter who can work any substance, even metal. Buda has an evil eye and can bestow a curse on its victims with its gaze. When threatened, Buda changes into a deadly were-hyena.

Garvang Hostro: The Mother of Wagons is a name given both to a monstrously large vehicle and the individual who fulfills the post of High Priestess of it. She was last reported moving south on the Courageous Trail.

Hama Tsa, the Giant-Eater: The most famed shaman in Kothar. As a young man, he defeated a man-eating giant by luring it into a pit and then throwing hot stones on top of the monster until it died. With the death of the giant, he gained mystical power and supernatural treasures.

Violet Yahkarya: This legendary Veldang bandit is a violent, some say depraved, Blue Moon cultist who claims to be a descendant of Artmal and terrifies Kresh, Doraddi, and Veldang alike.

History

In the God Time, this was Pamalt's Plains, the homeland of the Agimori. At the Dawn, the Agimori peoples lived in Kothar, and their great migration began from here. People traveled both north and west to colonize the continent. Kothar has seen little change since the Dawn. Periodic intrusions and withdrawals by the jungle elves from the north are considered normal activity. Beginning around 1200, in the early Third Age, certain nomad tribes began riding in wagons and calling themselves the Kresh. In 1411, the leading wagonmasters of the Kresh formally organized themselves into the Empire of the Kresh.

Gifts and promises from the Kresh caused most Doraddi chieftains to accept their rule. Those few who refused to join the new empire were deposed by their own indignant subjects. The Doraddi still pay their tribute faithfully and receive the benefits of the Kresh secrets. About six decades ago, the Kresh began to expand into Zamokil. The Veldang they have encountered have become avid supporters.

The Hero Wars Begin

KOTHAR: The New Jungle

Among the goods the Kresh carry in their wagons are exotic plants from the Errinoru Jungle: woods, herbs, spices, medicinal leaves, and so on. These were gifts from the Embyli of the Errinoru Jungle. The Kresh irregularly draw their wagons into a circle, concealing all inside from outsiders, and refresh their gifts by raising a little jungle overnight and harvesting everything by sunrise.

This practice is not in itself dangerous, until one of the new jungles gets out of Kresh control. If the foreign seeds get left behind, or are widely planted in a mass, or the Kresh fail to harvest the little jungle, they could establish a foreign eco-zone on the plains of Pamaltela.

In truth, the Kresh have been manipulated by the Embyli, and this is a big yellow elf plot to sneak a jungle deep into Pamalt's plains and grow it overnight, as a modern counterattack in the ancient War of the Trees.

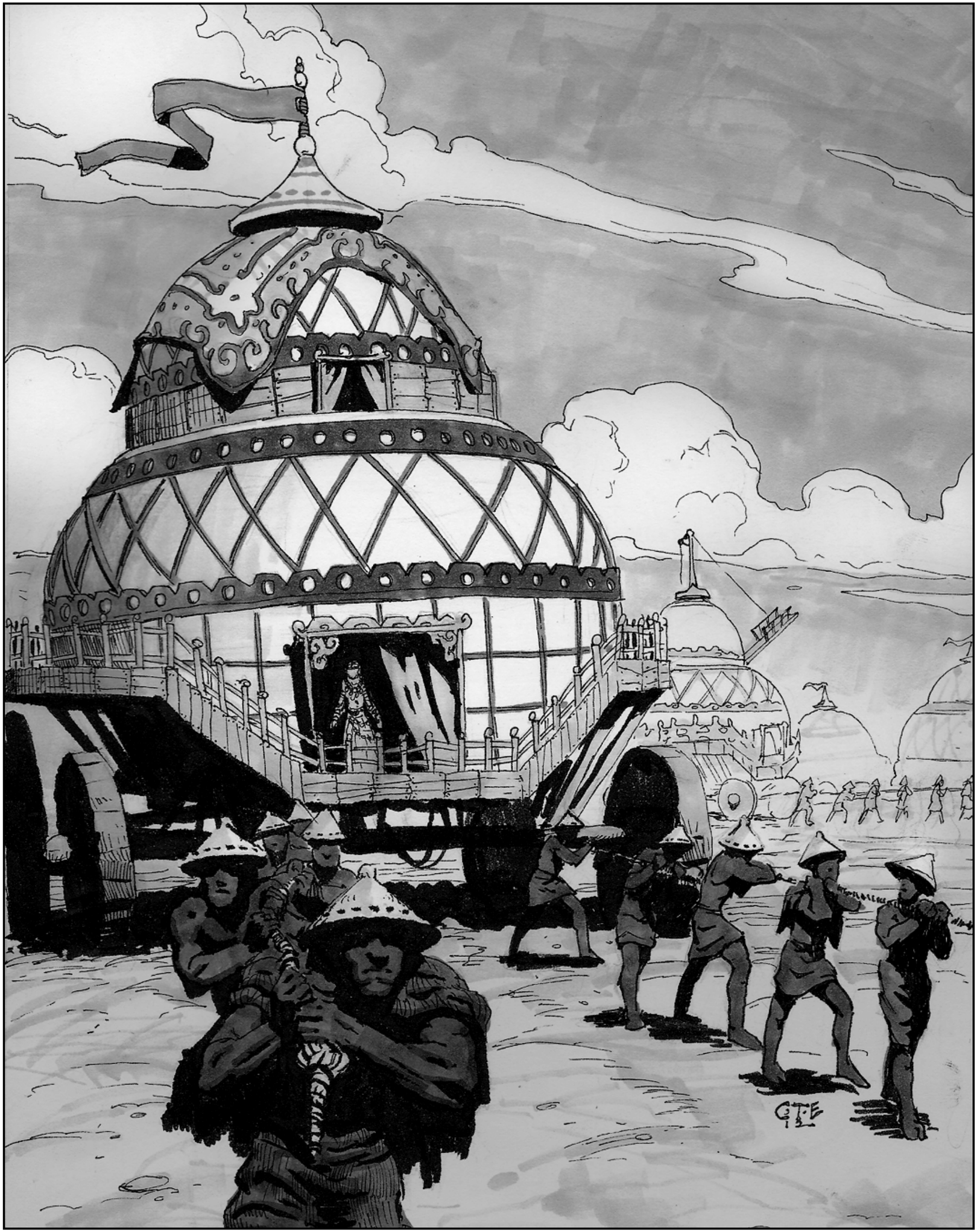


In 1550, the Kresh began to move into Jolar. Conservative chieftains, fearing and distrusting the new way of the Kresh, have recently formed the Arbennan Confederation – the first serious opposition to the Kresh expansion. The tribal cult of Vangono also opposes the Kresh, and recruits followers in Kothar among the Doraddi peoples, with mixed success. In 1616, a southern Kresh wagon train was blocked and turned back by the Arbennan Confederation in western Zamokil at the Battle of Wagons Turned.

Now a new problem harasses the Kresh. A mysterious invisible enemy has begun to wipe out entire wagon trains. The first wagon train disappeared in 1613. Since then, more trains have vanished with every passing year.


Errinoru Jungle
FEOFAXIA
Haxamu Jungle
Palarkri Mountain
Atapupo
Omukuru
Amontane
Cancaran
Zuzu River
Taluk
Tatudarang
KOTHAR


Panotey
Tamolea
Guielmre
Maytan
Upper Daya River
DAYA
Daya River
Mangi Daya
Celaga
Engure
Lake Condu
Togaro Ocean



The Kresh Wagons

The Kresh are a nation of Agimori who live and travel in huge, ornate wagons, each dragged on solid wheels over the broken plains by dozens or hundreds of men. Bands of Kresh form mobile towns of hundreds, even thousands, of people constantly on the move. The Kresh do not use draft animals, preferring to draw the great wagons themselves.

The design of their huge and ponderous wagons is unusual and idiosyncratic, serving purposes of ostentation and comfort rather than efficiency. The wagons are typically 30 feet wide (although some are significantly larger), with four or six immense wooden wheels, and carry structures built from wood and textiles. These edifices are often two or even three stories high and each is the home and treasury of a Kresh extended family. Most are partitioned into multiple rooms; some are simple but many are quite elaborate with internal stairways and surprisingly sophisticated furnishings. An intricate rigging allows the structures to ride surprisingly smoothly atop the wagon bed.

Their wagons are loaded with material possessions, especially trade and luxury goods, including bronze, gold, and silver goods obtained through trade with the distant foreign cities to the far north, and fine woodwork, herbs, and spices obtained from the yellow elves.

The wagons awe the other plains dwellers, and the Kresh receive or extort food, sell unusual magic and trinkets, and promise that others like them will come later. The wagons never stay in one place longer than five to thirty days. Often they do not even stop, but conduct all business while on the move day and night.

The Kresh women rule the wagons and lead the families; the men defend, fight, and move the wagons. Each Kresh extended family is ruled by a matriarch, who is also a priestess for the family. The wagons have bridges that allow these Kresh matriarchs to move from wagon to wagon without their feet ever touching the ground.

The Kresh women wear colorful cotton skirts and paint their faces and torsos with magical symbols. Their women are famed for their heavy jewelry – necklaces, wrist bracelets, ankle bracelets, and earrings – made of gold, beads, and precious stones – to display their status.

The men dress more simply, with short skirts and conical hats.

Places of Interest

Amontane: Ancient wooden ruins of the capital of the mysterious First Age culture of Chaon Dacca stand here. Highways lined by trees once ran from here to points all across Taluk Tatudarang.

Atapupo: The foothills immediately south of the Palarkri Mountains are an outlaw haven. It is the driest part of Kothar, being arid with steeply sloped foothills.

Ballesteros: Kresh wagons are only starting to penetrate this land deeply. The natives include several Six Fingered lineages.

Bodenen ma Tana: "The Ruins of the Sun" are a vast landscape of once-conical buildings tumbled and broken upon themselves, and grown over by the local flora. They stretch for almost one hundred and forty miles northwest to southeast, and about seventy in width—a vast country of circular bases of every diameter. Some enclose many lesser ones, some overlap each other. They are built of a stone-like substance that is not stone. The walls of the fallen buildings are of varying thickness and of varying height. All have the remains of their upper structure tumbled within the circle of their foundations. Beneath are many levels of basements, all of the same conical shape and with walls of the same rock-like material.

The wide area has hills, rivers, and other natural features. The wildlife that lives there are all normal to the region and are apparently unaffected by the strange features.

A few places are revered by the local people as ancestral sites, but are all known as "Difficult Sacred Places." When ancestral rites are carried out the ancestors actually appear in person, fully material, clothed in whatever they wore in their lifetimes, and speaking archaic forms of their languages or even, in some cases, unknown tongues.

With a few notable exceptions, when foreigners have tried to sit in on these rites the ancestors have always killed them, or had them killed by their descendants. Their skeletons are impaled along the approaches to warn strangers away from suffering the same fate. The only exceptions are of some of the Veldang slaves from the far north. But the ancestors have always been kind to their descendants, accepting food and offerings humbly, and then fading away with the goods at the end of the ceremony.

The difficulty arises from the demands that the ancestors make on their living kin. These have variously entailed going to war, starting new customs (often disagreeable to the living Doraddi), or traveling to distant and unknown places.

The Doraddi generally do not remain in the area for any longer than it takes to pass through, or to go to the Difficult Sacred Places they know of. The only permanent residents seem to be a group of blue-skins, all of them escaped slaves from the north, who have found refuge in the area now called *bisen misss fetch,* or "They live there."

Cancaran: "The Calling Place" is avoided by everyone in Kothar. Even a mile or two away the "call" can be heard—a beautiful and melodic music with whispering words in whatever language the listener knows (if she knows more than one, she cannot quite tell which language it is). Even deaf people hear it.

No one ever returns, and all the local people have forbidden using any instruments that might be able to make the musical sounds, which they call "cursed sounds," except for once a year at the Lesson Day.

On Lesson Day a member of the tribe is selected randomly by lot. The "One Sound Players" take out instruments from a cairn where they are otherwise kept when not in use, and an elder gets up and gives a speech about avoiding the sounds everyone is going to hear. *"See what happens to those who succumbs to the sounds!"* he cries, whereupon the selected member is brutally stabbed, chopped, and torn asunder. This torture is, they say, what happens in the place. The final resting place of the remains is unknown.

A yellow elf who was here about two hundred years previously said the music was the music of the God Time, for he had heard it during deep prayer before he was banished

Kothar Regional Activity Table

Determine weekly per group

Common
Game animals in sight.
Big Dance nearby.
Small Kresh wagon in sight.

Uncommon
Infamous trickster nearby.
Multiple Kresh wagons in sight; opportunities for trade and politics.
Large Kresh wagon in sight.
Entire community packing to leave.
Many women are packing their gear to move: guards sought.
Bandits on the move: guards sought.

Rare
All men from nearby settlement are moving out: many items for sale.
Shaman contest nearby: rare and unusual spirit charms available.



ZAMOKIL

from his people. He said it is always present in the God Time, but humans cannot notice it. He refused to go into Cancaran, and was afraid. Elders say it was because he was an outlaw elf, and would suffer the same fate as humans who go in and never come out.

They also say that this is the place that the people of the Traveling Jungle are seeking, but that they must never be allowed to find it. When asked why not, they just shake their heads and say, "The Bad, the End."

Caridad: This rich river valley is popularly called the Land of Seven Rhinoceros, four of which are found nowhere else and one of which, the Trihorn, is found only in Tarien. They are said to be made from dirt which Pamalt dug from between his toes and beneath his toe nails.

The Veldang here abhor boats and never set foot in them if possible, claiming that fire might fall from the sky anytime that they do. Thus they live only on the south side of the river.

Catacadian: Also called the Land of Running Dogs, Catacadian is where live five Holders of Death. Each of these individuals knows a fifth of the prayer and ceremony to summon the Great Killer from Beyond, a legendary being not summoned since the God Time when Pamalt needed help.

Chuchwe Marsh: A large bog separated from the main body of Sozganjio by over a hundred miles of spotty wetlands. The nearby Veldang claim that evil ghosts and brightly-colored demons are the only



inhabitants and avoid it. Goblins live there despite these rumors.

Daya: Some of the villages here are so big that they begin to look suspiciously like towns. The people are supremely content, and are sometimes accused of being the smuggest folk in the world.

Dupax: A wide land occupied primarily by Veldang. It is often considered to be part of Zamokil.

El Voyan Sea: This vast and brackish water covers much of the eastern Sozganjio marsh. It is named after its inhabitants, the red-skinned Voyan people. In the early Storm Age they made a pact with the Togaro Ocean to survive the flooding of the world. The Voyans are semi-amphibious, natural swimmers, thrive in the wet heat, and can hold their breath for over an hour. Also called Sea Goblins, the Voyans are aggressive against other races and are believed to eat humans.

Engure: This is one of the unexplored kingdoms in the vast Sozganjio Marsh, inhabited by the descendants of the Pan Chaku. They have no contact with any other humans and believe the rest of the world to be nothing more than endless marsh.

Enjalsu (ruin): The ruins of a vast God Time city stick out of the Sozganjio marshes like the bones of a huge monster. This was the First Landing of the Artmali and the port of the famous Aquamarine Armada.

Gokomaru (ruin): These are the ruins of a God Time Artmali city. It is surrounded by formidable

stone walls some forty feet tall. The Veldang claim this was the palace of the King of Tenel. They shun the city, saying it is not to be reclaimed until the Red Sword is returned.

Gujelmre: The precipitous land southeast of the Palarkri Mountains is full of peculiar, sharp-peaked hills constructed and inhabited by jelmre. The members of this bizarre race are friendly to humans.

Jadenonto: The land between the Daya River and the Zuzu River. This is the land from whence the Kresh first came. All of the Doraddi here are willing subjects of the Kresh.

Lake Tondu: Wise men say this lake marks one of Pamalt's footprints as he strode from making the Palarkri Mountains southward towards his divine home of Enmal. His other footprints include Tshukudu Marsh and Chuchwe Marsh.

Loolgoro Crater: When Pamalt tipped the sky and poured out its fire upon Vovisibor, part of the Sky Dome fell down here, creating a huge crater. Loolgoro Crater is over a thousand feet deep and over fifteen miles wide.

The Kresh

The Kresh are a nomadic Agimori people. They ride in gigantic wagons across Kothar and northern Zamokil, and rule a savannah empire which is based on trust and custom rather than conquest and domination. The Kresh have always practiced non-violence, and strangers are simply awed by their immense wagons, plenty of food, and exotic gifts.

When a Kresh caravan encounters a Doraddi tribe, the Kresh, by treaty, can demand meat, information, and protection from the Doraddi. In return, the Kresh give the Doraddi a token. When another wagon train rumbles by, the Doraddi can trade the token for special Kresh gifts: objects available nowhere else on the plains, such as fine hardwood, gossamer cloth, and fruit out of season.

The Kresh Empire has no single leader. When a number of trains meet together, each wagon matriarch has a greater or lesser voice depending on the impressiveness of her wagon, which in turn depends on her age, wealth, and family. The wagons are connected by "bridges" so that the matriarchs need never touch the soil.

In most other respects, the Kresh are similar to the Doraddi culture from which they came, worshiping the same gods and maintaining similar customs.

The design of their ponderous wagons is unusual and idiosyncratic, serving purposes of ostentation and comfort rather than efficiency. The Kresh do not use draft animals, preferring to draw the great wains themselves.

Manelarpanan: "The Waiting Plants" is a sacred place to all the Agimori peoples. Around it are dozens of sacred sites where pilgrims come to make offerings to *zenrapanan*, the "Unborn Plants." It is a living spirit place, present in the Everything and Spirit worlds. Here lives vegetation that is found nowhere else. The shamans tell, "When our Ancestors took the sacred drink each was blessed with a medicine [plant] that grew from their grave. Many who died were not buried, cursed be the Eaters and Destroyers who robbed them of peace! The medicine that would have been their descendants, now wait here forever."

Mangi Daya (small city): The largest of the Daya townships and the largest permanent settlement in Kothar, Mangi Daya is wealthy from its favorable climate, fertile land, and gardens of banana (which are their staple crop – they even make beer out of fermented bananas) and yams. The residents of Mangi Daya are considered smug even by their fellow Dayans.

Maytan: This valley could support many people but is shunned by all due to the poisonous and haunted ruins which dot it. The ruins grow and move about; ruins that push their way up from the ground, rising into the air in one direction while collapsing in the other. During the rainy season buildings can rise so quickly that the naked eye discerns their growth.

Mirror Lakes: These seven placid blue lakes are used by Doraddi shamans for divination rituals. They are sacred to the Veldang, who claim they were created by Veldara and are portals into the Underworld.

Omukuru: The "Painted Mountain", this massif between Atapupo and Jadenonto has thousands of Doraddi petroglyphs. The most famous petroglyph is the Cliff of Mourning, upon which has been carved glyphs memorializing the 289 Agi who have died so far (out of the 333 Pamalt created).

Pabrade: This is one of the unexplored kingdoms in the vast Sozganjio Marsh, inhabited by the descendants of the Pan Chaku. They have no contact with any other humans and believe the rest of the world to be nothing more than endless marsh. They see no reason to explore beyond their realm.

Palarkri Mountains: These snowcapped mountains separate Kothar from the vast northern jungles. Many strange creatures live in the icy fastness of the Palarkri Mountains, including jelmre and jungle trolls.

Pamalt's Footsteps: The depressions of Lake Tondu, Tshukundu Marsh, and Chuchwe Marsh mark Pamalt's footprints as he strode south towards his divine home at the Great Hill of Um.

Panofey: The traditional frontier between Kothar and Dinal. The land is largely jungle, but few Embyli live here.

Ranganiran: This land is heavily penetrated by the Kresh. It is one of the wettest parts of Zamokil, and most of the shaggy hyenas live here.

Sinjon River: The long Sinjon River provides thousands with rich fish and other foods. They rarely traded their local goods until the coming of the Kresh to the region. The Kresh River Route now runs along the south shore of the valley to propagate trade. The local Doraddi have been ruled by members of the same lineage since Pamalt's time.

Sircintos: This is one of the unexplored kingdoms in the vast Sozganjio Marsh, inhabited by the descendants of the Pan Chaku. In the south of the island are the ruins of a lost Artmali city.

Sozganjio: A steaming marsh inhabited by dinosaurs and swamp goblins. Huge "islands", sometimes many miles across, form havens for dryland flora and fauna and, incidentally, provide homelands for several different human nations. Although it is believed to be extensive in size, it is almost entirely unknown even to the native humans there. Three different human kingdoms exist on isolated islands of firm ground within its vast reaches. All believe that they are the only surviving humans in the world and that all other human life was destroyed when the Great Swamp came.

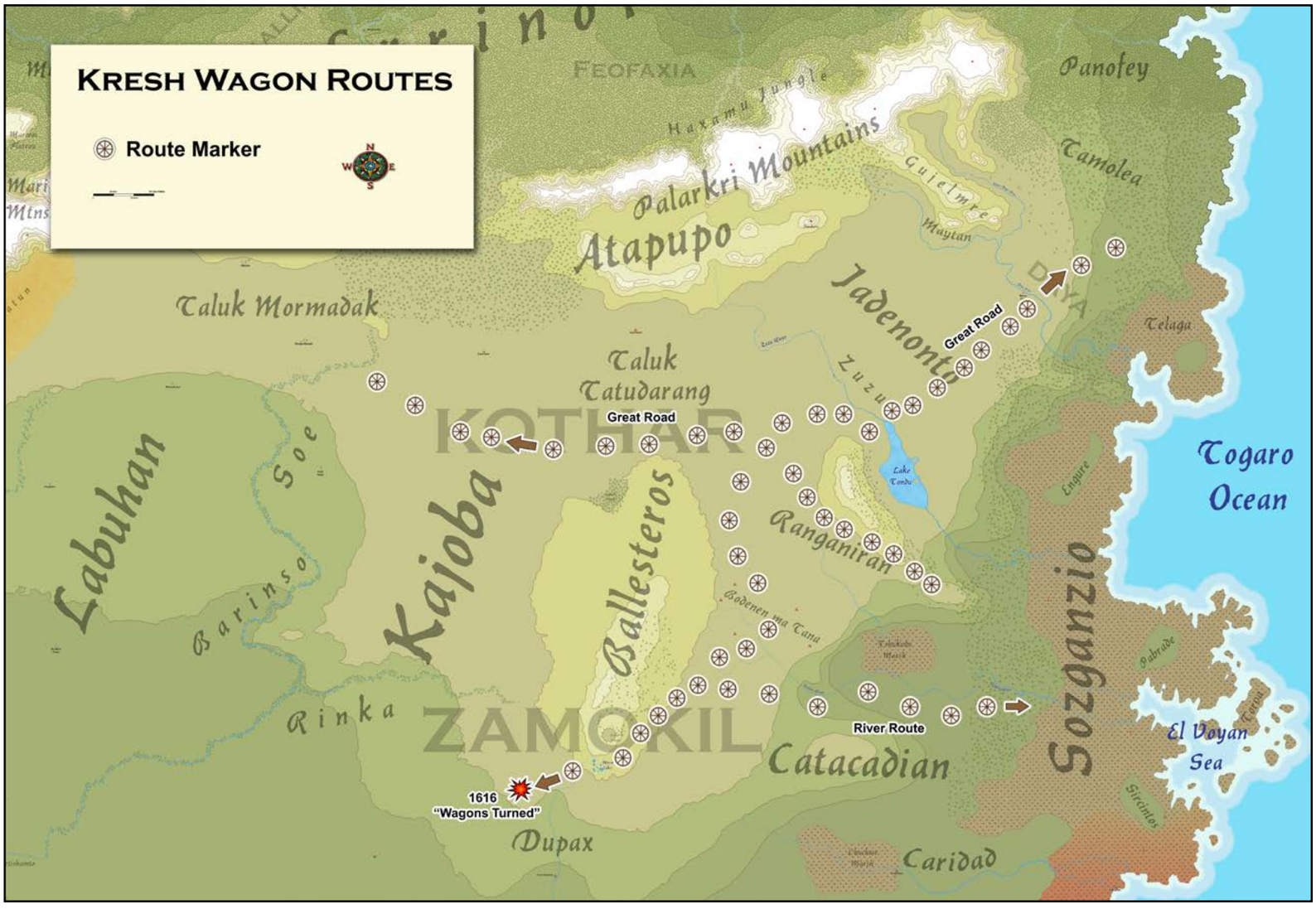
Occasionally, a person from this land decides to leave it forever and see for himself whether the outside world is all a gigantic bog. Those who head south die in the steaming, endless bog. Those heading east find only the warm Togaro Ocean. Those heading north find only more dangerous fens for hundreds of miles. But those heading west find their way to Kothar or Zamokil.

The most important event in Sozganjio's history was the invasion of the Pan Chaku in the First Age. He crushed the heads of the Rat King, beat off goblin hordes armed with living poisonous vines, and solved the riddle of the Island of Pabrade. People still live in the swamps, all descended from the Pan Chaku and his allies.

Taluk Tatudarang: This land was the first allied to the Kresh, and is now their stronghold. In the First Age, it held the inhuman land of Chaon Dacca.

Tamolea: Many scattered forests crowd in here, and the plains vanish among them. Few Doraddi live here, and only recently have they come to visit, following the Kresh pilgrimage trail.

Telaga: The Kingdom of the Queen of the Prince is a large organization of goblins



which has occasionally sent marauding armies upriver into Daya. They stay close to the waters, and cannot be driven back except by Vangono warriors.

Tiva Tadarida (ruin): These ruins surround a sacred pit that the local Veldang claim leads into the Underworld. Each year the Veldang perform great sacrifices here to placate the ghosts of their dead ancestors.

Torva Island: This is known as the Wicked Island of the Cannibal Witch, a monster of godly proportions which still sends curses against the good lands of Pamaltela. The fierce tribe of cannibals that reside here have a legendary appetite for human flesh and often send out raiding parties in search of victims.

Tshukudu Marsh: At the end of each year, a different gigantic monster rises from this swamp and comes forth to wreak havoc. A Kresh champion (in the old days it was a Doraddi) comes to meet it, matching the monster's brute power against the wagon master and his wagon. The annual battle commemorates the victory of Pamalt over Vovisibor.

Umbala Ingadi: Each Sea Season, the giant flowers of this valley bloom in a fragrant explosion of yellow, orange, purple, and blue. Giant bees pollinate the flowers and the valley is ruled by friendly nymphs. The petals are edible, and are gathered by the local Doraddi to be dried as herbs.

Zamokil: The land of the Veldang, though several Doraddi tribes live here, too. Veldang here claim to be the descendants of a great, ancient empire which destroyed itself through selfishness and arrogance. Zamokil is hot year-round; its seasonal variations are in precipitation, not temperature.

Zuzu: This long river valley, broken by Lake Tondu in its middle, is a favorite site for the people of Kothar. Fish, game animals, and many types of plants allow for an easy and contented life style.

Kresh Wagon Routes

The Kresh Empire is a product of the trade relationships created by the Kresh Wagon Routes. The Doraddi kings and lineages along these routes are allies of the Kresh and collectively form the Kresh Empire.

There are five primary Kresh wagon routes through Kothar.

The longest is the Great Road, extending from the edges of Tamolea, where the Kresh trade with the elves, to the border of Soe. The Doraddi kings here were the first to ally with the Kresh and are considered the most loyal.

The River Route travels through Zamokil, from the Ruins of the Sun to the edge of the Sozganjio Marsh.

Wagons travel between these two major routes by means of a lesser route east of the hills of Ballesteros.

Another route travels through Ranganiran.

A final route goes from the River Route through Dupax into Jolar; this route is currently blocked from future expansion as a result of the violent opposition of the Arbennan Confederation.

The Kresh Wagon Routes give the Doraddi of Kothar access to metalworking, fine cloth, hardwood, fruit out of season, and other goods available nowhere else on the plains. As a result, the Doraddi along the Wagon Routes typically are more affluent – and consider themselves to be of higher status – than those elsewhere in Pamaltela.

Maslo

Many small cities and numerous towns dot this coastal land, and the jungle continually threatens to grow over them. The interiors of the two peninsulas, Elamle and Onlaks, are inhabited by yellow elves and, in Elamle, occasional humans. These jungle areas are discussed under the Errinoru Jungle section and are not considered part of Maslo. Note that the region of Maslo consisting of the coastal settlements of the Onlaks Peninsula is known as Flanch by its human inhabitants.

"I am of the (X), a native of (name) town."

X = Instiggi, Elamle Aroin, etc.

Inhabitants

Humans here are of the Agimori physique, but languages and cultures are vastly different from the Doraddi. Furthermore, several distinct groups exist among the Elamle cultures.

While not a part of Maslo, the great Errinoru Jungle, bordering the coastal regions that make up Maslo, is demographically significant. A vast number of elves of varying types inhabit this jungle. See the Errinoru Jungle section for more information.

A large tribe of Ludoch mermen also populate the Maslo Sea. Related, semi-independent Ludoch tribes live in the Marthino Sea and to the east.

Culture

The Maslo culture is made up of a variety of Agimori peoples living along the coasts of Elamle and Onlaks. They are divided into many independent tribes, but all claim descent from the lost sunken city of Thinobutu.

These people are endangered by hostile forces – in Elamle by the Mother of Monsters, and in Flanch by enemy elves. Despite this pressure they are generally friendly and open. They are suspicious of the supernatural, and thus intentionally worship weak deities, importing needed sorcerers from other lands rather than practice the arcane arts themselves.

The Maslo peoples are organized into loose confederations of kin-based groups whose clans sometimes exhibit widely different customs and manners, most notably in rites of passage and peculiarities of dress and custom. Most reside in small villages, but the coast is dotted with small city-states.

The largest subculture, called the Elamle Aroin, is noted for its unusual four-tiered caste system. The children of each class are automatically members of the next higher class. The children of the aristocracy, the highest class, become members of the lowest class. Hence, upward mobility is assured, and the rulers and kings always try to ensure prosperity for the underprivileged.

In Elamle, slash and burn horticulture is widespread, but not in Flanch, where the elves are hostile.

Population of Maslo

Humans	
Elamle	910,000
Flanch	560,000
Hsunchen (Sofali)	20,000
Total:	**1,490,000**

Language

Elamle dialects.

Government

Clan elders have the most political control over the people. Even the cities are run by a council of elders. The Flanch confederation is a group of aggressive cities and clans led by the Dynast of Flanch and supported by tribute from around Maslo, which is paid to supply a navy.

Military

Elamle has never been attacked by other than pirate raiders, nor have its people shown any desire for conquest, so a militia is all that is deemed necessary. In addition to other jobs, the second to the lowest caste makes up the defensive militia.

Flanch, in contrast, is in a state of constant warfare with the yellow elves and each city there has warriors who specialize in fighting against the elves. The Dynast of Flanch maintains a unit of heavily-armored axemen, and hires mercenary sorcerers and priests from Fonrit or Umathela who specialize in Fire or Air magic.

The sailors of the Maslo Sea use the same ship style for both merchant vessels and warcraft. They use huge, double-hulled catamarans propelled by clumsy sails or banks of oars pulled by well-drilled men. These are independently financed by people in either Flanch or Elamle. They maintain their ancient tradition "from before we came up from the sea bottom" of treating all ship captains as equals, of cooperating in fleet actions, and electing fleet leaders from among themselves based upon the captains' popularity and perceived admiralty skills.

Religion

Masdoumari (now usually sleeping) is the Creator, a Trickster called Running Nose (banished long ago) is the Changer, and a monster (killed annually) is called the Destroyer. Active worship centers on ancestor worship and hero cults.

People of Note

Estengitorox: Called King of the Mermen, Estingitorox claims to be related to the Manthi demigods. He rules the "Kingdom of Margansti" of Ludoch of eastern Pamaltela, and is loosely acknowledged by those of the Maslo and Marthino seas.

Hoom Jhis: The Dynast of Flanch has been the dominant figure in Maslo since he united the cities of Flanch in 1594. In his youth he was a famous pirate and has sailed thrice around the entire Homeward Ocean. He is getting old, and seems to have given up his dream of an Empire of Flanch. His many sons and daughters compete to prove their worth as his heir.

Master of Tides: This touchy ancient maintains a hermitage on Chatan Island, nursing his afflictions and continuing a dialogue with Ludoch philosophers.



History

Before the Dawn, both peninsulas of Maslo were unbroken blankets of virgin rain forest. In the Great Darkness, a human woman, named Elamle-ata, came to the western peninsula and went among the elves. She had fled from Dakoputlo Elamle, a pleasant land which now lies sunken beneath the Marthino Sea. She lived with the elves in peace and befriended all the creatures of the woods.

Some time later, more humans arrived in ships, led by Elamle-ata's brother Miirdek. After finding his sister, Miirdek befriended Dengeti and Jomor, Sendereven demigods who sailed the Great Outrigger from the very edge of the world. Together they battled against the waves and currents to return to Dakoputlo Elamle, but the land was already lost below the waters and all its people drowned. Miirdek commanded the survivors to make a great migration to the western peninsula of Maslo.

The elves were surprised, for they had supposed that Elamle-ata was the last of her kind. When the humans came, Elamle-ata met with the Novarooplian elf queen and asked permission for the humans to live in peace on the coasts. The queen wished many things in return, and all that the queen was capable of asking, Elamle-ata provided.

Then Elamle-ata went to the humans and told them that they must live in peace and pay fair use to the elves for their land. They demurred at first, but Elamle-ata brought to pass their hearts' desires, and they agreed to her wishes. When all were satisfied, Elamle-ata brought the humans before the elf queen and together they swore the Oath of Elamle, which had 592 parts, one for each participant. Shortly after, Elamle-ata vanished forever. The western peninsula was called Miirdek, after the first human king. In time, Miirdek grew old and announced that his son, Busanda, would rule in his place.

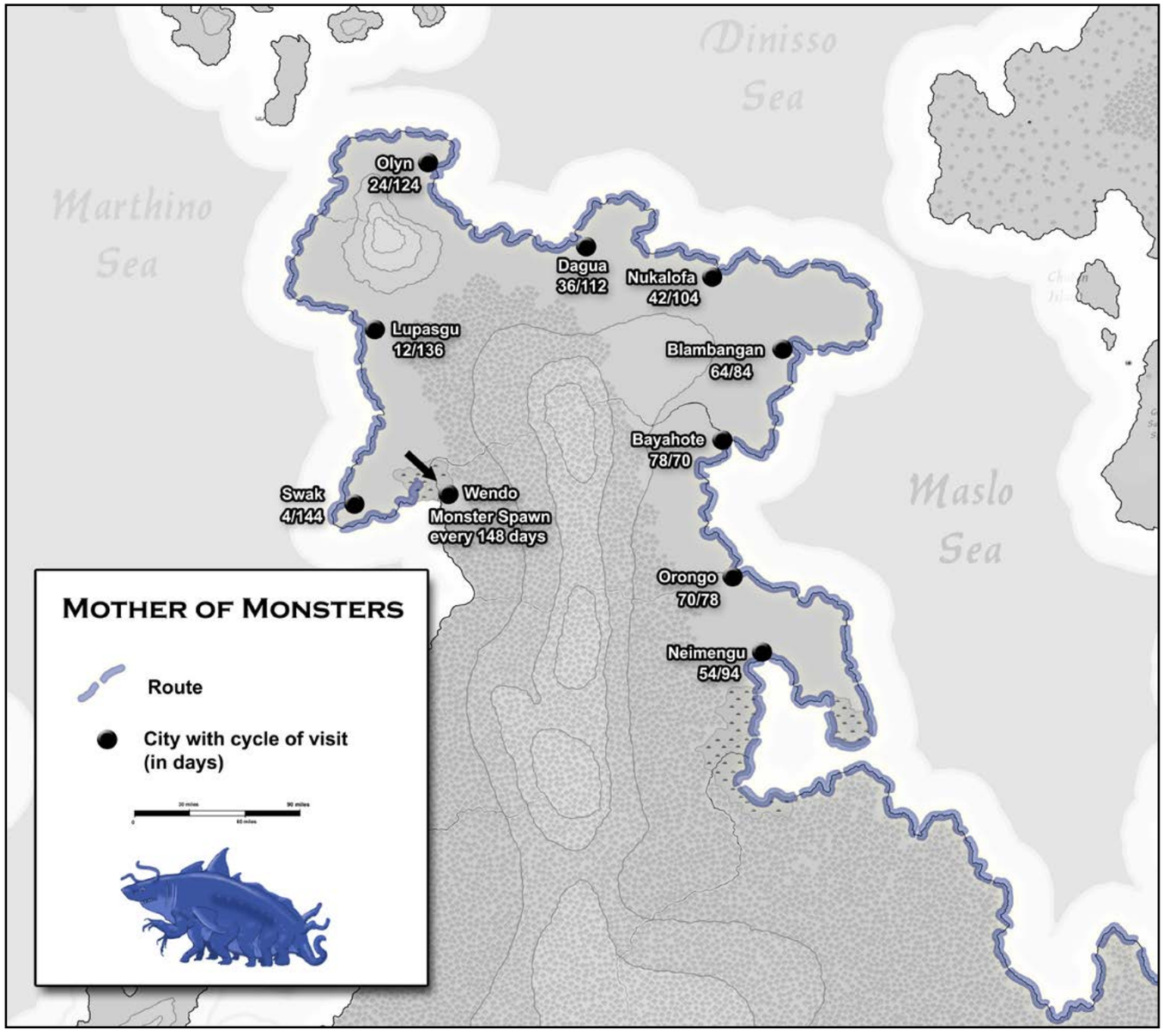
Mother of Monsters

Few monsters in Glorantha are as awesome as the Mother of Monsters, a colossal creature that wanders the coastal littoral of the Maslo Sea. She blithely devours everything in her path. Each day she lays a single egg which hatches into an adult Chaos creature wreaking havoc in her wake as she marches on her solitary route. Maslo locals often speculate as to the entity that presumably mates with the Mother on dark nights. Scholars insist that the creature is parthenogenetic in reproduction, but the matter remains mysterious.

This creature is 300 feet high, with an ovoid body and pillar-like legs. Her mouth is shark-like and capable of scooping up prey from the ground with great efficiency.

Path of the Mother of Monsters

The path of the Mother of Monsters begins on the west shore of the mouth of the Alyss River; she walks along the coast, one set of legs in the sea and the other firmly on land, giving birth to a different monster when she stops each night. After traveling around the coast of Elamle she reaches the fringe of swamps north of Wendo and turns back. A full circuit back-and-forth takes the Mother of Monsters 148 days to complete. The map shows her path and gives the cycle for her visit to a particular location.



Maslo Regional Events

Determine monthly by city or settlement

Common Events
Trade ship appears: unusual food available.
Hunters from the interior visit to trade.
Elves present: (in Flanch) attack imminent;
(in Elamle) trading opportunity.

Uncommon Events
Friendly neighboring clan visiting:
feasting for everyone.

Rare Events
Rivalry feast soon, with generous gifts for all.
Yanchi dust for sale: want to
meet your ancestors?

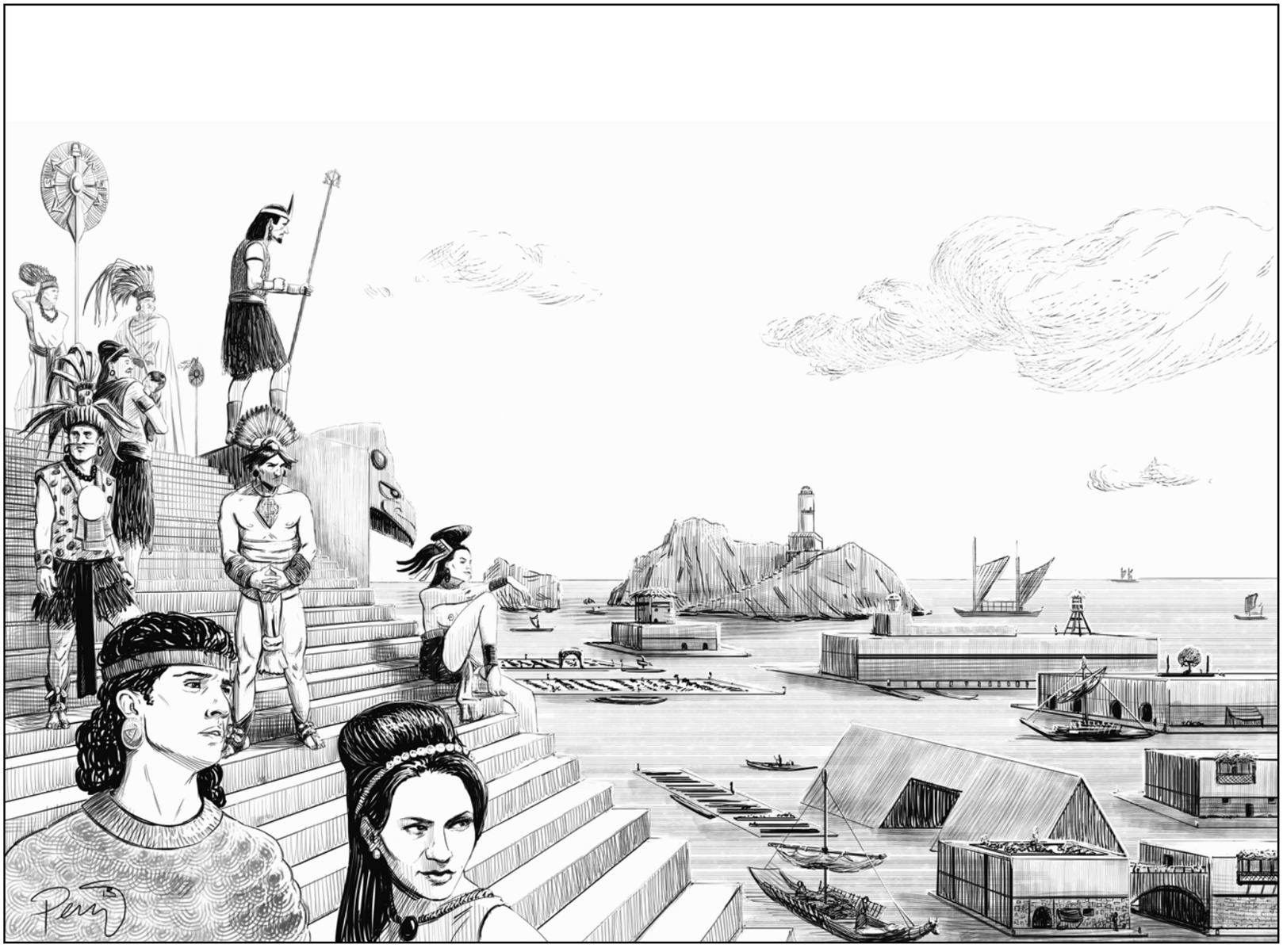
Around the start of the second century after the Dawn, more human colonists arrived in ships. Many joined the Oath of Elamle. Most sailed east to Onlaks to settle. They chopped down and burned away parts of the jungle and built port towns. Although the elves there had never seen or dealt with humans before, they soon recognized the threat. Garbulia's dryads toiled to hybridize and graft new types of weeds in their jungle stronghold. Soon, man-eating trees accompanied by house-destroying vines and fungi spewed forth and wiped out all the human intruders.

All the folk of Miirdek saw Elamle-ata's foresight.

In the Second Age, the Novarooplia tribe joined the Elf Empire of Errinoru, but always kept the Oath of Elamle. In 885, the House of Errinoru renamed the peninsula in honor of Elamle. Such honor has never since been given to a human by an elf king.

At the end of the Second Age, the Elf Empire was blasted and hundreds of thousands of miles of jungle turned brown and died. The Oath of Elamle required the humans to supply the elves with many things, and this support saved the Novarooplia tribe from extinction. In Onlaks the jungle faltered and failed, dying off in only a few years. A new growth, the Garbulia tribe of yellow elves, quickly began reclaiming the land, though the process would require 400 years to again reach the most northern coasts.

Before the jungles arrived again, humans had claimed the coasts. The many peoples of Onlaks resisted fiercely, but the encroachment of the jungle inexorably pushed onward. Now ruins dot the jungles of Onlaks, and only the strongest of the coastal enclaves persist.



Grand Harbor of Westel

From atop his tall and opulent palace-temple, the aging Dynast of Flanch regards the Grand Harbor of Westel below, surrounded by his adult sons and daughters – the nobles and priests of his regime.

Palace Temple: The palace is atop a low stepped pyramid, with stairs leading directly to the top.

Dynast of Flanch: Once a vigorous and powerful man, he is now past his prime. The Dynast wears a feathered skirt, a vest of scales, gold earrings, necklace, and armbands and carries a magical staff of authority capped by a translucent crystal.

Grand Harbor: The main port and marketplace of the city of Westel. It is a big rectangular harbor, surrounded by hundreds of artificial islands linked by a network of canals. Most of the islands are covered with trade warehouses or the houses of commoners.

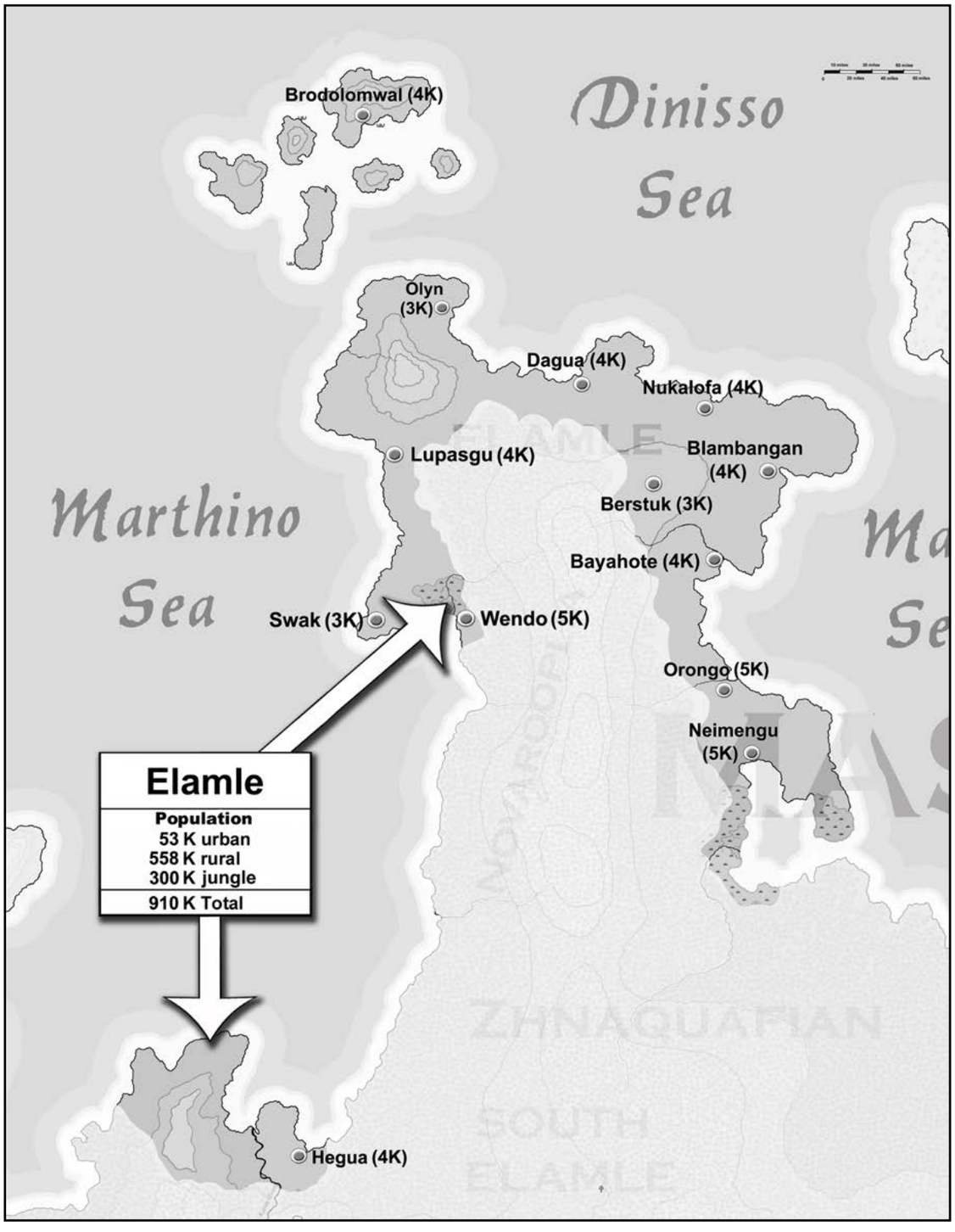
Within the harbor itself are several catamarans – the war and trade ships of the Dynast and source of his power. They carry goods, soldiers, and tribute throughout the Flanch confederation.

Noble sons and daughters: The sons and daughters of the Dynast are the nobility and senior priesthood of Flanch. They compete and scheme to prove their worth to the Dynast – Flanch does not have the institution of primogeniture and the Dynast has not identified an heir.

The nobles wear a wrap-around skirt and feathered headdresses. Some wear cloaks over one shoulder, others go bare shouldered depending on the weather. Some carry feathered banners, while others carry carved wooden ceremonial paddles as symbols of their authority.

In 965, the Closing swept through the Dinisso Sea and brushed the northern tips of both peninsulas, yet it did not affect the Maslo Sea. Small boats could sail along the coasts of Elamle and Onlaks during the whole of the Closing. Most of the Maslo was clear. Boating and fishing continued, and a small fleet of warships was maintained (although originally only for ceremonial use).

Eventually the Closing was broken. Rumor spread quickly among the fishermen who covered the coasts. While the Vadeli conquered Umathela and Fonrit, the people of Onlaks and Elamle had time to prepare themselves. Thanks to the strong naval tradition which had survived in the Maslo Sea, they did so effectively, unifying their fleets under the leadership of the Dynast of Flanch. The Dynast saw an opportunity for commercial splendor and sailed west, subjugating all the Marthino Sea coasts. In 1594, he fought the Vadeli at the Battle of Oenriko Rocks. The Vadeli fleet was outfought and wrecked on reefs, but the Dynast's fleet



was likewise shattered. The Dynast and his merchant navy still dominate the shipping and trading rights of Elamle and Onlaks, and receive benevolent tribute from folks who prefer to avoid war.

The most significant event since the oceans' Opening was the appearance of the Mother of Monsters. This huge creature walks on an endless tour along the shore; one set of legs in the sea and the others firmly on the land. Its perambulation takes it from the west shore of the mouth of the Alyss River, around the coast of Elamle to the fringe of the swamp just north of Wendo, where it turns back. A full circuit takes the Mother of Monsters 148 days to complete, traveling about 30 miles a day. It stops each night to rest, and births a monster, whose type varies with the height of the tide at the time of birth. All the human cities have been moved several hundred yards back from the high tide line to keep the monster from eating or stepping on their houses, and all ship docks are made to be quickly reconstructed after the monster's periodic visits.

Places of Interest

Baranurt Island: This island is inhabited by a race of invisible immortals. The spires of their castles can be seen for many miles and marks the approach to Neutebum. They can sometimes be detected by magic, often can be heard as ghostly whisperings, but never interacted with.

Bayahote (small city): The Oath of Elamle requires every person who sets foot in Bayahote for the first time to sever one of his arms and legs and deliver it to the Limmer, a unique elvish functionary who lives in town. The Oath also requires the Limmer to regenerate the severed limb with elvish magic, so nothing is lost but a bit of comfort and several weeks of time. Otherwise, Bayahote is a conventional port town. The Mother of Monsters visits Bayahote on a 78/70 day cycle (i.e., after one visit there are 78 days till the next, then 70 till the one after that, then a 78 day period again, and so on).

Berstuk (small city): This city is home to the dryad Makiling, who used to be worshiped by the Novarooplia elves, but when the jungle was blasted at the end of the Second Age, the local humans came to her aid as required by the Oath of Elamle. Makiling has "adopted" the local humans as if they were yellow elves, although only male humans are permitted to dance with her. The ruling caste of Berstuk are descended from Makiling.

Blambangan (small city): The residents of this city celebrate a big feast each year, right after harvest, when there is much singing, dancing, courting, and conclusion of blood compacts. At midnight, the shamans select a resident by lot to carry offerings to the Sea Gods aboard a raft which is then put to sea by the shamans. If the raft (and the chosen resident) returns to the shore by waves and winds, it means the Sea Gods refused the people's offering. But if the raft disappears, there is much rejoicing. The Mother of Monsters visits Blambangan on a 64/84 day cycle (i.e., after one visit there are 64 days till the next, then 84 till the one after that, then a 64 day period again, and so on).

Brodolomwal (small city): This city has grown up around the local Waertagi efforts to repair and revive the three dragon city ships that were wrecked on the Edrenlin Islands with the Closing. The city has an impressive number of specialized crafters, sorcerers, and other unusual occupations as a result, as well as several Waertagei hiring halls where foreigners may hire Waertagi to captain their ships.

Charth (small city): Sometimes called Furthest East, beyond Charth lies only trackless rain forest and the primitive *oophages* of the Tortugax Archipelago. Charth is

isolated from other civilized lands by 375 miles of jungled coastline. It is rarely visited by outsiders.

Chatan Island: The Master of Tides lives on this wilderness island and controls all the tides of the Maslo Sea. The Dynast of Flanch sends him gifts every day and tries desperately never to offend him.

Dadarian Jungle: Home of the Ytarian elves, who hate humans and regularly assault the inhabitants of Flanch. Oddly, they rarely make trouble for the inhabitants of Charth or Neutebum.

Dagua (small city): All officials of this city are chosen by lot each year, so that the entire citizenry can have the experience of ruling and then being ruled in turn. All deeds of officials are subject to review by their successors, and there is a death penalty for "inadequate performance" in office. Despite this, or perhaps because of it, the citizens believe strongly that Dagua is the best-governed city in all Glorantha. The Mother of Monsters visits Dagua on a 36/112 day cycle (i.e., after one visit there are 36 days till the next, then 112 till the one after that, then a 36 day period again, and so on).

Darsensilian Archipelago: The primitive fishermen that live here survive by eating shellfish and tending the summer homes of the citizens of Yanchi.

Edrenlin Archipelago: The inhabitants of this island group are often green- or blue-skinned, and not uncommonly have webbed fingers. They are Waertagi, descended from the crew of three gigantic dragonships that were wrecked on the islands at the start of the Closing. Now their leaders busy themselves in seeking ways to reactivate and repair the ruined dragonships. Many of the archipelago's men and women are officers on one or another of the ships working the Maslo Sea. They have maintained the Waertagi tradition of friendship with the Ludoch.

Elamle: The western peninsula bordering the Maslo Sea. The local human tribes live in harmony with the yellow elves of the interior.

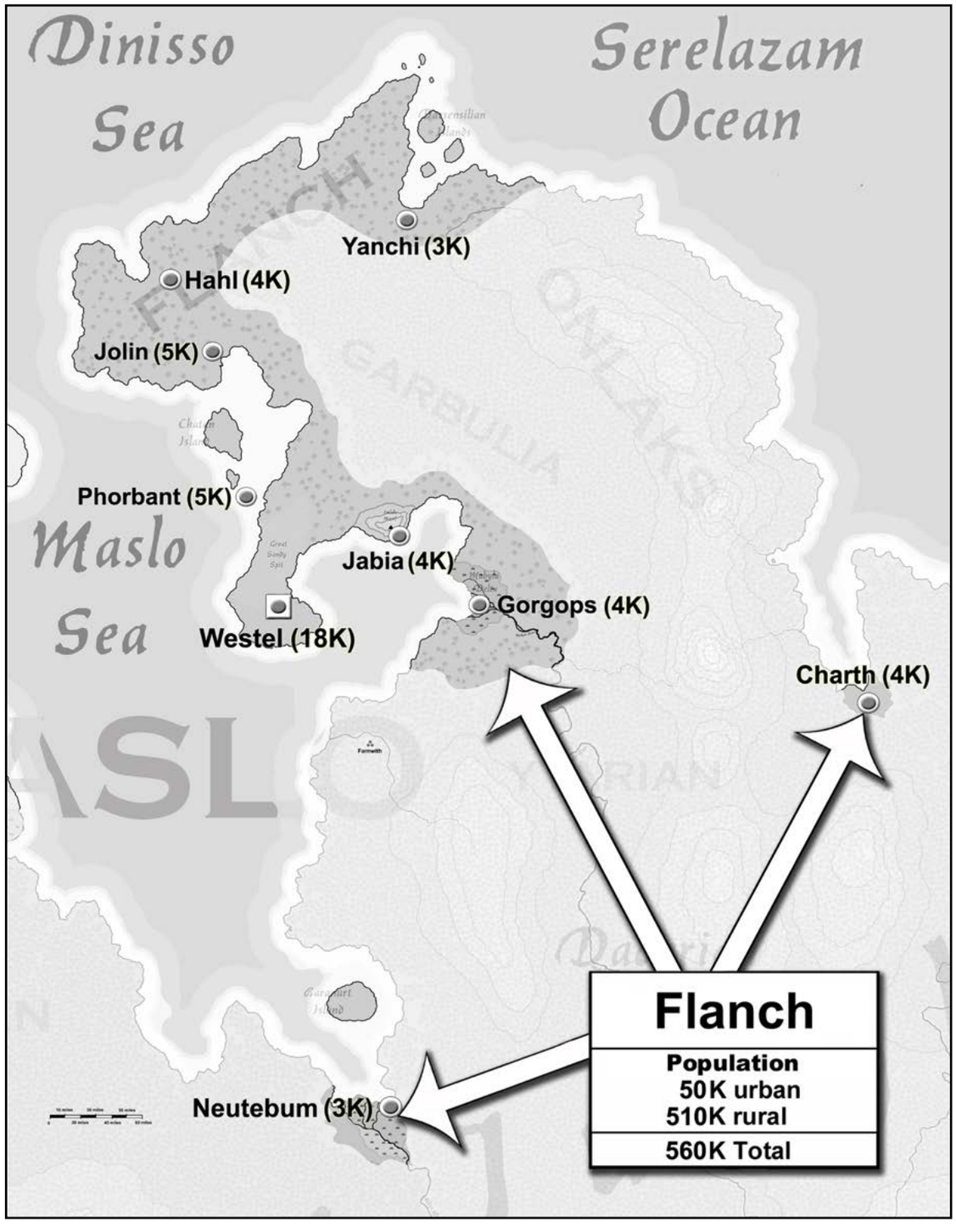
Farnwith: The ruins of a city destroyed in the First Age by elf warweeds. Farnwith was built of stone, so many ruins are still visible.

Flanch: A human name for the eastern peninsula bordering the Maslo Sea. It is also known by its original name of Onlaks. In the great elf forest that dominates the region, the peninsula is still known as Onlaks. The humans of Flanch hate yellow elves and war unceasingly against the encroaching jungle.

Garbulia: The insidious Garbulia are the tribe of elves most hostile to humanity. Their jungle extends north from the main mass of the Errinoru Jungle into the Onlaks Jungle, located in the interior of the peninsula of Onlaks, in the land of Maslo. Thanks to human depredations, the Garbulian Jungle is the youngest portion of the Errinoru Jungle. The Garbulian yellow elves now wage relentless and merciless war against all human beings, carrying on bloodthirsty feuds begun centuries earlier. Their jungles creep relentlessly into the remaining human enclaves of Onlaks.

Gorgops (small city): This city on an island in the Mabyla delta is surrounded by high cyclopean stone walls built by hoolars during the Second Age as part of a now-forgotten bargain. Fierce plant-eating hippopotamuses in the Mabyla delta serve as the guardians against the yellow elves of the Dadarian Jungle, and are worshiped by the people of Gorgops.

Hahl (small city): This city looks most unimpressive at first – simply a grouping of rounded, one-room stone hutches. But underground is an extensive network of tunnels and chambers, some quite decorative. The citizens have adopted this peculiar mode of architecture to resist the advance of the





jungle, and they have survived many Garbulian elf sieges. Only the very poor, transients, and foreigners live above ground.

Jabia (small city): This city is built beneath the enormous cliffs of the Emlaks Massif, a huge rock of limestone. Much of the city is actually built deep within the caves of the Emlaks Massif, safe from Yellow Elf attacks. A friendly community of black elves reside within the Massif and much of Jabia's wealth comes from trade with the black elves.

Jolin (small city): This city is surrounded by ninety-two rings of earth-filled walls, separated by alternating bands of farmland, bare pavement, and salt-strewn dirt. The system has proven most successful in resisting the jungle, and no one may enter the city without providing a two-pound bag of salt to reinforce the city defenses.

Lupasgu (small city): This city is best known for its huge colonies of fireflies that light up the night sky between dusk and midnight. The fireflies are spirits sent by the dryads of the jungle to watch over and protect the inhabitants; as part of the Oath of Elamle, their nightly appearance is invariably accompanied by music, dance, and celebration. The Mother of Monsters visits Lupasgu on a 12/136 day cycle (i.e., after one visit there are 12 days till the next, then 136 till the one after that, then a 12 day period again, and so on).

Mabyla River: The Mother of the Jungle, the Mabyla rises high in the Parlarki Mountains and flows some 800 miles through jungle until it reaches the sea.



The Ytarian elves attack any humans who try to boat up the river into the Dadarian Jungle.

Mirelos: The lands of the Gaskallian Yellow Elf Empire. It is notably plagued by hydras.

Neimengu (small city): This was the last spot that Elamle-ata was ever seen. A lifesized, perfectly detailed and painted picture of her weeps real tears every Sacred Time. Neimengu is famous for its underwater gardens, tended by tame sea elves. The Mother of Monsters visits Neimengu on a 54/94 day cycle.

Neutebum (small city): A band of secretive jungle traders routinely stop in Neutebum before setting off on their dangerous expeditions up the Arliss River. The successful among them return with trade items from wild human tribes, Feofaxian elves, jungle trolls, and even the mysterious jelmre of the Palarkri Mountains.

North Elamle Jungle: The northern jungle of Elamle is inhabited by the Novarooplia tribe of yellow elves. Somewhere in the jungle is a gigantic tree where the elf queen holds court, but Elamle-ata is the only human to have seen it. Several clans of unusually shy jungle people live within the dense jungle.

Novarooplia: The yellow elves of this tribe are the friendliest of all those in Pamaltela, perhaps in all of Glorantha, and share their territory with many human beings, especially Hsunchen and pygmies, with whom they hold the Oath of Elamle. Human traders are welcome in their lands.

Nukalofa (small city): When a woman of this city marries a man, she becomes the wife to all of his



friends. Similarly, the man becomes husband to all of her friends. The Mother of Monsters visits Nukalofa on a 42/104 day cycle (i.e., after one visit there are 42 days till the next, then 104 till the one after that, then a 42 day period again, and so on).

Olyn (small city): This port is divided into two sections. The Western Half is surrounded by a heavy wall, and only full citizens live there. The Eastern Half is for anyone. Each full citizen has access to a magic secret which prolongs life, but restricts movement. Each citizen lives out his life in a 3-foot-diameter chalk circle, which he never leaves after attaining citizenship. He is tended to and fed by elementals, runners, and awakened animals. All of the town's labor is performed by the people of the Eastern Half, most of whom are working for the day when they, too, will be given the rights of full citizens. The Mother of Monsters visits Olyn on a 24/124 day cycle.

Onlaks Jungle: This jungle is ruled by the Garbulia tribe of elves, who war persistently with humans. No wild human tribes live here, only elves and their nonhuman allies.

Orongo (small city): This coastal city is best known for Busanda's Mound, a stone pyramid built in the shape of a five-pointed star. Atop the Mound is a platform, where the sacred catamaran is stored. Once a year, it is taken to the beach with much ceremony where a picked crew will sail it into the Marthino Sea seeking lost Dakoputlo Elamle. They always return in defeat, and so Orongo is often referred to as the City of Mourning.

The Mother of Monsters visits Orongo on a 70/78 day cycle (i.e., after one visit there are 70 days till the next, then 78 till the one after that, then a 70 day period again, and so on).

Palarkri Jungle: The Errinoru jungle along the Arliss River is ruled by the Feofaxia tribe of elves, who seem to care little about humans, though they sink every seventh boat caught sailing up the Arliss River.

Phorbant (small city): This city is located on a small island nearly seven miles off the coast of Flanch. The inhabitants survive through fishing, crafting, and trading, as there is insufficient room on the island for farming or herding. The city has prospered greatly under the rule of the Dynast of Flanch.

South Elamle Jungle: This jungle is ruled by the Zhnaquafian tribe of elves, who have no human cities on their coasts. A few jungle-dwelling human tribes live here — all are close, but subservient, allies to the Zhnaquafians.



Swak (small city): The inhabitants of this city are famed for their Firewater, a potent and flammable herbal drink. They ritually consume this drink during the annual Festival of Fire, when they frighten away the ghosts of sunken Sharzu by breathing flames. The beverage is an important trade good with foreigners. The Mother of Monsters visits Swak on a 4/144 day cycle (i.e., after one visit there are 4 days till the next, then 144 till the one after that, then a 4 day period again, and so on).

Tortugax Archipelago: These rocky islands are mainly inhabited by the Sofali. These folk subsist mainly on turtle eggs and magic broths. They travel in small saucer-like boats, often pulled by sea turtles.

Wendo (small city): The only port in Glorantha regularly used by elf ships. A special forested dock is set aside for the elves' use, and the town park is home to a team of Novarooplian elf sailors and dockworkers. Wendo is never visited by the Mother of Monsters, but once every 148 days the city militia is mustered to battle the Mother's carnivorous spawn as they come slithering, flying, swimming, or hopping across the north swamp.

Westel (large city): The city of the Dynast. He rules all Flanch and his ships dominate the Maslo Sea. Westel easily resists Garbulian elf attacks, since the city site is at the end of a long, sandy peninsula, completely unsuitable for trees. The city consists of hundreds of artificial islands linked by a network of canals. Most islands are covered with trade warehouses or the houses of commoners; at the center of the city is the Grand Harbor and the opulent temple-palace of the Dynast.

Yanchi (small city): This city was completely abandoned during the Closing. Now its inhabitants work hard to make it an important and prosperous port. Every summer, evil trees with lips and teeth sprout up with extraordinary rapidity in every street and alley. All of the citizens migrate to homes in the Darsensilian Archipelago. The trees die off a few weeks later and the humans return to their homes and harvest an unusual product which they sell to the passing traders.

Ytarian: The aggressive and warlike Ytarian elves hold most of the Dadarian Jungle, in the south of the Onlaks Peninsula of Maslo. This tribe of yellow elves hates humans and regularly assaults their nearby coastal habitations.

Zhnaquafian Jungle: This reclusive tribe of elves claims most of south Elamle, in the land of Maslo. Several allied human tribes of Hsunchen and pygmies live in the jungle outside the tribe's borders.

Tarien

The wide, rolling lands of Tarien are arid, and often troubled by Sikkanos' poison winds from the south. The iachigrous (splinterbramble) bush is ubiquitous. Forage is seasonal, so most animals are migratory. Only the oases provide a lush variety of life, and even those are affected by drought. Conditions for life worsen as one travels westward, eventually giving way to the monster-inhabited land of Wonggarasi.

"I am (name) of the (X) lineage, born into the (Y) family. Will you share our meal, stranger?"

Inhabitants

Humans and slarges. Trolls inhabit the Tarmo Mountains. An unknown number of red elves infest the vast swamps of Hornilio.

Culture

Doraddi. Living conditions in Tarien rarely allow groups larger than a family to stay in one place for long. The long centuries of isolation have eroded formal clan structure, and the culture has diverged significantly from the traditional Doraddi form. The old Doraddi custom of generosity is maintained, but, significantly, the people in Tarien sometimes fight one other.

In general, life is difficult and lonely. Families migrate throughout their territories, meeting irregularly at oases. Conditions of war are usual, partly due to beasts such as Midget Slashers, and partly due to incursions of slarges.

Tarien Regional Activity Table

Determine weekly by band

Common Events
Game animals in sight.
Wandering dinosaur: huge but harmless.

Uncommon Events
Raid by slarges.
Evil wind blows from the Nargan Desert.
Other clan festival: feasting all around.

Rare Events
Major slarge attack.
Wandering carnivorous dinosaur.
Own clan festival: gifts for everyone.
Enemy clan festival: prepare for a raid.

Language

Tanglanku.

Government

The only social gatherings larger than family size are at oases and festivals. Sometimes a particular family maintains ancient rights, but social custom sorts out any problems which might arise.

Military

None. The human culture is Neolithic.

Religion

Pamalt pantheon, with an emphasis on Nyanka among the women and Rasout among the men.

People of Note

Queen Kargan Ilargor: Ruler of the goblin elves of Hornilio, who claims to have ruled since long before the Dawn.

History

The original settlers were a Doraddi people from Jolar. A few ruins persist, faring poorly in the fierce weather. Scholars speculate that they are probably remnants of the Artmali Empire. Recently, the weather has been worsening. Some of the southern oases are known to be dead, and many families are moving northward out of Ratahan.

Places of Interest

Bautan River: This river marks the southern boundary of Hangofey. It is said that trolls, elves, and slarges fight to control its hunting grounds.

Dzen Besan Ru (Where the Goo Forms): This is a valley along the river called Nk korakku in the north, where it is accessible to humans. The upper reaches of the river are normal until after the Henso Bushu Sha, or "Rushing Water Against the Slime"; a waterfall of some twenty feet that feeds into the Dzen Besan Ru. The valley is impassible, with steep cliffs on all sides, although in one place two ragged parts of an ancient rope bridge are visible on each side of it.

The river contains a greenish to brownish goo that moves rather sluggishly towards the south. It has the ability to form gigantic figures of many different creatures that begin as a bubbling in the goo and then rises up to 30 feet, taking on the shape of the creature as it rises, but retaining their substance as goo. The creatures formed take on different poses, but seem incapable of moving.

The shapes of humans, trolls, plains animals, and many creatures from the God Time have been seen since the Dawn, although no person or tribe has seen very many because they are infrequent and spread along the whole distance of the valley; trolls seem to be most frequent. The Basangi people once saw the exact features of one of their number, now called Kareikiki Ru ("Cursed to be Goo") that rose to be almost 25' tall. It appeared about thirteen years after he had pitched over the side and fallen into the goo.

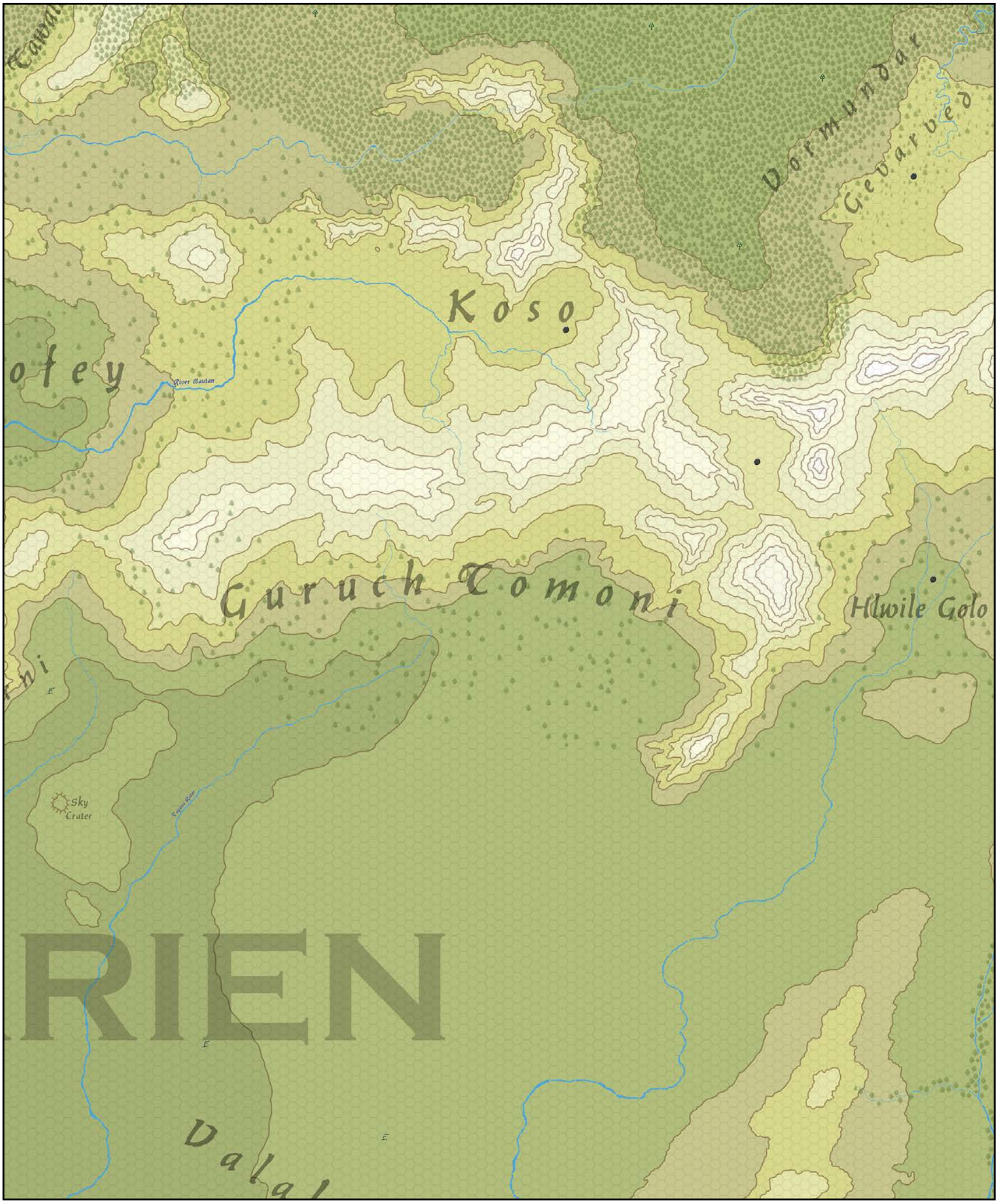
God Learner scholars believed that the goo is a single living creature that takes on the form of whatever has fallen into it. The local Doraddi say this was an ancient enemy of the Great Ones who had been struck down by magic that caused it to lose its natural form. Ever since then it has been trying to regain it, and imitates the shapes of those things that it has known. They say the Uz are most frequent because they are foolish and think they can eat it and have gone into it voluntarily.

Population of Tarien

Doraddi	400,000
Hsunchen	50,000
Slarges	170,000
Total:	**620,000**


Swermela Sea
Hangotey
Koso
Guruch Tomani
Hlwile Golo
Mosgathi
TARIEN
Dalakuri
Wonggarasi
Tokala
Rapang


Swermela
Sea
Hang
River Buttan
Mosga
Sligo River
TA


Dormundar
Gevarved
Koso
River Gautan
Guruch Tomoni
Hlwile Golo
Sky Crater
Taylas River
RIEN
Dalal



Guruch Tomoni: The foothills of the western Tarmo Mountains provide the only passage known to the Tarien hunters for reaching the woodlands of Hangofey. Only far-ranging hunting parties go there, and it is reportedly full of lively dinosaurs. Slarges and trolls are often seen here.

Hangofey: This land, the southern edge of Enkloso, is dotted with forests. Tarien hunters have never passed far beyond the Bautan River into this land, and Umathelan humans have never penetrated this far south, so the place is *glorantha incognita*. Occasional hunter legends report meeting green elves there.

Hornilio: The western coast of Pamaltela is a vast bog covered by a shallow, brackish-water marsh. It is populated by thousands of hostile goblins (red elves). The alien nature of these beings makes them seem irrational and hysterical to humans, who wisely shun their wicked and malicious ways. A few hundred miles south along the coast from the Cliff of the Agankar Wind is a red elf Queendom ruled by the cruel goblin sorceress, Kargan Ilargor. Further south is more of the same, explaining why no one has bothered to venture much further south through the Sea of Worms.

Hlwile Golo: Trolls from this dark forest raid deep into Jostran and Guruch Tomoni.

Jostran: A region of rolling hills and low vegetation.

Lath Eskan: This oasis is where Pamalt broke the mask of Trickster and freed him from his own worst trick.

MonBur: The "Tall Zone" is a place where Agimori might encounter a band of Agitori (the original demigod race, kin of the Ancestors, who did not drink water and thus retained immortality). These oversized superhumans live along a stretch of dangerous territory along the northern edge of the Nargan Desert to keep its monsters in, and puny humans from the north out. These days they warn humans against the strange creatures that have begun to emerge over the last century: monsters that are parts of the deadly creatures of the Nargan, including living fire.

Morkardo: This oasis is called the Green Well because its water is that color, even when viewed sideways in a glass container. Otherwise it is normal and perfect, and never has run dry in even the most severe of droughts.

Mosgarni: These hills are inhabited by aggressive slarges who war against both elf and troll. The mountains are home to carnivorous, gray-skinned giants who travel on all fours and track their prey by scent.

Nargan Desert: This desert occasionally sends nasty Sikkanos winds (which carry poison gas, ashes, and searing dusts) blowing into Tarien. Nothing natural can live there.

Nk korakku River: This clean river is above the Henso Bushu Sha, or "Rushing Water Against the Slime"; a waterfall of some twenty feet that feeds into the cursed Dzen Besan Ru.

Orsalikos: This oasis grows flint arrowheads, much to the delight of the families which visit to collect them, for other Doraddi magicians count them as very valuable in storing spells.

Rapang: Only the most desperate families try to eke out a living here. Recently, mobs of feeble, but nonetheless hostile, monsters have been reported wandering about here.

Ratahan: The southern reaches, bordering upon the Nargan Desert. Any place where purple saltweed grows is considered part of Ratahan.

Sky Crater: This steep-sided circular depression is home to a powerful spirit called the Madman of Sky Crater. A Doraddi spirit society of furious berserks worships this spirit.

Sligo River: Herds of sauropods and other dinosaurs are common in the valley of the Sligo River.

Sorcerers' City (ruin): In the God Time, this city was home to immortal sorcerers that ruled Tarien. The sorcerers cruelly oppressed the Agimori, draining their spirits to power their evil magic. Their rule ended after the Firefall when slarges erupted out of the dwarf kingdom to the east and overran them.

Sosokjenu River: This Wonggarasi river only flows during the wet season, dwindling into a broad expanse of mudflats dotted with stagnant, crocodile-infested ponds for the rest of the year.

Taluk Tabanos: The northern reaches, bordering upon the Tarmo Mountains. Outlanders from Jolar visit here quite often, and form a small, but significant, minority. During the wet season, biting flies are a real plague and most natives worship the spirit Vrop, who teaches a spell rendering one temporarily proof against the little bastards.

Tarmo Mountains: High, cold mountains infested by monsters, especially trolls. Sometimes the trolls come down into the fringes of Taluk Tabanos and eat the oasis trees.

Tawalimnu: These mountains in the Enkloso Forest are notable for their groves of giant redwoods. The groves are sacred to the green elves.

Tayana River: This Wonggarasi river is notable for its width and depth. Sea monsters from Hornilio sometimes swim up and breed in it. Pamalt once led a campaign to kill the monsters, but failed because his spear broke.

Tokala: This range defines the watershed between Wonggarasi and the rest of Tarien. It contains a ruined city with giant, carved, blue statues of a race no one knows. Tokala marks the end of human lands. No one can live in the wastes of Wonggarasi beyond, nor is there any reason to try.

Valakuri: These plains, between the Tayana and Sosokjenu rivers, are inhabited by many bands of slarges.

Vardavanad (ruin): These are the colossal ruins of the God Time capital of the Artmali Empire, destroyed with the Firefall. Its broken towers and spires can be seen for miles across the southern wastelands. Its inhabitants are demons, ghosts, and Chaos monsters, such as broo or worse. Presumably the vast treasures of the Artmali Empire are here as well.

Wonggarasi: These are the lands west of the Tokala watershed. It is hot, dry, and devoid of the things which people require to live. It is populated by dinosaurs and reptilian creatures called Slarges; as a result, it is sometimes called Slargeland. The humans of Tarien, to the east, know and fear these reptilian creatures and remember ancient, desperate wars fought by their ancestors against monster armies. Everyone in Tarien tells stories of how Pamalt plans to recover the terrain, and what they will do to the slarges when he does.

The slarges are alien and have maintained a distance from humans. The God Learners were able to learn only a little about them. Slarges have only a rudimentary culture, but seem to exhibit some traits characteristic of more advanced human cultures, and some God Learners speculated that the lizardmen may maintain a hidden civilization within their region. The slarges seem to have domesticated some dinosaurs, have a language which is difficult for humans to understand, and retain the knowledge of working metal. They are very hostile to humans, no doubt based on their own memories of the ancient wars.

Giant Slarge

In the semi-arid wastes of Wongarissi, a Doraddi warrior woman fights off a Giant Slarge.

Doraddi warrior woman: She uses a short thrusting spear with a stone spearhead and charms dangling from it to fight off a Giant Slarge. The warrior wears colorful bead hoops and necklaces around her neck, waist, and wrists, and an amulet made from some semi-precious stone depicting a protective god or spirit. Ritual scarification of runes gives her additional magical power.

Giant Slarge: A slarge is an intelligent reptile of the southern continent; they are more technologically advanced than the Doraddi, knowing how to work bronze and domesticate dinosaurs.

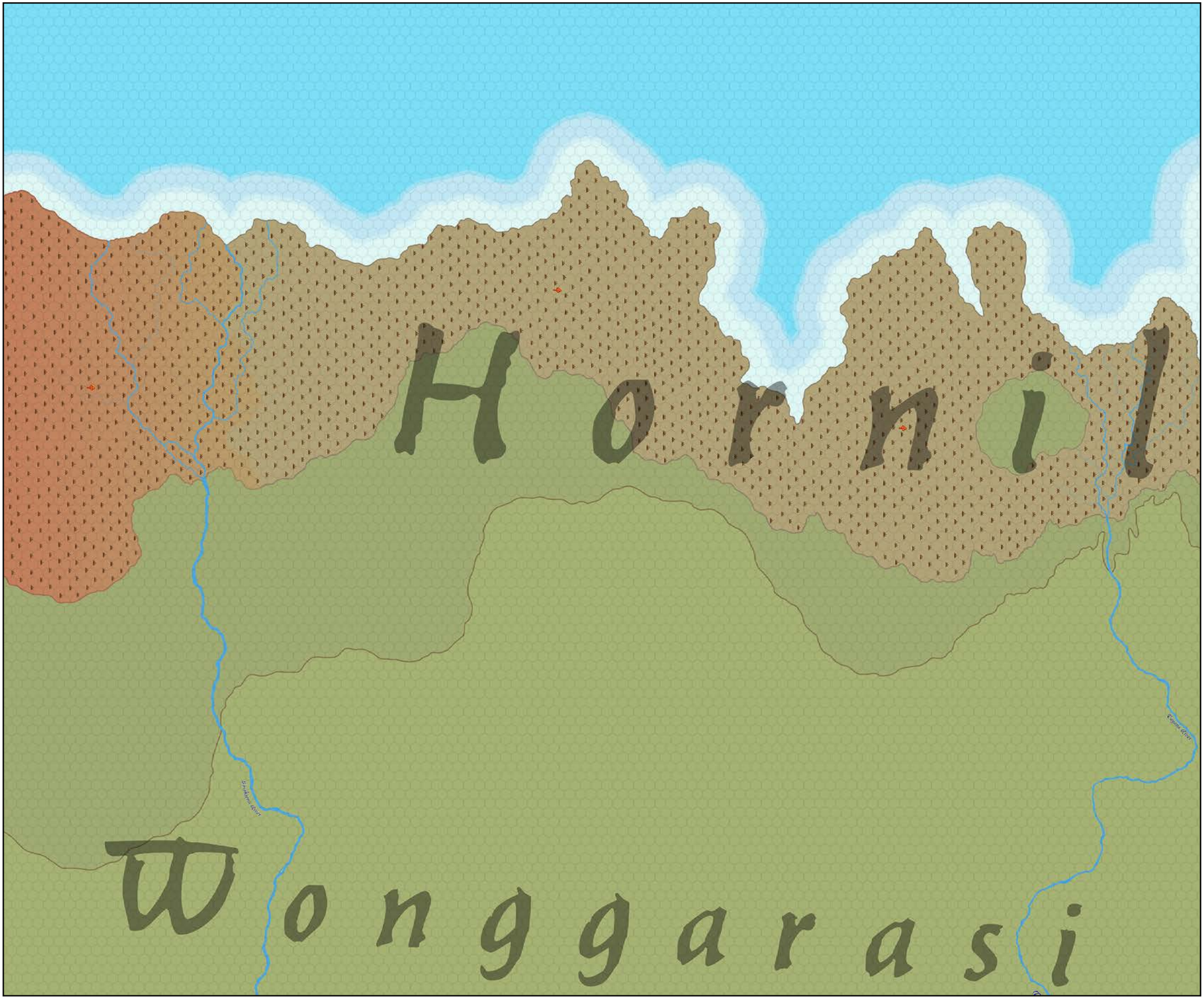
Slarges

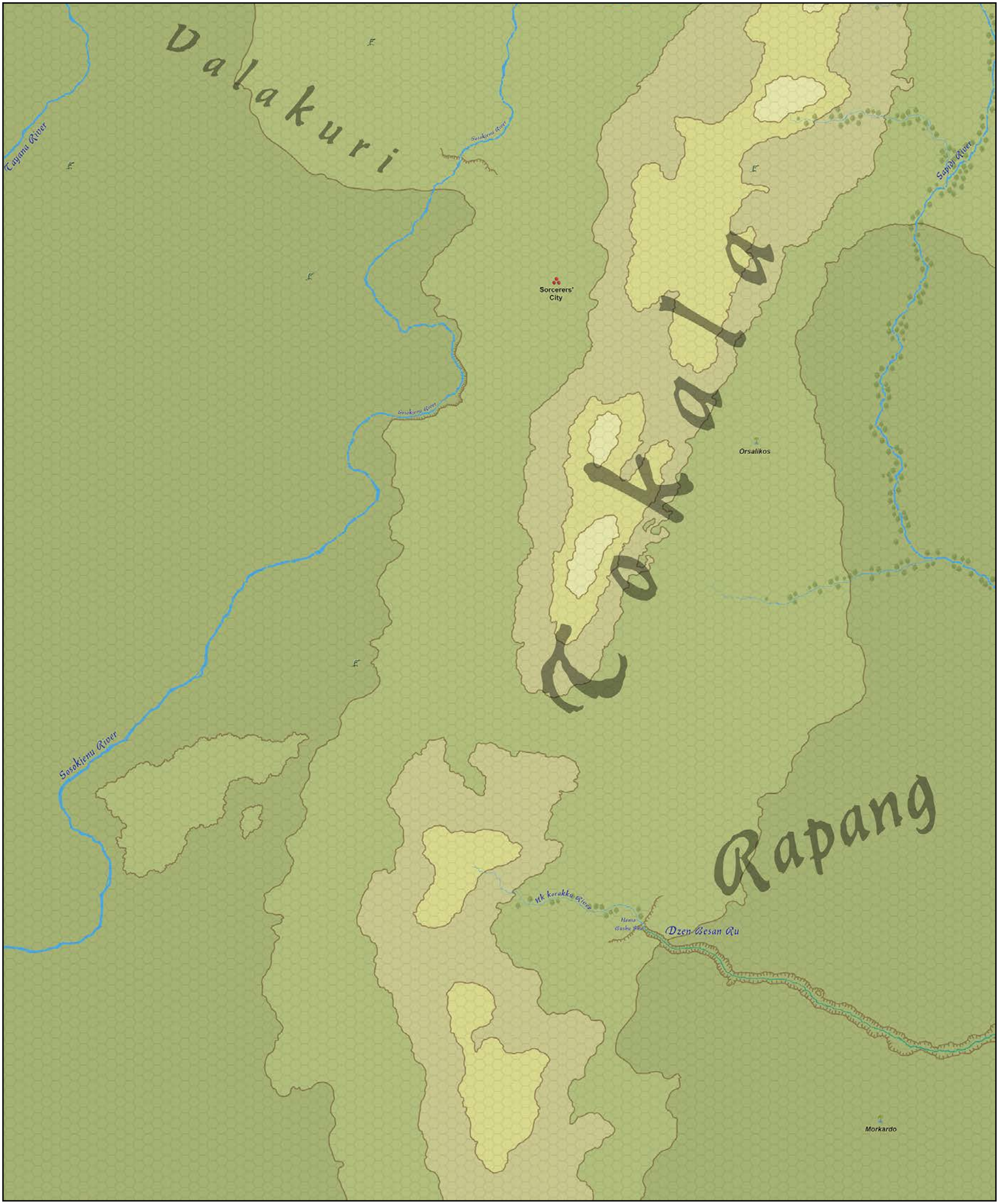
Slarges are intelligent, bipedal reptiles of western Pamaltela. Slarges outnumber humankind in the extreme western parts of Tarien and the lands near the great marshes. They are hostile to humans, and their territories expand at the expense of humanity. They are a dimorphic species that appear in two forms: giant slarges and lesser slarges.

Giant slarges are parthenogenetic and lay clutches of eggs without mating. These eggs hatch into lesser slarges. Giant slarges are very individualistic. One might spend its life teaching itself to forge armor and equip itself and its friends in fancy plate. Another might tame and ride a triceratops. Yet another might become a shaman and bind nothing but wraiths. One never knows what talents a giant slarge might display.

Lesser slarges are the sexual form of the species and mate normally, giving birth to infant giant slarges. Lesser slarges are cooperative and attack in coordinated groups, usually following pre-arranged tactics.

Slarges are plains-dwellers and have no domestic animals except the occasional dinosaur. They are cooperative hunters and live in bands of up to several hundred, though small parties of only a dozen or fewer are also common in their homelands.


Hornil
Wonggarasi


Dalakuri
Cokala
Rapang
Cayama River
Sosokjenu River
Sapdi River
Sorcerers' City
Orsalikos
Morkardo
Dzen Besan Ru


Jorkar's Sea
Drospoly's Chasm
Swermela Sea
Yelelket
Nesili
Sunbat
Yazadar Gulf
Zalpa
Alstuga
Prima
Sopasa
Nerica
Red Fields
Yemb Hills
SULAYZ
Black Rocks
Layazdros
Togarma
Revel
Dananayim
Jurasan Gulf
Titas
Govgutta
Garzanz
Stone Plains
Taruf
Arzawa
Yediorya
Neleswal
Barugaza
Hadtumal
HUAMAZ
Kuvaral
Kolatstange
Loquelor
Ordruveia
Enkloso
Candlemu
Koso
Hangofey
River Baster


Dashomo Sea
CERNGOTH
KORMARYAN
KALTAIAN
EDIRUSS
GANTOR
ATEGEGADA
KADIAN
Vralos
Cenorom
Tratom
Paslact
Tarmo Mountains
Entoziland
Tamalziland
Gevarbed
Chorenza
Hungry Hills
Lake Akku
Karganzag
Mrelikala
Kochitaslak
Konyanjodun Mountains
Snang Mountains
Kodor
Hundar
Dolorofey
Yogortu
Abbak
Vostels
Zirta
New Gobros
Erilos
Törtrica
Arawan
Kafeamoro
Namabu
Selerops
Garguna
Doli
Abojado
Otomfuo
Oju Oran
Kingsu
Isten
Ahesh
Formatosi
Jokotu
Dopstaku
Distalwemma
Polostan
Joboro
Koarand
Saluptar
House of the Women
Frandal
Dempsrant
Thavestos
Berisos
Dalgarch
Vilazoros
Varburch
Cheresta
Keshwali
Old Pyralis
Longebureh
Nikosdrop
Adimor
Nantor
Peltray
Thapsos
Fliswal
Yorantay
Flaurina
Fengwai
Aragel
Arvanor
Domaz Widuz
Newfroswat
Janamai
Estalos
Varshegi
Humct Garlo
Sarantavli
Varanswat
Emanus
High Vale
Mrigajam
Castle of Lead
Himtle Gorge
Kozrof's Army
Zirtsa River
Thavestos River
Kosos River
Cheresta River
Dalgarch River
Berisos River
Garges River
Dnukalom
Snang Mountains
Konyanjodun Mountains
Hungry Hills
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Tratom
Paslact
Tarmo Mountains
Entoziland
Dolorofey
Tamalziland
Gevarbed
Chorenza
Kodor
Hundar

Umathela

Umathela consists of seven coastal and river regions and the primeval inland forest regions. The forest is mostly pine woods in Enkloso, and deciduous in Vralos. The forest becomes more open as one travels to the east, until the treeless Fonritian uplands are reached. The coastal lowlands have much farmland, but the primeval Aldryami forest remains. These forests dominate the entire land in Enkloso, and are less extensive, though still large, in Vralos.

A wide variety of megafauna can be found in the forests and river valleys of Umathela, including giant sloths, giant armadillos (glyptodons), several species of long-tusk elephants (gomphotheres), running bears (arctodus), shovel-tuskers (amebelodon), sky bulls, and scimitar-toothed cats (homotherium). Alynx live in Vralos, but are rare in Enkloso.

"I am from (name) city in Umathela."
-or-
"I belong to the (name) tribe."

Climate

Umathela is the coolest region of Pamaltela. The sea is cool, and high mountains shield the land from the worst of the hot savannah winds. It is dry and warm in summer, gradually becoming moister as the year progresses. Heavy fogs roll in from the sea in late Fire Season. When the wind changes in midwinter, it brings lots of rain and an occasional snowfall. Sea Season is unpredictable: often it is calm and warm, but sometimes devastating hurricanes bombard the coastal cities.

Population of Umathela

Humans	
Malkioni	
Cerngoth	300,000
Huamaz	185,000
Kallima	50,000
Kormarkan	15,000
Sulayz	250,000
Malkioni Total:	**800,000**
Orlanthi	
Cerngoth	250,000
Huamaz	225,000
Kallima	250,000
Kormarkan	250,000
Orik	100,000
Sulayz	125,000
Orlanthi Total:	**1,200,000**
Vadeli	45,000
Human Total:	**2,045,000**
Nonhuman	
Elves, Brown	730,000
Elves, Green	1,100,000
Trolls	500,000
Other	125,000
Nonhuman Total:	**2,455,000**
Grand Total:	**4,500,000**

Inhabitants

Humans in the river valleys usually follow Orlanthi culture, while those in the cities cling to Malkioni ways. Brown and green elves rule the woods. Brown elves have a small majority in Vralos, while green elves predominate in Enkloso. A Brown Vadeli minority resides in the Vadeli Quarter of most coastal cities.

Dark trolls inhabit the Tarmo Mountains and war with the green elves of Enkloso.

A species of beetle-like timinits called Lucan were introduced here in the Second Age and can be found throughout Umathela.

Culture

Western cultures predominate along the coasts, Orlanthi in the interior. Western society is divided into castes, each with its own taboos, secrets, clothing, marriage laws, and other regulations of behavior. The noble caste tends to have darker skin than members of the other castes, although there is much mixed blood. The Westerners fish the oceans and rivers, grow almonds, millet, oranges, rice, and wheat. Tea (introduced in the Second Age from the Middle Sea Empire) is grown in warmer areas. The dominant Sedalpist sect of Malkionism abstains from eating meat (excepting fish); as a result, animal husbandry is less important than in other Western cultures.

The Orlanthi of the interior are mixed farming-pastoralists. They raise sheep, cattle, and pigs, and grow apples, barley, beans, grapes, millet, peas, and wheat. Hunting and fishing are more important sources of food than for most other Orlanthi cultures. Indeed, the Orik tribe is primarily hunter-gatherer. Timber is an important source of wealth, but in most regions trees can only be cut down with the permission of the local Aldryami.

Language

Enklosan and Vralan, Theyalan tongues spoken in the west and east parts of Umathela respectively. Tradetalk is the language of trade.

Government

The coastal cities are mostly ruled by kings who preside over more or less powerful advisory councils. In the interior regions, the people are organized into tribes in the Orlanthi manner.

Military

Feuds, raids, and petty skirmishes are as common as in any other Orlanthi land, but actual warfare is uncommon between the humans of Umathela because of the tradition of allowing the elves to mediate serious disputes. Wars with Fonrit and other outsiders are common.

The Orlanthi of the hills are light skirmishers with bows, spears, and axes. Their leaders and champions are often armored and fight with long, curved, two-handed blades that are devastatingly effective.

Units of heavy infantry are maintained by the cities. Most of these soldiers are mercenaries from the hill tribes.

Cerngoth is a thalassocracy that dominates the cities of coastal Umathela. It maintains a large fleet of penteconters and biremes fitted with two lateen sails and equipped with an above-water spur instead of a ram. Many ships are armed with a ballista that hurls flaming projectiles. Other coastal cities maintain small fleets of warships, their numbers dictated by the Patriarch of Nikosdros.

Religion

Both Malkionism and the Orlanthi pantheon are accepted here. The coastal cities emphasize Malkionism, especially the Sedalpist School, while the interior people are mostly Orlanthi. The elves, of course, follow their own religion.

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

History

In the Dawn Age, Umathela was inhabited by green and brown elves, and by a placid Elder Race of reptilians known as lascerdans. They were a race of quadrupeds with a body shaped like a cross between a crocodile and a seal, with a strange head common to neither, involving a protruding forehead, horns, and an alligator-like jaw.

The elves and the lascerdans shared the land peacefully between them, the elves taking the woods and the lascerdans the river valleys.

For reasons mysterious to humans, in the second century after the Dawn, the green and brown elves began fighting among themselves. Some scholars believe that simple overcrowding due to the expansion of the lascerdans around this time sparked the conflict. Certainly the elven civil war coincided with increased slash-and-burn lascerdan tactics, which quickly led to overt hostilities between lascerdans and all elves.

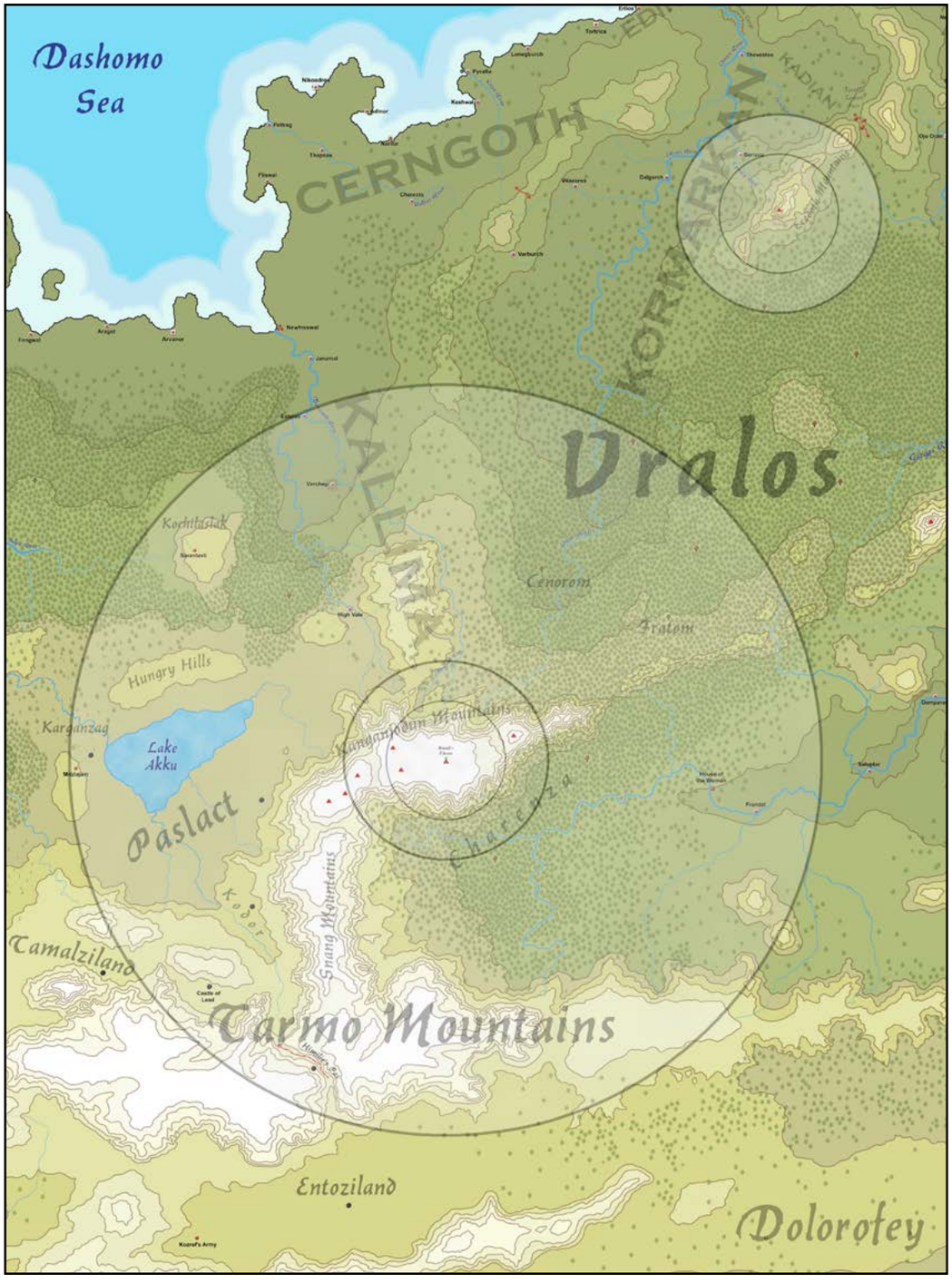
As the three-way war expanded, the green elves were forced out of Vralos, where an aggressive brown elf kingdom, known as the Middle Kingdom, arose. This kingdom soon began invasions into the green elf refuges in Enkloso, while carrying on sporadic efforts against the ever-more troublesome lascerdans. However, after centuries of civil warfare, ineffective campaigns of extermination against the lascerdans, and desperate defensive actions against troll invasions from the Tarmo Mountains, the Middle Kingdom was broken.

After several centuries of slow warfare, harmony was reached and the fratricidal killing between elves stopped. The troll armies were defeated by a combined brown and green elf army at the Battle of Vorala's Wish in 364. Once the trolls were driven out, the elves were left alone for two centuries, except for the lascerdans, who persisted in their efforts to flood the lowland woods of Enkloso. The last lascerdans were exterminated along the Palau River in 475.

The first humans entered this region from Genertela around this time, settlers and livestock from Maniria carried across the ocean by Waertagi ships. The Umathelan foundational stories agree that ten colonies were settled, each along a different part of the coast of Enkloso and Vralos. Heroes tamed the land and made it their own. For about a hundred years, these colonies grew without interference from other humans.

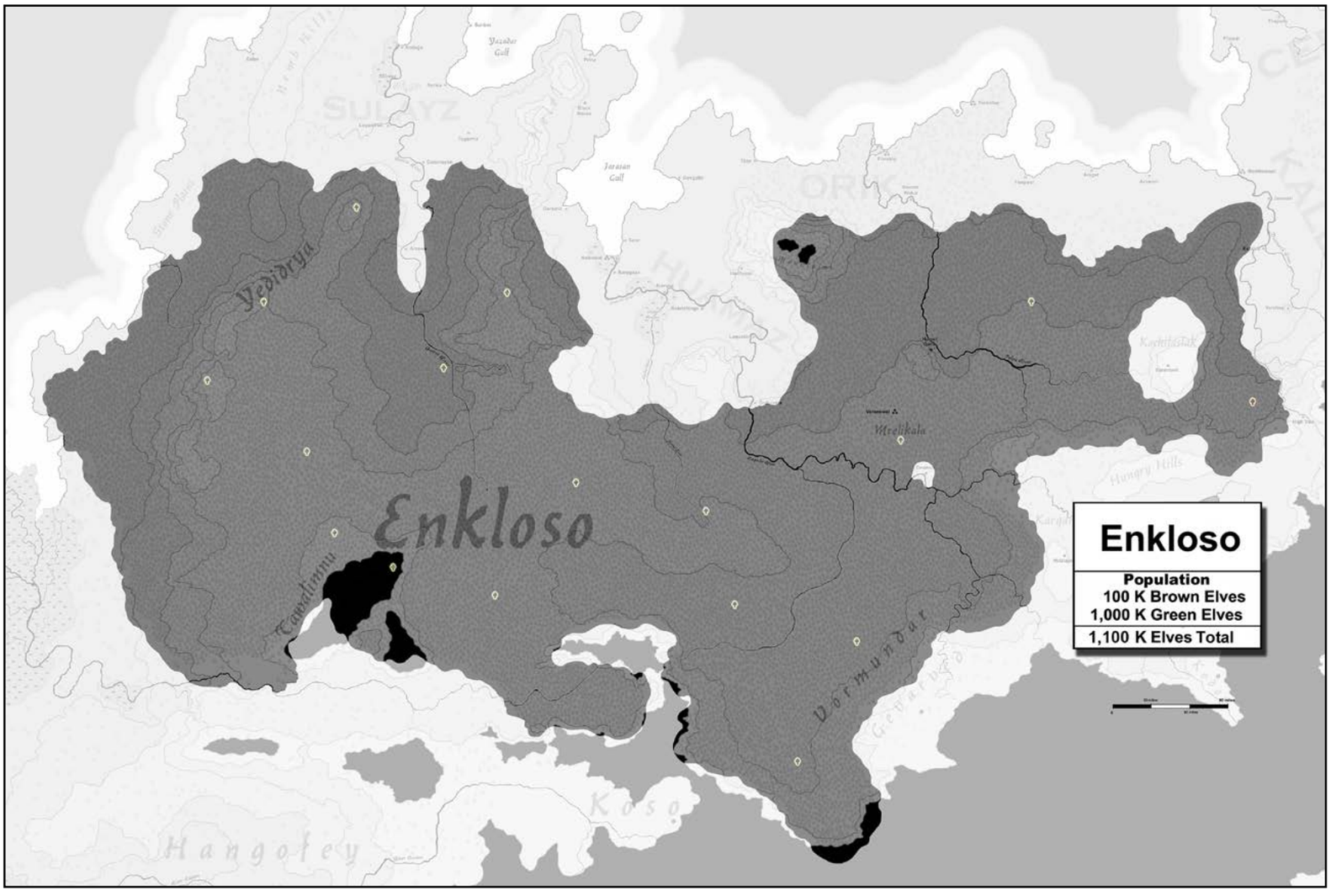
The Second Migration began in 580, when the first Seshnegi settlers and their livestock came in Waertagi ships as part of a colonial enterprise financed by King Nralar the Old of Seshnela. They initially settled the coasts of Enkloso and soon encountered the older colonies from Maniria.

The Third Migration was in the early seventh century, when more immigrants came from Jrustela, supported by the Free Men of the Sea. The Free Men



Sacred Mountains of Vralos

In the God Time, the Storm Gods were very active in Umathela. Doraddi myths claim the cattle-herding horde of Desero invaded Pamaltela from here. The blue-skins of Fonrit believe Baraku, the Killer of Artmal, lives atop Umath's Throne, while the storm-worshipers of Umathela know that Orlanth rules from that mountain peak and that his son Desero was born atop Mount Vedra. Near these mountains Air magic is particularly strong, something the Fonritians learned to their misfortune during the Season Wars.



of the Sea crushed an elf led revolt and their sorcerers burned out most of Vralos' forests in 654. For the next three centuries the Jrusteli built ports, colonized land, and grew fabulously wealthy. The elves withdrew to their dank woods and became more and more scarce. In 950, a noted Jrusteli scholar wrote a book proving that the elves of Enkloso were extinct.

The revolt of nature against the God Learners brought ruin. The start of their downfall is marked by the False Gods Revolt of 901, when priests of Worlath, Ehilm, and even Jogrampur (an imaginary deity invented in a God Learner experiment) displayed effective magic and destroyed the University of Yoranday. In 954, just before the Closing destroyed all port cities, a fleet of dragonships, piloted by old enemies, arrived from the sea, smashing the rest of the hated universities into gravel and pulp.

However, the self-styled Lord of the World's Knowledge remained the master of Vralos and Enkloso despite the many defeats inflicted upon the God Learners. Desperate rebels and fanatical traditionalists reached out into the dark unknown and found allies – even more desperate elves who had survived the destruction of their primeval forests and made plans for their return. Even trolls aided against the common enemy. Heroquesters used the God Learners' weapons against them and walked paths through the Underworld not trod since the Gbaji Wars to return with the Seeds of Creation. The False Gods were revealed to be masks of the Lightbringers and the sons of Umath returned with a terrible vengeance.

The Lord of the World's Knowledge and his empire was destroyed in 1020, when legions of elves marched from secret lairs. Behind them floated a spectral forest. Before them swarmed a myriad of trollkin. The Lord's lowland holdings were flooded and drowned as the river gods of the extinct lascerdans rose for the last time, to slaughter every sentient being within their grasp.

The God Learners' defeat was total. What the dragonships did not destroy, the river gods drowned. What the river gods could not reach, the trollkin devoured. And what even trollkin could not stomach, the elves buried. The souls of the God Learners were trapped within torture trees, and their bodies fertilized the poison bushes and thorn ivy which have blanketed their ruined cities ever after.

One band of elves, the Knowledge Assassins, was a secretive, magical group who claimed to be servants of the Higher Message. They wiped out particular human clans, settlements, and schools, chosen because they knew a secret, now lost thanks to the Knowledge Assassins.

Several human states survived the devastation and many embraced the Orlanthi gods with fervor. Others sought solace with mystery cults and esoteric mysticism. All were officially allied to the elves, but most actually feared the woodland race. Several Enkloso peoples became subject to the annual Woodland Judgments, where elves reviewed the humans' behavior for the last year and executed summary judgment for infractions against nature.

In 1129, the Wordless Prophet appeared in Varburch. There, he taught the Path of Silence to any that would listen. With the passage of time, the Cult of Silence strengthened its grip on the land. Some sects were so adamantly opposed to communication that the art of writing was forgotten and books were walled up in special libraries, where they could not contaminate people. Libraries became a symbol of piously refraining from reading, rather than a sign of literacy.

The Wordless Prophet established a center of the Cult of Silence where surgeons excised physical and

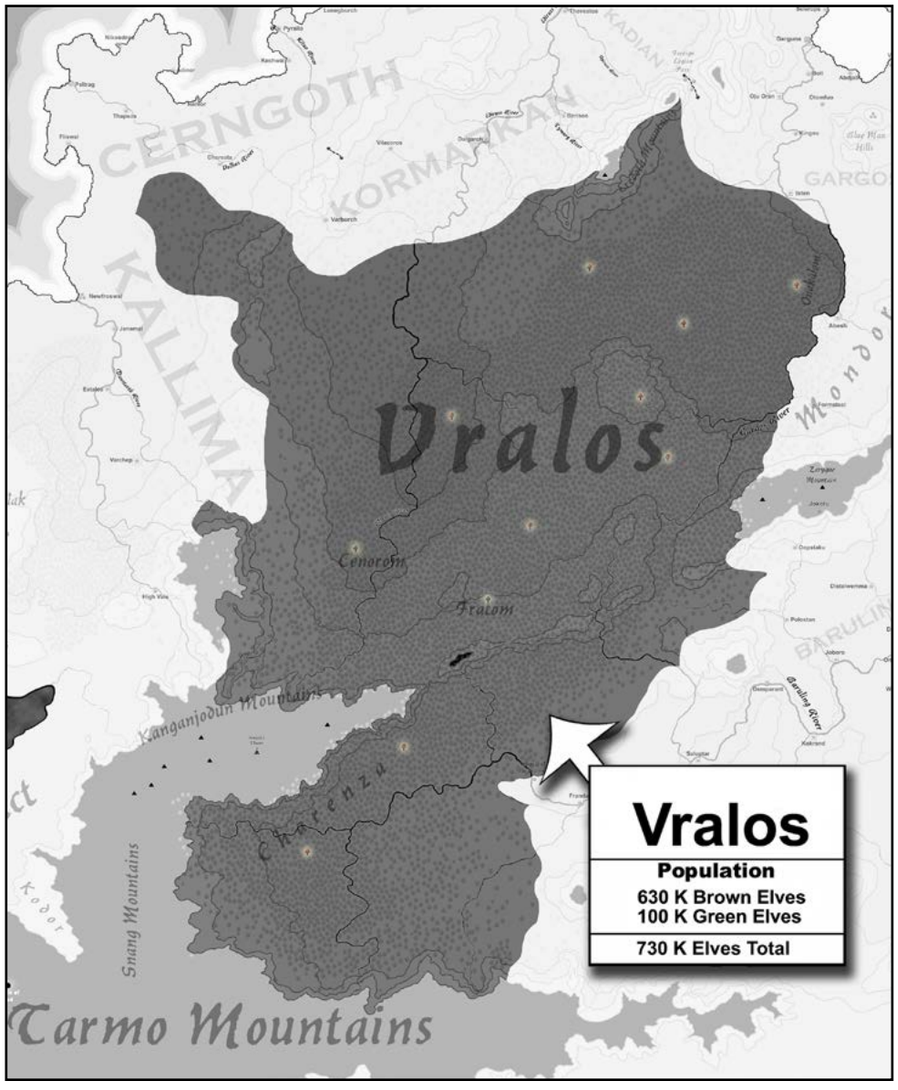
psychic organs to ensure blissful, guaranteed muteness and peace. This bizarre practice was occasionally persecuted, but persisted.

The Cult of Silence seemed just another aberrant behavior of mankind until 1237, when Elassi the Stifler, ruler of the city of Emanus, lopped off an ear and declared himself a devoted follower of the cult. Elassi launched a scathing campaign of conquest, persecuting teachers of other philosophies, and forcibly initiating foes into Silence. He popularized a debased form of Silence worship which transformed its practitioners into drug-ridden, fanatical devotees. A widespread region, called the Lands of the Silenced, was turned into a wasteland by these conquests.

In 1290, an army from Afadjann invaded eastern Umathela. Unresisting, the Lands of the Silenced were overtaken, colonized, and enslaved. At last a violent protest movement, the Clamorers, erupted to fight the Cult of Silence and the Afadjanni alike. In 1313, the prophet Little Morishdo, later a king, claimed to have destroyed the evil Silence with his liberation of Emanus; and though devotees can still be found in some places, they are generally objects of pity, not hate.

Troubles with Afadjann continued sporadically through the fourteenth century. A successful invasion led by Faladje occupied many cities from 1322 to 1331 and provoked the Season Wars.

The first Season War began in 1340. The eighth and last Season War ended in 1458. Each war threw out Afadjanni rulers from one or more Umathelan colonies. The Season Wars were sponsored by elves, who sent armies of green elves and storm-worshiping tribes out each winter to devastate the storehouses and forts of their foes. Many cities fell to the Orlanthi priests, who used their storm powers to build snowdrift ramps up the walls. Each summer brought retaliation in the form of armies from the cities which stormed enemy strongholds and burned crops, but were unable to find any of their foes since they had all fled to elf protection. Thus, each side alternated in holding the field, then fighting a



Prophecies of the Hero Wars

From the Wordless Prophet's Eighth Missive, 1240 ST:

"After the Red Sun comes the deadly danger of Enklator's Hidden Threat. Then the Heroes shall come. If there is dissent among us of the Invisible God, and if the sacrificers rule in Tortrica, the trolls will run again. If you see trolls in the Great Forest, and if a queen rules in Banamba, then it is true. Jraktal shall return, and the Artmali Empire shall be her allies. If the dwarf army burns the woods, then Fonrit is ruined – only if the Bearslayer redeems his people can that land be spared."

The Enklator was a wizard of bad repute. The Red Sun is considered to be the Red Moon, which rose in 1247. There is certainly dissent among the worshipers of the Invisible God. The ruler of Tortrica has sacrificed to storm gods for years.

As of yet, no trolls have been seen in the Great Forest, and no queen rules in Banamba. Jraktal is an evil Chaos god, ousted by Fonrit's original occupiers, and the Artmali Empire has been gone since the Gods War. However, a dwarf army sailed from Slon in 1601 and burned a wide tract of forest in Enkloso for no apparent purpose. The Bearslayer is as yet unknown.

The Sedalpist School

The Sedalpist School of Malkionism has its origins during the turbulent era of Fonritian occupation and the Season Wars. In 1399, after the Fourth Season War, a council of leading Malkioni gathered to purify the sacred laws of Malkioni from God Learner and Fonritian blasphemies. Through logic, reason, and austere meditation, they cleansed themselves of their spiritual pollution and taught the true laws of Malkion – that violence against another sentient pollutes the actor by ensnaring him into the material world. The Sedalpist teachings ("true laws") were written down by the attendees and quickly circulated throughout the coastal cities of Umathela. Merchants especially found the moral and ethical teachings of the Sedalpists an attractive alternative to the esotericism of the post-God Learner Malkioni and to the oppressive brutality of Fonritian philosophy.

Non-violence is at the core of Sedalpist philosophy. Many Sedalpists abstain from eating meat (most eat fish, although some sects of Sedalpism abstain even from that). However, most agree that violence in self-defense can be justified, and Sedalpist communities maintain military forces (most commonly Orlanthi mercenaries) for their defense. Sedalpists have incorporated many of the meditative techniques of the Cult of Silence, and seek to attain a state of Perfect Reason through meditation.

Like most other Malkioni, Sedalpists divide mankind into four castes (and innumerable sub-castes). Caste distinctions are maintained to preserve spiritual harmony with the laws of Malkion. The Soldier caste serves as sailors, landowners, engineers, and revenue collectors, but not as warriors.

war of attrition which the elves and their allies always won, though sometimes taking as long as nine years to do so.

The Season Wars also ended the period of human subjugation, as Orlanthi humans proved themselves allies and equals to the elves. Though elves remain important to this day, except for the deepest Enkloso woods, humans are now mostly governed and judged by humans, and obey human laws. Royal dynasties established themselves in the human kingdoms and peace prevailed.

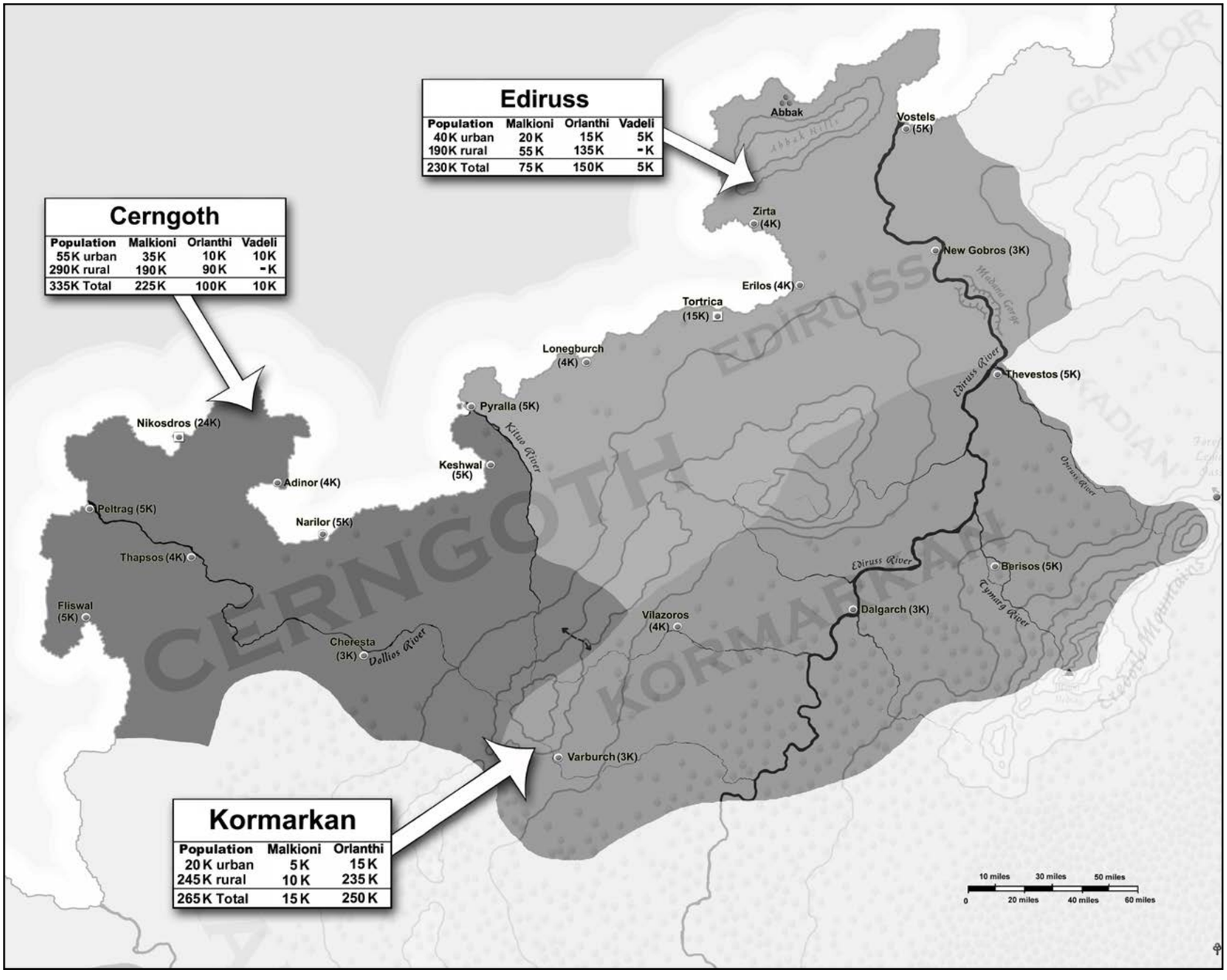
Tortrica revolted, without any elf help, in 1478 and threw out the Afadjanni. Since then, Umathela has maintained its independence from Afadjann and Kareeshtu.

In 1585, a Vadeli fleet arrived in Umathela. They claimed to be gods, and demanded tribute, sacrifices (including human sacrifice), and worship. They proved their power with displays of sorcerous might far greater than the local Malkioni wizards were capable of; those who continued to dispute their divinity were brutally killed by the Red Vadeli.

Despite their allegedly divine status, the Vadeli mundanely established garrisons in key cities, founded fortresses where needed, banned all commerce except through Vadeli agents, and maintained a cruel hold on all coastal settlements, which grew steadily as the Vadeli fleet brought in exotic foreign goods. Generally, leaders were glad to treat with the Vadeli overlords, who seemed to offer the only possibility of naval trade. Volunteers manned the Vadeli fleet, and doomed Umathelan crews helped the Vadeli at the Battle of Oenriko Rocks in 1594, when the Vadeli fleet was destroyed by an alliance of the navies of Kareeshtu and the Dynast of Flanch.

The first to react was the city of Nikosdros, which expelled its garrison and quickly built a fleet. It established naval dominance over the rest of Umathela by 1600. Enkloso is still composed of many independent cities and tribes, but most of Vralos now pays tribute to the Patriarch of Nikosdros. A few interior tribes, immune to enemy navies, safely ignore his hegemony. Thousands of Vadeli remained behind, and most Umathelan cities of any size have their Vadeli Quarter.

In 1618, Terthinus, a violet-skinned mer-king known as the Voice of the Deep, surfaced at the city of Flaurine and presented the Laws of the Dashomo, levying a great fee on all ships present. The prince resisted, and a week later the sea floor rose, grounding all the ships in silt and muck, and permanently destroying the harbor. When the Voice of the Deep made demands elsewhere they were met, and so now the Patriarch has a new sea-metal tax to impose on his followers and subjects.





Household of an Umathelan Merchant-Captain

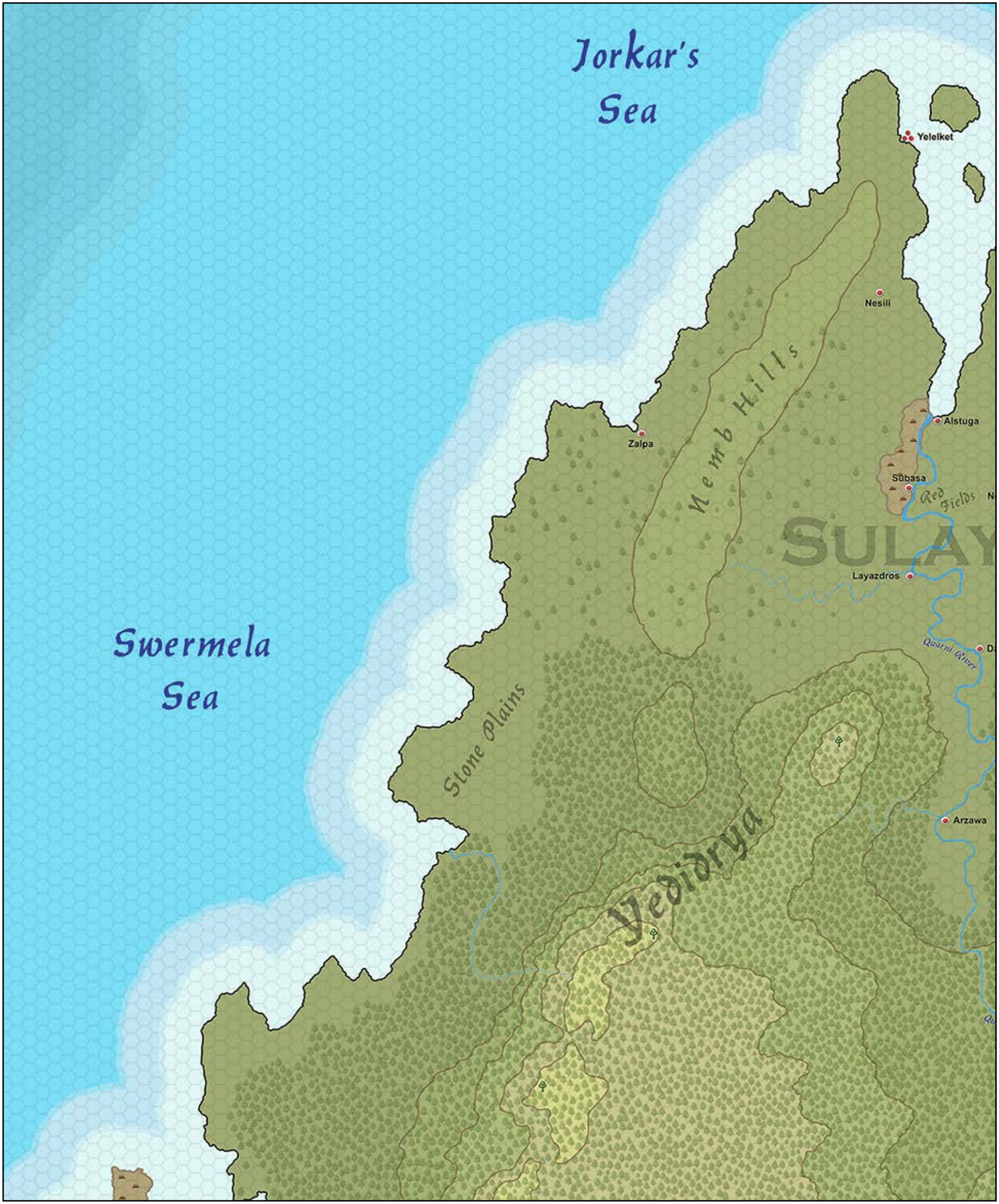
The household of a wealthy merchant-captain of the city-state of Nikosdros – his wife (a chieftain's daughter from the Kormarkan tribe), his son (a mercenary captain), and his daughter (who has spent more time with her mother's kinfolk in the hills than in civilized Nikosdros).

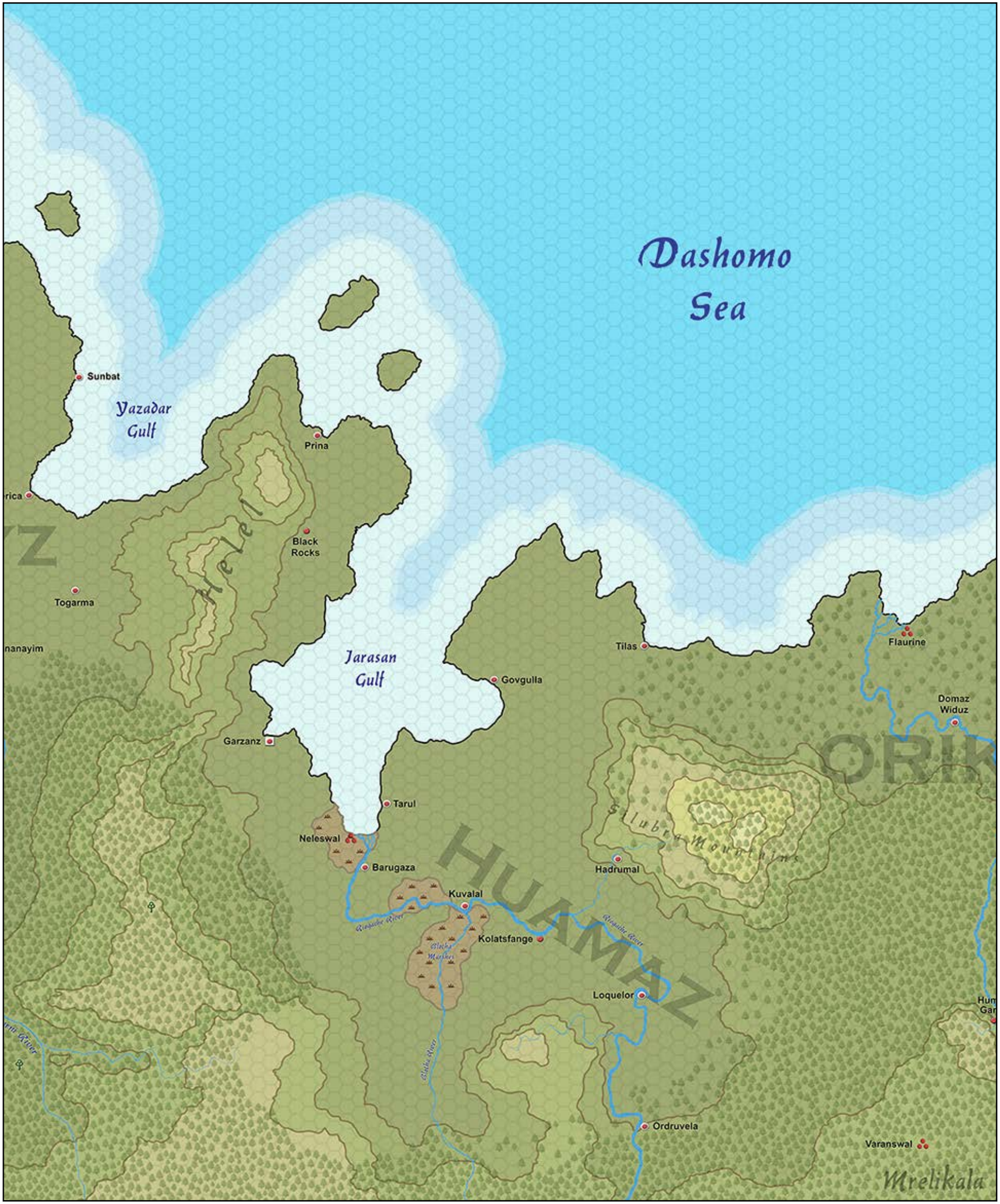
Merchant-Captain
He wears a short tunic, dyed a bright color, and ornate sandals. Around his neck is an ornate gold neck-ring, and around his wrists golden bracelets. He has a mustache and goatee dyed red with henna. His skin color is a tanned brown, tattooed with the Communication Rune, and his short hair is grey. A literate, educated, and rational man, the merchant-captain is reviewing some scroll or parchment (perhaps accounts or communications with a distant city).

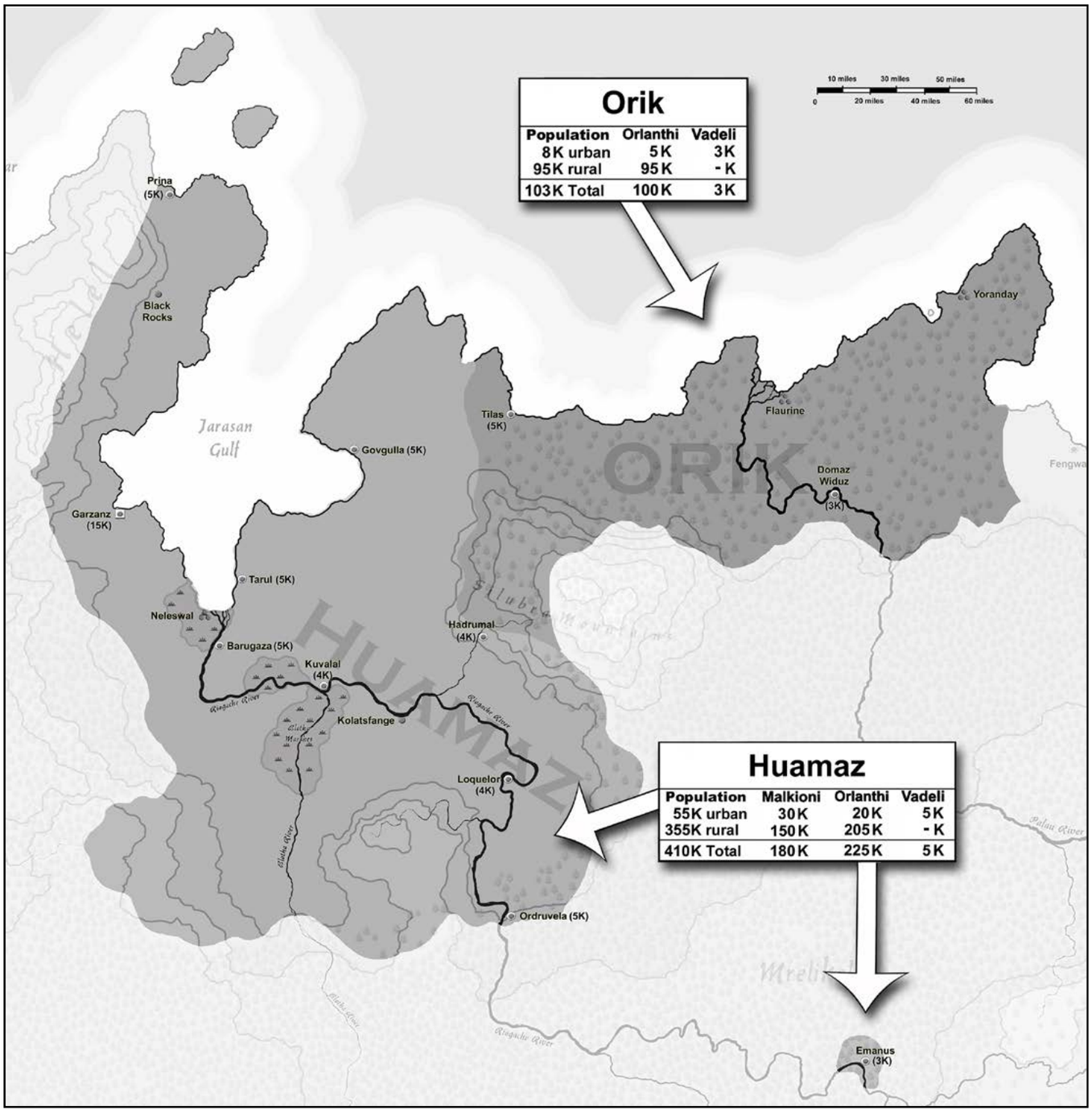
Kormarkan noblewoman
The merchant-captain's wife is fierce, passionate, and tribal in her approach to the world – and ambitious and confident in her own right. Her skin is paler than her husband's but heavily tattooed with the runes of Earth, Harmony, and Mastery. Her hair is brown and she wears a spectacular and ornate headdress and carries a curved bronze dagger.

Half-barbarian priestess
Clearly her mother's daughter, she is a priestess of the Orlanthi sanctuary of Berisos. Her skin is olive like her mother's, and she is tattooed with the runes of Earth, Life, and Magic, and wears her long brown hair in two braids. She is making an offering to the household gods.

Mercenary Leader
Another half-barbarian, this young man has seen the world and likely had his fair share of adventures. He wears a chlamys over a short skirt and carries a long, wicked, two-handed curved bronze blade similar to a falx or rhomphaia. Like his mother, he is also olive-skinned, and heavily tattooed. He sports a short beard, sideburns, and a top knot.


Jorkar's Sea
Swermela Sea
Yelelket
Nesili
Nemb Hills
Alstuga
Zalpa
Subasa
Red Fields
SULAY
Layazdros
Quarni River
Stone Plains
Vediorya
Arzawa


Dashomo Sea
Yazadar Gulf
Jarasan Gulf
Sunbat
Prina
Black Rocks
Togarma
Govgulla
Tilas
Flaurine
Domaz Widuz
Garzanz
Tarul
Neleswal
Barugaza
Kuvalal
Kolatsfange
Hadrumal
Loquelor
Ordruvela
Varanswal
Silubra Mountains
HUAMAZ
Mrelikala



Since that time, the mermen have become more importune, and all the ports of Umathela are afflicted with their greed. Trade is costly. But daring captains willing to take a chance and try to slip by the mer-king's sea serpents without paying his fees can reap enormous profits.

People of Note

Admiral Baran: The admiral of Garzanz is one of the most influential men of the Huamaz tribe. A highly educated man, Admiral Baran is an accomplished translator and poet, as well as a student of Malkioni philosophy.

Drelon, King of Kormarkan: This Orlanthi warlord has made himself king of Kormarkan and now raids Fonrit with the support of the elves of Vralos.

Enchasal Fireseed: The leader of the Red-Needle Elves of Vralos, this pine elf bears great hatred for Afadjann. He leads a heroic band of green elves and is a great tactician.

Forest Judge: This ancient elf is thought to be at least 600 years old and appears to be carved out of ironwood. He wears the Three-Frond Crown and delivers the annual Woodland Judgments to the cities and tribes subject to Enkloso.

Kranaeia Spring Blossom: This wise dryad is friendly to the nearby human tribes who worship her as a "daughter" of Aldrya. She is on the Forest Council of Vralos.

The Patriarch of Nikosdros: The aging merchant-prince of Cerngoth, the Patriarch exercises autocratic authority over his city-state. Hailed as the second founder of Nikosdros, he established early naval dominance over much of Umathela and has controlled shipping, fleet building, and trade policies since his victories before 1600. The imposing Patriarch is three-quarters Agimori, and presides over a large council of mercantile leaders.

Piyassili Elf-friend, King of Sulayz: The king of Sulayz is an aging warrior who gained fame and renown fighting against dwarf invaders in 1601. He is held in great esteem by the elves of Enkloso Forest.

Timisthos the Golden, King of Alstuga: This dissolute young king is widely thought to have been thoroughly corrupted by his Vadeli advisors. A vicious sadist, he is nonetheless intelligent and cunning.

Places of Interest

Abbak (ruin): One of the original settlements in Umathela, it was destroyed by the Closing in 950. Its most famous resident is the strange Glass Man, who offers secret knowledge to anyone who frees him. So far none have succeeded.

Abbak Hills: These hills are named after the First Migration hero Abbak, who is claimed as the founder of several settlements.

Adinor (small city): After the Closing, this city dominated Cerngoth under the rule of the Jiinalyalf dynasty, until Pynehot the Mute, the tenth ruler of the dynasty, became the first major ruler to embrace the Cult of Silence in 1134. The city fell to the Fonritians in 1291, and is now subject to Nikosdros.

Alstuga (small city): The Vadeli fleet first appeared here in 1585, claiming to be gods and demigods returned from afar. The Vadeli built a fortress-palace here and a market city quickly grew around it. When the Vadeli Empire was broken in 1594, Hetath of Subasa installed himself as king of the city. Hetath and his successors succumbed to the influence of the resident Vadeli (who still make up at least half of the population), and the current ruler, Timisthos the Golden, is a dissolute teenager.

Araget (small city): This city is a walled complex of learning and meditation where all within its walls maintain total silence. It is famed for its library, called the Ocean of Gems. The city is sacred to both the Malkioni and Orlanthi of Umathela.

Arvanor (large city): The largest city in Kallima, Arvanor was originally settled by Afadjanni colonists from Sarro around 1300, but is now fanatically antagonistic against Afadjann and its policies. It is noted for its great temple to Orlanth (called Baraku in the local dialect). The city is home to the henotheist Disciples of Liberation, who believe all are equal before the Invisible God and strive to free themselves from all coercion through self-mastery.

Arzawa (small city): This temple complex is sacred to a multitude of earth, fertility, and death deities, and is ruled by the High Priestess of the One Hundred and Twenty-Four Earths. Aldryami regularly visit here, leading some outsiders to believe this is an elf city.

Barugaza (small city): Prior to the Vadeli arrival in 1585, this was a temple to Babeester Gor, who summoned legions of elves to slaughter the last God Learners in this land. The Vadeli built a stone fortress here to command the mouth of the Riogache River, and control the Huamaz tribes upriver. It quickly became the main market for the Huamaz tribes. When the Vadeli were overthrown in 1594, the high priestess of the temple became ruler of the city.

Berisos (small city): This temple-city is called the Blessed Soil and is located on a large sacred island on the Tymarg River. Shrines to the Orlanthi gods abound, as Berisos is the religious capital of Kormarkan. On certain Holy Days, the high priestess of the city enters a trance-like frenzy and interprets the rustling of the oak leaves as copper vessels are rhythmically struck in order to hear the instructions of the gods.

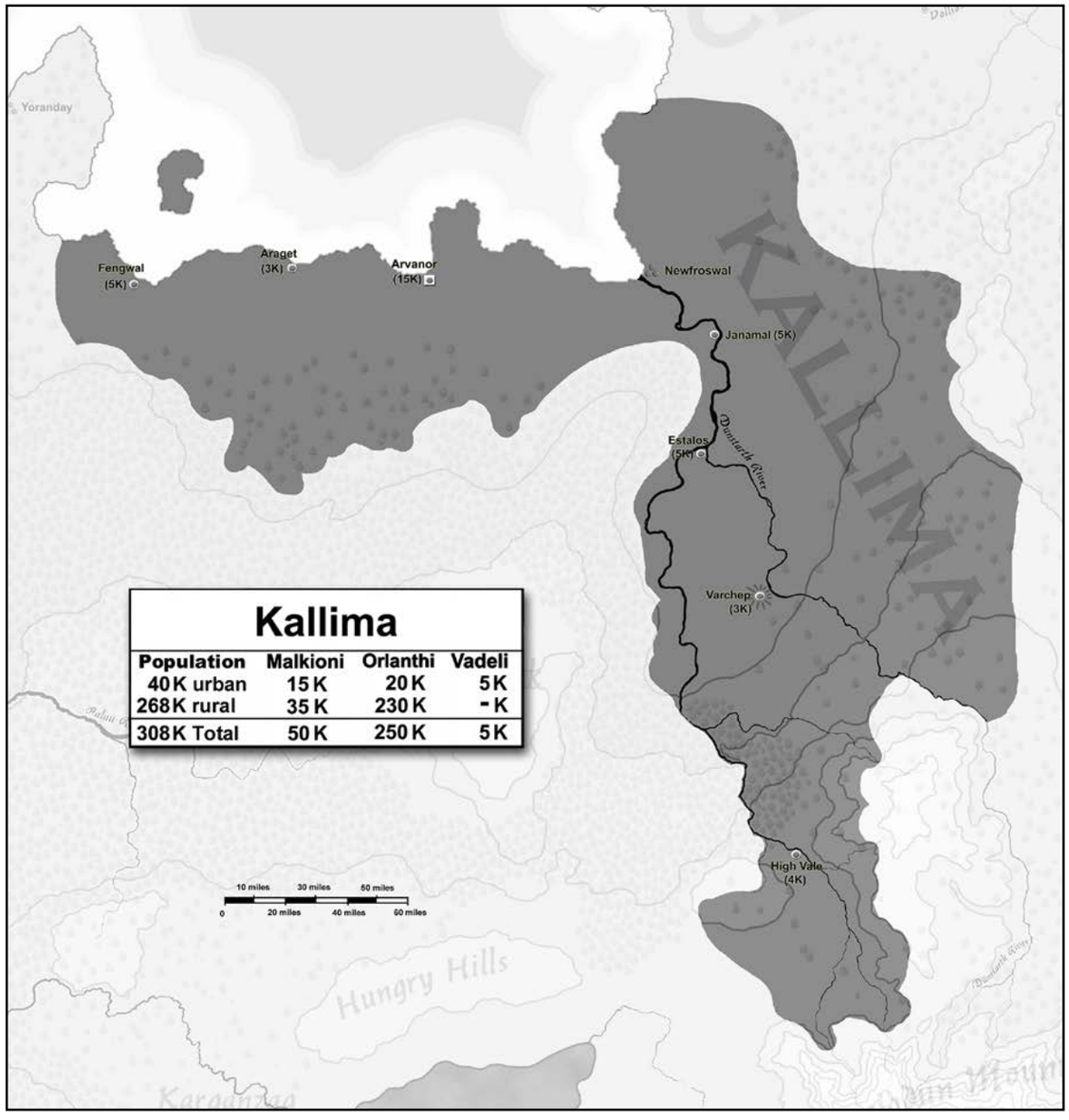
Umathela Regional Activity Table

Determine weekly per tribe or city

Common Events
No event.
Ship arrives with foreign goods and news.

Uncommon Events
Elven representatives of the Woodland Council arrive to check things out: high anxiety among the natives.
Messenger from Terthinus, Voice of the Deep, demands tribute: many choose to pay rather than risk ill luck.

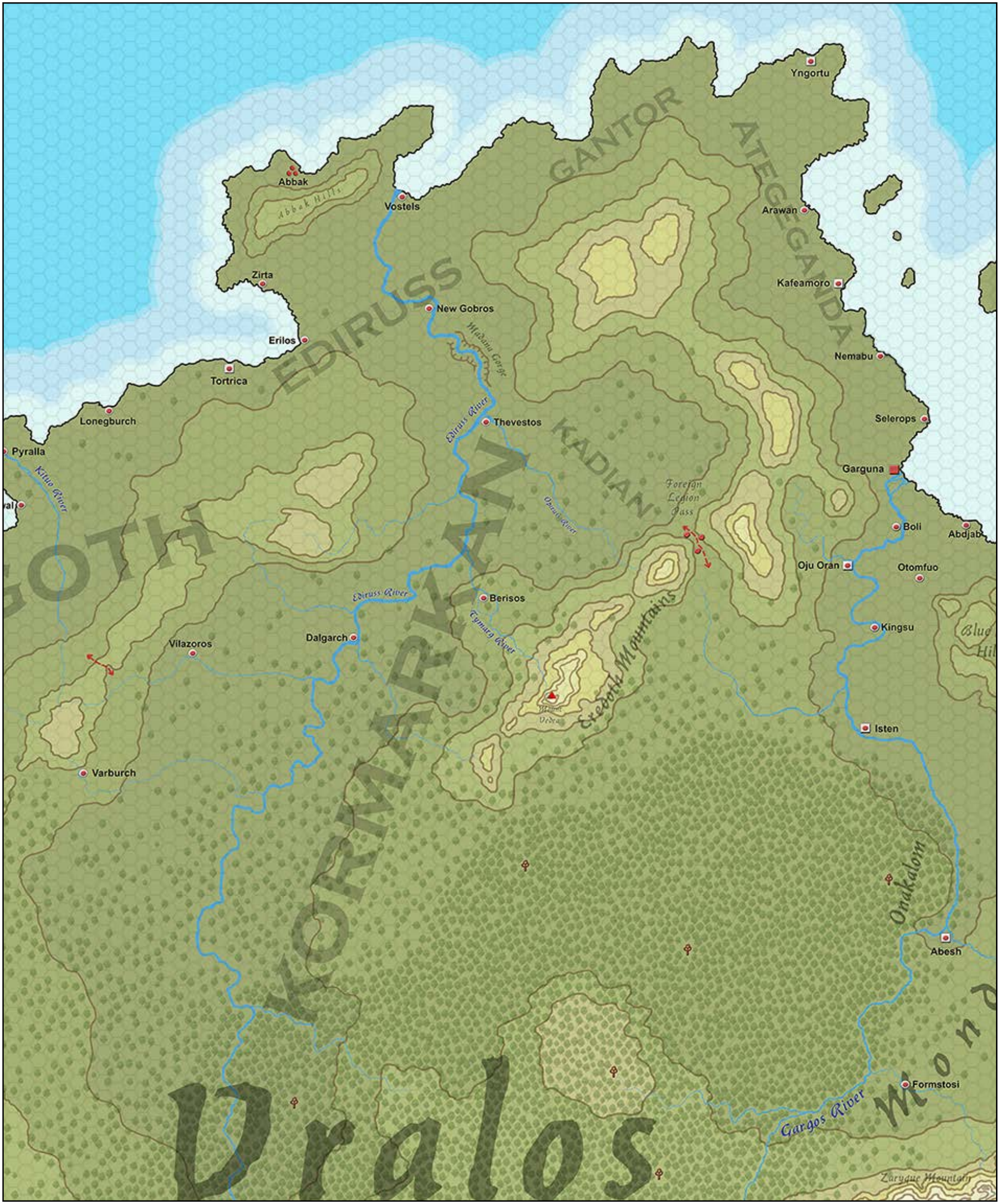
Rare Events
Infestation of bad dreams from ruins.
Raiding party being gathered to plunder Fonrit; volunteers sought.



Kallima

Population	Malkioni	Orlanthi	Vadeli
40K urban	15K	20K	5K
268K rural	35K	230K	-K
308K Total	50K	250K	5K


Dashomo Sea
Nikosdros
Adinor
Peltrag
Narilor
Thapsos
Fliswal
Cheresta
Dellios River
Yoranday
Fengwal
Araget
Arvanor
Newfroswal
Janamal
Estalos
Varchep


Yngortu
GANTOR
ATEGEGANDA
Abbak
Abbak Hills
Vostels
Arawan
Zirta
Kafeamoro
New Gobros
EDIRUSS
Madanu Gorge
Erilos
Nemabu
Tortrica
Lonegburch
Ediruss River
Thevestos
Selerops
Pyralla
KADIAN
Garguna
Foreign Legion Pass
Kitho River
Boli
Abdjab
Oju Oran
Otomfuo
Ediruss River
Berisos
Cymarg River
Kingsu
Vilazoros
Dalgarch
Creeotk Mountains
Isten
Varburch
Onakalon
Abesh
Formstosi
Gargos River
Zaryque Mountains
Uralos

Blotha River: This tributary of the Riogache River is home to a Huamaz tribe who worship the Orlanthi gods in a sacred grove. None (except the occasional Aldryami) may enter these groves except in fetters and in submission to the might of the gods of storm and forest. The lower reaches of the Blotha are marshy wetlands.

Castle of Lead (troll city): Survivors from the destruction of the Spike brought Kyger Litor here from the doomed Uz Queendom. This place reaches down deep into the Underworld, where the Mother of Uz lives. This is the religious center for the trolls of the Tarmo Mountains and home to the Mistress Race trolls of this area.

Cenorom: These dark woods are home to stands of the legendary ironwood trees, greatly valued by elf and human. Ironwood is of unparalleled hardness and durability, its resin can heal wounds, and its bark can even be used to brew an aphrodisiac. The trolls of the Tarmo Mountains fear these woods as much as they fear the dwarven metal iron; they claim that they are defended by terrible forest spirits called the Old Ones.

Cerngoth: This land, ruled by the Patriarch, is the leading power of the region. The region was ruled by Fonrit from 1290 until 1458, and by the Vadeli from 1585 to 1594. As a result, the region possesses the largest minorities of both peoples in Umathela. Its city of Nikosdros was the quickest to build a fleet after Oenriko Rocks in 1594, and now dictates naval policy and the number of warships which can be built by other cities in Umathela.

Cerngoth has one of the closest and most regular relationships with the Aldryami of any human state in Glorantha. The Patriarch of Cerngoth has maintained a steadfast policy of alliance with the Aldryami of Vralos, and actually supports elvish incursions into neighboring, human-held Fonrit.

Cerngoth is an agriculturally rich land, famed for its apples, oranges, tea, wine, and wheat. Coastal stands of oak provide timber for ship-building; the trees are cut down in ceremonies thanking Aldrya and thus the logging does not offend the green elves of Vralos.

Charenza: This forest of beech and alder is part of the Vralos Forest. It is protected by a four-headed god with a fifth head in his chest. Called Webliu by the elves, he is notably generous towards elf-friends and terrible against the foes of the forest.

Cheresta (small city): This city is an important source of timber for the ship-builders of Nikosdros. The Aldryami of Vralos permit the woodsmen of Cheresta to cut down a specific number of trees each year, which are then floated down the Vollios to Peltrag.

Dalgarch (small city): This walled city is built around the sacred Grove of Kings, where the human leaders of Kormarkan seek council from the Aldryami of Vralos. Dalgarch is the political capital of Kormarkan.

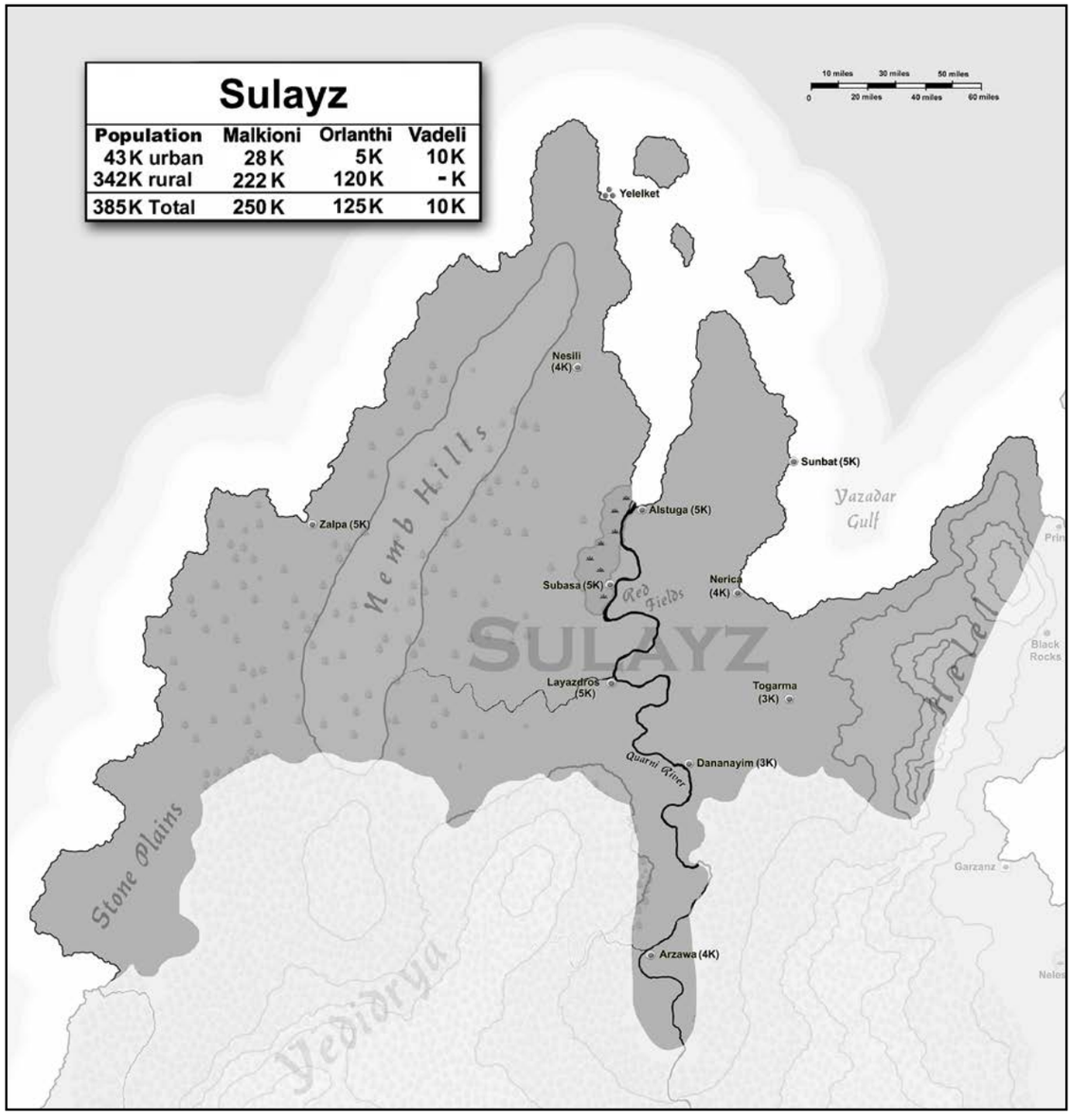
Dananayim (small city): This walled tribal center is the site of an annual Sea Season festival that celebrates the defeat of the God Learners by the Aldryami and the gods of Storm and Sea. During the festival, the High Priestess of Arzawa marries the King of Sulayz, which is celebrated with drunken revelry.

Domaz Widuz (Small City): This city is the primary market center and autumn assembly grounds for the Orik tribe, and the place where the Woodland Judgments are made by the Aldryami of the Enkloso Forest. The hunters of Orik trade furs, hides, exotic feathers, spices, herbs, precious stones, and other valuable goods from the Enkloso Forest to foreign merchants, primarily from Cerngoth or Huamaz.

Dunstarth River: This river has its source high in the Kanganjodun Peaks, and is the main river in Kallima. It is home to sea-going crocodiles and a species of armored hippopotamus (*metamynodon*).

Ediruss: A kingdom in the fertile river valley of the same name, it is under-populated due to the warfare between Afadjann and Cerngoth. Its ruler is King Mornth anCubori of Tortrica. Called Genjeganda ("Blood Lands") by the Fonritians, who lost control of this region in 1478.

Ediruss River: This river rises high in the snowfields of the Tarmo Mountains and flows some 800 miles through the Vralos Forest and Kormarkan until it reaches the ocean at Vostels. Once past the Madana Gorges, the



river swells to over a thousand feet wide as it flows through the lower floodplain. The river is inhabited by a wide range of animals and birds, including several varieties of crocodiles and a long-tusk elephant (*stegodon*) with tusks over 10 feet long.

Emanus (small city): This isolated city deep in the Enkloso Forest was the home of the Cult of Silence Militant. From here, Elassi the Stifler and his successors ruled over the Lands of the Silence. The city was liberated in 1313 by the Clamorers who followed the prophet Little Morishdo, but Emanus remains a magnet for strange cults and esoteric philosophies. The city is currently under the sway of the Veiled Prophet, who preaches of the Hero Wars and the coming Universal Silence, "when all shall be as silent as the grave", and whose silent followers all wear red.

Enkloso Forest: This pine forest is one of the strongest elf centers in the world, combining green and brown elves into a single powerful political unity. The High Council rules with a hand of ironwood. All people in the High Council's domain follow a body of rules and rituals called the Woodland Laws. The Council now allows humans to govern themselves, but still sends the Forest Judge to make sure the Woodland Laws are being followed.

Entoziland: This arid valley is in the rain shadow of the Tarmo Mountains. Much of it is covered with alkali flats. The trolls are ferocious hunters and raise giant biting flies that are large enough for trollkin to ride.

Eredoth Mountains: The Mountains of Bronze, these mountains divide Umathela from Fonrit. Foreign mercenaries sworn to the Jann of Afadjann control the fortresses at the Foreign Legion Pass. All traffic over the Eredoth Mountains must pay a toll to these mercenaries. The western slopes are rich in bronze. Mount Vedra is the highest peak in the Eredoth Mountains and the birthplace of the demigod Desero.

Erilos (small city): This port city is famed for its quality leather and is surrounded by orange groves and wheat fields. The Citadel of Arfanzfal on the north side of the city is the home of the city rulers and their mercenaries. Built of red sandstone, the citadel dates to the God Learner era but was extensively rebuilt by the Fonritians about two centuries ago.

Estalos (small city): This city is the assembly place for the Orlanthi of Kallima. Twice a year (once in Sea Season, and again in Earth Season), the king summons the tribes to meet and discuss issues of war, peace, and justice. The Aldryami of the Enkloso Forest send an advisor, the Voice of the Pines, who has the right to veto the decisions of the king and assembly. The royal tombs are located outside of the city, where the kings are burned atop the Great Tumulus, and their treasures placed inside the earth. The king is permitted by the Aldryami to cut a specific number of tall trees from the Enkloso Forest each year; these trees, valuable for ship-building, are an important source of the kingdom's wealth.

Fengwal (small city): This city is best known for being the birthplace of the Sedalpist School of Malkionism. Fengwal has numerous Sedalpist shrines, the most famous being the magnificent marble Sedalpist Temple, with its distinctive domes, turrets, cupolas, and towers, supported by the Thousand Pillars, each exquisitely carved. Pilgrims from across Umathela come here for the Abiding Ceremony in Sacred Time.

Flaurine (ruin): This city was devastated when the prince of this city resisted Terthinus, Voice of the Deep. The Woodland Judgment ruled it be abandoned and that the Orik end all nautical interests except fishing.

Fliswal (small city): This fortified city is built on a rocky hill overlooking the port. The wizards of Fliswal keep a careful watch on the tides and the motions of the planets, and seek to wrest the secrets of the Blue Moon in order to give or take power from the ocean itself.

Fratom: These hills are sacred to the brown elves of Umathela because of the golden *framara* trees that grow there.

Gantor: This coastal region was depopulated in the Season Wars and is still a deserted wasteland.

Gargulla (small city): This walled port city is home to a sect of Malkionism that believes that the material world, and all its gods and spirits, is ruled by a horned draconic demiurge called the Son of Chaos. They seek the Invisible God beyond this malevolent Son of Chaos through meditation and esoteric sorcery. A heretical variant of this sect offers sacrifices to the Son of Chaos to achieve power over the material world.

Garzanz (large city): This city was founded in 1588 by the Vadeli as a fortress for tribute collection throughout their Umathelan domains and served as their capital, where they were worshiped as gods. After the destruction of the Vadeli Empire in 1594, the city quickly built its own fleet and established dominance over the coastal cities of Huamaz (although Garzanz does pay tribute to Cerngoth). Garzanz is ruled by its admiral (a title meaning Commander of the Seas), who is one of the most influential men of Huamaz. Garzanz has one of the largest Vadeli Quarters in Umathela, and is home to several competing Malkioni sects, none of which are dominant.

Gevarved: This blighted forest was taken from the Enkloso by troll worshipers of Gorakiki and Mee Vorala, who summoned swarms of wood-eating insects, and strange fungi to attack the elf defenders. Giant bark beetles, tree locusts, and enormous carpenter ants are still common in the region, and the trees that remain are twisted into surreal and outlandish forms by the prolific fungal growths that infect them.

Govgulla (small city): This port city is subject to the admiral of Garzanz. It is ruled by an ambitious hereditary queen who seeks to grow her domain by offering land to those farmers willing settle the surrounding coastal plain.

Hadrumal (small city): This city was founded by the Vadeli in 1586 to exploit the silver mines in the surrounding Silubra Mountains. It is surrounded by three lines of stone walls and has conduits which carry water from a spring on the hill to the fountains, two public bath structures, and a large temple-palace. After the fall of the Vadeli Empire in 1594, Hadrumal became the residence of the king of Huamaz and the Vadeli crafters are now slaves of the king.

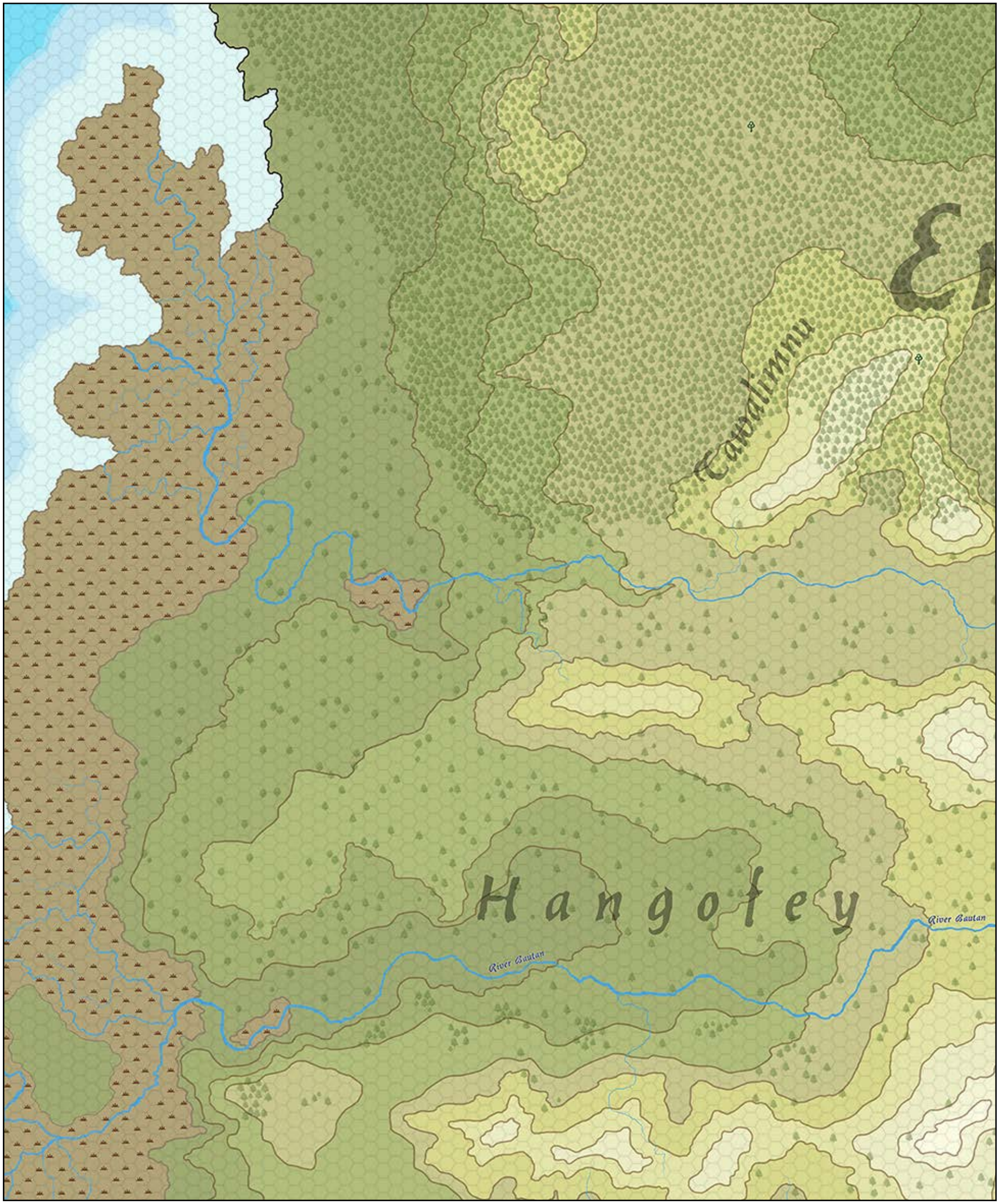
Helel: This rugged peninsula divides the Jarasan Gulf from the Yazadar Gulf. It was first settled by colonists from Old Seshnela in 580. The people here maintain a distinctive identity from the other cities around the Jarasan Gulf.

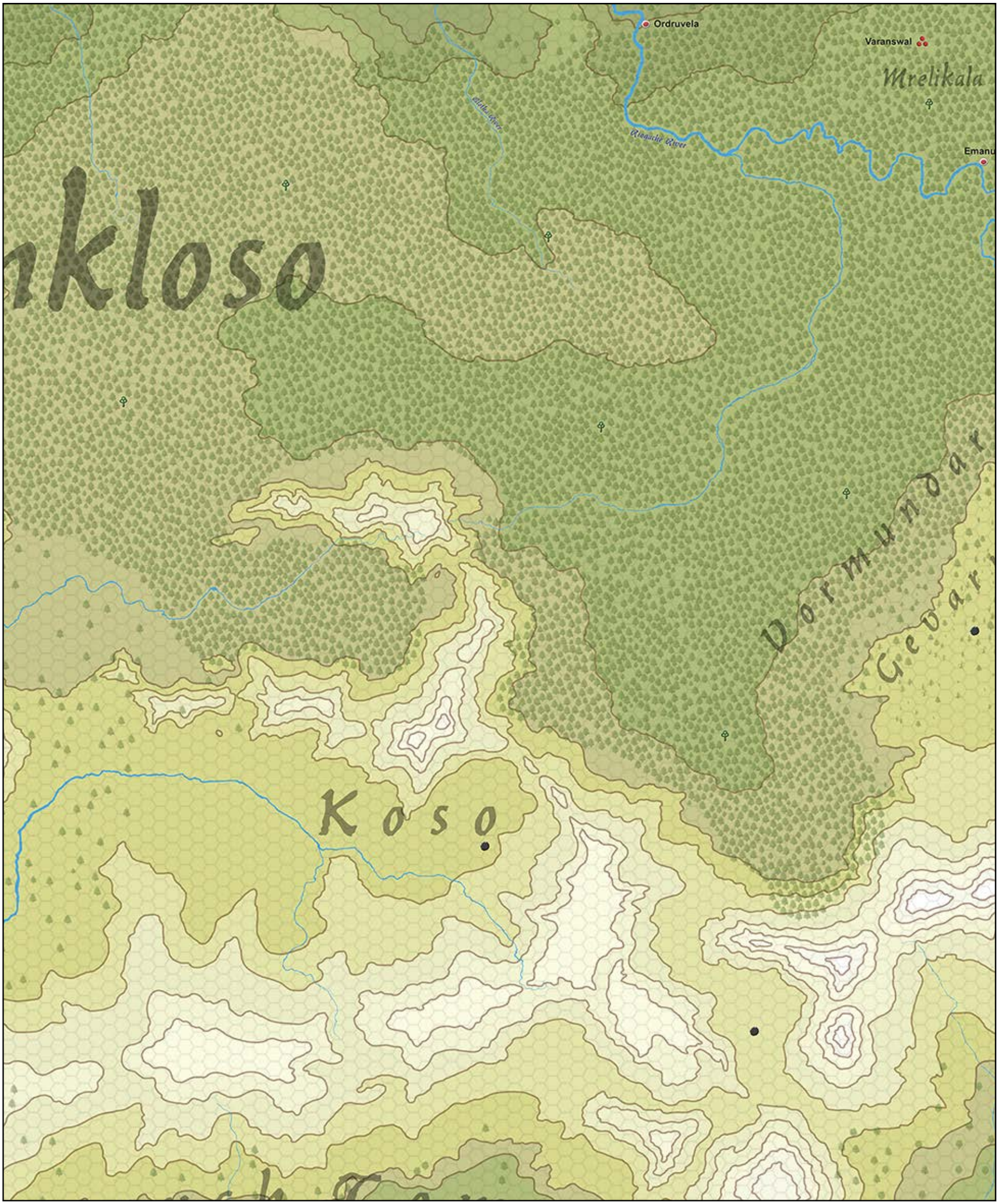
High Vale (small city): This temple-city contains scores of shrines and temples to the gods of storm and winter. High Vale draws Orlanthi devotees from far and wide. During each Season War, new temples were consecrated to persuade the Storm Gods to descend from their sacred mountains and destroy the Fonritian occupiers. Holy pilgrims, mystics, and madmen depart from here to the Kanganjodun Peaks, to commune with the gods.

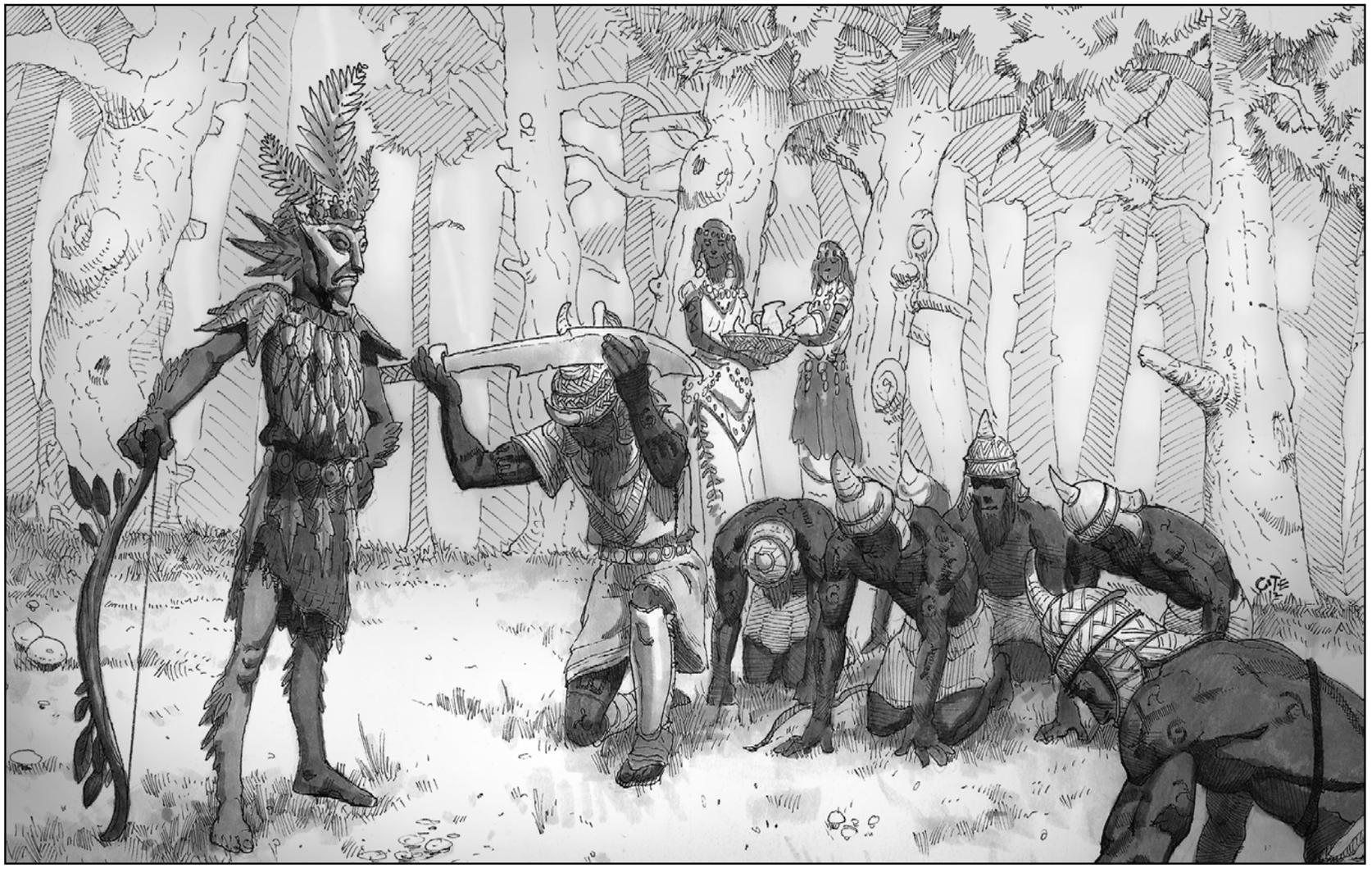
Himile's Pass: This icy pass between Vralos and Taluk Tabanos is home to a tribe of Himile-worshiping trolls. Each winter they try to get the weather cold enough so that ice and snow extends to the lowlands.

Huamaz: This tribal confederation centered on the Riogache River is subject to the Woodland Judgments. The region was all towns with temple centers before the Vadeli forced the building of forts. It is ruled by a dynasty of kings who trace their ancestors to the founding hero of this land. The clans grow barley, grapes, and *kafl* leaf (brought from Ralios in the Second Age), and herd sheep and cattle.

Humct Garlo: This deep cave is an entry into the Underworld. The Orik claim it to be one of the secret places from which legions of elves emerged to destroy the Lord of the World's Knowledge.


Caudimnu
Hangofey
River Bautan
River Bautan


Ordruvela
Varanswal
Mrelikala
Emanu
nkloso
Dormundar
Gebar
Koso



Hungry Hills: These barren hills are home to countless swarms of wild trollkin that devour whatever vegetation or animal life they find.

Janamal (small city): Despite its distance from the sea, Janamal is the main market and port for the Kallima tribes. It lies along the Old Road that runs from Cerngoth to Yoranday where a stone bridge built by the God Learners in the Second Age crosses the Dunstarth River. Janamal is the center of Kallima's flourishing trade in wool and has important temples to Ernalda, Babeester Gor, and Issaries.

J*arasan Gulf*: This gulf of the Dashomo Sea is rich in fish and other sea life. It is sometimes called the Salmon Gulf for the enormous saber-tooth salmon (*oncorhynchus rastrosus*) that live here and spawn in the Riogache River.

Kadian: This region between the Opiruss River and the Foreign Legion Pass is a depopulated wasteland, notorious for monsters, bandits, and the occasional war party from either Fonrit or Kormarkan. The hills between Kadian and Ategeganda are particularly barren. As a result, almost all traffic between Kadian and Fonrit goes through the Foreign Legion Pass.

Kallima: Located along the Dunstarth River, this confederation of tribes is still subject to the Woodland Judgments. The Kallima king is assisted by an elf advisor, who can veto his decisions or provide elven assistance.

Kanganjodun Mountains: This subrange of the Tarmo Mountains contains a cluster of high peaks and is the location of Umath's Throne, the most sacred Orlanthi mountain in Pamaltela. The peaks are covered year-round with snow and ice.

Karganzag: This battle ground between the elves and trolls is currently ruled by the trolls. The landscape is littered with giant termite mounds and giant peripatuses frequently hunt here at night. The local trolls revere an Uz hero called Tree Chopper, who stole a sacred axe from an earth goddess and used it to desecrate the forests. The trolls always sing the Tree Chopping Song before battling with elves.

Keshwal (small city): This city is best known for its colorful lizard-birds which can be found here in great profusion. The city was heavily fortified after the Season Wars and it is now an important port for the Cerngoth fleet.

Kituo River: This river enters the sea at Pyralla.

Kochilaslak: Called the Meadows of Petal Jewels by the elves, these hills are covered with beautiful and fragrant flowers each Sea Season. Sea Season is also the most dangerous time to travel here, for that is when the brown elves seek to dance with the nymphs of the meadows.

Kodor: This cold valley leads up to glacier-covered Himile's Pass and is inhabited by several troll clans who bury trespassers with avalanches and rock slides.

Kolatsfange: This temple complex (also called the Palaces of Wind) is one of the few settlements of Huamaz that is still unfortified. It is so beautiful that even elves travel to admire it.

Kormarkan: This confederation of Orlanthi tribes populates the upper Ediruss River and the northern reaches of the Vralos Forest. They are willing subjects of the elves, who help them against every invasion.

Koso: The trolls of this land often raid into Guruch Tomoni and Hangofey. They are relatively primitive compared to the other Tarmo Mountain trolls, but make up for it with wild savagery.

Kozrof's Army: This expansive rock formation is made up of thousands of stones, most between five feet and ten feet high. The trolls claim that they were an army of trolls, turned into rock during the wars with Chaos.

Kuvalal (small city): This walled temple-city has been the site of numerous battles in the Third Age. The

Aldryami Woodland Judgments

In a woodland grove of old-growth pines trees, a local Umathalan Hill Tribe chieftain and his companions make their formal submission and genuflection to their Aldryami overlord as part of the ancient Woodland Judgments governing these lands. The chieftain is on bended knee and ceremonially presents the Aldryami with his sword.

Aldryami Overlord
He wears a copper mask (which identifies him as one empowered to speak to humans), a copper crown with three fronds sticking out from the top, and wears armor made of copper plates looking like leaves. He carries a wooden bow made out of living wood.

Hill Tribe Chieftain
The local hill tribes are client-allies of the Aldryami. The chieftain wears a plumed horned helmet and a decorative bronze plate over his ornate tunic. He does not wear trousers, only leggings going up to his knees and over them bronze greaves. Around his neck is a golden neck gorget. His hair is brown and his skin olive-colored, his beard long, and he shaves his upper lip. He is tattooed with various runes.

The chief is kneeling on one leg with his head bowed in respectful obeisance, presenting the Aldryami with his sword as a display of loyalty. The sword is a devastatingly effective long, curved, two-handed bronze blade.

Hill Tribe Warriors
The chieftain is accompanied by warriors dressed similarly to him, although with less impressive helmets, no bronze plate, and only a skirt instead of a tunic. They shave their upper lip and are heavily tattooed with various runes. They carry long, curved two-handed bronze blades or bows.

Hill Priestesses
They are presenting the Aldryami overlord with gifts of fruit, wine, and jewelry and are dressed in a wool blouse and long ornate skirt, wearing sumptuous jewelry around their waists, necks, and head. Like the men, they are tattooed with various runes.

spirits of the dead periodically try to reclaim the city but are always defeated by the city's patron god, Humakt of the Two Faces, who separates the Living from the Dead. His cult grew to great importance during the Season Wars, and this city still attracts those pilgrims who seek the blessings of the God of Death. The stone fortifications were built by Vadeli masons in 1590.

Lake Akku: This large fresh-water lake is the largest in Pamaltela. It the source of the Riogache River and is rich in fish and other water life, including a species of giant, flippered crocodiles. Lake Akku is surrounded by rough hills inhabited by trolls, flying hoons, and grey-skinned bestial giants, who endlessly war with the Aldryami of Enkloso.

Layazdros (small city): The Field of Stars, this is the royal city of the Sulayz tribal confederation. The city is walled and guarded by a star that saved the inhabitants from the catastrophes that ended the Second Age. It is most famous for the Copper Tree presented by the elves to the kings of Sulayz as a reminder of the Woodland Laws. The tree is made of living copper and has fruit of glittering emeralds.

Lonegburch (small city): This city is allied with Tortrica and famed for its Temple of Knowledge. The library of Lonegburch had been sealed in 1150 by the Cult of Silence and was not unsealed until after the liberation of Tortrica in 1478.

Loquelor (small city): This walled temple-city is the resting place of the demigod Tyloque, a son of Orlanth who defeated the great serpents of the Riogache River and tamed Huamaz for men. The city is ruled by two high priests: the Priest of Above who serves the gods of Air and Fire, and the Priest of Below who serves the gods of Earth and Darkness.

Madana Gorge: The Ediruss River has cut a gorge some 400 to 500 feet deep in the hills between the Kingdom of Ediruss and Kormarkan. The river is navigable through the gorge, although it is inhabited by a colony of freshwater blue elves.

Mrelikala: This dark, menacing pine forest is heavy with the curses Aldrya placed on the God Learners. It is haunted by many shadowy entities and troll war bands pass through here to raid human settlements or elsewhere. The local green elves are very territorial and attack all intruders who are not known elf-friends.

Mrizlajam (troll city): This enormous cave complex is rumored to have secret entrances in the Enkloso Forest, allowing the trolls to bypass the green elf defenses. Mrizlajam is inhabited by several aggressive clans of trolls, and by numerous flying hoons.

Narilor (small city): This city is situated at the end of a narrow promontory and is surrounded on three sides by walls, making it defendable from the land and accessible from the sea. It fell to the Fonritians in 1290, and was the most important Fonritian stronghold during the Season Wars until it was finally liberated from them in 1458. It is now subject to Nikosdros and is an important market center.

Neleswal (ruin): This Jrusteli city was once the palace of the Lord of the World's Knowledge, and its library held eldritch secrets even the God Learners feared. Every inhabitant of the city was slaughtered in 1020, and the city is blanketed by torture trees, poison bushes, and thorn ivy. Six immense, animal-headed statues still gaze out to sea.

Nemb Hills: These hills are rich in copper and gold, and Second Age mines litter the landscape. The elves of the Enkloso Forest permit mining by the cult of the Copper King.

Nerica (small city): This city is the site of a sanctuary to Gerlant Flamesword and to the heroic Hermalorings, the divine kings of Seshnela who defeated Gbaji and settled Umathela and Jrustela. The locals believe that the God Learners usurped power from that sacred dynasty, but the Hidden Kings shall return in the Hero Wars and bring an end to tyranny and oppression.

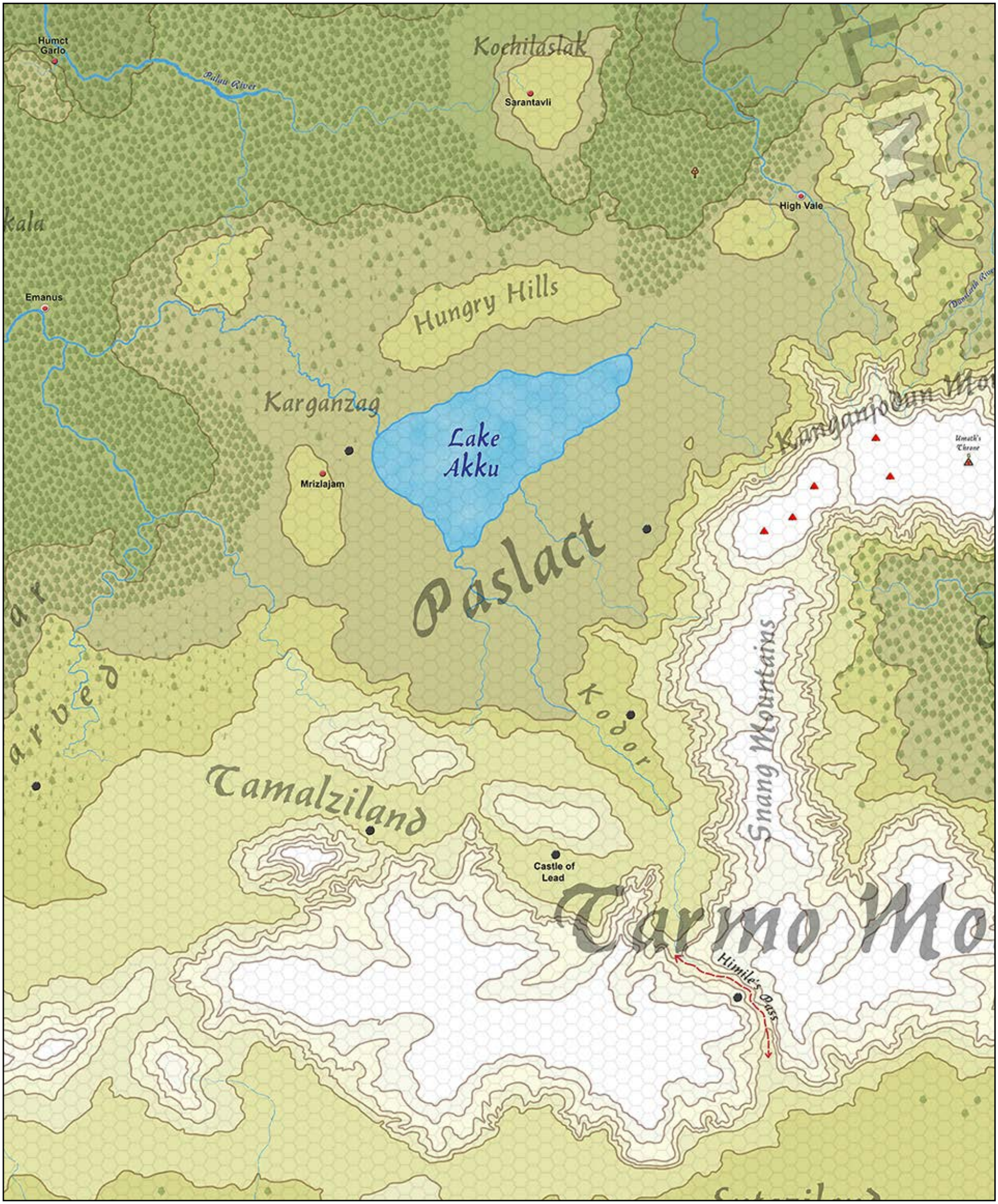
Nesili (small city): This city prospers from the rich supplies of copper and gold in the nearby Nemb Hills. The ruling Sedalpists maintain the city's independence by hiring Sulayz mercenaries. Each year, the city is required by the Woodland Laws to offer tribute at the Tomb of the Copper King.

New Gobros (small city): This city was destroyed during the Season Wars and most recently refounded by settlers from Cerngoth in 1490. It is surrounded by vineyards and orchards.

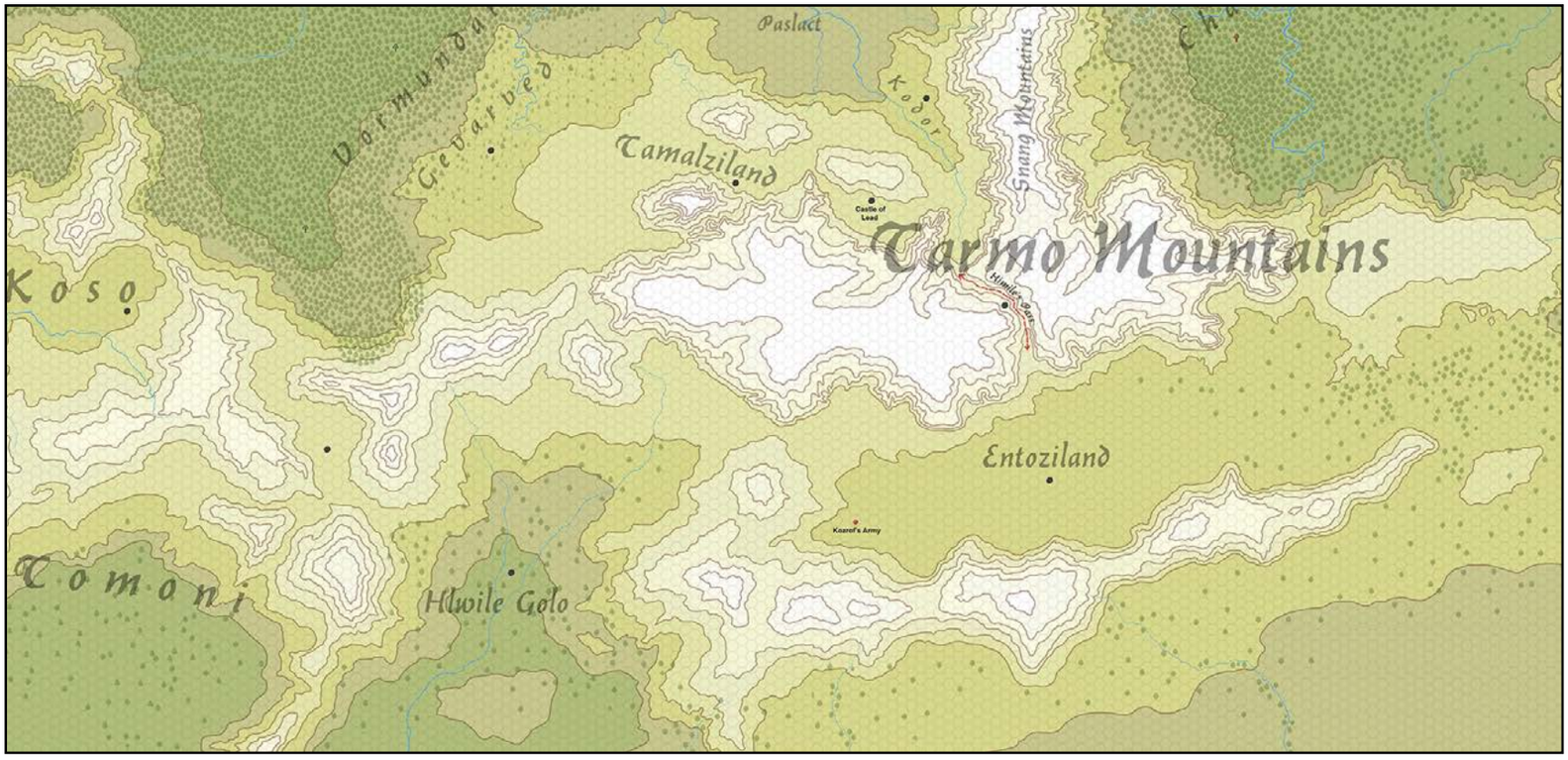
Newfroswal (ruin): A famous center of God Learner activity. Its university graduated fifty thousand fully-qualified God Learner Heroquesters before its destruction.

Nikosdros (large city): The administrative center of Cerngoth and the strongest naval power in Umathela. Nikosdros is built upon a promontory with two harbors, one to the north and one to the south. The markets of Nikosdros attract merchants from as far away as Genertela and the city has large Vadeli and Fonritian Quarters. The city is ruled by the Patriarch of Nikosdros, whose annual ship blessing ceremony has miraculous powers. The Patriarch is advised by a council of mercantile leaders.

Nikosdros is the most important center of the Sedalpist school of Malkionism, and


Humct Garlo
Pilgu River
Kochilaslak
Sarantavli
High Vale
Emanus
Hungry Hills
Karganzag
Lake Akku
Mrizlajam
Paslact
Tamalziland
Castle of Lead
Snang Mountains
Himile's Pass


Jokotu
Dopstaku
Distalwemma
Polostan
Joboro
Demparant
Baruling River
Kokrand
Saluptar
House of the Women
Frandal
Cenorom
Fratom
Edirus River



its great temple to the Invisible God is situated at the highest point of the city. The city has temples to several Orlanthi cults as well, including Orlanth, Issaries, and Lhankor Mhy, and is an important center of learning. At the north harbor is the largest temple to Dormal in Umathela.

Onakalom: The Vralos forest near the Gargos River contains many strange rock formations, secret caves, and trees twisted in their hatred for Fonritians and their fire magicians.

Opiruss River: This river valley was resettled by herders and farmers from Kormarkan about two centuries ago.

Ordruvela (small city): This temple-city on the Riogache River is at the edge of the Enkloso Forest and the site of the largest temple to Ernalda in her aspect as the Mother of Aldrya in Umathela. Ernalda is worshiped here as the goddess of fertility for both humans and plants, ruling over sexual activities and passion. Here is where the Aldryami of the Enkloso Forest present the Woodland Judgments, and thus Ordruvela serves as the autumn assembly place of the Huamaz tribes.

Orik: When humans still served elves, the Woodland Judgment ruled that this tribe abandon all nautical pursuits but fishing from shore. The tribe is now quite primitive, having abandoned the plow centuries ago, and support themselves by hunting, gardens, and raising pigs. They are the best hunters in all of Umathela and wander deeper into the Enkloso Forest than any other tribe.

Palau River: This wild river drains the eastern Enkloso Forest. It was inhabited by reptilian lascerdans until 475 and their colossal stone sculptures, called *huvenvu* by the Umathelans, are arranged along the banks. The Palau is rich with animal life, including alligators and manatees in the lower reaches, beavers and giant otters in the upper reaches.

Paslact: These blasted plains between Lake Akku and the Tarmo Mountains are inhabited by bands of trolls herding swarms of insects.

Peltrag (small city): One of the original Genertelan settlements in Vralos, and named after its founder, the port of Peltrag is at the mouth of the Vollios. It is subject to Nikosdros, but maintains its own local Sedalpist ruling dynasty.

Prina (small city): One of the original Seshnegi colonies in Enkloso, Prina is surrounded by ancient walls, recently rebuilt by the Vadeli. Its inhabitants are henotheists who worship the Invisible God but offer sacrifices to such gods as Coalot the Storm King (an Old Seshnegi name for Orlanth) and Enklosë the Grain Goddess.

Pyralla (small city): This city is allied to Tortrica. The Kituo River divides Pyralla into three parts. On the west bank is the wealthier main city inhabited by merchants and wizards; on the east are the workers and foreigners. In addition, a large island just offshore called the Acroloph is inhabited by a sizable Vadeli community.

Quarni River: This river flows some 250 miles from its source in the Enkloso Highlands until it reaches the sea at Alstuga. The river is rich with fish, and home to alligators, manatee, and snapping turtles.

Riogache River: This river has its source in Lake Akku and the snowfields of the Tarmo Mountains and flows nearly 700 miles through the Enkloso Forest and Huamaz to the Jarasan Gulf. The Riogache was once home to reptilian lascerdans, and their colossal stone sculptures, called *huvenvu* by the Umathelans, still litter the banks. Its marshy lower reaches are inhabited by alligators, poisonous cottonmouth snakes, manatees, and a species of giant blue catfish. Its middle stretch winds its way through the pine and fir woodlands of the Enkloso Forest; those who travel on it are subject to the Woodland Judgment.

Sarantavli: The sacred spring of the Sarantavli Cave is home to a local earth goddess worshiped by elf and human alike.

Silubra Mountains: These mountains between Orik and Huamaz are rich in silver.

Snang Mountains: This sub-range of the Tarmo Mountains is home to solitary mountain trolls and grey giants.

Stone Plains: This bleak coast is devoid of vegetation, consisting of seemingly endless miles of hot bare stone. Prior to 1601, the area was covered with pine forest, but that year a dwarf stone ship came from Slon. A small army of dwarves of every subtype disembarked, guarded by Iron Dwarves. Their magic blasted away the forest, leaving behind only smoldering barren rock. The green elves of the Enkloso Forest managed to force the dwarves back to their ship with the aid of the Sulayz tribe. The dwarves left behind a 70-foot-tall iron statue of a warrior. The reason for the dwarvish assault is a source of terrible conjecture and speculation among humans and elves alike.

Subasa (small city): This walled city is home to a mixed community of Malkioni, Orlanthi, and Vadeli. It is best known for the brilliant red pigment called Subasa Red which is made from the nearby Red Fields (and which the Malkioni and Vadeli know the secret of using to create *sa-metal*). Subasa is subject to the king of Alstuga.

Sulayz: This was the first area settled by Seshnegi colonists in Umathela, and most of the population follow Malkioni caste distinctions and acknowledge the Invisible God, even if they also sacrifice to the Orlanthi gods (of which a local version of Ernalda is the most popular). They herd sheep and grow wheat, millet, and fruits, within the strict confines imposed by the Woodland Laws. The Sulayz were given limited freedom from the Woodland Laws for their efforts in fighting against a dwarf invasion in 1601.

Sunbat (small city): This walled market city is located on a defensible promontory and possesses an excellent harbor. It is ruled by a council of merchants and the city is a flourishing center of trade.

Tamalziland: This shadowy land is home to numerous troll clans who war often with the elves of the Enkloso Forest. The trolls occasionally gather en masse for religious ceremonies, creating a temporary city of huts and tumbledown troll warrens humans misleadingly call the Black City.

Tarmo Mountains: This great snow-capped mountain range is home to the storm gods and to trolls of all varieties. Occasionally the trolls send masses of starving trollkin into Enkloso and Vralos.

Tarul (small city): This walled port city is home to a sect of Malkionism called the Daughters of Menena. They believe that the goddess Glorantha was the first emanation of the Invisible God and that Malkion instructed his daughter Menena with the secrets of the formation and ordering of the natural universe. The Daughters of Menena, a secret society of powerful sorceresses, revealed themselves to overthrow the Fonritians and now rule openly in Tarul.

Thapsos (small city): This city is the market for the Vollios River valley and is an important agricultural center for Cerngoth. Apples, grapes, oranges, tea, and wheat are all grown here. Brown elves are often seen here.

Thevestos (small city): Called the Fortress of Roses, this stone-walled city at the confluence of the Ediruss and Opiruss Rivers was built by Fonritian engineers during the Season Wars as a stronghold. It was captured in the Fifth Season War by an alliance of Orlanthi and brown elves. Orlanthi clans now populate the lands around Thevestos and a local king rules the city.

Tilas (small city): This walled port is home to many refugees from Flaurine (devastated in 1618 by Terthinus, Voice of the Deep). The prince of the city has recently built a grand temple to Magasta to propitiate the mer-king and avoid Flaurine's fate.

Togarma (small city): This Sulayz market city is surrounded by lands rich in grapes, grain, roses, and wine.

Tortrica (large city): This walled city-state is the capital of the kingdom of Ediruss. The city is an important port, second in Cerngoth only to Nikosdros. It resembles a vaulted maze with narrow alleyways and winding streets. Arched pathways connect the city's quarters, each populated by a different nationality. It obtained its independence from Fonrit in 1478, when it revolted without the aid of the elves of the Vralos Forest. Tortrica is ruled by a civilized Orlanthi dynasty who are descended from the god Issaries and maintain the largest cavalry force in Pamaltela.

Tymarg River: The river valley is the homeland of a powerful Orlanthi tribe that has unified most of Kormarkan under its leadership.

Varanswal (ruin): A famous center of God Learner activity. Its university conducted a notorious experiment in which a nonexistent deity, Jogrampur, was invented and a local human clan fooled into successfully worshiping it. It is now a shunned ruin.

Varburch (small city): This city is best known for being the birthplace of the Wordless Prophet. It is a place of pilgrimage for those who follow the Path of Silence, and the city is dominated by the community of extreme ascetics called the Silent Monks. Although the power of the Cult of Silence was long ago broken, many still seek wisdom and insight from the Silent Monks.

Varchep (small city): This city is defended by cyclopean walls and is surrounded by vineyards and good pastureland. It was founded by an eponymous Second Age hero, who tricked a three-headed giant into building walls to protect his followers and livestock from a band of Nightstalkers which haunted this region. Varchep then hunted the monsters down and cleared Kallima of evil. The hero's burial mound is outside of the city.

Vilazoros (small city): This walled market city is generally considered the cultural border between "wild" Kormarkan and "civilized" Cerngoth. The local herdsmen are widely considered to be the best light skirmishers in Umathela and have a deserved reputation as bandits. The surrounding area is rich in bronze and gold, and the women of Vilazoros are famed for their golden jewelry. The best sheep cheese in Kallima comes from Vilazoros.

Vollios River: This fertile river is the center of agriculture in Cerngoth, its banks dense with groves of oranges, apples, and tea, as well as wheat fields.

Vormundar: The Burning Forest, this pine forest is ruled by tall groves of ponderosa pines. Every five to tens years, the elves light low-intensity fires to burn out any infestation of trolls.

Vostels (small city): This heavily-fortified city at the mouth of the Ediruss River is currently subject to Tortrica. It was founded by settlers from Jrustela who came during the Third Migration but has been ruled by Fonritian conquerors since 1290, only regaining its freedom in 1478. Vostels has a mixed population of Fonritians, Malkioni, Orlanthi, and Vadeli.

Vralos: This mostly deciduous brown elf wood is noted for its warriors and willingness to fight in league with nearby humans. The elf leaders are ferociously anti-Afadjanni. The Kormarkan tribes are human allies of the elves.

The forest is dominated by a wide variety of oak species; ash, beech, elm, hornbeam, and maple are also common and even rule small sections of the forest. Birches and sycamore are most common in areas reclaimed by the forest during the Season Wars. Smaller stands of pine and fir can be found on the higher elevations. Titanotheres (huge, primeval rhinoceroses with two bony structures on their snout instead of horns) live in the forest and are sacred to the local hill barbarians.

Yedidrya: This coastal mountain range in the Enkloso Forest is home to stands of giant redwood trees. It is a sacred area to the Aldryami and humans are rarely permitted to enter.

Yelelket (ruin): Yelelket was settled in 580 as the first Seshnegi settlement in Enkloso. In the Second Age, it was a thriving port of the Middle Sea Empire, and was called the most beautiful of the Umathelan cities, protected from the sea by high dikes of glittering white stone. Yelelket fell into the sea in 955 when the Closing shattered the dikes and drowned the city. Its towers and domes still poke above the surface of the water.

Yoranday (ruin): The site of the famous Psychic Zoo, where the God Learners maintained a collection of Otherworld creatures for scientific study. When the city was destroyed, a lava flow covered the Zoo, killing the keepers and freeing the exhibits. Immortal, the entities still inhabit the lava tunnels and buried ruins.

Zalpa (small city): This city prospers from trade across the Swermela Sea with Slon. It recently established a merchant colony at Prodox, trading metal-work, pottery, and wine produced by the crafters of Zalpa with the Wild Tribes of Slon.

Zirta (small city): One of the older settlements, this port city was founded by the hero Abbak, who came over the oceans on a dragon and then defeated the three-headed giant who lived here. His stone tomb is in the Abbak Hills north of the city.

God Learner Ruins

The God Learners left extensive ruins throughout Umathela. Many of them are surprisingly intact, making them a tempting target for would-be excavators. But most natives have the sense not to explore them. Not only are many of them protected by guardians or long-lived curses, some are covered by dense vegetation, and disturbing them would bring the attention of the elves. Sometimes God Learner sites are so well hidden, or so unmarked, that one can stumble into them. The wards don't stop animals, which occasionally uncover dangerous artifacts. And of course, foreigners often meddle with things they don't understand…

Unique Mysteries of Glorantha

SOME ASPECTS OF GLORANTHA are unique and too strange or vast for human comprehension. They are things which are foes and tools for gods and demigods – indeed, most of these immense things are left over from the Gods Age, or else live far beyond the normal realms inhabited by mankind. Here we offer brief descriptions of all the major mysteries. Others may also exist, waiting to be discovered by intrepid explorers and scholars.

The Artmali

The Artmali were a blue-skinned people, the ancestors of the blue-skins of Fonrit, Melib, and Zamokil. Artmal was the son of the Blue Moon and Lorion. He fought against Umath during the Sky Wars and saved his uncle Tolat, who gave him his Red Sword in return. In the Storm Age, Artmal sailed down to the Middle World with his kin, where they landed in the sea. They settled Veldarahab in the Lands of Innocence, and from there founded many colonies throughout Pamaltela and beyond.

The foreign invader, Desero, Lord of the Horde, came from the north, bringing great herds of cattle that his people fed upon. Desero's god, Baraku the Storm God (identified with Orlanth by the God Learners), destroyed Artmal and scattered his bones. The Artmali Hero Jarkaru, the Indigo Conqueror, defeated Desero, and then conquered the Agimori. Jarkaru founded the great Artmali Empire, and moved the capital from the Lands of Innocence to Vardavanad on the Blue Fire Sea. The Artmali Empire fought many wars against the Vadeli, and its Aquamarine Armada sailed out of Vardavanad and conquered many distant places. The Zaranistangi served as fast-moving scouts and raiders for the Artmali Empire.

The Artmali ultimately became corrupted by Chaos, perhaps from their endless wars with the Vadeli. They worshiped such demons as Gark, Krjalk, Pocharngo, Seseine, and Vovisibor the Filth-Which-Walks. The god Pamalt made the Sky break and destroyed both the Artmali Empire and the Chaos gods in the Firefall.

Most of the descendants of the Artmali now live in Fonrit, as oppressed slaves, or in Zamokil, as nomadic clans. The Red Sword, long ago given to the Zaranistangi, has been lost. It would seem the Artmali could be safely forgotten but for the old and fearful prophecies that speak of their return in the Hero Wars.

The Heroes: Androgeus

Androgeus is a complex and intriguing figure. She has claimed that the masculine Sky was his mother and the feminine Earth is her father. Others claim Androgeus is such a liar that he would lie to herself. His physique upholds her bizarre claim, for he is sometimes a man and sometimes a woman, but never quite content with either. As a result of her history, nearly everyone distrusts him, and Androgeus in turn trusts almost no one and causes trouble wherever she goes.

Androgeus came to Glorantha during the Great Darkness when the world was turned upside down and he did her best to turn the world from Darkness, using methods of war and love to achieve her ends. His travels covered three continents, and she even walked the upper slopes of the Spike before it crumbled into sand and pearls. During the God Time, he mothered five children and fathered four, and managed to save thousands of mortals from Death.

Her children are too many to name, but five are well-known: The Preserver, the Twisted Horse, Goldtooth, Wily Joker, and Yellow Bear. The agonies which they inflicted upon mortals since the Dawn are hideous and innumerable. His actions resulted in her baneful attachment to this world by a web of grievances, vengeance, debts, and a mystic link between Time and the God Time. As a result, he has become the eternal servant of suffering people.

During Time, Androgeus has appeared in almost every region of the Middle World. She has died many times, but he has always been reborn. She appears without warning, and he departs without farewells. Androgeus is destined to play a role in the forthcoming Hero Wars.

The Egg of Erangalos Karastomabor

Floating a few yards above the surface of land, waters, or mountains this immense egg has intrigued philosophers and mystics of Glorantha since Time began. It is not known if it existed before Time – no records of it are found in myths or prehistoric documents. Its purpose and origin are a mystery.

The egg is fifty yards tall and perfectly symmetrical on the vertical plane. It is pleasant to touch: warm and vibrating with a mildly tickling, highly erotic sensation. Only dragonewts, whose sexual habits are unknown anyway, are not subject to the pleasant feeling. It is apparently indestructible and the many attempts of various creatures to bash it open inevitably report failure to even mark the surface. Gentler attempts, like writing or painting, are also failures, with the media used falling off in small dry flakes no matter what they were to begin with.

The egg's specific color depends upon the race viewing it: to humans it is pale blue, to elves medium red, to dwarves pale orange-yellow, to trolls bright blue-purple, to dragonewts black, to newtlings bright green, to centaurs pale green, to ducks bright red, and so on.

The egg appears and fades from history and has been reported in many parts of the world. It has been seen during the Third Age in Genertela in Dragon Pass, Kralorela, Pent, Lunar Sylila, Sentanos, and Jonatela; on Teleos Island, over the Solkathi and Marthino Seas; in Pamaltela in Kareeshtu, Laskal, and Elamle. It has possibly appeared elsewhere but gone unrecorded.

It remains for 17-100 days at a time in a place, and then rapidly becomes immaterial. It is not known if it remains on the immaterial

plane because no complete documentation has ever been compiled.

Shamans have reported seeing similar shapes in the Spirit World, but that place abounds with various shapes and colors and no conclusion can be drawn from this observation. Popular theories about it include: an unhatched True Dragon egg, an observation module of the dwarves, an eyeball for the gods, a piece of the Spike, a seed of Flamal, an unknown type of being, a manifestation of the Spirit World into the material, a piece of a dead god which is not dead yet, and a communication made in a sense which is no longer known on Glorantha.

The Fading Lands

Some areas have another, less substantial, reality which fades in and out of phase with the rest of Glorantha. They are rare, and known by many different names in different regions; and although they appear similar, they seem unconnected with each other directly. They move in and out or Glorantha at different rates, and most tend to be away more than they are present.

The Hidden Greens of the Praxian Wastelands are of this type. Another well-known example is Castle Blue, where the Lunar Gods fought to establish their acceptability to the Old Gods.

The Floating Island

An island is known to be floating upon the oceans of Glorantha. It is called Kylerela, or the land of Kylera, a daughter of the earth who was banished from her mother's body when she was discovered to be bearing an incarnation of Trickster. Gata commanded an abortion, Kylera refused, and fled to the seas who supported her with love. The island is a weird one, with strange laws and unusual features, like the Singing Mountain, the Violet Forest, the Canals of Eroticism and the City Without Food or Sin. Some say it is now lost in Kahar's Sea of Fog, while others say it is merely invisible and might be found anyplace.

The Flying Land

A great body of land flies slowly and majestically through the atmosphere of Glorantha. It is home to a band of immortals, either the lesser children of great gods or of great mortals who have earned eternal existence. It is usually disguised behind a vast storm of thunderous clouds. When it goes overhead, it blots out all light below, save for a single, blinding, scorching hot point of light almost three miles wide. A high priest of Dayzatar once looked up into the Flying Land and said it was a transparent pool where golden fishes of the Sun swim. Garanmador, an Orlanthi Hero who helped throw down the Empire of the Wyrms Friends, went there to get the Sword of Five Dooms and is said to have retired there. Its appearance is said to bring disaster to all in its shadow.

Harajallenburg, the Walking Fort

In the God Time the dwarves created many unusual structures of war. To fight the Red Men of Varsellintown they made an army of these monstrous things, of which only this one, in Genertela, is known to remain. Its inhabitants died long ago.

Harajallenburg is a large castle, approximately 80 yards square, made of huge blocks of shaped stone. Its outer walls are 20 yards tall. It has stout round towers at each corner, a great keep in the center, and other fortifications typical of an elaborate castle. Eight legs, two per corner, carry the castle about the countryside. It normally rambles along at about 6 miles per day. It has been known to sprint as fast as a horse.

Of unusual design is the entry, which is underneath the stone floor. To enter Harajallenburg through the gateway one must walk beneath it for about 100 feet, then ascend through a staircase into the outer courtyard. In the old days, the castle used to squat and crush unwanted intruders.

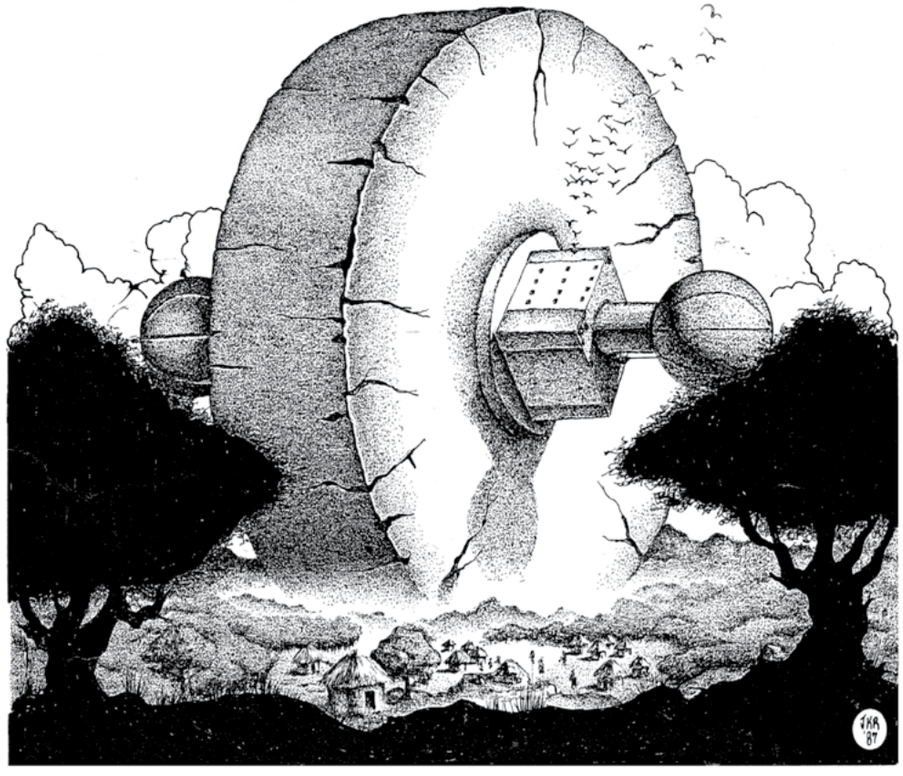
The interior of the castle, unlike its outside, is elaborately decorated. Furthermore, its automatic machinery is still active so that its internal defenses, food making machines (if you call dwarf victuals food), and, most importantly, mechanical library, still function.

No one permanently inhabits the castle. Visitors often go there. Various denizens sneak around, trying to find a safe place to live. On occasion outlaws or princes have taken up residence. But most often people go there, stay a while, and depart. Shamans have stated that ghosts exist in the castle, although their antecedents remain unclear. This may have something to do with the reason why most people leave.

Lost Brithos

The wondrous isle of Brithos, whose residents included many thousands from before the Dawn, has vanished from the face of Glorantha. A fragment was left behind, called Old Trade, which hides in the shifting fogs of the Sea of Brithos. Some outsiders think that some magical way exists to go from Old Trade to Brithos, which is in some part of the Hero or God World. However, no one has been able to prove such a thing since the Opening revealed that the isle of Brithos was gone.

Some sorcerers of Arolanit exhibit considerable anger and bitterness at the disappearance, betrayed by their brothers to a commonplace life in the Inner World of Glorantha.



The Juggernaut

This fabled artifact is a tremendous wheel made of some extraordinarily hard and heavy stone, perhaps even Truestone, reaching almost three miles wide and six miles in diameter. Its origins are unknown but traces of it have appeared in many myths of the elder days. Its last historic appearance was when it rolled northwestward across Genertela during the Second Age. It rolled along in an undeviating line and crushed everything, cities and forests alike, in its path. A strange race of people are said to live within its axis, but who controls it, or why it takes the path it does, are unknown.

Appendix A: The Sky

The Sky of Glorantha is made of several huge domes covering the earth. The movements of the many domes cause the movements of the stars and most other celestial objects. The lowest layers are invisible to the naked eye, and upon them travel the lower planets, the higher planets, and the Sun. The middle level is the visible portion of the dome; it is blue during the day and black at night. The highest dome is the home of the Sky People, and beyond that is the realm of Dayzatar and other distant celestial gods.

In the daytime the sky is ruled by Yelm, the Sun God, and shines bright blue; only rarely are planets or stars visible. When Yelm descends to the Underworld, out pours Xentha, Goddess of Night, with her resplendent cloak. The darkness is broken by thousands of tiny bright stars and punctuated by several prominent celestial bodies. Most visible among the celestial bodies are: the Red Moon; Shargash, a red planet; Lightfore, a yellow planet; Lorion, a constellation; and Orlanth's Ring, a special celestial phenomenon.

Day and Night

Day and night lengths vary depending on the time of the year. Days are longer in the summer, and also warmer, and the Sun itself is brighter, being brightest on the Summer Solstice. Nights are longer in the winter, and also colder, and the Sun itself is dimmer, being dimmest on the Winter Solstice.

The length of the night creates many subtle differences in summer and winter celestiology. For example, Lightfore's movement across the Celestial Desert is long and grueling compared with the time spent swimming in the River.

Sky Dome Movement

The Sky Dome moves in a clockwise direction when viewed from above. If you lie on your back and look upwards at the Sky Dome, the stars appear to be rotating counterclockwise from north to the east, from east around the south, and so on. If you watch any single star for the whole night it would appear to move around the sky in a counterclockwise direction.

As seen from below, the dome rotates about its axis, marked by the Pole Star, completing slightly more than a full counterclockwise rotation across the span of a night and a day. From the same viewpoint, the dome makes one complete counterclockwise rotation in the course of the year. As a result, planets rise in different constellations during the course of the year; for example, Lightfore first rises in Youth, then through the Fields, on to the Forest, to the other Fields, across the River, and then makes the long trek through the Desert. Each night at sunset, the stars are slightly counterclockwise from where they were the previous night.

Annual Tilt of the Sky Dome

The Sky Dome tilts back and forth, north and south, each year. It tilts upon two unmovable hinges, the Gates of Theya and Rausa, which have remained unbroken since the world was first created. These gates do not move around, but are immobile. From Theya's Gate the Sun and many of the Planets depart for their journeys across the sky at their respective times. They set, later, at Rausa's Gate.

In summer, it tilts north, exposing stars in the south which are invisible in the winter and sending the Sun's path to the north of the center of the sky.

In winter, the dome rocks back, exposing northern stars and concealing the southern and making the Sun's path cross the sky south of the center. The dome dips slightly further to the south than it does (later) to the north. The God Learners believed that the sky spilled out fire during its winter tilt, warming the southlands, and making the Ocean of Fire there.

The Heavens

There are regions within the realm of the atmosphere, measured by relative altitudes. These regions are the Upper, Middle, and Lower Air. The Upper Air is the highest area, directly beneath the Celestial City. Of all the storm gods, only Orlanth inhabits the Upper Air. The Middle Air is the next level down, and includes everything between Ourania and Stormgate, which never dips beneath the horizon. Other than Orlanth only a few storm gods are of enough power and significance to inhabit this realm, including Entekos, Keraun, and Veldru. All air below Middle Air is the Lower Air, which is the world of weather, and the realm inhabited by most storm gods.

Celestial Areas

The sky is divided into several easily recognizable areas. From below, most people see them as clusters of stars and constellations. When viewed from above the Sky Dome, in the Sky World itself, those are actual lands, forests, palaces, and other features. The Dara Happans give them these names: the City, Desert, Fields, Forest, Marsh, and River.

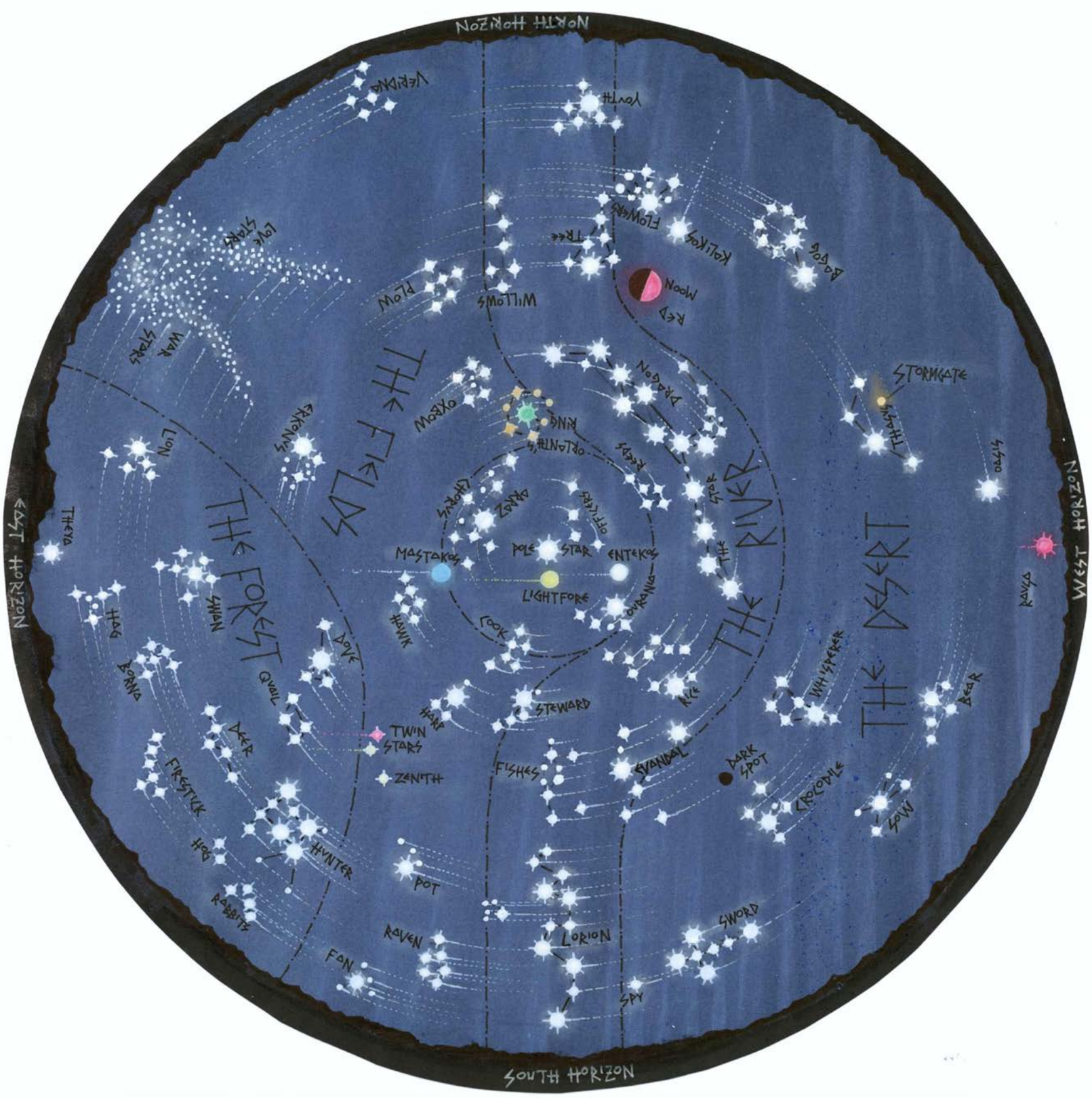
Celestial City

The center area of the sky where the rulers of the Sky World and many other deities live. From below, it appears that few stars are in this area. From closer in, it becomes apparent that

Boat Planet

This blue planet first appeared shortly after the Dawn. It took exactly four days to cross the Sky and then spent an equal amount of time in the Underworld. Unlike other planets, it did not move along the Sunpath or Southpath, but followed the Celestial River.

The Boat Planet disappeared in the late Second Age with the Closing of the Oceans. The planet was known as Anaxial by the Dara Happans, Diros among the Orlanthi, and Waertag in the West. Many people in Glorantha have prophecies of its return. Its reappearance is a harbinger of the Hero Wars.



the whole region is a perfectly circular city with eight gates, radial avenues, and concentric streets. At the center is the Pole Star (the palace of Polaris,) with other prominent palaces for Arraz and Ourania. Hundreds of lesser houses are there too, but are invisible from below. The Celestial City is often called the Upper Sky. It is said to be the Celestial Mountain by the Orlanthi.

Celestial Desert

Located on the side of the Celestial River opposite the Celestial City, this is an area of the sky in which only a few constellations appear. Some of its stars are said to have been destroyed by the Block, Orlanth, Shargash, Wakboth, or by the monster constellations which inhabit it. Planets passing through this region are in dangerous territory because of the ghosts of those stars. Because there are so few stars there, all of them are named either individually or as part of a constellation. The most important of these constellations are the Bad One, the Sword, and Whisperers.

Celestial Fields

Lying between the Celestial Forest and the Celestial River. A moderate number of stars appear here, most of the bright ones being organized into constellations, of which the most important is Arkat. It also contains the Celestial Marsh.

Celestial Forest

An area that covers a large part of the sky, and is fairly dense with stars, most too small to be recognizable and named. The most important constellation within this area is the Hunt.

Celestial Marsh

An area of the sky that rises from the horizon within the Celestial Fields. In the First Age, the Celestial Marsh was dimmer, and appeared to cover a smaller area of the sky. The area is also known as the Lakes. This patch now includes hundreds of tiny lights but few bright ones, so that it appears to be an area of smudged light rather than a constellation. As it reaches upward it branches into two distinctive arms, gradually thinning outward from a long central blur.

These two large clusters of stars are called by Orlanthi the Love Stars and War Stars. Histipis the Star-seer said in the Second Age that two planets, invisible except to him, circled each other in that part of the sky. When they were close together within this region they generated the many stars as babies and created the Love Stars. Of the War Stars, he said that two planets, invisible except to him, circled in that part of the sky. When they were close together within this region they generated these many stars as chunks of flesh chopped off of each other in combat.



Yuthuppa, the Center of Celestial Lore

The Dara Happan city of Yuthuppa is generally considered to be the center of all Gloranthan celestial lore. Every people across the world has their own original celestial mythos, but none has the breadth and depth of Yuthuppan celestial lore. Thus, in the West the Malkioni had the ancient Zzabur Lore and later acquired the more extensive Pillar Lore. This got its name from the fabled City of the Pillar, where celestial information has been recorded since the start of Time – though many Westerners, both God Learner and after, deny the identification of Yuthuppa as the Pillar City, all other evidence supports it. Likewise the Kralorelans have their City of the Watchers, located to their west across the Pentan Desert. From there came the ancient seers who taught the wisdom of the sky.

The reason for this is simple: the Buserian priesthood of Yuthuppa are directly beneath Pole Star, and are heirs to wisdom forgotten or unknown to others. Their system provides the origins for the other extensive systems of celestial lore in Glorantha, even having penetrated some Arbennan shamanic customs.

Celestial River

This is the most visible part of the Sky Dome, an undulating swath of light and a few distinct stars which splits the sky in half. It is recognized throughout all of Glorantha, with most people recognizing the water god who invaded the sky during the Gods War. It rises up from one horizon, meanders between the Fields and the Desert, curves around the Celestial City, and then descends to the farther horizon. Because the Sky Dome rotates, it sweeps across about half the sky each night. The Heortlings call it the Engizi River, and say it is the home of the Skyriver Titan.

Important constellations within the Celestial River include Lorion, the Dragon, Tree, and Youth.

Celestial Bodies

The Sun

The Sun in Glorantha daily rises from the Gate of the East, travels across the Sky, then disappears into the Western Gate and is gone as it traverses the Underworld. In winter, the Sun's orb is paler and cooler: the days are shorter and the nights are longer. On the longest night, at the Winter Solstice, the Sun is in the Underworld for twice as long as it is in the Sky. In summer, the Sun is brighter and hotter: the days are longer and the nights are shorter. On the longest day, at the Summer Solstice, the Sun is in the Sky for twice as long as it is in the Underworld.

The Sun is worshiped in some form by most peoples in Glorantha. Yelm, the Dara Happan Sun God, is the most widespread name given to this god, and is known in many lands outside of Peloria. Most Orlanthi say that the Sun is Elmal, a thane of Orlanth, while in Pent it is Kargzant, the Horse God who was a rival of Yelm when the Pentans ruled Dara Happa in the First Age. In Teshnos the Sun is called Somash, in Kralorela it is the celestial representation of Emperor Vashanti (who ruled during the Grey Age), and among the Doraddi it is called Varama, one of the sons of Balumbasta.

Planets

According to Dara Happan celestiology, planets are celestial bodies which have a constant appearance. In general practice, any star which moves across the sky instead of in a circle or up and down is called a planet. All true planets have regular (though sometimes obscure) cycles, during which they rise and set upon either the Sunpath or the Southpath.

There are seven regular planets known in the modern sky. They are Artia, Entekos, Lightfore, Lokarnos, Mastakos, Shargash, and the Twinstars. An eighth body, the Boat Planet, was known until it disappeared at the end of the Second Age. Two additional celestial objects, Jugger and Lost Rocks, are sometimes called planets, but are too irregular to be recognized by the star seers.

The Sunpath

This is a regular celestial path, across which the Sun and the reliable planets travel. It is the route daily traveled by Yelm, and bright Lightfore marks the pathway prominently with his nightly passage. On the equinoxes the Sunpath precisely bisects the Sky Dome, but it tends northwards in summer and southwards in winter, such that it always crosses the Pole Star. Other than the Sun, there are four planets that travel the Sunpath: Entekos, Lightfore, Lokarnos, and Mastakos.

Entekos: This planet rose in the Darkness with her children, Derdo and Vendara. She was black when she rose, and got darker and darker, until she finally disappeared. At that time she was known as KataMoripi or Black Dendara to the Dara Happans, and to the Doraddi as Enjata Mo, one of the wives of Cronisper. She ascended again during the pre-Dawn Planet Rise, this time pure white. Her current altitude marks the boundary between the Lower and Middle Airs.

Entekos travels the Sunpath for slightly less than 31 days, disappears for the same, and then appears again in the east. Both the Theyalans and the Praxians know this planet as Moskalf, and in most cultures it has some link to the Earth cults.

Lightfore: This prominent yellow light travels nightly from east to west exactly on Yelm's path. It rises when Yelm sets and sets when Yelm rises, and is often called the Little Sun. Because of the different night lengths throughout the year, it moves fastest in summer (when it is also brightest) and slower during the long winter nights. Its path always crosses over the Pole Star, and so it travels north and south of the center of the sky throughout the course of the year. On the first day of the year it rises in the star called Youth, and the Dara Happans mark many events of the year (and God Time) by this god's path through the heavens.

The planet Lightfore has always been something of an enigma. Lightfore is the object of a hero cult worshiped by people who fear the night. He is also known as Antirius by the Dara Happans, Yelmalio by the Orlanthi, Kargzant by the Pentans, Sun Daughter to the Praxians, and the home of the Emperor Daruda to the Kralori.

Lokarnos: This large, pale golden-yellow planet first rose in the Darkness Age, with Entekos and Vendara. He was eventually overcome, and disappeared from the sky, then reappeared in the Grey Age. At that time, he took exactly one week to cross the sky, then one week in the Underworld, and so became known to many as the Timekeeper. In the current era, it takes 98 days and nights to travel east to west along the Sunpath, and then spends an equal amount of time in the Underworld.

The movement of this planet has changed several times since Time began. Beginning in 927, it began to slow, until its speed became constant again in 1042 on the night the EWF was destroyed by trolls and dragonewts. As it slowed it paled, so that its once-golden color is barely discernable now. Finally, one night in 1051 it jumped across the sky without crossing the intervening space; it has not moved strangely since.

Most Orlanthi say that this is the Mule used by their god of trade, Issaries. The Dara Happans called this planet Derdo in the Darkness, but now know that it is their god Lokarnos. In the land of Imther this is the goddess of trade, Lokarna, who was crippled while journeying through the Underworld, thus explaining the slowing of the planet. The Doraddi call this planet Chermata, one of the Three Sky Witches.

Mastakos: Although on no set path when it rose, since before the Dawn this blue body has been crossing the sky in eight hours along the Sunpath, then rising immediately in the east again. How it skips its traverse of the Underworld is unknown. The Orlanthi say this planet is Mastakos the Mover, the Charioteer of Orlanth. Worshipers in Peloria say that it is Uleria the Goddess of Life, who thus cannot enter the Land of the Dead, while the Doraddi claim that this planet is the celestial home of Jmijie, the Wanderer.

The Southpath

This is a highly erratic pathway across the sky. The area from which the Southpath planets rise is called the Eastern Mouth, while the western area where they set is called the Dodging Gate. The meanings of these terms are unclear but widespread, and equivalent names are found in many languages.

In Central Genertela, the Southpath planets are believed to be Underworld beings rising to the Sky, rather than Sky beings who descend into the Underworld. In Orlanthi mythology, they are enemy gods who were bound into the sky as punishment: all three continuously try to break free of their bonds, which is why the Southpath planets appear to move so erratically. The three planets of the Southpath are Artia, Shargash, and the Twinstars.

Artia: This tiny red light travels east to west along the Southpath, taking eight weeks to traverse the sky. It then disappears for another eight weeks. Because the Southpath varies in length, Artia does not travel at a fixed speed. It always rises from the exact same spot on the horizon, a fair distance south from where the Sun and Lightfore rise. Artia is invisible for the two weeks of Theyalan Sacred Time, but continues to move across the sky. It was present before the Sunstop, but was not recognized as a regular celestial body until then.

Artia Nightdaughter is an ancient foe of Orlanth, a changing goddess whom he defeated in the Gods War. Among the Dara Happans, Artia is one of the Bat Goddesses, while the Doraddi say that this planet is the celestial home of their god Vangono. The Pujaleg Bat Hsunchen revere her as their ancestress.

Shargash: This blood-red body takes two weeks to traverse the sky along the Southpath, then spends two weeks in the Underworld. Because the path it travels varies in length, it does not travel at a fixed speed. It always rises in the exact spot on the eastern horizon, just north of where Lightfore and the Sun rise.

Shargash is the largest planet, and its round shape is quite discernable in the sky, often even during the day. Many peoples claim it is propitious to make war while this planet is visible, while others say it is best for begetting babies. In Orlanthi myths it is Jagrekriand the Binder, the son of the Evil Emperor who chained Umath between Earth and Sky before himself being bound by Orlanth. It is known as the god Tolat in Fonrit, Kralorela, and Teshnos, and is said by the Doraddi to be the celestial home of Balumbasta. Amongst the hill barbarians of Fronela, it is known as the war god Vorthan, the twin brother of the Blue Moon.

The Twinstars: Two stars, traveling close together, cross the sky along the Southpath. They take three days to make the journey, and then vanish for a like period of time. Although possibly present before the Sunstop, they were not recognized as a regular celestial body

THE SUNPATH		
Planet	**Appearance**	**Period**
Mastakos	Blue	8 hours
Lightfore	Yellow	1 night/day
Entekos	White	62 days
Lokarnos	Large, Pale Yellow	196 days

THE SOUTHPATH		
Planet	**Appearance**	**Period**
Twinstars	Cyclic: Yellow-White to Red	6 days
Shargash	Large, Red	28 days
Artia	Tiny, Red	112 days

until that event. Only one star was visible at first, called the Elder, but the Younger joined it sometime during the Second Age.

In 1275, the Twinstars became allied with the Red Moon. Since then, the color of this planet has been cyclic. When the Moon is full one of the stars glows a bright red. It slowly fades to its original yellowish-white color as the Moon enters its Dark and Dying phases, then returns to red as the Moon becomes full again. The second star follows the same pattern in reverse, being yellowish-white on Full Moon days and red on Dark and Dying days. Because different lands see the Moon in different phases on a given day of the week, the color of the Twinstars also varies depending on where in Glorantha the viewer happens to be.

Few cultures have ever worshiped the Twinstars, and many have no clear myths about them, probably because they were not recognized as a regular body until after the Sunstop. The two stars are always twins, sometimes male, sometimes female, and sometimes one of each. Orlanthi know that they were defeated by Orlanth, but different clans give different names to the two, if they have names for them at all. Among the Doraddi of Pamaltela they are known to be Faranar and Aleshmara, the younger and elder wives of the ruling god Pamalt. Although most Lunars claim this planet is the home of the Star Twins, some Dara Happans retain their belief that these planets are the home of two of the greatest Dara Happan philosophers, Ketreseus the Sage and Anirkestus, called the Measurer.

Among the Sables, these two goddesses are named Verelia and Erelia, the Elder and Younger Star Twins, respectively. They were revealed when Jannisor assaulted the Lunar capital of Glamour. While Verelia killed Jannisor, Erelia showed the secret of enlightenment to his Sable Nation allies, thus converting them to the Lunar Way.

Stars and Heroes

Many other stars are thought to be the celestial forms of the deified heroes who have taken their homes in the Sky. These vary in size and color, depending upon the actions of the hero during his lifetime. For example, the Fronelans account that among these stars are Malkion, Talor, Snodal, Jonat, Avlor, Dromal, and Siglat. Followers of great importance sometimes appear among the lesser lights clustered about their leader. Thus, about Snodal are the dimmer lights of Svenlos and Arthen.



Moons

A moon is a planetary body whose appearance is cyclical or irregular. The Dara Happans consider all moons to be feminine. In the strictest terms only two moons are known in the modern era, the Red Moon and the Blue Moon, although the Twinstar does have a cyclic pattern. However, prophecies of a White Moon are common in Peloria. Several planets are also viewed as female by Dara Happan astrologers, and considered by them to be moons rather than planets. These include Artia, Entekos, and Mastakos.

Red Moon: The Red Moon is visible throughout all of Glorantha, and is unique for a number of reasons. The Red Moon is the body of the goddess worshiped by the citizens of the Lunar Empire, who ascended into the sky in the Sacred Time of 1247. It is now much larger and brighter than when it first appeared, so large and bright that, alone among heavenly bodies, it is visible all day while the Sun shines.

The Red Moon hangs motionless in the Middle Air directly above the Crater and the city of Glamour. The Red Moon is quite high up in the Sky, but not as high as the Sun or other planets. Its size appears almost as large as the Sun. Unlike most other celestial bodies, the Red Moon does not tilt with the stars on the Sky Dome.

Over the course of a week, the Red Moon slowly turns through her cycle of phases. One face of the moon is bright red, the other is black. As the cycle progresses the red face wanes, replaced by darkness creeping around it. The darkness grows to cover half the moon, then three quarters, until the last crescent of red moonlight disappears. The names of the Lunar phases are: Black Moon, Crescent-Coming, Empty Half, Full Moon, Full Half, Crescent-Going and Dying Moon.

When the moon is dark (the Dying and Black phases), it can be seen only faintly by observers within the Glowline; it is no longer visible outside. It remains dark for two days, after which the red light creeps in again and waxes to full. An entire lunar cycle takes seven days and nights.

This change of phases is not the same across all Glorantha: the Full Moon phase in Dragon Pass (which begins at sunset on Wildday) coincides with the Crescent-Going in the north of the Empire. Since the phases of the Moon also determine the measure of Lunar magic power available outside the Glowline, different parts of the world experience different power levels at the same time.

Several small orbiters around the Red Moon are said to be her Heroes. At least two historical bodies (a star and a planet) have been destroyed by the Red Moon, and one (the Twinstars) has been greatly changed by its presence. Some people in the Lunar Empire believe that the Red Moon will eventually rise to the center of the sky, at which time it will turn white.

Blue Streak: This body is invisible to most mortals, but its effects are obvious to all. It climbs along the upper Sky Dome in an apparently random pattern. It only rises when the constellation Lorion is directly in the east. It takes between one and six days to climb to the center of the sky, from whence it plummets rapidly from the Pole Star down through Magasta's Pool. As it drops, it is sometimes visible to people who use the right spells. After its fall, the Blue Streak takes about a day to travel through the Underworld to the horizon and begin its ascent again.

The Blue Streak commands the ocean tides. During its climb they slowly creep up. When it leaves the Pole Star and drops through

The Red Moon from Inside the Glowline

Inside the Glowline, the appearance of the Red Moon changes dramatically, although the shadows slide across the face of the Moon in the same phases as outside the Glowline. The Red Moon appears lower to the ground than it appears outside the Glowline. Its size seems to grow as the observer approaches the Crater, as if it is closer to the center of the Empire. The dark part of the Moon is visible to the naked eye during the day, and at night a red nimbus surrounds the darkened part of the Lunar orb.

The Blue Moon

The Blue Streak is a remaining portion of the Blue Moon, Goddess of Tidal Cycles, Darkness Secrets, and Ancestress of the Veldang peoples. The Blue Moon is mentioned as a celestial body in the God Time myths of many peoples, but it changed significantly before Time began. Part of it fell to earth in Peloria, becoming the Blue Moon Plateau. The remaining portion travels invisibly in the sky as the Blue Streak. Her three groups of worshipers are diverse and widely separated, and worship different aspects of her being. She has many names; some of the best-known are: Anehilla, Annilla, Croesia, Mahaquata, Serartamal, Veldara, and Vendara.

Magasta's Pool the tides precipitously drop to their lowest point, remaining there for about a day before beginning to rise again. The longer the Blue Streak takes to ascend the higher the tides rise, but no one except the mysterious worshipers of the Blue Streak has ever been able to successfully predict this.

Stars

A light in the night sky, almost always visible only at night, which is not a planet or special phenomenon. Most stars rotate with the Sky Dome over a period of approximately 24 hours. Most stars also move north in summer and south in winter with the Pole Star. A number of stars do not rotate, and a few others neither rotate nor rock with the Dome. Many peoples believe that the stars are objects or palaces in the Sky World, while others believe they are the living bodies of the Sky People. Here are some of the important stars in the Gloranthan sky.

Dayzatar's Eye: One of the brightest in the heavens. It was once located where the Pole Star is, but shifted during the Darkness Era. In Dara Happa it is said to be Arraz, a humble brother of Yelm. Arraz is ruler of the Sky People. He is not worshiped by humans. Arraz refused to accept or even compete for the title of Emperor of the World, being content to rule over the Star Tribe or Sky People. This star is one of three prominent visible bodies in the Celestial City.

Ourania: This bright star marks the boundary of the Upper Sky, and is surrounded by many stars which are viewed as her servants. The Dara Happans say that this star is Ourania, Queen of Heaven. In Theyalan mythology it is Silonia, the Goddess of Dance and the wife of Pole Star. Regardless of its identification in any culture, this star is always viewed as a goddess, not a god.

Pole Star: This bright star marks the place where the Spike once pierced the Sky Dome. It is visible all night and briefly each day, just before sunset and after dawn. Most of the other stars move in a circle around it, and its slow movement north in summer and south in winter is not noticeable from day to day. Although not the brightest star in the sky, the Pole Star's position and stability guarantee its importance throughout Glorantha.

The Dara Happans consider Pole Star to be the leader of the Sun God's army, but he is important in all lands because of his role in the organization of the night sky. In Vormain it is the Throne of Emperor Valzain. In some parts of Maniria it is called Daystar, because he is the only star that is reliably visible during the day. The Orlanthi of Dragon Pass call him Rigsdal and say he is a thane of Orlanth.

Youth: This star (which is sometimes part of a constellation of the same name) is the residence of the Spirit of Youth, or perhaps is his body. It is brightest in Sea Season, then fades throughout the year to the point of being invisible for much of the winter season. Dara Happans also say this star is Yelm's Throne, the place where his annual journey through the sky both starts and ends.

Constellations

Constellations are collections of stars, usually representing a deity or object immortalized by earning a place in the sky. Although many constellations are known, only a few are of great enough importance to have the same meaning in all Gloranthan cultures.

Arkat: Only one star was visible at the Dawn; the rest became prominent at the beginning of the Second Age as the Hero Arkat prepared it to be the site of his retirement. Three bright stars, including one that blinks regularly, are visible around the primary; several dim ones nearby are often claimed as the hero's as well. This is still considered to be the home of the First Age Hero by most Genertelans, but it is known as the Doves by the Dara Happans.

Bagog: It has many names in different cultures, all of which connote something bad (often Chaotic) about this part of the sky and these stars in particular. The Orlanthi call it Bagog or Ragnaglar's Remains, the Dara Happans call it Bakoka the Demon Scorpion, Praxians call it the Chaos Herd, and the Doraddi call it Filth Which Flies.

Dragon: Also called Stella Draconis (Star Dragon), this constellation is the largest in the sky, stretching along a third of the Celestial River. Although it has different names, all of them refer to it as a draconic creature. Most agree that the green star in Orlanth's Ring was once part of it, usually its head. The Orlanthi have a popular myth of how Orlanth conquered a dragon (some say Sh'harkazeel, the Father and Mother of Dragons, others Aroka, the Blue Dragon) and left its remains in heaven. Among the Dara Happans this is Burburstus, the Dark Dragon, which was conquered by Yelm's Eight Sons. In Kralorela this is believed to be the body of the ancient dragon called Guardian of Thought.

Hunt: This prominent constellation consists of eight stars. Most mythologies agree that it has something to do with an ancient hunt, but they disagree on who the hunters were, what their prey was, and which stars are which. The Orlanthi say that it is Odayla, a famous hunter son of Orlanth. The Dara Happans call it Lestakus the Hunter, with many of the surrounding constellations being his prey. In Kralorela it is the home of

LUNAR TIMETABLE IN FIRST BLESSED

Day of the Week	Moon Rune	Lunar Phase
Freezeday	●	Black Moon
Waterday	◑	Crescent-Coming
Clayday	◐	Empty Half
Windsday	◐	Full Moon
Fireday	◑	Full Half
Wildday	◑	Crescent-Going
Godsday	●	Dying Moon

LUNAR TIMETABLE IN DRAGON PASS

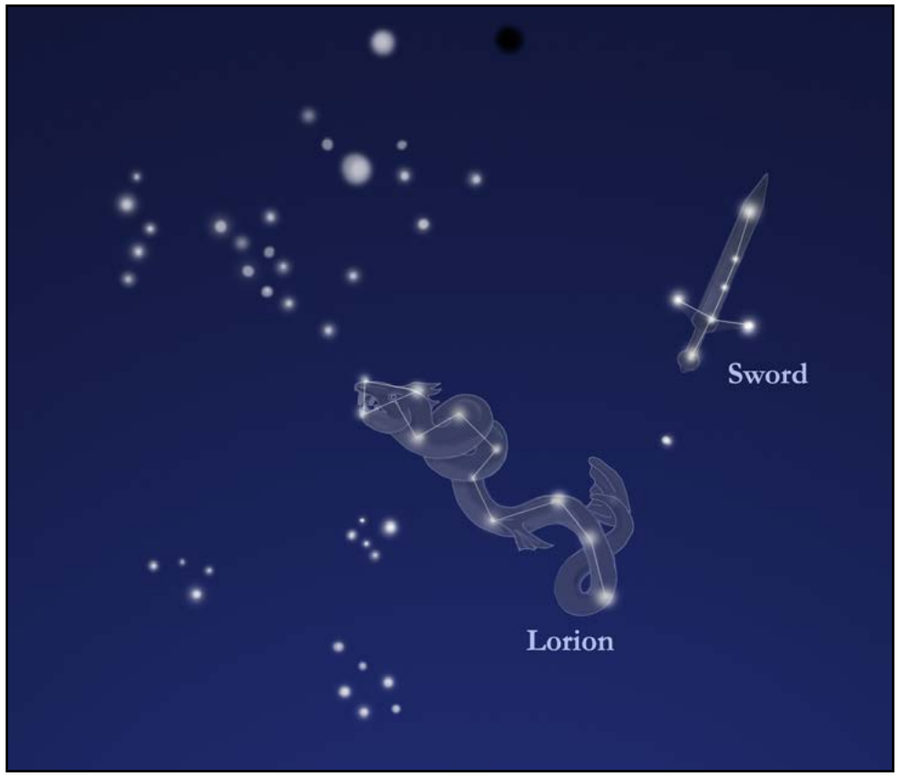
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Godsday	◑	Full Half

The Hero Wars Begin

ALL: Raising the Sky Ship

In 1624, Heroquesters from many different cultures, including notably the Orlanthi of Dragon Pass, simultaneously work to raise the Sky Ship back into the sky. The ceremony is opposed by many powerful Lunar magicians; however, despite this opposition, the Sky Ship manages to travel along the Celestial River, into the Underworld, and then returns to the Celestial River after another four days.

In the heavens, the blue Boat Planet returns to traverse the Sky Dome. With that, the Closing of the Seas ends and Dormal's rites are no longer necessary to travel across the open waters, although it is some time before that is discovered.



Ekus the Wild Man, while in Prax it tells the story of how Foundchild eternally hunts the Silver Deer.

Lorion: This bright group of nine stars is visible year-round. New Years Day is marked when the Sun rises exactly along it. In summer it passes through the southern sky, partially obscured by the horizon. On the Autumn Equinox it marks the western Dusk Gate, and in midwinter it sits high in the north, above the Ice Palace. Lorion is usually considered to be a water god, Lord of the Celestial River. The name Lorion is common throughout most of Genertela. Even the Orlanthi, who call the Celestial River by the name Engizi, name this constellation Lorion.

Sword Stars: The Sword Stars form a constellation marking the edge between the Lower and Middle Heavens. They sit in the north, and in summer are on the horizon, but in winter are high in the sky. The Theyalans consider this to be the house of Humakt, their war god.

Tree: This constellation has one of two visible bodies of green light in the sky (the other being in Orlanth's Ring). It is the place where Flamal retreated after he was eaten. The elves call it Seedplace, and the Dara Happans say it is the body of their plant goddess, Erenbaya.

Whisperers: The Pamaltelans say that this is where their shamans enter the Spirit World to learn secrets which normal folk cannot hear, hence the whispering. The Westerners of Genertela say that the great Silence which once covered the world came from this place, while Dara Happans claim that the Conspirators who came to destroy the Sky Realm were bound here.

The Orlanthi call this the Impests, and say it is the place where the lesser foes and conquered spirits of Orlanth are trapped, and from whence he can call them back to punish people for minor sins.

Seasonal Constellations

Two prominent constellations do not rotate with the Sky Dome. When the dome rocks north in the summer, Pamalt's Spear is visible above the southern horizon. When the dome rocks south in the winter, the Ice Palace is visible above the northern horizon.

Ice Palace: This winter constellation does not rotate, and so always appears due north when it is visible. At midwinter it sits above the horizon; it is on the horizon in spring and fall, and completely below the horizon in summer. Most people say it is the palace of the God of Winter.

Pamalt's Spear: This summer constellation does not rotate with the rest of the Sky Dome, and so is always directly south of Magasta's Pool when visible. It is shaped like an arrow or spear, and most cultures recognize it as such. It is best known to the Doraddi, who say it belongs to their god Pamalt, and forms his special Rune. In Caladraland it is the Sky Spear, and marks the place from which their god fell screaming to earth to destroy Chaos. In Dara Happa it is believed to be Lodril's Spear, sticking up from out of the ground.

Jumpers

Jumpers are any star which rises and falls in the same part of the sky. In the modern era, only three jumpers are known: the Dawn Star in the east, the Dusk Star in the west, and Kalikos in the north. Whether or not there was ever a Southern Jumper is a subject for debate. Some people claim that the One Night Wish is the southern jumper, while others claim that there used to be one, but that it fell in the Darkness, never to rise again.

Kalikos: This star is one of the Jumpers, the home of the Hero who ended the Great Winter. It rises every night in the north-north-west and sets in the same place before sunrise. It rises the highest in winter, and in the past was never visible in summer. However, in the last three centuries it has begun to appear in that season as well, though never for the two to three weeks around midsummer.

In most lands this star is credited with being a foe of the Winter Gods. In some lands it is instead viewed as a helpful Cold Spirit, such as in Prax, where it is the home of the beautiful White Princess.

Rausa: After the Sun sets this Jumper remains behind high on the western horizon, its blood-red glow fading around midnight in all seasons. She does not seem to rise, probably because the setting Sun blocks her dim glow. Because nights are longer in winter, she jumps higher, usually reaching the Middle Sky, while at midsummer she jumps no higher than her sister Theya. Rausa is known both to the Orlanthi and the Dara Happans as a daughter of Yelm. When her father was slain she wept tears of blood. When Orlanth came to her on his Lightbringers' Quest she was more than happy to let him through her gates and then locked them behind him. When the Sun returned she opened her gates again so that he could enter them each night.

Theya: This Jumper appears in the eastern sky. It brightens from dim to piercing, then vanishes, encompassed by the rising Sun. She appears about 4 hours before Dawn in all seasons, and is sometimes visible for up to an hour after sunrise. She jumps the same distance into the sky every night. Theya first appeared shortly before the Dawn, and is recognized as the harbinger of the reborn Sun. Each morning she opens the Dawn Gate in preparation for his return to the world.

Special Phenomena

A number of objects and phenomena in the night sky do not follow the normal movements and patterns of the stars and planets.

Dark Spot: During the Third Age one part of the sky became darker than night, like a hole in the heavens. Most people do not know of its origin, and have conjured frightening

tales of its creation. In Kralorela and the Lunar Empire it is known to be the spot where the star of Sheng Seleris was before it was extinguished by the Red Emperor.

Jugger: This grey planet has been seen to cross the sky along unusual routes which are far from following the normal east-to-west planetary paths. At times it is gone from the sky for as much as a century. When it does appear it moves slowly but regularly along whatever path it is on, whether short or long. Since the origin of Time scholars have charted the planet, and they claim that it has crushed stars and disrupted the passage of regular planets. One discredited, but wise, scholar said, "This is the Juggernaut of Heaven, and even Yelm fears it."

Kalikan Lights: These pale lights sometimes appear around Kalikos and the Ice Palace in winter, and hence are often called the Northern Lights. They are generally white and bluish in color, with occasional flashes of purple, pink, and yellow. Some celestial scholars say they are caused by the stars on the Dome passing through the stars of the Ice Palace, although a similar effect is not noted around the southern constellations, which also do not rotate.

Lonely Cry: This band of shimmering light rises from the eastern horizon during the five days around midwinter. It might be visible, but its appearance is erratic. It looks like a band of lustral ribbons snaking skyward, slowly dissolving as they reach higher. Theyalans gave it this name, saying it is a god reaching out from his Underworld prison for assistance which will never come. The Pamaltelans, on the other hand, call it The Kiss, and say it marks the site of a secret meeting between immortals which has long since been exposed.

Lost Rocks: This is a cluster of lights, three of which are easily visible, which wander across the sky in an extremely erratic pattern. They rise and fall in no discernable pattern except that they always rise east of the north/south line, and set west of it. Once they rose and set within a few hours, just peeping up over the southernmost region, marking their shortest appearance. Their longest was in the Second Age, when they rose from the north-northeast, wandered back and forth in the sky for seven years, then set in the north-northwest. Their time in the Underworld is as erratic. The Orlanthi claim that this is the remains of Giant Ganvaktakarn, one of their god's ancient foes.

One Night Wish: This star appears for only a few minutes on midsummer's night, peeking shyly over the southern horizon. Despite obvious assumptions, its movements do not fit it being a regular star or a jumper. Many people have a tradition of making a wish upon this star, believing that it carries special messages to the gods.

Orlanth's Ring: This constellation is made up of eight stars roughly shaped into a circle or spiral. Seven of the stars are orange and one, called the Dragon's Head, is green. Orlanth's Ring has a unique celestial trajectory, appearing just before midnight on Windsday at the star called Stormgate (which does not rotate with the Sky Dome), taking about an hour for all of the stars to appear. It travels upward for seven days and nights, and disappears into the Pole Star. Since the Sky Dome turns for those days, when viewed from below the constellation traces a spiral in the sky. After seven days it reappears at Stormgate, which becomes visible the night before in anticipation of its appearance. Orlanth's Ring is the celestial home of Orlanth, and in some lands is known as the Sky Bear. It is called the Broken Ring in Dara Happa.



Historical records indicate that this constellation used to have at least one more star, possibly as many as three, which have disappeared from the constellation during history. Two stars disappeared the first time, at the Sunstop, and then reappeared in 450. The last star to disappear was torn out violently in the year 1245 during the battle between Orlanth and the Red Goddess at Castle Blue.

Sky Storm: The Sky Storm is an unusual and unpredictable phenomenon. At times, bursts of brilliant lights, scintillating clouds, and blinding color patterns appear to swirl and explode around the Pole Star, usually encompassing most of the Upper Sky. The effect is usually greatest in Dark Season, at its least in Sea Season and Earth Season, and most common, but only moderately sized, in the Fire Season. The Orlanthi and Praxians both associate the Sky Storm with Gagarth, the Wild Hunter.

Stormgate: This small star rocks north and south with the Dome, but does not rotate. It is always visible the night that Orlanth's Ring emerges from it, and sometimes the night before, but not during the rest of the week. On the night the Ring emerges, the star shows a slight orange glow, which increases until the first star passes through. Just before the last star emerges it turns green. Stormgate disappears immediately after the green star appears, leading most celestial scholars to believe that it is merely an entryway into the Sky World.



Appendix B: Gloranthan Calendar

The Theyalan calendar with its distinctive five seasons of eight weeks each and its two week Sacred Time is the most widespread in Glorantha, being used by all Orlanthi, most Western peoples (except the Brithini, Vadeli, and Waertagi), and the Fonritians. It is also used in Carmania. However, other calendars exist, most notably the traditional calendars of Dara Happa and Kralorela.

Theyalan Calendar

The Theyalan Calendar begins measuring time at the Dawn, when the Sun rose into the sky and ended the Great Darkness. These season names are based on the weather patterns of Dragon Pass and Peloria, but they have been generally adopted in most regions of the world. The Theyalan calendar lists the day of the week first, then the week of the season, then the season, then the year.

Throughout the Theyalan year are public Holy Days sacred to the various gods and goddesses of the city or tribe. The list of specific Holy Days varies greatly from place to place as the Theyalan calendar is used throughout much of central and western Genertela, as well as in the Fonritian and Umathela regions of Pamaltela.

Pavic Holy Days

Pavis is a famous city in Prax. It contains a remarkable diversity of species and cultures. Deities from several pantheons are worshiped. This is reflected in the city's yearly calendar of Holy Days. Deities worshiped in Pavis include the city founder, Pavis; the Orlanthi pantheon, including the Lightbringers; the Seven Mothers, a group of demigods from the distant Lunar Empire; Waha, Eiritha, and Storm Bull, three nomad gods from the Wastes; and Zorak Zoran, the feared troll god.

On the Holy Day of a god, the god and its worshipers meet, merge, and all are sanctified. Even the merest initiate partakes in the glory and danger of the mythic world. A god's High Holy Day is even more powerful. The union of divine and mundane worlds is easier and more potent, and may very likely draw nearby friends or even strangers to interact in the divine actions. Worshipers who are prepared usually reap great benefits when the worlds intrude.

Full capitalized names represent High Holy Days. Days of the week (Theyalan reckoning) run across the top of the chart. Each box shows one of the five Theyalan Seasons or Sacred Time. On the left are the names of the weeks within that season.

Several important Holy Days have no fixed date. For example, Orlanth has five different Holy Days tied to meteorological phenomena, and thus not given on this calendar. The days these Holy Days are celebrated can vary greatly from year to year. The most important of these is the height of the life-giving westerly rainstorms, in late Storm or early Sea Seasons.

Sea Season

Sea Season is comparable to our spring. This season opens the New Year and is a time of planting, new births for beasts, and gentle rain.

SEA SEASON CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15 Zorak Zoran	16 Humakt	17	18	19	20	21 Waha
Fertility Week	22	23 Aldrya	24 Ernalda	25	26	27 Chalana Arroy	28
Stasis Week	29 Storm Bull	30	31	32 Heort	33	34	35
Movement Week	36	37 ZOLA FEL	38	39 Orlanth	40	41	42
Illusion Week	43	44	45	46	47	48 Lunar	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy

FIRE SEASON CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9 Voria	10	11 Barntar	12 Aldrya *Summer Solstice*	13	14
Death Week	15 Zorak Zoran	16	17	18	19 Humakt	20	21 Waha
Fertility Week	22	23	24 Ernalda	25	26	27 Chalana Arroy	28
Stasis Week	29	30 Storm Bull	31	32 Sartar	33	34	35
Movement Week	36	37	38	39 Orlanth	40	41 RED GODDESS	42
Illusion Week	43	44	45	46	47	48 Lunar	49
Truth Week	50	51	52	53	54 YELMALIO	55	56 Lhankor Mhy

Fire Season

Fire Season is a dry, hot summer season. This is the time for warming and ripening. It is also the time of war, when men are free from the toils of soil.

EARTH SEASON CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Disorder Week	1	2	3 Brastalos	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15 Zorak Zoran	16	17 Humakt	18	19	20	21 Waha
Fertility Week	22	23	24 ERNALDA EIRITHA	25	26	27 Chalana Arroy	28 PAVIS
Stasis Week	29	30 *Autumn Equinox*	31 Storm Bull FLINTNAIL	32	33	34	35
Movement Week	36	37	38 Esrola	39 Orlanth	40	41	42
Illusion Week	43	44	45	46	47	48 Lunar	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy

Earth Season

Earth Season is comparable to our fall season. It is the harvest time and when animals are slaughtered in preparation of the oncoming cold. It is also the time of greatest plenty, and a period of great festivities and rejoicing.

Dark Season

Dark Season is like our winter season. Night and ice demons wander around the land bringing snow and storms upon hapless humans. Trolls are most active during this time, while brown elves sleep. Weaker beings are wise to hide at this time, hoarding their store of food and mumbling prayers and stories over crackling fires. Only the boldest go forth in these weeks, or those with the most urgent business.

DARK SEASON CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Disorder Week	1	2	3	4	5	6	7 SEVEN MOTHERS
Harmony Week	8 KYGER LITOR	9 Voriof	10	11	12	13	14
Death Week	15 ZORAK ZORAN Humakt	16	17	18	19	20 Ancestors	21 WAHA
Fertility Week	22 WAHA	23	24 Ernalda	25	26	27 Chalana Arroy	28
Stasis Week	29	30	31	32 Storm Bull	33	34	35
Movement Week	36	37	38 Aldrya	39 Orlanth	40	41	42
Illusion Week	43 Ty Kora Tek	44	45	46	47 *Winter Solstice*	48 Lunar	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy

Storm Season

Storm Season is the last season of the year, a time of great violence and danger. The air gods rule this season, and their energies have always been of a violent and unpredictable nature. The spirits of life and darkness wage war. Sometimes the Darkness spirits win, and the ice and cold drag on for weeks. Sometimes the spirits of life win, with spring-like weather and new shoots and buds. Usually, neither is entirely victorious, and this is a time of violent weather changes.

STORM SEASON CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Disorder Week	1	2	3	4	5	6	7
Harmony Week	8	9	10	11	12	13	14
Death Week	15 Zorak Zoran	16	17	18 HUMAKT	19	20 Waha	21
Fertility Week	22	23	24 Ernalda	25	26	27 Chalana Arroy	28
Stasis Week	29	30	31	32	33 Storm Bull	34 STORM BULL	35
Movement Week	36	37	38	39 ORLANTH	40	41	42
Illusion Week	43	44	45	46	47	48 Lunar	49
Truth Week	50	51	52	53	54 Yelmalio	55 Aldrya	56 Lhankor Mhy



SACRED TIME CALENDAR							
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godsday
Fate Week	1	2	3	4 Orlanth	5	6 ISSARIES	7 I Fought, We Won
God Week	8 CHALANA ARROY	9 *Spring Equinox*	10	11	12	13 ISSARIES	14 LHANKOR MHY

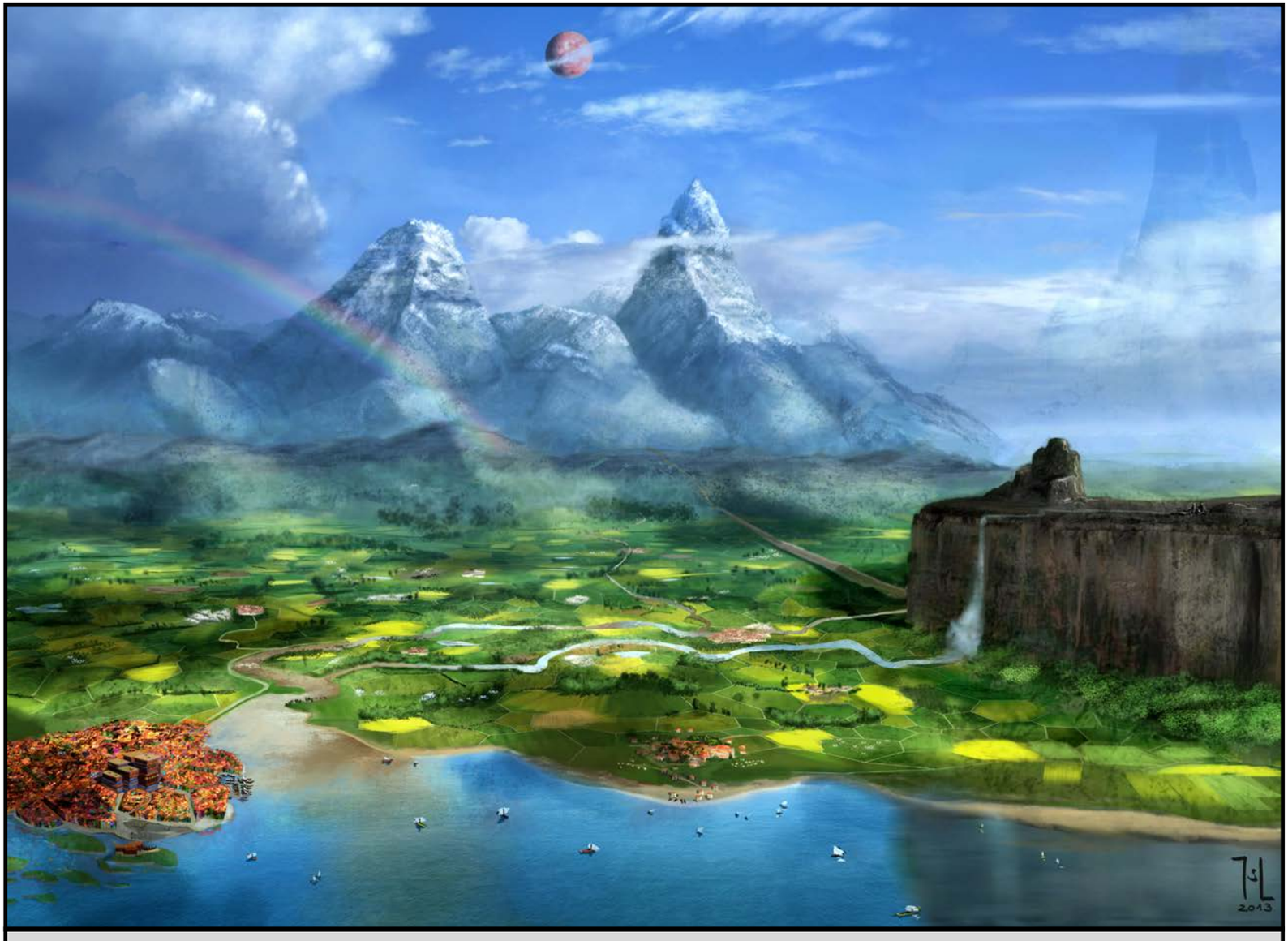
Sacred Time

Sacred Time: A period of rebirth during which great ceremonies are held while many peoples put away all strife to celebrate the coming spring. Oracles are sought and rituals performed to protect the land. All religious persons participate in the re-enactments of their creation myths. The massive release of magical energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts will result in Chaos seeping again into the world.

Sacred Time

Throughout all Glorantha the Rebirth ceremony of the Sacred Time is of utmost importance. All mundane activity halts, and the world ritually and really reenacts the death and rebirth of the cosmos in order to replenish the world, for incorporating the entropy of Chaos into the living world is part of the Great Compromise. To live, one must descend into death and be reborn. The participation of all beings in these annual ceremonies and their commitment to them integrates the participants with an unconscious understanding of the cosmic balance – a major factor in the high level of magic generation and use in Glorantha. Across the whole world everyone summons their spirits and gods, and the physical plane trembles with their presences. Even the cynicism of the God Learners never tainted these critically important rites.

The Lunar ceremonies are riskier than most. Since the Lunars have equal respect for both life and death their ceremonies can result in the victory of Death for the year, unlike (say) the Orlanth ritual wherein the storm god is (almost) always victorious over his deadly foes. Despite the philosophical equalities, most citizens of the empire favor the forces of life. Thus even skeptics are careful during the holy weeks of Sacred Time, and mere casual laymen usually participate enthusiastically in the public ceremonies within the empire.



Sea Season in Esrolia

From a vantage point somewhere on Mirrorsea Bay, we can see the great port metropolis of Nochet, with triremes and fishing ships visible nearer to the city. Beyond the city is the rich, green agricultural land of Esrolia, divided by the Lyksos River. To our right rises the dark cliffs of the Shadow Plateau; at the top is the temple of Axe Hall and Esrola's Throne. In the distant background, the Skyreach Mountains rise with Arrowmound Peak and Doktados Peak visible, covered in snow and ice. Above the Skyreach Mountains looms the Red Moon.

Sea Season

The lush, green season of life and renewal after the long winter, the time of many religious festivals celebrating the sowing of seeds, the growing of plants, and similar agricultural events. Esrolia is semi-tropical; there are some scattered rain showers in the picture, but also sunshine.

Places and Things

Mirrorsea Bay: A placid bay, its calm waters reflect the Sun and the blue of the sky. It is rich with fish (and friendly merfolk), and fishing boats and merchant vessels sail on its waters in every season.

Trireme: Nochet is a major naval power.

Nochet: The richest, most populous city in Glorantha, with a population of almost 100,000 people and stretching over a mile on each side. The buildings facing the waterfront are up to three stories tall with a few taller sacred structures such as temples. Nochet is vivid with color; walls are routinely painted bright colors, and all but the most poor are trimmed with a second color. The mixing of colors seems random to outsiders: lime green, trimmed with orange along the top and around the large, strong wooden door; terra cotta red, trimmed with a light violet; forest green with crimson red trim; pale blue trimmed with sky blue; and so on.

Esrolia: The countryside is rich, green, and lush, beloved by the goddesses of Earth and Life. There are orchards, green fields, flowers, and lots of villages. The land rises gently towards the foothills of the Skyreach Mountains; the Lyksos River winds through Esrolia, wide, sluggish, and brown from sediment.

Shadow Plateau: To the right of Esrolia is a great, dark table plateau, rising over 3,300 feet above the Mirrorsea Bay surrounded by a sheer rock wall over 1,200 feet high. The upper portion of the plateau is dark rock, and it is a place of shadows and darkness.

Axe Hall: Atop the Shadow Plateau is a holy place to the grim goddess Babeester Gor, who avenges the goddesses of Earth. Men fear this place.

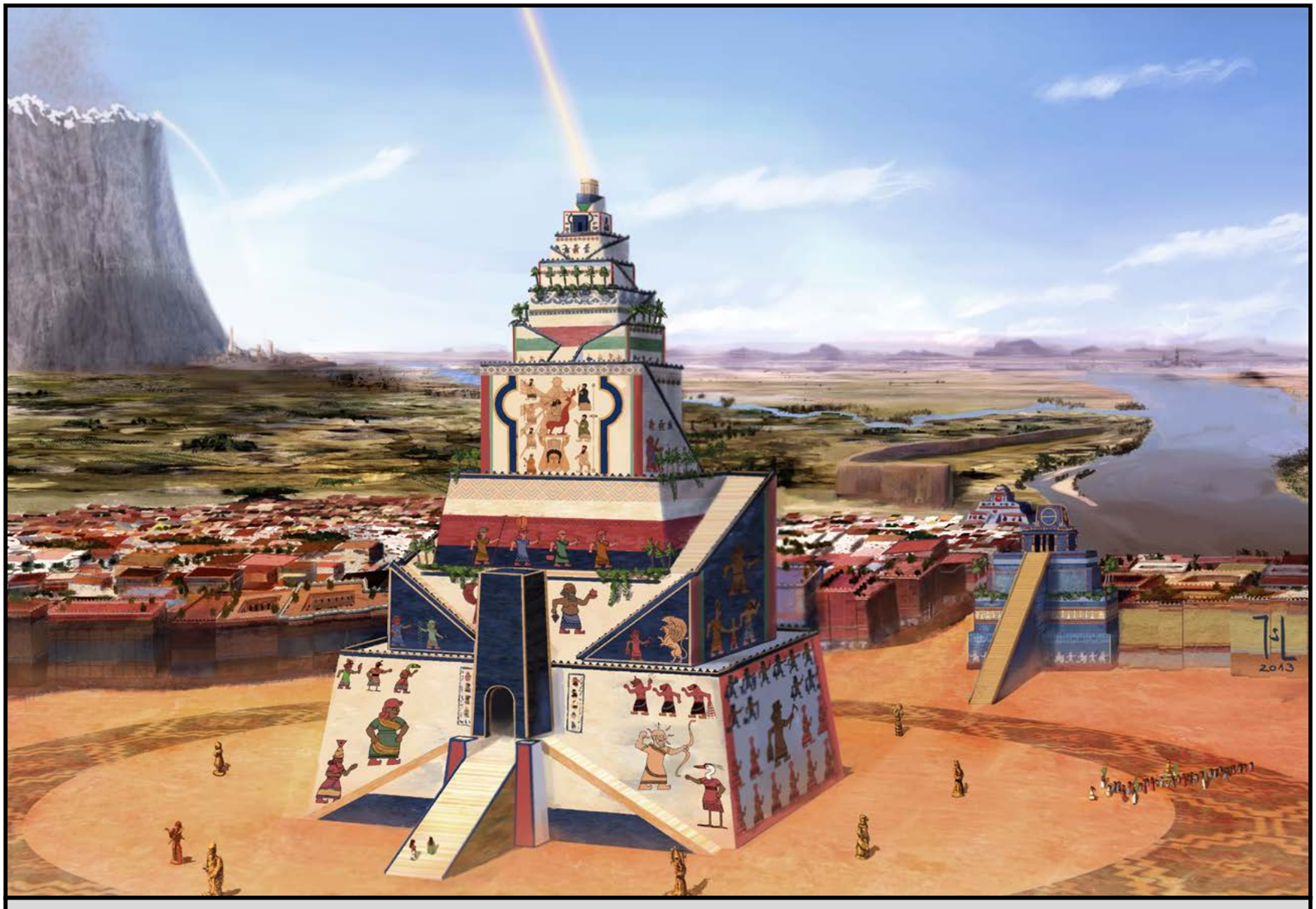
Esrola's Throne: This great stone throne was built in the side of the Shadow Plateau for Esrola, the good goddess of Life and Fertility, to sit upon. The seat and both arms are visible and, on some Holy Days, worshipers can see her sitting here. .

Skyreach Mountains: These very steep and tall crags are covered in snow all year round but their foothills are covered in forest. They are often surrounded by rain clouds. Two peaks are particularly prominent:

Arrowmound Peak: This snow-capped mountain rises over 13,000 feet. It looks something like an arrowhead and is sacred to the gods of Storm.

Doktados Peak: This snow-capped peak is actually a dormant stratovolcano and rises more than 13,500 feet.

Red Moon: Above the Skyreach Mountains, between Arrowmound and Doktados, is the Red Moon of Glorantha. It hovers motionless high up in the Sky, and whilst almost as large as the Sun is not as high.



Fire Season in Dara Happa

From a vantage point at the southwestern edge of the great circular plaza of Raibanth (looking northwest) we see an immense ziggurat, a ten-stepped pyramid rising over 300 feet into the Sky. Above the ziggurat (called the Footstool of the Sun God) is the Sun, bright and radiant. Below the Sun is the Red Moon (neither are visible in this picture). Behind the ziggurat, on the other side of the plaza, are palaces and lesser temples, and beyond them are the three-story square tenement buildings.

Fire Season
This is the scorching hot summer season. There no clouds in the sky and the Sun is strongest at this time.

Places and Things
Raibanth: Raibanth is a metropolis of about 50,000 people on the shore of a huge river. It is surrounded by fertile plains and farmland. The city is the ceremonial capital of a rich, ancient, and deeply patriarchal empire which believes it rules the entire civilized world.

Buildings are made of stone and mud-brick, with those of the rich and powerful painted bright colors or faced in colorful glazed bricks, often having bas friezes and sculptures depicting the many gods and demigods that protect or serve the inhabitants or displaying the great deeds of the city and its inhabitant.

Raibanth is ancient and some buildings are older than mankind. Parts of the city have been destroyed, rebuilt, and destroyed again many times.

Our vantage place: We are on the south side of the Great Circular Plaza looking up at the Footstool of the Sun God.

Footstool of the Sun God: The Footstool of Yelm is immeasurably ancient and was created by the Sun God. It is an immense ten-tiered ziggurat with ten thousand steps leading to its summit. 150 feet in width at its base, its white stones are decorated with images of the gods. Each tier raises it closer to the Celestial Realm. A sacred stairway leads on to the highest level and the Tower of Yelm. The top tier is the temple and residence of the Solar Emperor. A bright, single beam of sun light connects the top tier of the Footstool to the Sun. This is called the Tower of Yelm.

The Sun: The Sun is high in the sky, a brilliant and golden orb, often perceived by worshipers as a brilliant, golden version of the Solar Eye with the bright, single beam of sun light emanating from the Solar Eye.

Red Moon: The Red Moon is lower in the sky than the Sun and surrounded by a pale red nimbus.

Great Circular Plaza: This great plaza surrounds the Footstool of the Sun God and is nearly 350 feet wide, paved in stone. Often there are religious ceremonies in progress here, with dozens or hundreds of people carrying statues of the gods.

There are nine statues surrounding the Footstool, but only three can be clearly seen here. **Statue 1:** This depicts a serene Dara Happan noble, his eyes closed in meditation. The statue is made of gold. **Statue 2:** This depicts a fierce, scowling warrior carrying a mace and a sword and is made out of red bronze. **Statue 3:** This depicts a priest wearing a high-capped hat and crowned with stars. It is made of gold.

On the far side of the Great Circular Plaza are four temples, one of which is a smaller ziggurat and three of which are grand tall buildings, all brightly painted and decorated with depictions of gods or goddesses.



Earth Season in Tarsh

We are looking southeast from the broad upland valley of Tarsh during the harvest season. In the foreground, we see rich fields of mature grain, ripe for the harvest, and some strange standing stones (Dragonewt Plinths) and if we look closely, a temple of the Earth Goddess. In the distance we can see the hills and mountains of the Dragonspine. Utterly dominating the background is Mount Kero Fin, the huge 8-mile-high needle of a mountain, its upper reaches surrounded by clouds and the home of the gods. In this picture we cannot see the Red Moon (we are looking the wrong way).

Earth Season

Earth Season is harvest time. The climate is warm in the day, but getting cool and crisp at night. There is snow at about 6,000 feet and higher, but not below that, and so only on the peaks of the Dragonspine and of course Kero Fin.

Places and Things

Our view point: Our view is from the rich farmlands of Tarsh looking southeast; our elevation is about 2,200 feet. This is wheat and barley country, with lots of golden wheat and light brown barley ready for harvesting.

Harvesting is going on in the foreground. The men and women are stripped down to their waist (women wear long skirts, men wear shorter skirts). They are using sickles to cut the grain. Beyond the fields, the trees are in their autumn colors, with browns, yellows, and reds predominating.

Earth Temple and Dragonewt Plinths: To our right less than a mile away is a group of tall standing stones which appear to be crude and stylized representations of draconic things.

Also on the right we can make out a squarish stone temple to the Earth Goddess, about a mile or so away. It is a megalithic building.

Grizzly Peak: In the near distance looms the dark and forbidding butte of Grizzly Peak, sacred to the local people. The butte rises some 2,000 feet above the valley.

Dragonspine: In the far background are the Dragonspine Mountains. These sharp, almost triangular peaks rise abruptly between 5,600 and 7,000 feet and so are capped in snow even in Earth Season. They are the backbone of a monstrous dragon who sought to conquer the Sky but was killed by Orlanth (who lives atop Kero Fin) and was hurled down here.

Kero Fin Mountain: This impossible mountain is the mother of the Storm God who rules this region. It is over 8 miles tall and yet its base is little more than 12 miles wide. It looks like a gigantic white needle (since it is covered in ice).

Kero Fin is always surrounded by a huge cumulonimbus cloud about half-way up. This cloud is Orlanth, the Storm God, the son of Kero Fin and King of the Gods of this area.



Darkness Season in the Shadows Dance

From our vantage point in the foothills of the Rockwood Mountains we look across the Shadows Dance towards the Castle of Lead and the smoldering, snow-covered volcanoes of the Indigo Mountains. In the valley between us and the Indigo Mountains, the strange magical dance of light and darkness called the Shadows Dance is taking place. We can see the Castle of Lead, a lead warded entrance to Hell. To our left is Sentry Mountain, a rock formation embellished with a 400-foot-tall crudely-carved troll, surrounded by many smaller pinnacles similarly carved. Behind it in the far distance we can just make out the ovoid dome called Tada's High Tumulus. To our right is the Thieves Ridge; beyond it are dark forests and the Vale of Flowers.

Dark Season

This is early winter. There is snow, although precipitation is limited enough here that it is probably only on the higher elevations. The lighting is dark and gloomy, except for the strange phenomenon called Shadows Dance.

Places and Things

View Point: We are in the foothills of the Rockwood Mountains. Our elevation is above the immediate valley. Below us we can see areas of lights (some colored), and the great shadows lumbering away from them.

Boulder Hills: These are parallel granite ridges, topped with huge rounded boulders, some of which have been dislodged and fill the valleys between. The Shadows Dance is active here.

Sentry Mountain: This steep peak is the highest in the Indigo Mountains. The 400-foot-high, craggy peak has been crudely carved with the features of a male troll. Below it are dozens of pinnacles, each carved as smaller (although still huge) trolls.

Gors Land: This rugged region lying between the Indigo and Rockwood Mountains is a jumble of rocks and soils scattered about in a disorderly fashion. The Shadows Dance is active here.

Thieves Ridge: This is a long, rugged ridge dividing the harsh land from the vast forest and the Vale of Flowers.

Castle of Lead: This huge and ancient fortification is made of lead, and looks more as if it was melted or hammered into place than worked by crafters. It guards the gates into Hell, from which Underworld demons (such as trolls) emerge. Deep within lives Kyger Litor, the Hell Mother of the trolls.

Vale of Flowers: This well-watered region is filled with immense, tree-sized flowers. The lights from Shadows Dance make their way here and vanish.

Indigo Mountains: Several of these indigo-colored peaks (between 5,200 and 7,000 feet tall) are active volcanoes with purple-white smoke plumes.



Storm Season in Sartar

This picture depicts the sacred valley of Boldhome in Sartar towards Quivin Peak from a vantage point on the nearby mountain called Thorgeir's Cow. Above Quivin Peak a dark storm rages, hurling bolts of lightning, hail, and strong winds. Below we can just make out the city of Boldhome, the buildings covered in snow, but visibility is limited from the storm.

Storm Season: This is the season of snow, storm, wind, and lightning. Although slightly warmer than Dark Season, it has far more precipitation, and thus more snow. It also is notorious for violent lightning, hail, and sleet storms.

Places and Things

Thorgeir's Cow: This peak is 7,000 feet high and overlooks the Boldhome Valley. Legends say that this was a cow belonging to a giant. Quivin killed the giant in a quarrel, but the cow would not leave its master's side and sat down here.

Boldhome Valley: This is a two-armed Alpine valley in the Quivin Mountains. The floor of the valley is at 4,600 feet, and the surrounding mountains rise quickly another 3,300 feet (to around 7,900 feet). It receives a lot of snow in Darkness and Storm Seasons, but is surprisingly fertile with rich farm and pasture land.

Darsh Peak: This peak is 6,500 feet high and rises 1600 feet directly above the *Royal Palace* of Boldhome.

Quivin Mountain: This is the central, tallest, and most sacred peak of the Quivin Mountains. It is 10,250 feet tall and covered in snow. Legends say it is the son of Kero Fin, and half-brother of Orlanth. It is called the Mountain of Kings.

Lightning Storm: Above Quivin Mountain are dark storm clouds, with blinding bolts of lightning being cast down to the peaks. This is a divine storm, the anger and manifest power of the Storm God.

Boldhome City

This city of about 10,000 people is within Boldhome Valley. From our vantage we cannot see the famous dwarf-made cliffside "hanging villages" called the Pockets, but we can clearly see the *Royal Palace*, a simply-built but brightly-painted structure mostly cut from the crags and appears to rise right out of them. *Sartar's Flame* burns upon a platform here, connected to the Royal Palace by a grand stairway.

Below the Royal Palace is the Main City, including the City Market. The buildings are not terribly crowded together and are built of stone and wood. The City Market is the public center for most of the people of Boldhome. Around the market are the main residences and working regions for the city's many artisans and craftspeople. They include the Guild Area, with the proud City Guild House and its streets organized by commerce, with all the leather workers on Leather Street, bronze workers on Brass Street, and so on.

Other Calendars

Although the Theyalan calendar is the most widespread, there are many other Glorantha calendars. Because Glorantha does not have a divergence between the "solar year" (a complete domewise rotation of the Sky Dome which in Glorantha takes 294 days) and a "lunar year" (which in Glorantha would be 42 seven-day weeks or 294 days), Gloranthan calendars do not need intercalary "months" nor "months" of varying time. Additionally, because the Red Moon is a stationary celestial object, its "month" is defined purely by the amount of time it takes for it to cycle through its phases or seven days.

In the Lunar Empire the Dara Happan sacred calendar divides the year into four seasons (commonly called Youth, Sky, Harvest, and Dying seasons) of 7 "weeks" of ten days each, plus a 14-day Sacred Time. The Theyalan calendar is widely used in the southern and western reaches of the Lunar Empire. The Lunar religious calendar itself divides the year into ten "months" of four 7-day weeks each plus the two weeks of Sacred Time, whilst the Theyalan calendar is more commonly used for record-keeping and scholarly purposes.

Most Westerners adopted the use of the Theyalan calendar in the Second Age, but the Brithini still divide the year into ten "months" (called Malkinel, Demas, Kaldine, Wemago, Untha, Intha, Brithe, Sona, Odemak, and Tilntel) of 28 days each, plus a 14-day Sacred Time.

The Doraddi and inhabitants of Maslo divide the year into four seasons of 12 six-day weeks, plus an extra six day Holy Week that serves as Sacred Time.

The Kralorelans and other Vithelan peoples divide the year into six seasons of 7 weeks each. The Kralorelan calendar is described in greater detail below.

The Traditional Kralori Calendar

The Kralori calendar is one of the most intriguing in Glorantha. It is in daily use by millions of people throughout the East (Kralorela, the Kingdom of Ignorance, Teshnos, and other lands past the Wastelands and Pent), so it can fairly be described as one of the most popular calendars as well. Here we give standard Lhankor Mhy translations of the names of the weeks. Each week has 7 numbered days.

The seasons of the Kralori calendar have peculiar names. The common Theyalan calendar's seasons correspond to the seasons of western Genertela, where that calendar originated. Most philosophers believe that the Kralori calendar's odd month-names correspond to those seasons which existed in the God Time, when this calendar was first created.

THE SEASON OF SILENCE
The week of Wise Passivity
The week of Tranquil Composure
The week of Lucid Stillness
The week of Taciturn Solemnity
The week of Fortunate Incapacity
The week of Profound Solitude
The week of Futile Annihilation

THE SEASON OF EXPERIENCE
The week of Practiced Sagacity
The week of Adroit Readiness
The week of Conscious Insight
The week of Ingenious Success
The week of Exquisite Sensation
The week of Poignant Memory
The week of Dull Oblivion

THE SEASON OF SECRETS
The week of Erudite Obfuscation
The week of Concealed Truths
The week of Privy Trust
The week of Inner Knowledge
The week of Constrained Discretion
The week of Esoteric Reality
The week of Lurking Ambuscade

THE SEASON OF THOUGHT
The week of Assured Credence
The week of Seeking Comprehension
The week of Intelligent Incredulity
The week of Sufficient Omniscience
The week of Hesitant Cognizance
The week of Mature Nescience
The week of Mindless Dolor

THE SEASON OF BEING
The week of Naked Essence
The week of the Fervid Soul
The week of Cheery Exhilaration
The week of Vitality
The week of Absolute Innascibility
The week of Pleasant Torpor
The week of the Journey's End

THE SEASON OF SPIRIT
The week of Exuberant Creation
The week of Portentous Gloom
The week of the Unpathed Waters
The week of the Living Glebe
The week of Effulgent Radiance
The week of Novel Tempestuousness
The week of Universal Ruin

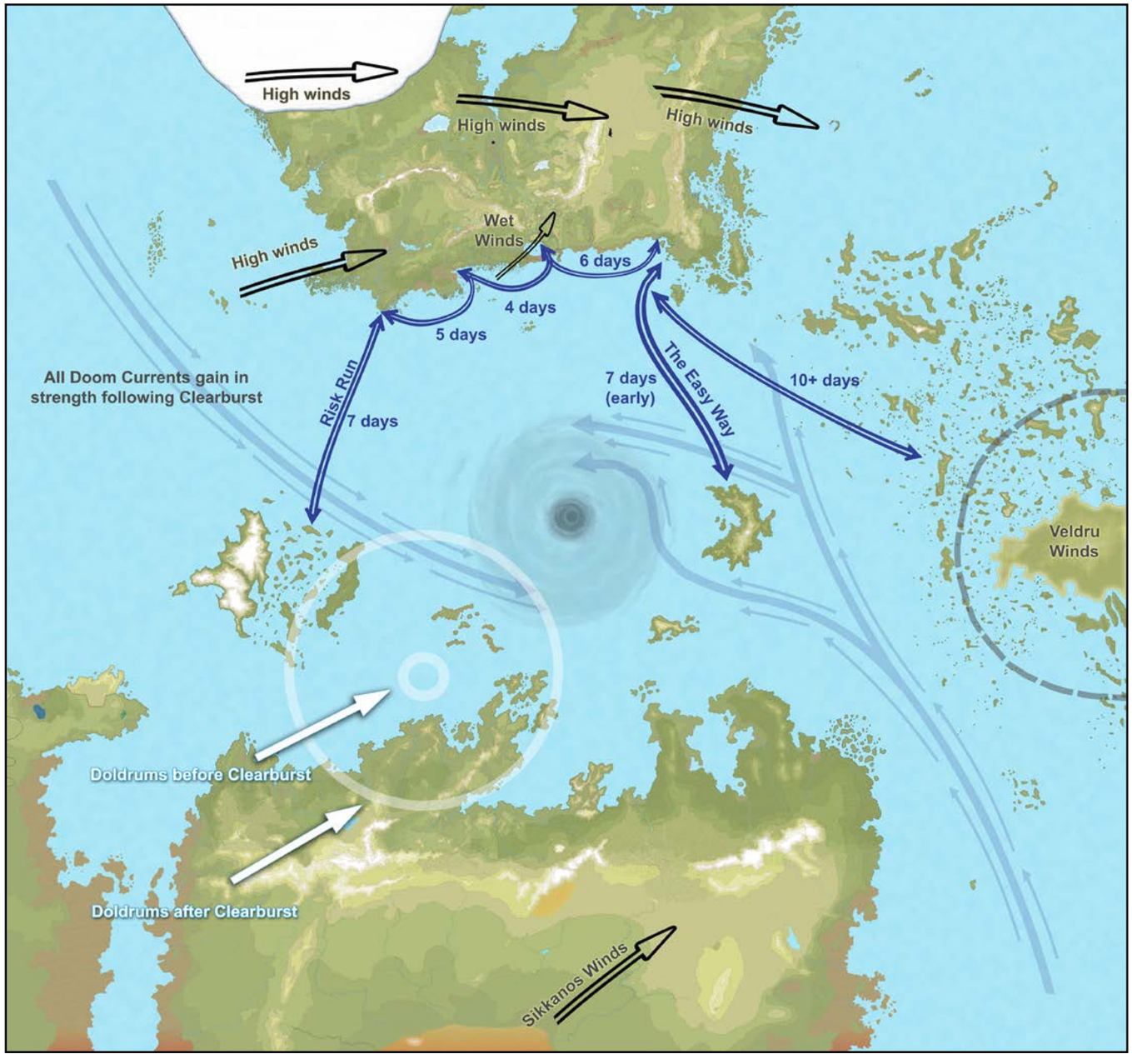
Appendix C: Weather

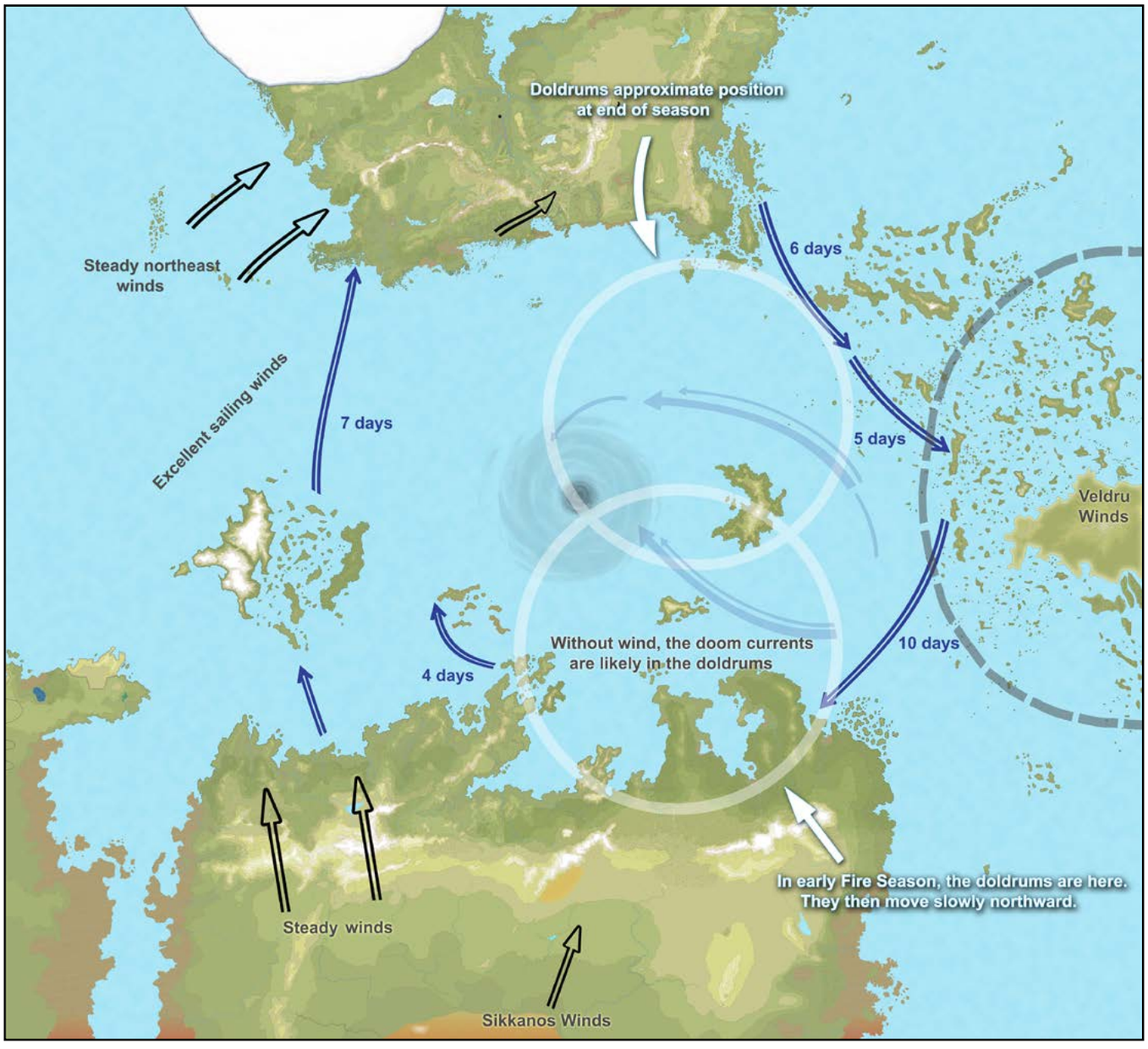
The secrets of Glorantha's climate and weather patterns are not known to most of its inhabitants. Most people are familiar only with their own regional weather patterns and explanatory legends. Insularity, fatalism, and local superstitions often produce an attitude that makes any methodical analysis unpopular. The secret information given here, for instance, is derived from material written by the God Learners, who determined the facts only after two hundred years of study and record keeping. Because of its origins this theory is held suspect by most living people. In fact, it may be less correct than it was during the Second Age when it was compiled, because of the many permanent changes wrought by the God Learners' careless abuse of the cosmos.

Sea Season

Most of the ocean south of Magasta's Pool is within the doldrums at this time. Normal winds blow from east to west across Pamaltela, bringing warm rains from the Togaro Ocean. Warm rains fall on Slon, blown from the south.

Genertelan weather is more complex. Normal winds blow from west to east across its southern coasts, but hurricane winds blast the northern parts of the continent, as well as endangering Vormain and the eastern East Isles. Storm Bull winds sometimes blow northwards from the Wastes at this time, bringing about the event called the Holy Turmoil in the Kingdom of Ignorance and eastern Pent. When the Storm Bull Winds blow strongly straight northward into the troll wastes it brings about an unusually rapid thaw called, in troll language, the Vile Thaws.





Fire Season

During Fire Season, the doldrums move northward over Teleos, engulfing that island for the entire season. The Doom Currents are at full strengthen within the calm and unavoidable.

In Genertela the winds blow west to east, bringing rain to the western areas. From Jrustela to Genertela are excellent sailing winds. The East Isles are regularly wetted by cloud-bearing winds from the north. In Pamaltela the Sikkanos Winds bring evil vapors northward from the Nargan.

The Storm Bull Winds blow outward from the Wastes of Genertela, sometimes north, sometimes south, rarely eastward, bringing sand storms in the phenomenon called the Hot Storm.

Climate

Gloranthan climates are of mythic origin, and the gods still determine the weather patterns of the inner world. Glorantha is cold in the north and hot in the south. This reflects the presence of two powers at the northern and southern edges of the inner world: Valind, God of Winter, to the north; and Pamalt, god of the south. As a result, the climates of Glorantha's continents vary; the southern continents are tropical, usually moist, and the northern regions are cold, and usually dry.

The presence of large bodies of water normally has a moderating effect on island or coastal climates, due to the power of Storm, which conquers water and uses it as a tool.

There is no equator or equatorial region in Glorantha. The most northern section of Glorantha is covered by vast glaciers. The most southern section of Glorantha is desert.

Weather

The powerful forces of two great Gloranthan deities, the winds of Orlanth and the rays of Yelm, the Sun, determine seasonal changes in weather. Magical events also affect local weather significantly.

Note that the weather patterns are variable. For instance, the area of the Doldrums is not always confined as described, but may be larger or smaller: the winds may not reach hurricane force; or the doldrums may take a longer or shorter period to traverse the region described. Given here are averages, but the nature of Air is to be variable, and the variances are wide.

Key to Maps

Double line: Major sea route; regular passage of many ships is usual. Daily passage can usually be bought in ports upon such a route. Numbers show average number of days to sail the route.

Single line: Lesser sea route; ships regularly ply the route, but in small numbers. Passage is regular only at largest ports.

Magasta's Pool: This marks the region where the sea can be discerned to slant down. Currents are strong here, flowing counterclockwise, and get stronger as they approach the center.

Doldrums: This is a huge area which is quiet of any wind, and the area it covers is sometimes called the Brastalos Sea. Sailing is impossible in the area, and most sailing ships do not even attempt to travel.

Doom Currents: The light arrows show that the current is sporadic or transitional, while the heavier arrows indicate an absolute certainty of encountering the current.

Earth Season

Earth Season is the time of the weakest winds, following the Gloranthan pattern of Earth overcoming Storm.

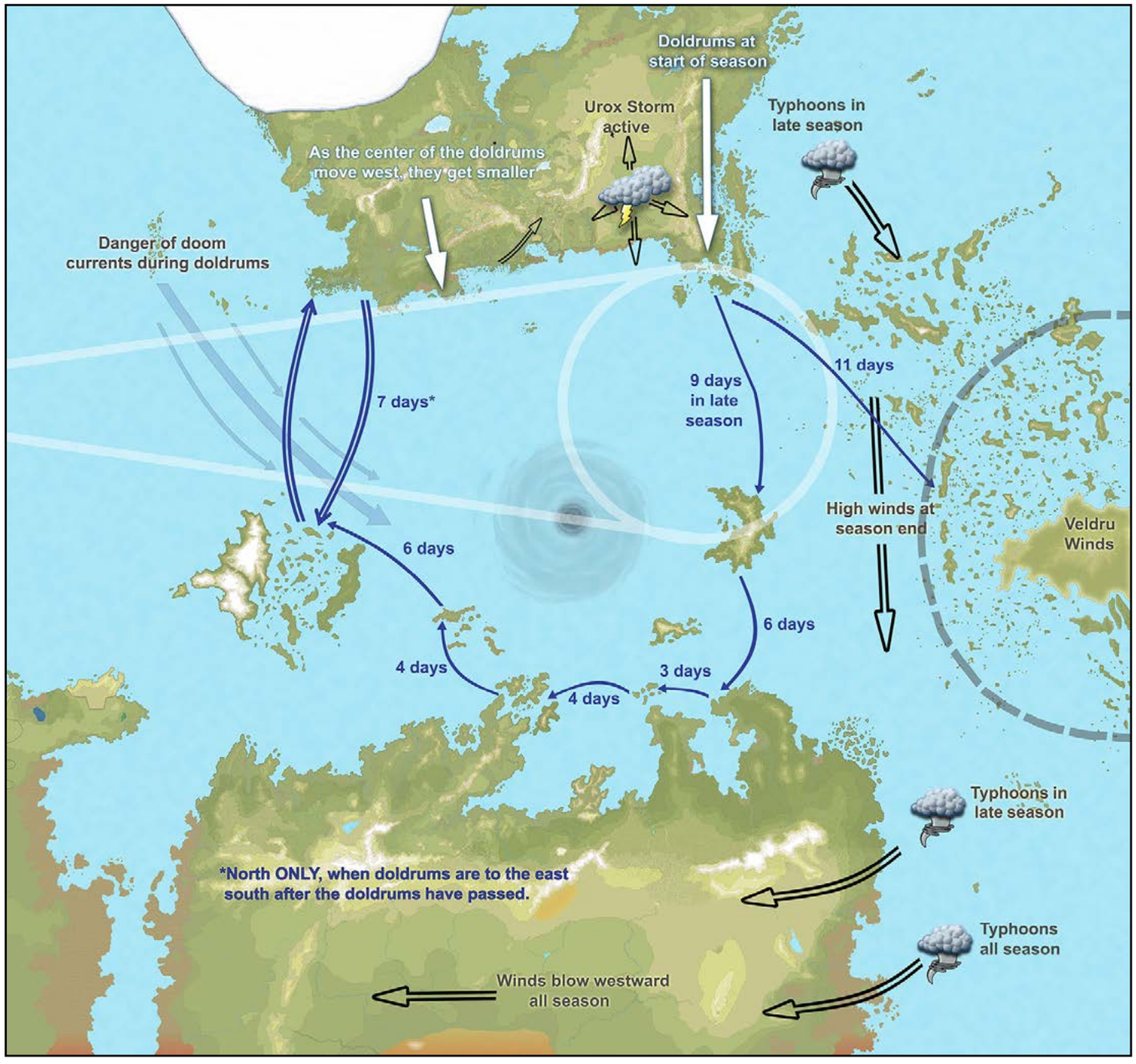
The doldrums move from east to west along the southern coast of Genertela, eventually passing beyond the range of all land. This causes the winds in western Genertela to change direction: they blow north early in the season, south later.

The Storm Bull Winds, dry this season, again blow outward from the Wastes, usually in a northern or southern direction, occasionally eastward over the Shan Shan mountains.

The East Isles are engulfed by the hurricane zone, increasing in severity for another twenty or more weeks until swiftly clearing in Sea Season. Eastern Pamaltela is washed by typhoons as well, which continue to blow their warm rains across the plains.

Sacred Time

"The Clearburst" is a phenomenon which occurs sometime during Sacred Time. The doldrums, which have shrunk to their smallest size, are usually located someplace west of Fonrit. During Sacred Time, they begin to rapidly expand to a diameter of about 2000 miles, sweeping away the clouds ahead of it. This event usually takes days to occur or, rarely, a single day. The flight of the clouds before the clear sky is one of the most unusual sights of the northern Pameltelan coastal region.



Yelm

The effect of the Sun is general and pervasive. Yelm's influence and health affects the temperature of Glorantha. Yelm was once Emperor of the Universe, a proud and powerful being; he was cast down by Orlanth and the rebellious deities that aided him, and is now a weak version of his old self, a slave of Time, eternally suffering the deep wounds of the past.

When Yelm is strong again, the world is warm. His path across the sky is towards the north, he is a bright blinding gold, and summer covers the world.

When Yelm is weak it is winter, a wet, cold, and shadowy season. His path is towards the south, he is a sickly pale yellow, and sometimes it has been so dim that stars were visible in the daytime.

Orlanth

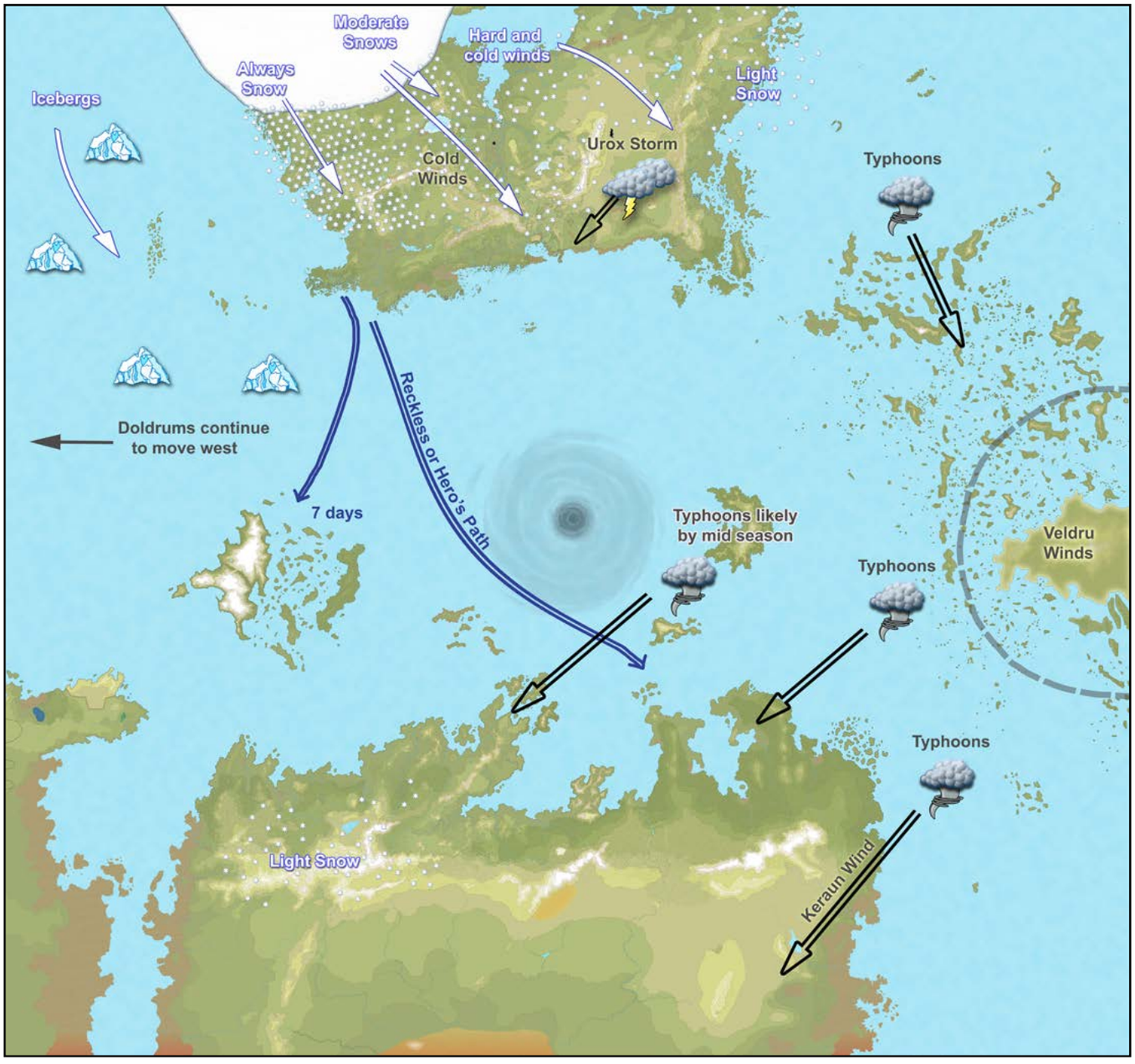
Glorantha's weather patterns are determined by Orlanth, modified by some significant Autonomous Winds over Vithela and the Wastelands of Genertela. Orlanth dominates the weather. His "body" is a vast storm which overlies all of Glorantha. It is a circle of moving air whose diameter is several thousand miles.

The Orlanth storm rotates above the Surface World in a huge clockwise wheel, and the winds grow stronger farther from the cycle's center. In the exact center of the storm system the air is still, but the position of the center moves about in a counter-clockwise motion, shifting the winds across the world.

For human purposes, especially sailing, four areas of the Orlanth storm are of importance: the center, the wind zone, the hurricane zone, and the doldrums.

Within the center only light air and breezes blow, increasing until gales and hurricanes regularly rage. Storm priests say that the wind continues to grow until it reaches infinite strength at the edge of the universe. Since no mortals have traveled so far from the Inner World of Glorantha, this is only scholarly speculation, but it fits within the observed pattern.

The wind always blows in a clockwise direction about the center of the storm. Occasionally other storm gods interfere with this movement. Of greatest importance are the Storm Bull Winds, which originate in the Genertelan Wastelands, the Sikkanos Winds of the Nargan Desert, and the Veldru Winds, which originate on the island of Opi in East Isles, and the erratic Tornado.



Dark Season

The doldrums moves west out of the human sphere during this season. Fierce typhoons and hurricanes cover all of the eastern half of the world, blowing from the north to the south. The range of the hurricanes gradually moves from east to west bringing the typhoons into Pamaltela, usually endangering Fonrit. These are called the Keraun Winds.

The Veldru Wind is strongest at this time, blowing from the east over the East Isles. Sometimes this negates the hurricanes, making the air over the East Isles calm. Sometimes it is defeated by the typhoons bringing the "dragon storms" which rage wildly, changing wind strength and direction in a rapid and erratic manner.

At the same time, freezing cold northern winds blow from the north bringing snow across Genertela. Those which blow off of the vast glacier are called the Valind Winds. The chill storms which blow southward along the western coasts of Genertela are called Ygg's Winds. Most of the western seas are endangered by the increasing numbers of icebergs which float southward through the Banthe Ocean and the Neliomi Sea.

The Center

The center of the storm has the weakest winds, and the size of the center fluctuates seasonally, starting with the Clearburst of spring and slowly contracting for the rest of the year.

Hurricane Zone

The wind strength is between 30 and 100 mph. At this strength the wind troubles normal human pursuits like walking, talking, or even standing up. The greatest winds within the human inhabited area rarely gets greater than hurricane force. Normal ships cannot sail, buildings are blown flat, and people or horses can be blown away.

Wind Zone

Wind strength grows as the distance increases from the center of the doldrums, rising until the hurricane zone is reached at the outer edge of the circle. The usual wind strength for this region is from a Breeze (at least 5 to 12 mph) to Moderate Wind (up to 30 mph). Within this zone, most seaworthy ships with a competent crew are rarely in danger from the winds.

The Doldrums

The doldrums are an area of windless calm which varies in size depending upon the season. The weak winds do not allow any sailing in head winds or half winds. During Storm Season, when Orlanth is most powerful, the doldrums are smallest. The goddess of the doldrums is Brastalos, but it does no good to sacrifice to her in the manner of other wind deities, for she never answers, but plots with Magasta to send sailors to the Underworld.

Understanding the influence of the doldrums lends understanding of the ship types of Glorantha. For instance, the Maslo Sea, from whence originate fleets of wandering sea merchants, is one of the regions most becalmed. Hence the natives rely little upon sails, and have developed their many-oared, double-hulled catamaran galleys.

The Seasons

There are five seasons in Glorantha. Sea, Fire, Earth, Storm, and Dark Season each have the distinct characteristics of their runic association. At the end of the year, the last and shortest period is known as Sacred Time. Weather follows a complex pattern during this brief period that is not fully understood, despite its significance.

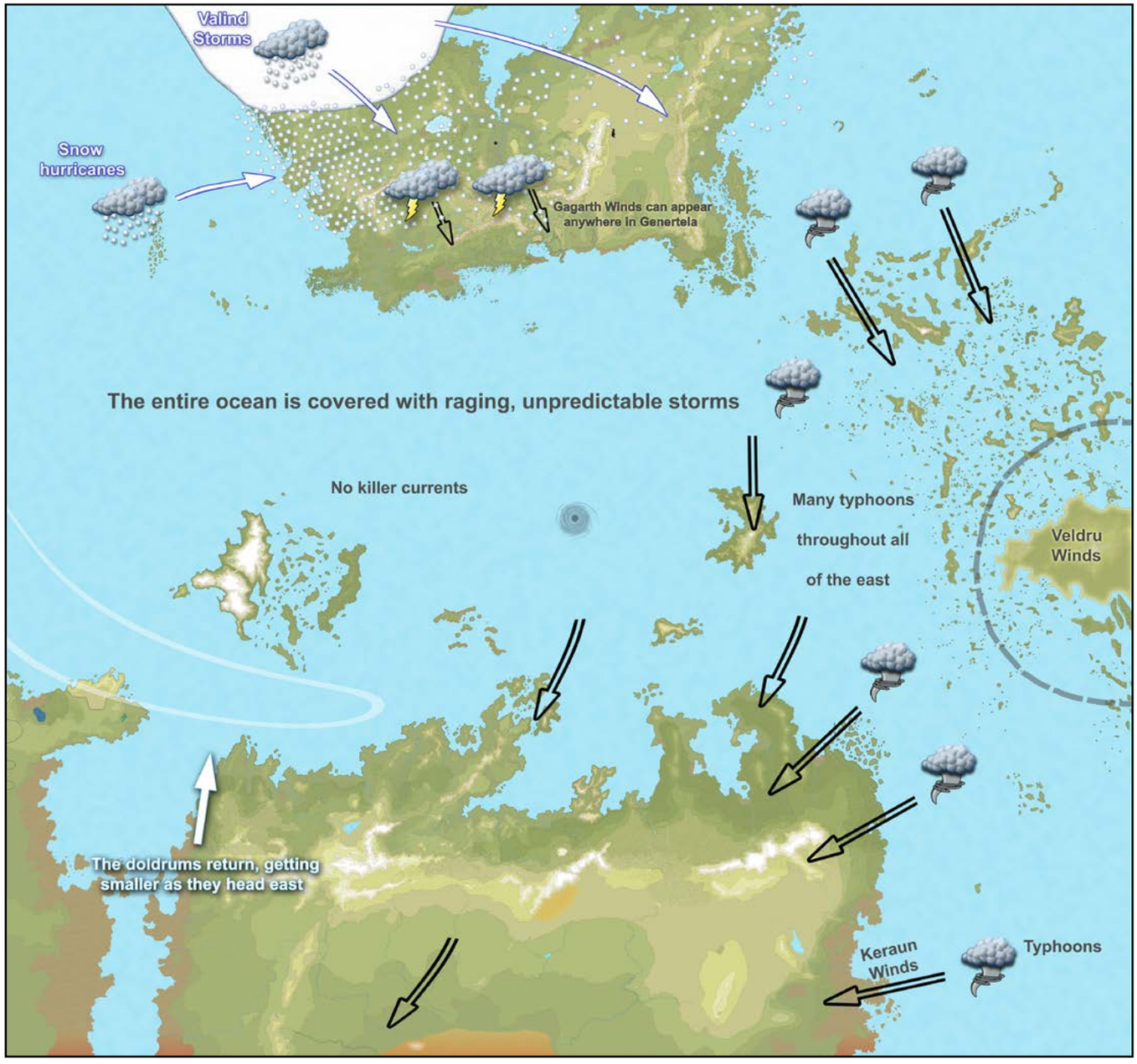
Storm Season

During this season the calm center is in the far western land of Luathela. Because of the location of the calm center, most winds in Glorantha blow from north to south during this season, gradually moving again to an easterly direction. They often reach hurricane strength. The entire ocean is covered with raging, unpredictable storms. Ice hurricanes are known to rage south and stop, then turn north again. No ship made, save the vessels of the Waertagi or other immortals, can reliably withstand the weather, and only Waertagi, Vadeli, and demigods sail during this season.

The Veldru Winds weaken during this season, making the East Isles more dangerous in the face of the typhoons.

In Genertela, the Gagarth winds appear almost anywhere. These winds are often called "The Wild Hunt Storm" by the locals. This wind seems to defy all reason as to its direction, origin, and strength, doing great harm wherever it passes. Natives universally prefer the terrible, cold, and strong, but regular, winds of Orlanth over the purposefully destructive rage of Gagarth.

The Valind Storms blow south from the Glacier across Peloria and Pent into Dragon Pass and Kralorela. They are weaker than in centuries past, prior to the annual Kalikos expedition of the Lunar Empire, but still bring snows and freezing cold.



Sea Season

Risk Run: The passage from Genertela to Jrustela is risky in Sea Season because of Banthe's Doom Current. However, if a ship is sailing north, the Risk Run can be started in the Sacred Time and, if aided by the prevailing wind, probably make it before the Doom Current begins.

Likewise, a sailing ship which sets off south immediately after the last storm of Storm Season (a tricky thing to judge) might make it south before the Doom Current gains its full strength.

Easy Way: Sailing south from Genertela to Teleos is easy if it occurs before the Clearburst. Once at Teleos, ships will be becalmed for two entire seasons.

Profit Run: Sturdily built ships set sail from Genertela to the East Isles in early Sacred Time. If fortunate, they will get good winds before the rising of the Doom Current and make it to Haragala. If captured by the Doom Current, they might still escape after being driven hundreds of miles northward, if the ship does not break up.

Fire Season

East Row: Sailors, especially those from Maslo, often row eastwards or westwards through the doldrums out of Teleos. Curiously, even heading west is called "East Row" by the Maslo sailors.

Earth Season

North Run: A favorite passage of ships in the Jrusteli Islands, especially Fonritian ships, is to ride the prevailing winds northward for a seven-day voyage to Nolos, where they wait out the passing of the doldrums, usually about 4 weeks, after which they sail south on the shifted winds, arriving back in Jrustela in another week, with plenty of time to sail anywhere they desire in the Dashomo.

Dark Season

Hero's Run: Extraordinarily bold sailors with very good ships and experienced crews have been known to succeed with a reckless voyage in this season. Timing and judgment are essential. The ship cuts down as close to Magasta's Pool as possible, propelled along by the near-hurricane winds driving it south. It is known that this voyage from Nolos to Kareeshtu or Elamle can be completed in as few as 12 days.

Appendix D: Gods Wall

The Gods Wall is a sacred monument in Dara Happa about ten miles north of Raibanth. It was carved into a rock cliff overlooking the Oslir River by Lodril the Shaper in the God Time and depicts the One Hundred Deities assembled to pay homage to Emperor Yelm.

The Dara Happans use the Gods Wall as the test for all other truths about the Universe. They believe that all true gods in Glorantha have a place on the Wall; those not shown are merely transitory deities. Gods from several pantheons are visible on the Gods Wall. During the First Age, the Orlanthi of Dragon Pass were in contact with Dara Happa and recognized many of their gods on the Gods Wall, although often with different names and mythologies. For instance, the part of Umatum was taken by Orlanth, and the god Yelm was recognized by the Orlanthi as the Evil Emperor.

Plentonius' Text

The Gods Wall is our most sacred monument. It was made at the start of the world, when Emperor Yelm received control of the universal government.

It has no secrets. Anyone may see it simply by traveling a Half-March[1] northward from Raibanth, to stony Eggarlodril,[2] which is now called the Castle of Dugoloth.[3] If you do not know the way, just follow the broad Triumphal Road which leads from Raibanth to the monument. Every Emperor has walked upon it after he is Enthroned, and upon this sacred ground he received the One Hundred. We mortals draw strength and life from walking where He trod.[4]

In the beginning of time splendid Yelm lowered his Scepter of Creation and touched the earth. There he raised the Footstool, descended from the sky, and received dominion of the world. After his sacred Enthronement Emperor Yelm traversed the Triumphal Way. His mere passage created that broad road. The Handsome Guardians[5] went first to form the honor guard to greet him as he passed, and the other statues rose from the earth to honor him,[6] pushing forward like an eager but rude crowd.

Upon the Expanse of Prostration the One Hundred Deities assembled to pay homage to the Emperor. At this time they all swore to the Compact of Rule, whereupon Yelm was to rule, and all of the others were to follow their natures and to obey.

The Emperor then ordered his brother, Lodril the Shaper, to commemorate the event. He did so by making the first rolling seal which he then pressed upon the cliffs. There it left its imprint, as if in mud, to recall the great event.

However, the cliff near Eggervak is not mud, but is in fact the rock called *steadfast,* which is so hard that no tool can cut it except adamant. It can barely be touched even by the tools of the gods whose wind and water have worn down Murharzarm's holdings, and which seem to be able to shape anything except steadfast. The Great Shake did not damage the cliff or sculpture, even though elsewhere a whole mile of cliff moved and the ancient castle fell down. The Flood[7] buried part of it but submergence in water and earth did not alter it, because it dissolved only that which was impure. Thus the paintings and plastering of the demon kings[8] were removed to reveal the true denizens of the deep. The lightning bolts which were hurled upon it by those barbarian lords[9] did not weather it either, even though they melted acres of Anaxialian Wonders. Pity us who will never see the beauty they destroyed.

But that first memorial, which Yelm made, still stands unchanged. All other Emperors who followed Yelm, less perfectly, often made similar commemoratives for themselves and their gods. Sometimes they worked with modest notation and sometimes without restraint, each artist depending upon the fashion and patronage of his era. Those great works, being shaped upon less durable stone, have all been weathered. The Gods Wall is intact.

That the Gods Wall is so intact after so long proves its inherent permanence, and hence truth. That is why we use it as the test for all other truths about Dara Happa.

Some have questioned me about how there can be deities here which had not yet appeared. For instance, we can find the Six Portions of Yelm here: Vrimak at I-14, Antirius at I-18, Bijiif at IV-24, BernEel Arashagern at I-15, Everinus at II-17, and Kazkurtum at IV-23. How, they ask me, can this be, since Yelm is obviously still alive?

The answer is simple to those of us who truly know and are blessed by Yelm. Here is an example of his infinite and all-reaching Omniscience, for we see that Yelm even predicted the existence of those parts of himself which he did not know yet. Indeed, here at the start of Creation we see the Low 25, which are the Other, which was not yet known to Yelm. Yet there they are, ready to participate their parts in the upcoming mythology of Yelm. Seeing all these foreigners there, it should be no surprise to us for the All Seeing God to review his own inner Parts too.

Some barbarian priests asked me, again and again, "If this is true, then why do we

Plentonic Debates

Ironically, Plentonius' narrative, which claims the uttermost Truth, stirred the earliest philosophical arguments about Truth, the Plentonic Debates.

The Plentonic Debates began within a century after Plentonius first circulated his narrative on the Gods Wall. Debate started with worshipers of Doburdun, the Darsenite Thunderer, who pointed out that figure I-18 was precisely their deity, iconographically. They did not know Antirius, who was not associated with Doburdun at all.

Many learned people had also been quietly wondering what I-18 had to do with Antirius. The priests' questions thus began debates about the nature of the Plentonic Truth which, in turn, led to debates about the nature of Truth.

The long term result of the debates was a gradual disbelief in Plentonius' Truth. Nonetheless, although his infallibility was destroyed, Plentonius is still admired and quoted in the Lunar Empire today.

Footnotes:

1. *About 10 miles.*

2. *Eggarlodril. Literally "Lodril's Sculpture".*

3. *Dugoloth. The ancient Overseer of Raibanth in the Age of Manimat. He hid his people in these rocks after the dome of Manarlavus collapsed.*

4. *But don't sit in the throne! It destroys anyone except an Emperor who sits upon it or hovers over it.*

5. *Handsome Guardians. Collective name for the forty well-carved statues along the Triumphal Way.*

6. *Other statues. Over 150 megalithic stones are scattered around the sides of the Way. Some are crudely carved, some neatly cut, others both uncut and uncarved.*

7. *Flood. Presumably of Anaxial.*

8. *Demon kings. They presumably altered the external face of the Gods Wall.*

9. *Barbarian lords, circa 111,218, when the southern barbarians were ravaging Dara Happa.*



not see our gods, who came later and who are important to us today?"

Again, the answer is plain to those of us who know the emperor's God. I am not surprised that the southerners didn't know. They are all *Jesgetti.*[10] Those lesser gods which came afterwards and are not shown are merely transitory; all are going to be replaced someday, as our Empire grows to even more perfection.

Thus, to enlighten and teach you, I offer this beginning explanation of the Gods Wall.

Iverlanthus' Commentary

Iverlanthus Swenithsson was a learned sage of Lhankor Mhy from Talastar (some claim from the Bilini, others say from Anadiki). In 1592, he traveled to the Gods Wall with the support of Varnarn of Elz Ast. Iverlanthus shocked his erstwhile patrons with his commentary on the Gods Wall, which was circulated around the scholarly community of Lakrene and Darani in 1595. Iverlanthus went on to become a Knowing Companion to King Hrodar Grizzlebeak and was killed by a thane of King Eric Norallsson in 1605.

In Raibanth, in the lowlands of Osliria, there is a great monument which Plentonius calls Eggarlodril, but which most know as the Gods Wall. It shows a seated figure, an emperor, on a dragon throne and attended by seven gods and above whom sits the so-called *orbem auctoritate*, or 'Orb of Authority', that the Emperors of Dara Happa claim to hold. Many other figures are depicted paying obeisance to the emperor, set out in four rows before the emperor. Including four places where gods ought to be or where there are defaced deities, these figures are said to be one hundred in number.

Plentonius claimed that the Gods Wall depicted the Time Of Limits, which the lowlanders call the Golden Age, when they say Yelm received dominion as emperor. Plentonius wrote that the Gods Wall represents the one hundred gods who in themselves compose all the divine forces in the cosmos. He asserted that any god must be one of these figures by another name because, for the lowlanders, the Time of Limits is the eternal and enduring truth of existence, and all other gods are merely transitory manifestations of those deities who appear on the wall, or are otherwise insignificant. Although we say, "As many breaths as a man breathes in his lifetime—these are the number of his gods," and, "as many breaths as his entire tribe breathes in all their lifetime—these are the number of his

Footnotes

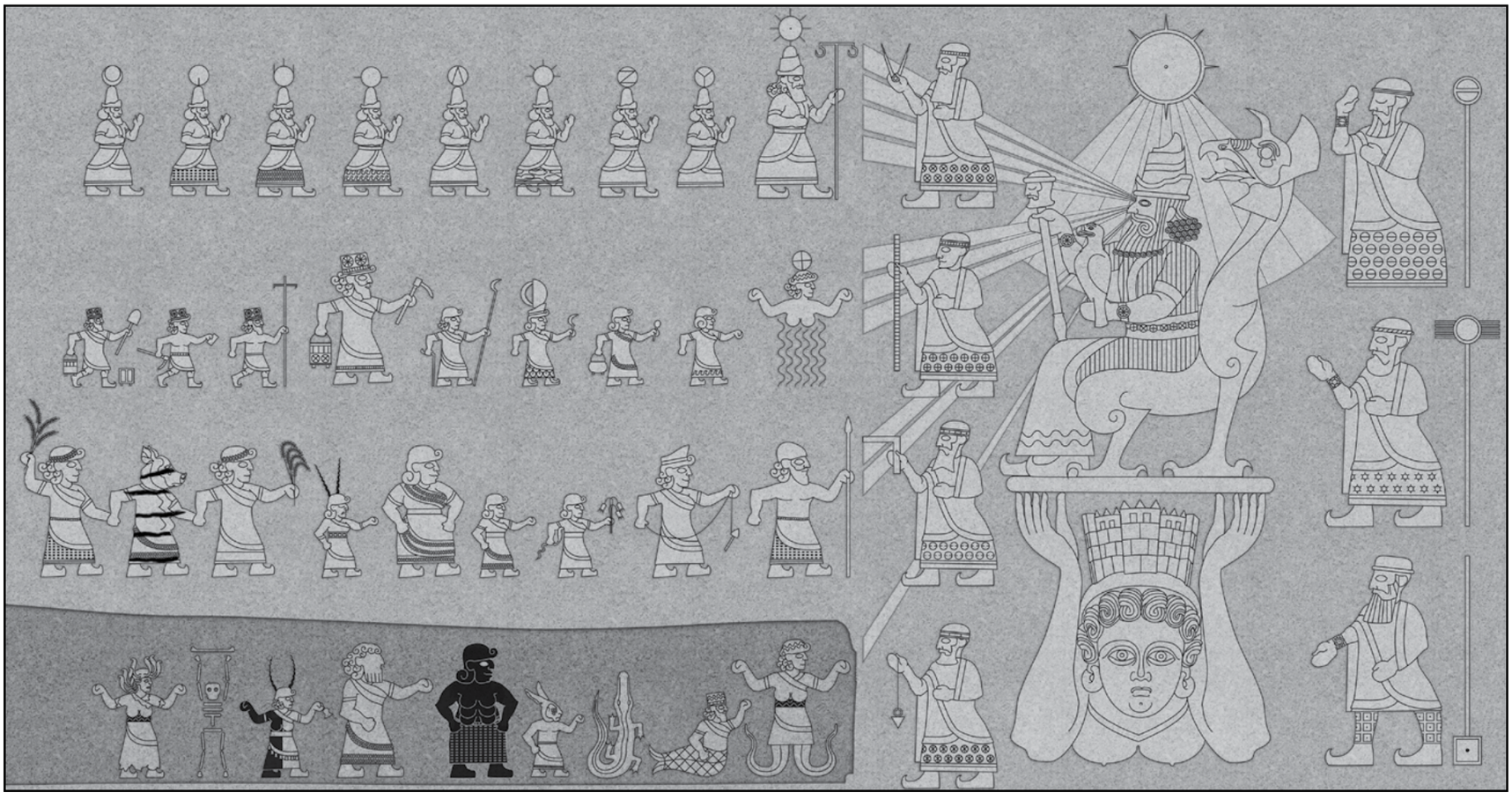
10. *Jesgetti. Literally "debarkers," referring to their early debarkation from Anaxial's ship.*
11. *Likstrandros of Slontos was the Lhankor Mhy sage who wrote his commentaries on* Belorden's *"Harmast's Narrative" around 550. His writings were very influential on the later God Learner movement in Slontos.*
12. *Called Orlanth by the Heortlings of Dragon Pass, whose language has dropped the masculine and feminine suffixes in their typical haste.*
13. *This is the Emperor God called Muharzarm by the Dara Happans.*
14. *The Heortling conqueror of Raibanth.*

The Gods Wall

Size: The entire Gods Wall is 210 feet long by 75 feet high. Its base is about 9 feet above the ground. The cliff top is about 15 feet above the top of the sculpture. Rank is shown by the relative heights of the entities. The three "staff-holders" behind the throne are 21 feet tall, while Murharzarm is 18 feet tall (including his disk). The four lords of the directions are 15 feet, the greatest among the Assembly are 12 feet, and most of the lesser deities 9 or 6. Yelm would be 30 feet tall, if he ever stood up from the Throne.

Gender: MALES all have a beard, though the length may vary. FEMALES all have breasts, and are beardless. NEUTRAL gender is generally short, and has neither beard nor breasts. Plentonius universally labels them as male. Subsequent debate brought this into question, first by deciding that they were all genderless. Later some were identified as male, others as female, and some indeterminable. Later some claimed those images were of deities who were sexless, hermaphroditic, or able to change genders.

Clothing Styles: The hundred deities seem to be divided by their clothing types into several groups, though the majority are in Dara Happan togas, or unique. Even within a group details vary for each deity, such as having different beard styles, while goddesses have significantly different cuts to their dress indicative of their status. Jewelry is not shown here, but is prominent among all the deities, and usually individualized.



tribe's gods", one could consider the claim of Plentonius on its own merits were it not for the fact that the Dara Happans themselves name thousands of gods. As Mathanatork observed, "every pillar in every temple in the land of Osliria is decorated with tens of gods".

Indeed, it was the sages of Dara Happa themselves who initially contested Plentonius' identification of the one hundred gods. Plentonius claimed that the deity I-18 on the Gods Wall is Antirius, who the Dara Happans call the Unchanging and Eternal Upholder of Justice and Giver of Victory. But the painted priests of Darsen argued that this figure was actually their pale and timorous god of storm, Doburdun. Many in Dara Happa conceded the Darsenites' assertion, and so were forced to question whether Antirius, one of the very aspects of Yelm himself, was actually shown on the Gods Wall at all! Apologists claimed that he was, and that as such he is depicted as one of the beams of light that shine from the emperor. But, as Likstrandros[11] proved, Antirius is not shown on the Gods Wall. Accordingly, Plentonius' contention that the wall depicts the one hundred true gods who compose all the divine forces in the cosmos is wrong on its face.

Plentonius claimed that the emperor on the throne is Yelm, and that the Gods Wall shows Yelm's dominion at the beginning of time. By this he meant the establishment of Yelm at the beginning of the Time of Limits (his Golden Age). Then he contradicted himself by arguing that through his prescience Yelm had foreknowledge of his own defeat at the hand of Orlanthus[12], and so it is that his dismembered aspects are shown on the wall.

However, the emperor on the Gods Wall is not Yelm, but Mutharmus[13], and just as Plentonius was wrong to claim that I-18 shows Antirius, one of the manifestations of Yelm's dismemberment, he was wrong to claim also that the other aspects of Yelm's defeat are shown either. Thus I-14 is not Vrimak, but Tholm, and I-17 is not Tholm, but Verapur the father of the people of Ashrill; and I-15 is not BernEel Arashagern but, as the Sartarite wrote, the Inhuman King of Dragonkind.

And why do we know this? Because the Gods Wall shows the court of Mutharmus as it was at the moment that Orlanthus struck down that god at the Doom Conjunction. This truth has been confirmed by the Hero Vastolf[14], by the sages Belorden and Likstrandros, and by other scholars of impeccable reasoning. As such, the Gods Wall must have been raised in the time of Antirius in commemoration of the fallen Mutharmus, and for this Antirius and the broken parts of Yelm are not shown on it. Nor is the number of gods of any cosmological import, since those who have followed Orlanthus and recall this place have attested that others bore witness from beyond and presumably therefore these, since they were not gathered in the conclave of Mutharmus, are not shown on the monument.

Plentonius' fallacies are even more highlighted by his misunderstandings of our own gods, so rudely portrayed on the monument. He describes figure I-13 as Umathus, but Umathus had already been cast out of the sky by Jagrekriand before, and this god is our Orlanthus. Figure I-12 is clearly Ernalda, and not a lone member of the Cosmic Court. Figure IV-20 shows the imp; as the story goes, he disguised the weapon Death by making himself into two, one riding on the shoulders of the other, and one part of him swallowed the sword to carry it into the emperor's house. And in this he is followed by Darahudanus the Grandfather Mortal, Figure IV-22, who, as the first victim, has been disemboweled and struggles to contain his entrails inside his tunic. And again, the fallacy of Plentonius' one hundred gods is shown because, other than Orlanthus, none of the Five Brothers are shown on the Gods Wall: and these include mighty and eternal Humaktus, who wields Death, and wrathful Uroxus, who saved the world from *krjalki*, both of whom have made their place in the Eternal Compromise and whose place in the cosmos has been acknowledged in the Contract of Time, and both of whom are met on the Path of the Three Blows where Mutharmus must be struck down to break the Bad Laws.

Orlanth and Plentonius

Plentonius was clearly uncertain about the names of the gods of the Orlanthi, especially Orlanth himself, and made clumsy attempts to identify them with his own Umatum and Rebellus Terminus.

Some of the names given by Plentonius are: Orlanatum, Orlanatus, Erlandus, Lanatum, Ovadorudus, and others. It is possible that these are each tribal forms of Orlanth. During the Golden Empire of Nysalor, the mythologies of Dara Happan Yelm and Theyalan Orlanth were fused into a harmonious duality. When the Golden Empire was shattered, the unified duality continued, although the unified religion was broken.

Gods Wall:

The Solar Court

The Solar Court are the rulers of the Sky, and of all the realms of the cosmos. These gods are the source of all order, illumination, and justice. It is illuminated and blessed by the Solar Disc, which is directly above the Emperor Yelm. Yelm is Emperor and ruler of the whole universe. All deities obeyed him until the Rebel Gods destroyed the world. Because he is Just and True, Life exists.

From his throne, Yelm surveys the universe, aided by the Overseers of the Four Quarters and by his Aetheric Brothers, who were each given places of rule within the universe ordered by Yelm. Under the guidance of the Solar Court, the world was finished, and was set and made perfect in all its ways.

Upon the right, receiving the horde of deities, sits the Emperor and his court, illuminated by Ezelveztay. Ten separate figures are here. They are, together, Glorantay.

Ezelveztay

Ezelveztay hovers overhead. This sign is The ONE before One. It is visible as a translucent Orb which hovers over the head of a rightful Emperor even today. Indeed, it can be seen over the divine head of our own Grand Emperor Khordavu. Thus we know that he is illuminated and blessed by this closeness to the One.

The Emperor

1. YELM

The Emperor sits at the Center of the Cosmos. The Bright One is the Greatest of the Gods. Lord God, Emperor of the Universe, Allfather, Keeper of Order, Seer of Sight beyond Sight, Overseer of Overseers, Conqueror of Dark Burburstus, Lord of the Four Quarters, Lord of the Eight Celestial Sons, Lord of the One Hundred, Lord of Light and Source of Sight. He is Celestial Body One Hundred.

Yelm wears the Imperial Regalia. He naturally has his own Loincloth of Heavenly Modesty, which maintains decency and order. His feet are covered by the Sandals of Separation, which keeps his pure skin from ever touching the impure earth. He is wrapped in the Vestments of Exposure, which are the radiance that everyone can see. Around his waist is buckled the Girdle of Command. Upon his shoulders are laid the Mantle of Sovereignty. The High Crown of Dominion, bearing the peace of heaven, is placed upon his head. About that is the second crown, the Low Crown of Force. The Imperial Orb of Authority takes its place over the Emperor's head to protect him. In his right hand the Emperor holds the Scepter of Order, which he uses to point when he directs his divine blessing. Finally upon his left arm sits the great Eagle of Heaven, which he often sends to bear his word and his presence through the cosmos.

Ten Rays radiate from his eyes. Four bless the Gods of the North. Three bless the Gods of the East. Two bless the Gods of the South. One blesses the Gods of the West. He wears the Double Crown of Dara Happa, just as does our own Emperor Khordavu — may he live forever!

2. Kelastan

Kelastan is the great living throne upon which the Emperor rests. This used to be Burburstus, the Dark Dragon, which is the enemy of all life and justice, and which is released whenever there is no Emperor upon it. It is the source of Passion and Death.

3. Ledareeshata

Ledareeshata is also called the Pillar Goddess. The Pillar is the connection between the Above and Below. Thus Ledareeshata is the Material World, wherein we humans, made by the gods, live. All Below is dark and reptilian. Above Ledareeshata resides the Mystery. Between these grinding eternals is the living place of our mortality.

The Pillar God was far better documented, with living cults which met around and upon ancient stone towers raised or lowered by the gods.

The Aetheric Brothers

The brothers of Yelm, being the highest, most deserving, and most trustworthy of all beings are honored to stand behind the Emperor from whence they may offer their advice and assistance. These radiant beings are all easily identifiable by their distinctive staffs and clothing, which were presents from the Lord and Lady.

Lord and Lady. Presumably Yelm (staff) and Dendara (clothing).

4. Dayzatar

Our Great and Highest Lord, perfect and unattainable God of the Sky and Above. All existence is contained within his circle. His staff is of ivory from Senthoros, unwashed, with the Old Forty Signs carved upon it by a blind man, and topped with amber. This is the Staff of Priests.

Dayzatar is also called God of Invisible Wisdom, Star-seer, and Master of Purity. We cannot see Dayzatar because he is so great and we are so small. When the world was corrupted, the Great and Wide Dayzatar withdrew to the far side of the Sky Dome, from whence only the masterful priests of Yuthuppa can still contact him.

5. Arraz

Our High Lord, clear and unwavering, well studied and loyal, the brave General of the Celestial Army. His staff is of oak, and atop it is the Flag of Battle. This is the Staff of the Sky Army. Arraz is also called Second Star, King of the Sky People, Father of Stars, and King of Servants.

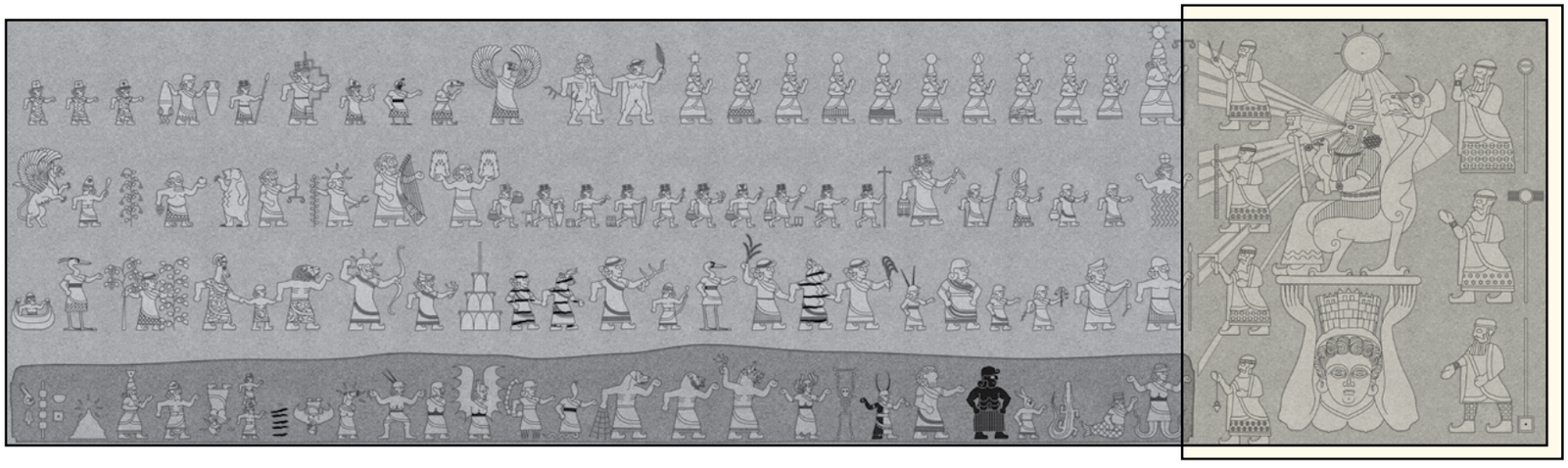
6. Lodril

The Lord, broad and strong master of labor, wide God of the Earth and Below. His hard mountain fir staff, is the perfect handle to attach to the Honorable One's tools. Lodril is called the God of Peasants, the Worker, the Earthly One, the Beloved, the Clay God, and many other names.

Alone of the Aetheric Brothers, Lodril touches the earth. He is gross and indulges in the physical and knows no shame. He buried himself beneath the fertile dirt and grew knowledgeable of the Lower World and became at the same time polluted. By his own deeds, Lodril has exiled himself from the pure heavens forever.

The Overseers

The first thing which Yelm did when he came upon the Earth was to name lords over the four quarters. These are the first Overseers, who have command over those who come to the court. They are the ones who helped Yelm to measure the Universe, each using their own special tool.



7. Asharthcha

White Overseer of the North, Ruler of the Compass, Keeper of Wisdom. He is also called the Long-bearded Measurer.

The White Overseer was destroyed by Umatum, when the Broken God crashed into the northern pillar. This began the movement of the Sky Dome.

8. Indarthrad

Yellow Overseer of the East, Ruler of the Ketstick, Keeper of Insight. He is also called the Beardless Measurer.

Ketstick. Ket is a measure, "from nose to fingertip," roughly about a yard long.

9. Nemarthshar

Red Overseer of the South, Ruler of the Right Angle, Keeper of Strength. He was attacked by a cloud of burning traitors who pummeled him to death, and then burned the crushed remains.

Those outrageous bandits were eventually defeated and enslaved by Shargash.

10. Vanarthurd

Blue Overseer of the West, Ruler of the Plumb, Keeper of Sovereignty. He was seized by the Goakstart (which means "She-Monster which turns men into stone"), which turned him into a mountain. In that way the High Crown was stolen from him. It was later the Son of Anaxial who retrieved the High Crown for the Empire.

Goakstart. Plentonius explains this derivation, implying this was a previously otherwise unknown Dara Happan word.

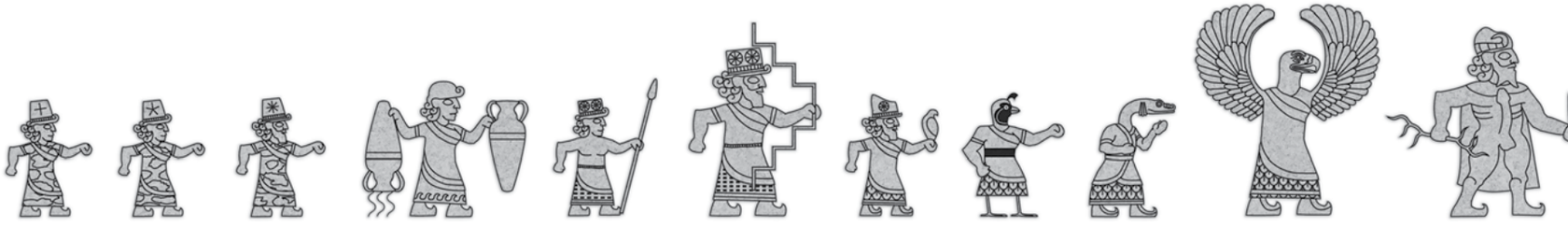
High Crown. The tales say the Son of Anaxial got it back from YarGan.



Gods Wall:

Row I

These are the Gods of the Above; the Gods of the Sky and the Middle Air. They are the greatest gods outside of the Solar Court. They are the sacred celestial powers, the rulers of the Sky Dome, that can be seen by mortals as the planets and wanderers, major constellations, important stars, or other celestial phenomena (such as the rebellious Broken Ring). Except for two of them, these are the deities by whom it is acceptable to swear sacred oaths and to worship at any time. They include the Lord of the Below, the Celestial Sons, and fourteen other sky gods. Two intruders are here as well, the leaders of the Rebel Gods who destroyed the world.



Lord of the Center Below

I-1. Murharzarm

Emperor of Dara Happa, Keeper of the Surface World, Guardian of Justice and Right Order, Emperor of Humans, Patriarch of the Empire. He is a son of Yelm. He holds the Staff of Justice, which is topped by scales.

The Ten Planets

The Harmonious Realm was created by Yelm and divided among his Eight Sons and two other deities. They lived in the Sky.

I-2. Zaytenaras

Overseer of Senthoros. Master of Transcendence. He is also called Messenger of Above. He never sets foot upon the foul earth, which is why he has no feet.

The Lunars call this deity Zaytenera and identify her as one of the original seven ancient Moon goddesses. She is the White Moon goddess, "She Who Comes".

I-3. Buserian

Overseer of Abgammon. He is one of the Eight Celestial Sons of Yelm. He is also called the Yellow God, the God of Priests, and the Master of Insight. He is also called Star 7.

I-4. Reladivus

Overseer of Nivorah. He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Serenity. He is also called Star 8.

I-5. Shargash

Shargash is one of the Great Gods. He is Overseer of Alkoth. He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Strength. He is also called Star 9 and the Red Planet.

Shargash is better known as Tolat outside of Dara Happan. The Orlanthi know him best by the name Jagrekriand and say he broke Umath in the Gods War..

I-6. Derdurnus

He is one of the Eight Celestial Sons of Yelm. He is called the Master of Brilliance or called Star 10.

I-7. Deumalos

Overseer of Hamados. He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Sovereignty or called Star 11.

I-8. Falsoretus

He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Transformation or Star 13.

I-9. Verithurus

Overseer of Mernita. He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Wisdom, the White God or called Star 14.

The Lunars call this deity Verithurusa, and identify her one of the original seven ancient Moon goddesses. She left her place in the sky to do many things that were innocent, unwise, and foolish. She broke ranks, ignored her father, believed a liar, was robbed, stripped of everything, impregnated, and outlawed from the Sky. She also danced, sang, ate, loved, wanted, wept, and laughed.

I-10. Ghevengus

He is one of the Eight Celestial Sons of Yelm. He is also called the Master of Action or Star 15.

I-11. Ghelotralas

Overseer of Akuturos. He is also called Messenger to Below or Star 12.

The Intruders

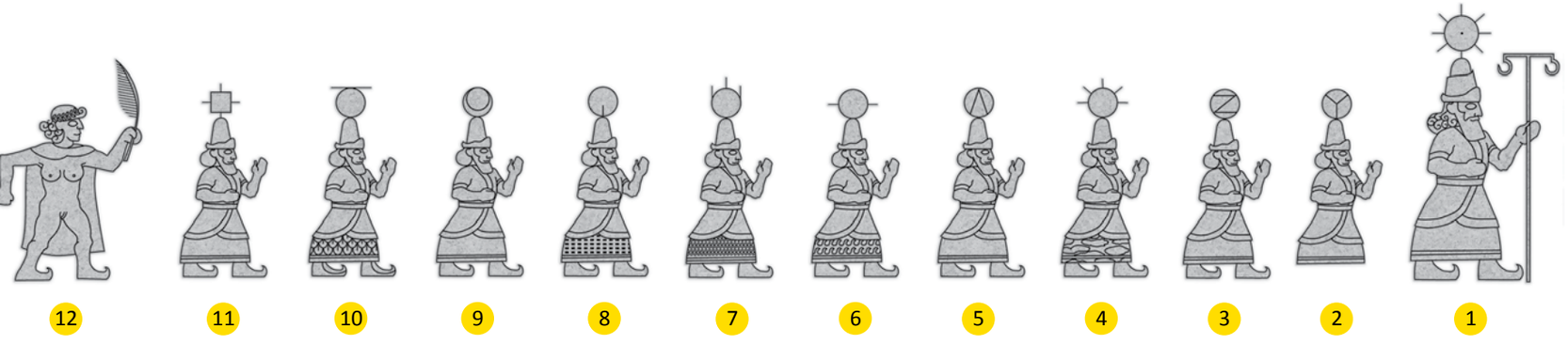
These two deities do not belong here, but gained access through trickery and deceit which later destroyed the world. If they had not been placed here the Sky would never have fallen. These are the two which should never be worshiped. Oaths sworn by them are useless.

I-12. Uleria

The Goddess of Lust, Lewdness, Nakedness, and Fertility. She was allowed into Heaven because she had been Love, a member of the Celestial Court. But when the rest of Glorantay rightfully fled she remained behind and so was perverted by the world and destroyed it. She is also called Celestial Body 69. She is also called by many names unfit for ink and papyrus.

This is clearly the Great Goddess Ernalda, Earth Queen, Queen of the Gods, the Green Lady, and the Goddess of Fertility. In the First Age, Erilindia of Terarir displayed to nearly everyone's misfortune that this is one of Ernalda's aspects.





Moreover, Ernalda has no celestial associations; Celestial Body 69 is the blue planet Mastakos, the Charioteer of Orlanth. Plentonius was once again wrong.

I-13. Umatum
Rebellus Terminus, Killer of Murharzarm, the Outsider, the Intruder, the Father of Monsters. This is the foul son of Uleria, who brought many evils to the world thorough depraved actions. He is also called Star 50.

This is clearly Orlanth, the King of the Gods, Larnsting, Lightbringer, Thunderer, Liberator, and Rebel. He destroyed the world by loosing Death, and he created it anew by leading the Seven Lightbringers to liberate Life and Light from Death.

Plentonius was clearly uncertain about the name of the "enemy" storm god or gods, and made many clumsy attempts to identify them. Among the forms of Orlanth to appear here are: Umatum, Rebellus Terminus, Orlalanatum, and Erlandus. It is possible that these are just tribal names of the Storm and King god, or just Plentonius' misunderstanding of our tongue.

Other Sky Gods

I-14. Vrimak
God of Eagles. One of the Portions of Yelm, he is also called High Flyer, Messenger of Heaven, Lord of the Above, Wings of Shining Day, and Father of Kestinaddi.

I-15. BernEel Arashagern
This is one of the Portions of Yelm. It is hiding behind the eagle, knowing that it is the food of eagles. This is also called Star 12.

Two separate bodies are designated as Star 12.

I-16. Avarnia
Goddess of Quails and other small birds. She was also the Nurturer of Mernita in the reign of Emperor Anaxial. She is also called Star 18.

Star 18 is commonly called the Dove, not the Quail as listed here.

I-17. Tholm
God of Falconry, son of Avarnia. He chose to serve the Emperor, and so was spared when all of his people were destroyed by war. He is also called Star 20.

I-18. Antirius
One of the Portions of Yelm, he is holding the Steps of God in his hand, by which he descends with the word of Yelm for the Emperor, and ascends with the word of the Emperor for God. He is also called Star 99.

Actually, this is the image of Doburdun, the Darsenite Thunder God. The interpretation of this image began the Plentonic Debates. Eventually most philosophers agreed that Antirius was actually the single beam coming down from Ezelveztay.

I-19. Avivorus
God of the Spear, he is also called Hastatus, or vulgarly, Spear Man. He is also called Star 87.

Star 87 is also commonly called Avivath, a later incarnation of the Sunspear Hero.

I-20. Erekos
Goddess of the Full Jar or Goddess of the Upright Jar.

I-21. Shafesora
The kind and beloved gentle Goddess of Rain, Fertility and Plenty. She is also called Star 38.

This is Heler, the God of Rain and Fertility, and Orlanth's loyal boon companion.

I-22. Nasakos
Goddess of the Sharing Jar.

I-23. Polaris
God of the Sky, Keeper of the Star Dance, General of the Sky, and Post Top. He is the center of the sky and the axis of the cosmos. He is also called Star 1.

I-24. Ourania
Goddess of the Sky and Heavens. One eye has a tear dripping, the other is surrounded by a twinkle. She is also called Star 3.

I-25. Oropum
Goddess of Guidance, her star is one which was first known to the Yuthuppan star gazers. She is also called Star 4, Evandal, the Porridge Star, Thilla, and Mother of Yuthuppa.

Gods Wall:

Row II

These are the gods which serve the Gods of Above. They are acceptable deities to worship. Some are celestial phenomena in their own right (e.g., Entekos, Hyraos, and Lokarnos), but most are not. Like the Gods of Above (except for the Intruders, may their names be cursed), they were named by Yelm, and they each gave thanks and gifts in turn. In this way, Yelm named all the things in his realm which would obey him (except for the Intruders, may their names be cursed). The Servants of Above include the most important goddesses, as well as the Tens Sons of Lodril who do the labor of the gods, as well as numerous other deities who serve the Gods of Above.



The Highest Goddess

II-1. Entekos
The Goddess of the Right Air. Her clothing is the winds and clouds. She is also called Goddess of Calm, Lady of the Summer Air, Mother of Moons, Queen of the Air, and Star 64.

Entekos was also persistently identified by the Darsenites to be Dendara, the wife of the Sun. The iconography is admittedly similar. The Pelandans claim Dendara is simply a title of Entekos, meaning "the Virtuous." The relationship between Dendara and Entekos has been the subject of as much philosophical discussion as the Plentonic Debates.

Goddesses of Women

These four goddesses are found throughout Dara Happa, always found together. Foreigners have even imported the cult.

II-2. Arira
Goddess of girls, maidens, and innocence. She wears a particular hair style, with coils bundled on the sides, which denotes her virgin status.

The Goddess of Innocence, Spring, and New Growth is Voria, the daughter of Orlanth and Ernalda. She is also the goddess of girls and maidens.

II-3. Naveria
Goddess of Wives. She holds her sacred pot and spoon.

In the Oronin Satrapy, Naveria is the Goddess of Women. With her husband, Vantestos the Red King, she prepared the way for Murharzarm.

II-4. Lesilla
Goddess of Mothers. She holds a harvesting sickle, and wears a particular head dress which is still seen during our autumn harvest festivals.

The Lunars claim that this deity was one of the seven ancient Moon goddesses: the Goddess of the Descending Blue Moon, Great Ancestress, and incarnation of Sedenya. Before, when she was called Verithurusa, Lesilla founded the land of Mernita, and thousands of her descendants lived in it. Lesilla sat overhead, worshiped by her descendants, and simultaneously appearing among them as Queen Cerullia. But peaceful Mernita was invaded and Lesilla was betrayed by her son Lukarius, who mortally wounded her with her own bow. She crashed to the earth on her own city of Mernita. The ruins are the Blue Moon Plateau.

II-5. Koveria
Goddess of Grandmothers and Old Women. She holds herself with two canes, one short and one long.

The Goddess of Grandmothers and Old Women is Asrelia. She is also the Goddess of the Earth's Wealth, which she keeps in a chamber far beneath the earth. Each winter she collects everything and counts it, and each spring returns what she wishes to return.

The Workers

These are the Ten Sons and Servants of Lodril who do the labor of the gods. They are led by their leader.

II-6. Mohenjar
God of Overseers. Mohenjar carries a ceremonial mattock and a small legged bucket. He knows how, and is not afraid to dirty himself.

II-7. Morkartos
The Foreman. He carries a long crossed staff, or "chief foreman's" staff.

II-8. Perandos
The Digger (with Mattock.) He carries a mattock and brick.

II-9. Pererlotil
The Digger (with shovel.) He carries a shovel and bucket, and brick mold.

II-10. Navestos
The Harvester. He carries a sickle and basket.

II-11. Urder
The Worker. He carries a thresher (whip) and basket.

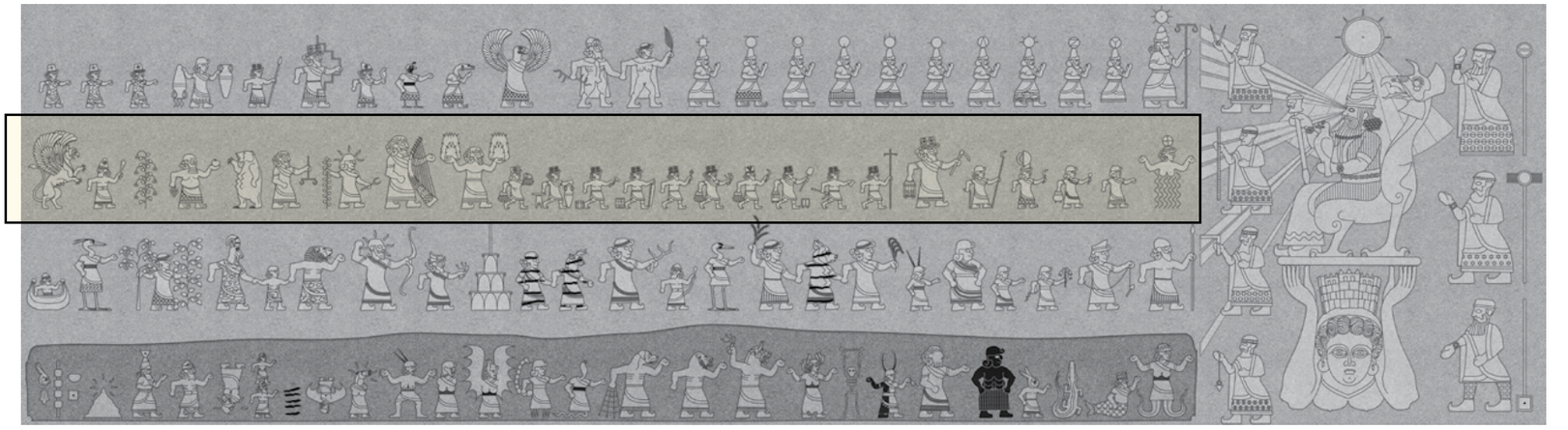
II-12. Morurder
The Boss. He carries a small baton of authority.

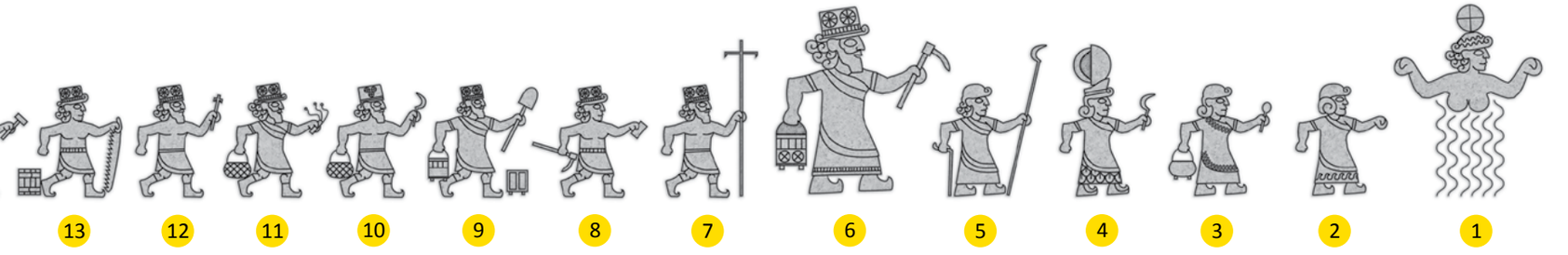
II-13. Alfostios
The Cooper. He carries a saw, with a barrel beside him.

II-14. Ostevius
The Carpenter. He carries a hammer, with a box beside him.

II-15. Venurtera
The Potter. She carries a wheel, with a pot beside her.

II-16. Urdera
The Carrier. She carries two baskets.





Other Deities

II-17. Enverinus
God of Fire, Keeper of the Sacrifice, and Friend to All. This is one of the Portions of Yelm. He is present at all sacrifices.

The priests of Enverinus are a hereditary priesthood who perform the public sacrifices throughout the Empire. These priests go out into the masses of polluted commoners to bring them divine fire. They participate and oversee the ceremonies of all state cults except those for Yelm himself.

II-18. Hyraos
God of Harpers. He holds a harp. When the harmony of the universe was being learned, Hyraos brought music to us.

II-19. Erissa
The Healing Goddess. She is also called Our White Goddess. She holds the vine whose cooked leaves cure bloody wounds.

This is Chalana Arroy, the goddess of Health and Healing, and of Compassion and Mercy. She is one of the Seven Lightbringers.

II-20. Lokarnos
God of Merchants. He holds a merchant's scale/balance. Also God of Counting and Star 58.

This is obviously Issaries the God of Trade, Travel, and Communication. He is one of the Seven Lightbringers. Plentonius is wrong about the celestial associations, as Star 56 (part of Orlanth's Ring) is Issaries. Star 58 is the Mule that Issaries uses to carry his goods.

II-21. Ertelenari
Goddess of Bears. Like many goddesses she is rebellious, but unlike any other, this one looks away from the Emperor! It is no wonder we do not like her today. She is one of the so-called Finger Goddesses.

This is another error of Plentonius, since all the Finger Goddesses have black stripes across them. In Arir and Anadikki, girls are called bears after Ertelenari. However, this may actually be Arakang the King Bear of Arir. Arakang aided Galgarenge to liberate the Yarm Tree from its keepers. Arakang's opponent was Oroypsus, the God of Plenty, and Arakang had to eat his way to success. Galgarenge had to fight the fearsome Ulkamoon.

II-22. Oroypsus
The fat and sensual God of Pleasure. He holds grapes and an apple, or other fruit.

II-23. Yarm Plant
In some lands this plant is revered beyond all reason, presumably because of its part in deceiving Anaxial. For all its uniqueness, the yarm should not be considered to be the ancestor of all vegetation.

This divine tree has many types of leaves and fruit, and even grows some creatures.

II-24. Ulkamoon
God of the Club. He protects mankind from many dangers, including the griffin which attempts to disturb Yelm's ceremony here. Note his impudence, though, as he looks away here.

II-25. Galgarenge
Goddess of Griffins. She was an early rival of Yelm, and was also one of Marriage contestants. She sought to disturb this ritual, but ended up paying homage.

Missing Gods

Many have observed that several of the greater powers are clearly missing from the Gods Wall. The sage Ketreseus confounded the Buserian priests with this, and the Emperor Erzanelm decreed that the Gods Wall was Truth, but not all-inclusive Truth. The Red Emperor has repeated this decree in the late First Wane, when he asked where his mother was shown on the Gods Wall.

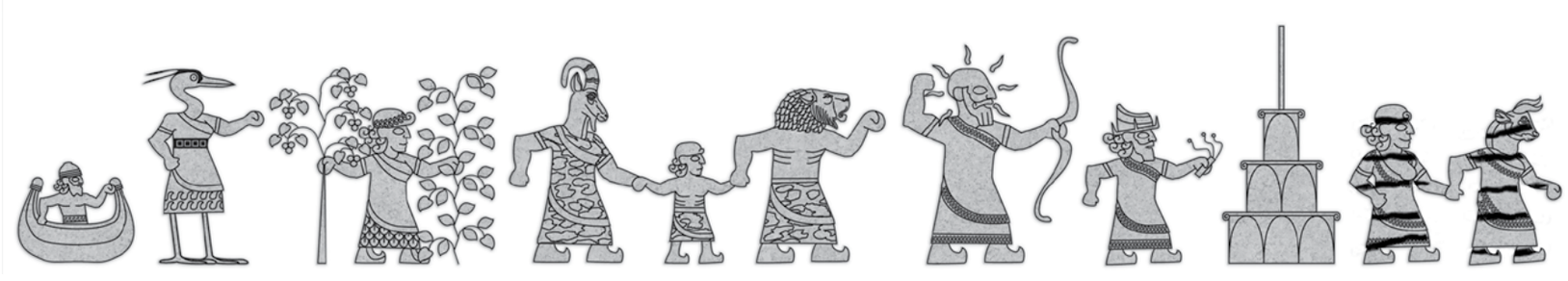
Among the greater gods widely agreed to be missing from the Gods Wall are:

Humakt: God of Death and War, and of all Endings. Humakt is worshiped by the Orlanthi and the Carmanians.
Magasta: God of the Sea. The entire tribe of Sea Gods is entirely missing from the Gods Wall.
Mostal: The God of the Dwarves and master of Stasis.
Sedenya: The Moon Goddess, Goddess of Cycles, the Turner, and the Great Sacrifice. She was killed in the Storm Age, but was resurrected by the Seven Mothers as the Red Goddess.
Storm Bull: The Great Bull, the Chaos-Killer. During the Gbaji Wars, the Dara Happans were forced to acknowledge the power of this bestial and violent god.

Gods Wall:

Row III

These are the Gods of the Lower World, the Gods of the Earth. They may be worshiped under supervision from the Gods of Above, as they have been polluted by the Lower World. Otherwise, it is unlawful and leads to corruption and death. These Gods of the Lower World are the source of prosperity for most people. They make the land fertile, safeguard the crops, and indulge in matters both physical and carnal. Prominent are those deities who have been assigned the responsibility for agricultural matters, such as the grain harvest, rice growing, the ripening of fruit and grapes, livestock, and hunting.



Gods of the Earth

III-1. Gerendetho
Lord of the Earth. He is also called the Raiser of Hills, the Father of Mountains, the Long Runner, the Father of Kostaddi, the Spear Shaper, and the Old Hunter.

Likstrandros of Slontos identified III-1 with Genert, the son and lover of Gata, Empress Earth. Genert was the Earth King of Genertela who oversaw the upkeep of all the surface of his mother until was killed by Chaos in the Gods War.

In Darsen and the Western Reaches, III-1 is often identified with Turos, the God of Power who raised the mountains, carved the rivers, and shaped the first temples. He went to the Underworld and defeated Derdromus to rescue Oria and the other goddesses of Life.

III-2. Dendara
Goddess of Women, Marriage, Obedience, and the Household. Her smile shows her happiness. She holds a Spindle, her sign. She is also called the Good Goddess, Spindle Goddess, Wife of Yelm, Mother of Eight, Mother of Ten, and Wife Goddess.

The Sairdite School identified Dendara as their goddess Ernalda. The harmonious duality of Nature was thereby shown by the competition of Yelm and Orlanth for the hand of this earth goddess.

The Pelandans, in contrast, identify Dendara as a title of the goddess Entekos, meaning "the Virtuous". They reject the identification of III-2 with Dendara. The relationship between Entekos and Dendara has been the subject of as much philosophical discussion as the Plentonic debates.

III-3. Denegeria
The Daughter. This goddess is loved by everyone, and when she was kidnapped the whole world went into mourning. She was rescued and released by Yelm. She is holding a snake and a sheaf of flowers.

Pelandans say that Denegeria was kidnapped by the Dark God and was mourned by every living thing and the world starved until she was rescued by Idojartos the Lightbringer. Some theorize that this is another name for Voria, the Goddess of Spring.

III-4. Injerina
The Good Sister. She is well known in tales, where she appears alongside her bad sister.

III-5. Oria
Great Goddess, Source, Mother of Earth, Mother of All, Mother of 80, Mother of 100. She is the mother of many gods and goddesses of the earth. All plants and animals are claimed to come from her.

The Orlanthi identify Oria with Esrola or sometimes Ernalda.

III-6. Bosjerina
The Bad Sister. She is well known in tales, where she appears alongside her good sister.

III-7. Everina
Goddess of Rice. She is one of the Four Great Nurturers of Dara Happa. She holds a sheaf of drooping rice stalks.

In Old Naveria, Everina's lover Reed Boy thwarted Vantestos' attempts to kidnap her. As they fled, all good people hid them until Vantestos gave up.

III-8. Vergenari
Goddess of Pigs. She is one of the Four Great Nurturers of Dara Happa. She is one of the so-called Finger Goddesses.

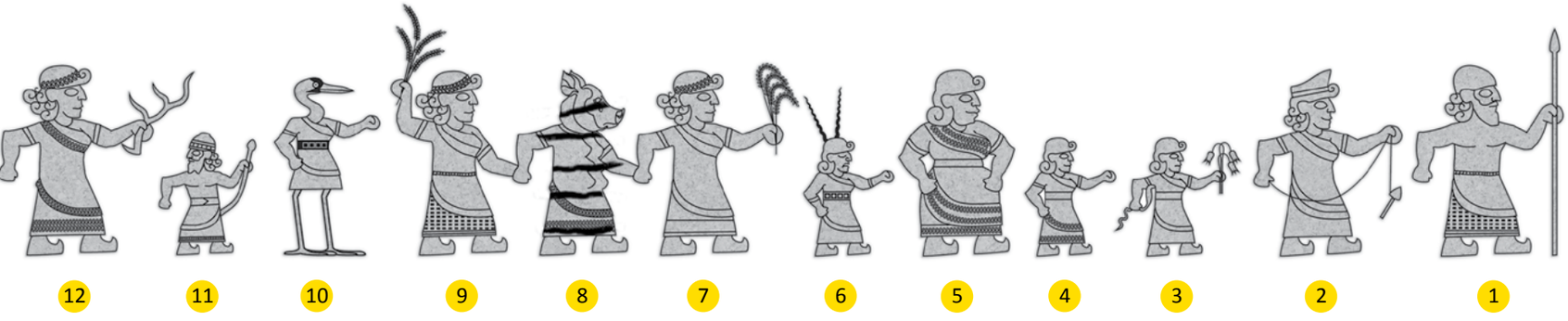
III-9. Pela
Goddess of Barley, Grains. She is one of the Four Great Nurturers of Dara Happa. She holds a sheaf of barley.

The Orlanthi know this goddess as Pelora, the Goddess of Barley. They named Peloria after her.

III-10. Biselenslib
Goddess of Alkoth. All peasants must wear their tunics short, which is why her legs look so long. Biselenslib dug the rivers of Henjarl with her legs, and filled them with her children. Shargash threw down the great walls of Alkoth to be the home for their children, who were the first great families of Henjarl. Later she caught her husband Shargash having sex with another goddess, and foolishly demanded he either be true to his marriage vows or else she would leave him. Shargash rejected her and chose to make Oslira his wife.

III-11. Deseeti
God of the Club. He is unworthy because of his inattention. He looks away rather than at the Rites.





That is no club – Deseeti is actually an orgiastic fertility god. He is often confused with Kenstrata, a similar (but wilderness) deity from Darsen, who is the mate of Orogeria (see III-12). The Pelandans call him Bentus, the god of pleasure, indulgence, drunkenness, and sexual license.

III-12. Thilla
Goddess of Yuthuppa. She holds an inverted root.

This is another Plentonius error. Thilla does hold a branching root, but this is the antler of a deer, indicating Orogeria, the Great Huntress, Lady of the Wild, and Keeper of Life and Death. She is sometimes said to be the sister of Thilla and sometimes Ulurdra. The Lunars identify Orogeria as one of the ancient seven Moon goddesses and goddess of the Ascending Blue Moon. In vixen shape she taught her starving people to hunt with bows and to trap so they survived the darkness.

III-13. Busenari
Goddess of Cattle. She is one of the so-called Finger Goddesses.

III-14. Memenari
Goddess of Motherhood. She is one of the so-called Finger Goddesses.

III-15. Selshena
Goddess of the Center. Sometimes called the Footstool, she rose from the ground to meet the Descending God.

III-16. Vantestos
The God of Government and Rulership, also called the Red King. He submitted to Yelm, and was given a rightful position.

Elsewhere, the God of Tyranny. He wears the Crown of Tyrants, which he seized illegally. Many of the symbols of Vantestos were later given to the Provincial Governors of Dara Happa and the Lunar Empire.

III-17. Urengerum
God of the Bow, sometimes called simply Sagittus or Archer. He is also called Urengeri, and is a servant of Yelm.

III-18. Durbaddath
God of Lions. He is also called the Father of Ergesh and Votank. He has the head of a lion. Yelm replaced it when he was beheaded, and in return Durbaddath agreed to give over his son as a slave to Yelm.

This story is unknown to Durbaddath cultists in Votankiland (later called Balazar).

III-19. Ergesh
God of the Slaves, called Obedient One, Server, and Beloved.

Actually this god appears to be Zarkos, God of the Zarkosing People, who were regularly raided and sold into slavery.

III-20. Uryarda
The Goat Goddess. She is the one who got off the boat too early.

III-21. Leafy Plant.
This is only an accoutrement of Erenbaya.

III-22. Erenbaya
Goddess of Vegetation, especially Trees. She is covered with leaves.

This is Aldrya, the Forest Goddess, the Mother of the Aldryami. She lives in the magical forests across the world, and has her own home in the Underworld and in the Sky.

III-23. Tree
Another accoutrement of Erenbaya.

III-24. SurEnslib
Goddess of Herons. She is also called the Long-legged, the Snapper, Marsh Mother, but especially Lewd One, the Perverted, the Polyandrous.

Her worshipers in Darjiin and Doblian claim that SurEnslib raised the deep earth above the waters, and sent the four snakes out to make the rivers and raise the sky. From her eggs hatched the plants and creatures of the world, and finally her people.

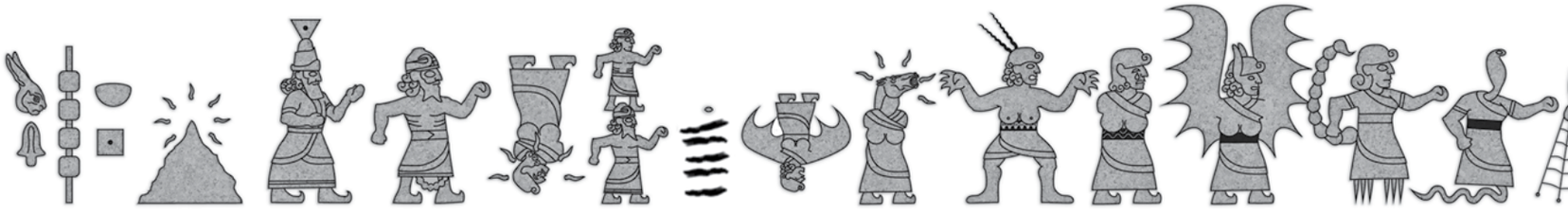
III-25. Yestendos
God of Reed Boats. He is a husband of SurEnslib.

Gods Wall:

Row IV

The realm of the dead is separated by a great gulf from the land of the living, not only by virtue of its location, but also because of physical and magical barriers between the two. Fierce guardians protect the entrance, both to keep the living out of the Underworld and to keep the dead and the demons of Darkness in. These are the Gods of the Below. They are also called the Lower 25. They are Low and Base, and unfit for whole men or women to worship. This includes the Four Hells:

Dubgrulub. *This is the place which can be reached by digging in the dirt and rocks. Its top is the Surface World.* **Veskerelgat**. *The God Caves. These are the places that can be reached only by heroes, holy men, madmen, and fools. The lesser deities of the Earth live here.* **Voshgatyuth**. *House of Dead Gods. Here live the dead, ruled by Deshtlotralas and Annara Gor.* **Ershkintu**. *When Lodril conquered the Underworld, he put all of the undesirable things here, and locked them in with adamant doors. Imprisoned here were Hunger, Madness, Fear, and Disease, along with their leader, Deshkorgos. They come out only when he lets them.*



25 24 23 22 21 20 * 19 18 17 16 15 14 13

The Good Deities of Below

IV-1. Oslira
Goddess of the River. She is one of the Four Great Nurturers of Dara Happa.

IV-2. Fish
Servant and accoutrement of Oslira.

The Bad Deities of Below

IV-3. Varnaga
The Crocodile God, a servant and accoutrement of Oslira. If there is anything bad about the river, it comes from this vile and bloody god. Yelm hates him, and has instructed all good men to slay his children wherever they are seen. No holy man or scribe is ever expected to even look upon this spawn and god of evil.

IV-4. Rakenveg
God of Trickery, Deceit. He is also called Fool, Liar, Hare Man, and Carrot God.

This is another of the many names of Eurmal, the Trickster God, Fool. Lawbreaker, Outlaw, and Scapegoat. He is one of the Seven Lightbringers.

IV-5. Netta
Goddess of Night and Darkness. Also the Goddess of the First Underworld, Keeper of the Undergrounds, and Keeper of the First Hell.

This is quite clearly the troll goddess Kyger Litor.

IV-6. Veskerele
The faceless God of the Second Underworld and Keeper of the Second Hell.

IV-7. Natha
Goddess of the Second Underworld, Keeper of the Second Hell. She holds a bell, and her priestess' costume has many others. She is also called Avenger, Mistress of the Balance, Mother of Murder, and Assassin.

Natha is the Lunar goddess of Balance, the Avenging Destroyer, and one of the seven ancient Moon goddesses. She is the Goddess of the Empty Half. Natha has used her powers to bring life or death, light or darkness, good or evil, into the world as necessary to bring balance to the world.

IV-8. Deshlotralas
God of the Third Underworld, Keeper of the Third Hell. He holds aloft the Bone of Power.

IV-9. Annara Gor
Goddess of the Third Underworld, Keeper of the Third Hell. Her hair is of serpents, and her clothing is in rags. She is also called Ugly Old woman.

This is Ty Kora Tek, Goddess of the Dead and Queen of the Land of the Dead. She is a gaunt and wasted deity whose worshipers prepare corpses and guard graveyards.

IV-10. Deshkorgos
God of the Fourth Underworld, Keeper of the Fourth Hell. He is also called Monster Man. His task is to imprison the monsters which are behind him, for he is not human, nor ever was as we can see from his monstrous head. He wields a whip, the characteristic emblem of his office.

IV-11. Sakkar
God of Fear. Hunter of Men. He is the saber-toothed hunter.

Sakkars are a type of fierce predator of the Pelorian valleys, eventually extinct in civilized lands.

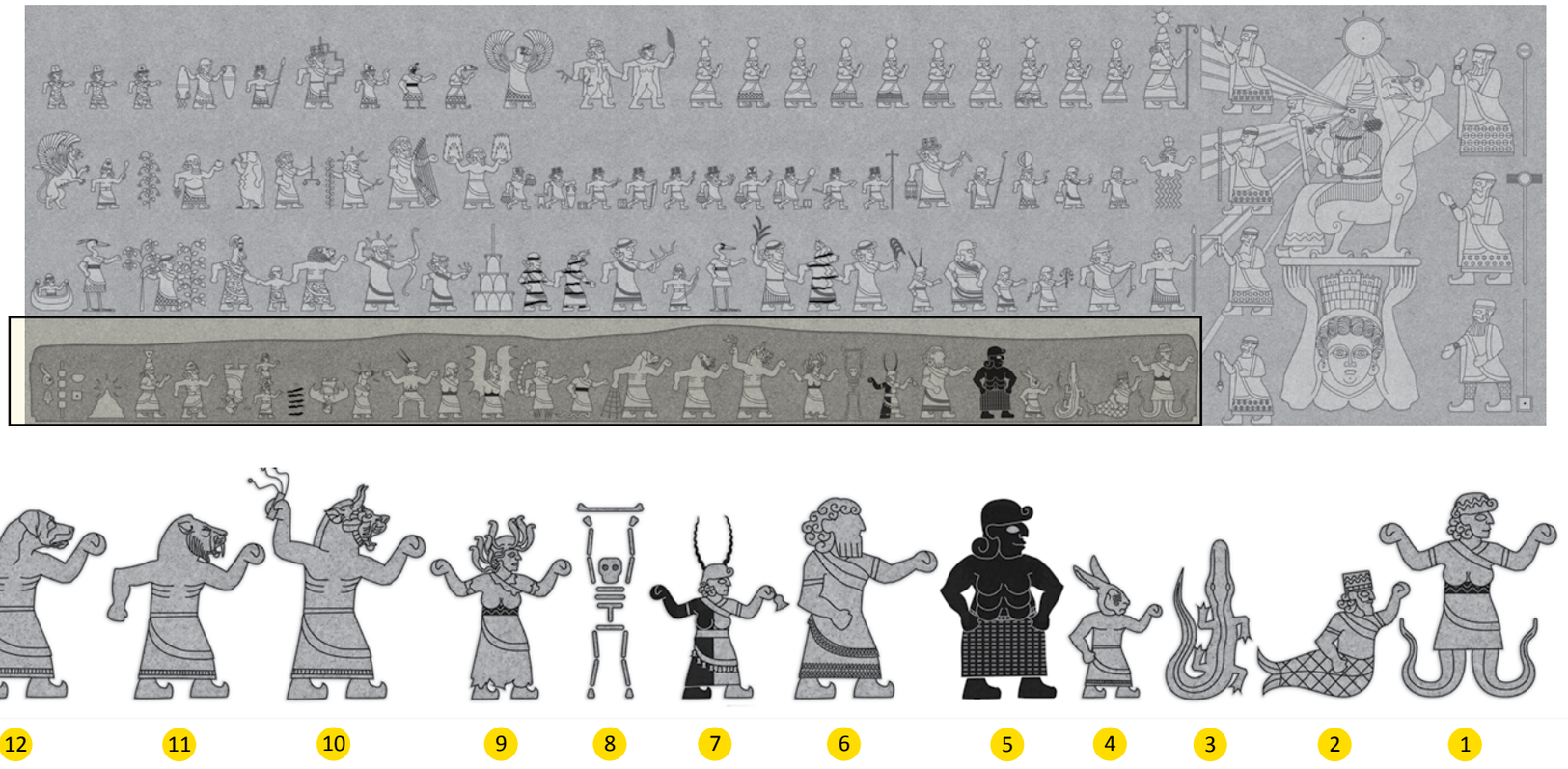
IV-12. Jajagappa
Catcher of Souls. He is a hunter, dog-headed, and bears his net.

IV-13. Sanama
Goddess of Snakes and Serpents.

IV-14. Bakoka
Goddess of Scorpions and Scorpion-people.

IV-15. Mahaquata
The bat-winged Goddess of Death. When Yelm was Enthroned, she hung upside down below the cube of the earth. She is the assassin of Murharzarm. She has bat ears and wings.

IV-16. Gerra
Goddess of Sorrow. She is banished to the Underworld but escapes to plague us anyway.



The Lunars revere Gerra as one of the seven ancient Moon goddesses. She was once a great and powerful goddess, but through her own haughtiness brought terrible punishments upon herself. She insisted upon unspeakable things, and so was reproved with increasingly severe methods until she was subdued. She has several holy places in Old Carmania. They are all gruesome, sacrificial pyramids where initiates mutilate themselves.

IV-17. Gorgorma
Goddess of Horror. She is the Mother of Nightmares, the one who brings evil to us. Behind her are her perverse crew. She is relentless, and renders us with her horns, claws, and mouths.

The Tortured Victims

These are the suffering souls being punished for their evils, or for those which they want to bring to the world. These all escaped from Hell during the Great Darkness.

IV-18. Gamara
She is howling, and her arms have been cut off.

This is the Horse Goddess. Once she had wings, and was the noblest of creatures. But she was slowly stripped of all glory until she became just the servant of lesser beings.

IV-19. Annilha
This evil bat demon was the sister of Lokarnos. For her part in destroying the world, Night Eagle cast her down from the sky of eternal night into the maws of the hole she made. Mystics can see her Blue Streak, far to the south.

Night Eagle. An aspect of Vrimak, father of birds. He is actually the Owl god, the bringer of death and darkness.

***(Missing figure)**
This non-figure is ignored by Plentonius. The stripes without a figure indicate its invisible presence. It was probably Vorgetala, the Unseen Goddess of Wendaria, and one of the Finger Goddesses.

IV-20. Oralanatum and Walindum
These two midgets are the petty foreign gods. One is standing on the head of the other to mimic the stature of their betters.

This is another error of Plentonius. In 1275, the Red Emperor revealed these twin gods to be the Twinstars, Verelia and Erelia.

IV-21. Rashorana
This is the Tortured Woman howling with pain, this time held upside down.

The Lunars revere Rashorana as the Great Teacher, the Changing Deity, Goddess of the Seventh Self, Liberator, Goddess of Illumination, and one of the seven ancient Moon goddesses. Rashorana had a secret power we now call Illumination, and she was often cursed, maimed, or otherwise nearly destroyed by her foes. As Atarks, it was castrated. As Jernotius, he was turned into stone. As Osentalka, he was made incomplete by the Incompletes. As Nysalor, he was dismembered and cast apart. Yet each time Rashorana was reshaped someplace else, for Illumination cannot be eliminated.

IV-22. Erlandus
The sexual monster of the south, the husband of Erlanda, Mother of Kings. Cast into Hell and dissected, he has been cut open, and his intestines are visible beneath his tunic.

This is Grandfather Mortal, the first victim of Death. He has been disemboweled by Eurmal and struggles to contain his entrails inside his tunic.

IV-23. Kazkurtum
The Empty Emperor, the Worthless Ruler, the God of Nothingness. This is one of the Portions of Yelm.

IV-24. Bijiif
A pile of dust, to which Yelm was reduced. A single speck, glistening, reveals its true identity. This is one of the Portions of Yelm.

IV-25. Jokbazi
The Broken. Here are pieces and fragments of a deity who has been lost forever, dismembered and never resurrected. This is the worst fate of all.

a. **Bird** (Rabbit Head)
b. **Fire** (Arrow Head)
c. **Shape** (Meat on a Stick)
d. **Animal** (Semicircle)
e. **Warmth** (Square with Dot)

Appendix E:
God Learner Maps

The Second Age philosophical school known as the God Learners evolved the Mythical Synthesis Movement, an attempt to identify and define the gods, spirits, and other powers of the world, and arrange them into a coherent and knowable unity. By doing this, the God Learners sought to reconstruct and impose their will upon the mythical realities of the God Time. In the process, they discovered that many religions contained amazingly similar myths and gods, even though the cultures had never met and were separated by oceans, mountains, and languages.

The God Learners compiled this mythical information into a series of magical maps, vulgarly called the God Learner Maps. These maps depict the location of mythic events, whose places and beings were verified by dangerous Heroquests, such as the Outer Visitation or the Three Questions Contest. The maps were assembled by Mythic Age and gave the God Learners tremendous insight into the mythic structure of Glorantha.

Mythic Age Maps

The God Learners were not entirely successful in synthesizing Gloranthan mythology logically or consistently. Some myths have gods traveling from places consistent with a later Age to places appearing in an earlier Age. For example, the Orlanthi Middle Storm Age myth of Mastakos' Journey West has the god traveling from Halikiv (which first appears in the Middle Storm Age) to the Black Island (which disappears at the end of the Early Storm Age). Such contradictions infuriated the God Learners, especially the Reconstructionalist Movement, and were the impetus behind the Zistor Experiment, which sought to transmute Creation itself and impose logical structure upon the Cosmos. Nonetheless, these efforts failed and, in 1010, the great sorcerer Halwal proclaimed that, "the God Learners were doomed from the start as the Great Mystery cannot be reduced to logical parts. Mystery predates Law and Reason."

The Golden Age

The Golden Age began with the separation of Heaven and Earth. It ends with the appearance of the Pit in the Sky Dome. The size of the cosmos was far smaller during the early Golden Age.

Aldrya's Forest

Aldrya is the Great Goddess of the Elves. She is the First Dryad, and in this Age her own tree grows upon the top of the Spike. Three types of elves lived upon the mountain: the Yellow Elves upon the ground and around the base of the Spike; the Green upon the slopes of the mountains; and the White within the ring of Shanassee, the Tree of Aldrya.

Black Camp of Introspection

The Fourth Family of the Mountain People settled this camp, and later came from it to cause mischief and trouble.

Brilliance, Kingdom of

This rich land is without strife or hunger. They want for nothing.

Citadel of Thought

The residence of Malkion the Seer, called Kiona. Malkion gathered the Prime Objects of the world here into the Citadel of Thought.

The City

The Perfect City was established solely according to the Urban Principles, and founded by Talar, Zzabur, Horal, and Dromal.

Duravan

Duravan is a beautiful land, populated by many peoples but without cities or roads, given over to wild nature. It is ruled by Queen Hrenseneso, who incarnates pleasure in the world.

Characteristics of the Golden Age

Sky: The Sky is a bright dome that appears as if made of solid stars. There is no night. The Sun, a bright, golden, burning orb, stands high and unmoving in the center of the Sky. Nine other celestial bodies are visible.

Air: Air is calm and quiet, more of an application of space than air.

Ground: The Earth is a perfect cube, with a huge mountain (the Spike) at its center. The top is white and reaches the Sky Dome; the slopes are bare orange rock. Below is a wide range of rippling, green hills, and around them are wide and broad lands, with smaller and imperfect copies of the Spike.

Waters: The earth is surrounded by Sramak's River.

Plants: The earth is a pleasant land with fields, gardens, and forests amid the mountains and hills. Flowering plants are very common. No grasslands exist, but plains are covered with non-grass plants like succulents and clover.

In general, trees follow a pattern according to their altitude on the great celestial Spike. Highest up is the White Forest. Upon the slopes of the Spike is the Green Forest. Around its base (and thus upon most of the world) is the dominant type that will later become "jungle" or "semi-tropical", but with random growths of other trees as well.

Animals: The first birds appear with the first light over the Spike. Birds and birdlike creatures are common everywhere in strange forms. They dominate many places and fill every ecological niche with feathery beings. Reptiles and other gigantic creatures are common.

Monsters: None, for whatever is not benevolent is not yet discovered.

Elder Races: Many, and sometimes they mingle with celestial beings in a way not seen since this Age. No trolls are found on the Surface World.

Humans: Few humans exist, and they often mingle among other divine or mysterious races. The difference between gods and mortals is not clear at this time. Many exotic beings exist alone or as races and families.

Civilizations: One true civilization exists: the Kingdom of Perfection, centered on the City of Light that is Yelm's capital atop the Spike. Other civilization centers are established by lieutenants away from the center.

Enlightenment, Kingdom of
This Kingdom is incredibly rich, always peaceful, and without hunger. It is ruled by Govmeranen during the Reign of Peace.

Gamble Islands
These islands were made during the Gambling Contests between the Goddess of Animals of the Above and the Goddess of Waters.

Genert's Garden
This verdant land of peace and plenty is ruled by Genert, the ruler of the North. This is where the first vegetation was cultivated. Here the first people lived and where people first learned to cook.

Heron Hegemony
A people related to Herons and Egrets live in this quarter.

Ivaro's Pool
This is the cool, refreshing water that the Father and Mother of the Gods bathed in, giving it a great blessing. It is the first inland body of water, though it has no tributaries, and no rainfall ever mars the pleasant summer weather.

Keetela
The home of the Keets, a feathered and beaked race. Called Ganderland by the peculiar and cursed creatures called Ducks.

Kero Fin
This is Larnste's favorite mountain, his daughter with Gata the Earth.

Lodril's Mountain
This is Fire Mountain, home of the Earth Father who burns from within.

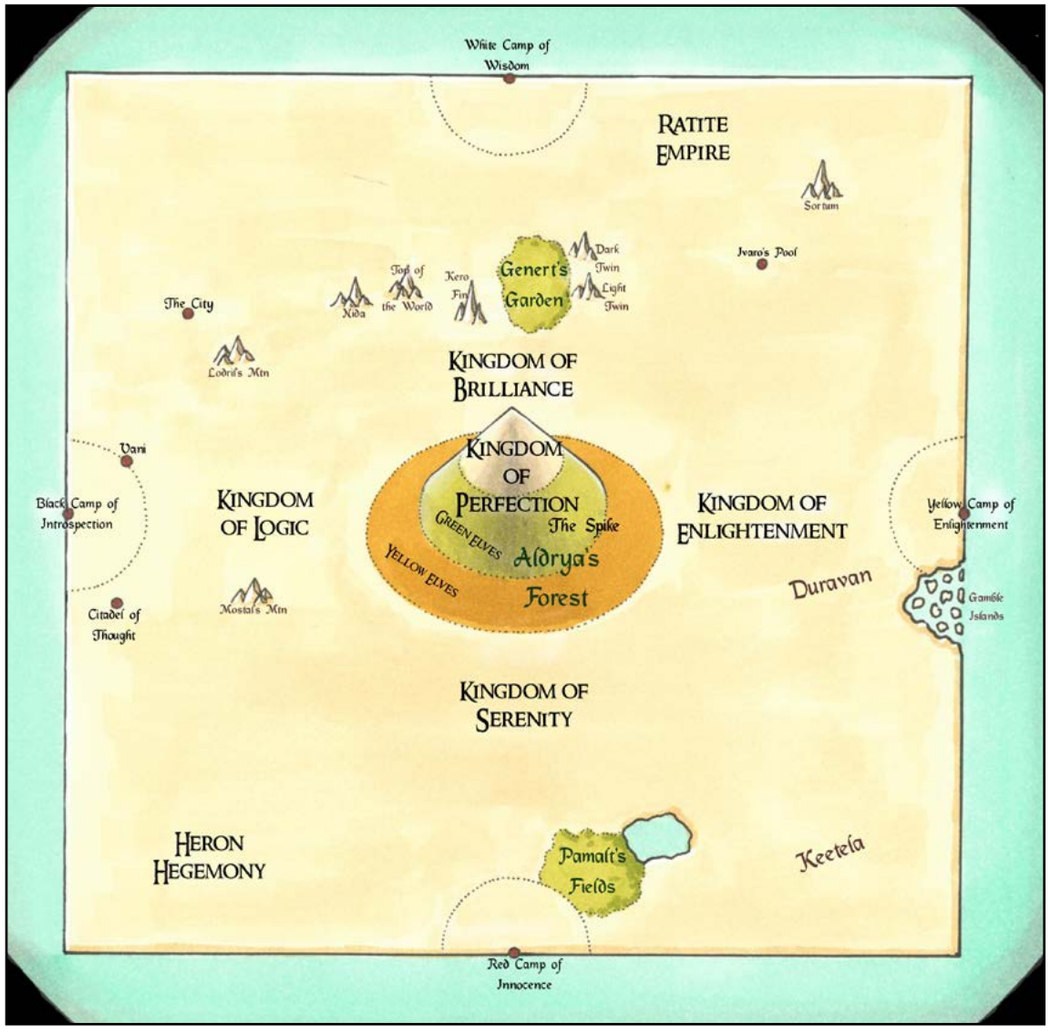
Logic, Kingdom of
This is the peaceful and undisturbed land of the six Original Peoples.

Mostal's Mountain
Mostal raised his own grand mountain palace here after he lifted the Spike up. It is called the Magnetic Mountain, and is the oldest and first stronghold of the Mostali.

Nida
This is the second stronghold of the Mostali and is under construction.

Pamalt's Fields
This verdant land of peace and plenty is ruled by Pamalt, the ruler of the South.

Perfection, Kingdom of
At the center of this land is the Footstool of Yelm, atop which is his golden throne. Surrounding it is the City of God. From here, Yelm rules the universe.



Ratite Empire
A widespread race of bird-riding people live in this region. Ratites are the types of large, fierce two-legged birds of the area.

Red Camp of Innocence
The Third Family of the Mountain People settled this camp. They are called the Spear People.

Serenity, Kingdom of
This innocent land is one of peace and plenty.

Sortum
This evil mountain is home of the Demon Kratapol.

Spike
This is the Cosmic Mountain, which spans the Underworld, Middle World, and Sky, and whereupon the Celestial Court sits.

Square
The first Earth was a perfect cube. It maintained this perfect shape for most of its 100,000 years of existence.

Top of the World
This mountain was raised by Mostal and Larnste to keep warring peoples apart.

Twin Mountains
The ancestors of the later Shan Shan mountain ranges raised themselves here. There is a tall Dark Mountain to the north, and a Light Mountain to the south. Each is inhabited by a powerful dragon who danced atop its respective peak.

Vani
Here was built the first house, the first village, the first town, and eventually, the first city. It is the capital of the Kadeniti, one of the Original Peoples of Malkion.

White Camp of Wisdom
The First Family of the Mountain People settled this camp. They are sometimes called the Long Beards.

Yellow Camp of Enlightenment
The Second Family of the Mountain People settled this camp. They are the beardless Kat tribe.

Late Golden Age

The Late Golden Age begins with the rise of Umath and the War in the Heavens. It ends with the Death of Yelm, the First Sunset, and the Dimming of all Light. Glorantha grew greatly during the Late Golden Age, as the strength and power of Umath expanded the rim of the world deeper into the Void, claiming new space for the cosmos.

Characteristics of the Late Golden Age

Sky: The Sky is a bright dome that appears as if made of solid stars and glows bright, Aetheric silver. There is no night. The Sun, a bright, golden, burning orb, stands high in the center of the Sky. Ten other celestial bodies (including Umath) are visible at the beginning of this period; by the end, only two remain.

Air: Air is calm and quiet in most places. Umath storms exist around the rim of the world, with occasional forays into the center.

Ground: The Earth is a perfect cube, with a huge mountain (the Spike) at its center. The top is white and reaches the Sky Dome; the slopes are bare orange rock. Below is a wide range of rippling, green hills, and around them are wide and broad lands, with smaller and imperfect copies of the Spike.

Waters: A few significant waters have risen to cross the lands. The most important is the Blue Dragon Sshorg, who spawns Oslira. Rivers flow uphill.

Plants: The earth is a pleasant land with fields, gardens, and forests amid the mountains and hills. Flowering plants are very common. No grasslands exist, but plains are covered with non-grass plants like succulents and clover.

In general, trees follow a pattern according to their altitude on the great celestial Spike. Highest up is the White Forest. Upon the slopes of the Spike is the Green Forest. Around its base (and thus upon most of the world) is semi-tropical jungle, but with random growths of other trees as well.

Animals: Birds and birdlike creatures are common everywhere in strange forms. They dominate many places and fill every ecological niche with feathery beings. Many birds are huge. Reptiles and other gigantic creatures are common.

Monsters: None, for whatever is not benevolent is not yet discovered.

Elder Races: Many, and sometimes they mingle with celestial beings in a way not seen since this Age. No trolls are found on the Surface World.

Humans: Few humans exist, and they often mingle among other divine or mysterious races. The difference between gods and mortals is not clear at this time. Many exotic beings exist alone or as races and families.

Civilizations: One true civilization exists: the Kingdom of Perfection, centered on the City of Light that is Yelm's capital atop the Spike. Other civilization centers are established by lieutenants away from the center.

Abzered

Land of Enlightenment. It is incredibly rich, always peaceful, and without hunger. Osdero the Wise rules it, called Metsyla the Eagle Phoenix Emperor by the Kralori.

Aldrya's Forest

Aldrya took a new lover and the woods of the Yellow Elves bloomed with new growth and spread southwards over the fields of the old Kingdom of Serenity.

Alkoth

The green-walled home of Shargash the Destroyer. When Umath defied Yelm, the Sun God released Shargash who charged out of Alkoth, and fatally wounded Umath, but was badly hurt in the process.

Black Camp of Introspection

A hole to the Underworld was found here. When Yelm died, he passed through here on the way to Hell, the first of many gods to do so.

Blue Dragon's Path

The first waters which came here were in the form of a great Blue Dragon. When the Blue Dragon slithered up to Kero Fin, Orlanth defeated and tamed it and sent the remaining part against the Solar Empire as the Oslira River.

Brilliance, Kingdom of

This rich land thrives on the inexhaustible bounty of Genert's Garden.

Citadel of Thought

The numberless Prime Objects of the world have been gathered here to reveal the Runes of Creation.

The City

Having perfected the Urban Principles, Zzabur, Horal, Talar, and Dromal establish the City as the perfect capital of the Kingdom of Logic.

Duravan

Duravan is a beautiful land, populated by many peoples but without cities or roads, given over to wild nature. It is ruled by Queen Hrenseneso, who incarnates pleasure in the world.

Enlightenment, Kingdom of

This kingdom is incredibly rich, always peaceful, and without hunger. It is ruled by Govmeranen during the Reign of Peace. He has wisely divided his realm into many provinces, including Abzered and Duravan, each with their own ruler chosen by Govmeranen.

Enrolvalini

The Philosophers of the Kingdom of Logic live here, closest to Zzabur in their thoughts.

Fields of the Seeds of Doubt

The first dissidents of Yelm's rule were buried in the earth here.

Gamble Sea

These islands were made during the Gambling Contests between the Goddess of Animals of the Above and the Goddess of Waters.

Genert's Garden

This verdant land of peace and plenty is ruled by Genert, the ruler of the North. Its inhabitants know no hunger or want, wander where they please, and are friends to all.

Heron Hegemony

Having filled the marshes, the people of the Heron Hegemony adapted to living on dry land.

Kachasti

One of the six Original Peoples of Malkion. They spread outward as they increase in number, speaking with strangers and learning strange ideas.

Kadeniti

One of the six Original Peoples of Malkion. The Kadeniti are tremendous builders and built both the City and Vani.

Keetela

The Keets start a quarrel with Togaro that becomes a war.

Kero Fin

This is Larnste's favorite mountain, his daughter with Gata the Earth. She had a son with Umath, named Orlanth, who lives here with his companions. After Orlanth tamed the Blue Dragon, the dragon settled at the feet of his mother and laid its eggs so that the area became the Dragon's Nest.

Lodril's Mountain

Fire Mountain erupted fitfully throughout this Age and his people caused much trouble for visiting Kachasti.

Logic, Kingdom of

This is the peaceful and undisturbed land of the six Original Peoples.

Mostal's Mountain

Mostal fenced off this land and has forbidden all human visitors after the Viymorni judges declared the Aldryami the winners of a contest.

Nida
This is the second stronghold of the Mostali and under seemingly endless construction.

Oslira
The Blue Dragon invaded the Solar Empire from the south but was defeated and tamed by Murharzarm. She changed her name to be Oslira and became the great nurturer of Dara Happa.

Pamalt's Fields
Pamalt's Fields are now home to the Agi as the earlier inhabitants, the jelmre and the slarges, have moved elsewhere.

Pier
Waertag and his family made the Pier which juts out past the ends of the earth to reach into the endless sea. From here their boats wander and explore the coasts.

Ratite Empire
Conflict between the Ratites and the Solar Empire was averted after Murharzarm gives one tribe the power of flight.

Red Camp of Innocence
The Spear People have abandoned the camp for Pamalt's Fields and gave it to the first Artmali to live in.

Sarono
Demons from Sortum kidnapped Ivaro's son, and so Ivaro came with all her watery brothers and drowned the kidnapper. Her greatest brother, Sarono, remained behind. He is the Duke of the Deep and rules the surrounding lands.

Sshorg Invades
The Eastern Lands are first inundated by the Flood of Terror, the first ever seen on land.

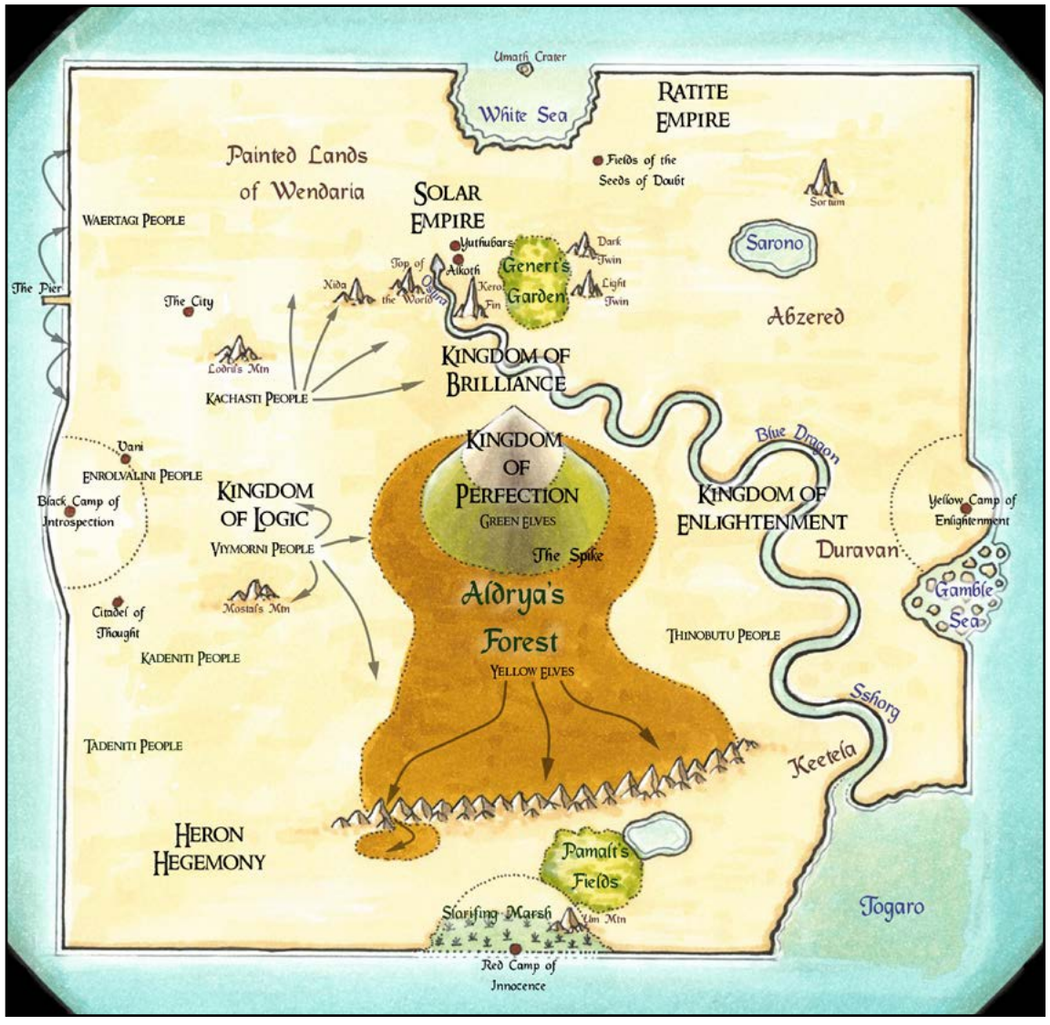
Slorifing Marsh
The Red Elves are found in the Slorifing Marsh.

Solar Empire
This golden empire surrounds the Footstool of Yelm, and contains the Ten Cities of Murharzarm. It is called Dara Happa and Murharzarm is the Emperor.

Sortum
This evil mountain was cleansed of most of its wickedness by the Sarono Sea. However the very rocks still brood malignly.

Spike
This is the Cosmic Mountain, which spans all the Vertical Worlds, and whereupon the Celestial Court sits and rules.

Tadeniti
One of the six Original Peoples of the Malkioni, the Tadeniti invented writing tools, several pictorial scripts, and experimented with every media.



Thinobutu
Soli made men and women out of red earth, brown sand, gray earth, and black mud. Each man and woman made love to the others, and they became the ancestors of the Sixteen Families of Thinobutu.

Togaro
This invading ocean was the first water to wash upon the land as a result of its quarrel with the Keets.

Top of the World
A massive quake has shaken so much debris from this mountain as to create a mountain range.

Twin Mountains
The dance of the Dragons of the Twin Mountains has caused further mountains to appear.

Um Mountain
The Old Gods are rarely visited by their children now since the Slorifing Marsh makes travel difficult.

Vani
The once-bustling First City is quiet now as its few inhabitants eke out humble lives amidst its architectural wonders.

Viymorni
One of the six Original Peoples of the Malkioni, the Viymorni love exploring. They are the first to go beyond the Kingdom of Logic.

Waertagi
One of the six Original Peoples of the Malkioni, Waertag and his people love the sea. They made the first boats and sailed away, settling at numerous places along the coast.

Wendaria
The Painted People of Lodril have learned of clothing and civilized customs from the visiting Kachasti.

White Camp of Wisdom
The White Camp was destroyed when Umath was killed and crashed into the earth, forming a great crater. Umath's sons came to this place to retrieve his powers and weapons.

White Sea
This sea was created in the final battle between Shargash and Umath. The waters rushed in to fill the devastation, leaving only Umath's Crater above the waters.



Yellow Camp of Enlightenment
From here, Govmeranen rules the Kingdom of Enlightenment.

Yellow Elves Spread
The Yellow Elves invade the Kingdom of Serenity, spreading their jungle far to the south and initiating the War of the Trees.

Yuthubars
Muharzarm rules the Surface World from the Footstool of Yelm.

Early Storm Age

The Early Storm Age begins with the Death of Yelm and the start of the Gods War. The One Empire breaks into many lesser nations and tribes, most having their own powerful leader gods and a variety of followers, including demigods, Elder Races, and humans. Huge floods drown much of the earth and extinguish many of the fires on the ground.

The Age ends when the Sky turns blue, the ultimate triumph of the Waters over the Sky. Below, Orlanth and the other storm gods defeat the Waters and establish the dominance of the Air.

Abzered
Osdero the Wise patiently rebukes the Sarono Sea for having rashly overflowed its borders.

Aldrya's Forest
The first trolls in the east devour a portion of Aldrya's Forest. Attempts to reclaim the lost woods have failed.

Aroka Sea
When Orlanth killed the Blue Dragon, a large sea gushed out of it and it has settled here. A ghost and an undead monster rule it.

Artmal
Artmal was a son of the Blue Moon Goddess who sailed down to the sea with his many blue-skinned children.

Artmal's Trail
Artmal and his blue-skinned kin left Enjalsu and wandered across Pamaltela until they reached Veldarahab.

Banthe
This sea-going tribe is the ally of the Vadeli against the Waertagi. They were worthy opponents of the Waertagi, but were betrayed by the Vadeli, and suffered such losses that they did not survive the Flood Age.

Beneren
This is the Island-Castle of Queen Hrenseneso, the ruler of Duravan.

Black Island
This island at the edge of the world surrounds one of the most important entrances to the Underworld.

Churen
This rich, flourishing land is ruled by the Huge Dynasty.

Churkenos Sea
This child of Neliom continued south after its sire stopped. It cut Danmalastan from Pamaltela and with its offshoots created the many southwestern islands.

Danmalastan
Malkion explains to his people that Life and Death are the result of logical processes inherent in the structure of the cosmos. He proves that all personal existence ends upon Death and that life has no meaning except to survive according to the ways prescribed by Malkion. Those that properly obey Malkion's Laws have immortality within their living bodies and do not die.

Deselenro Isles
Having achieved balance in the Gambling Contest, these isles are a calm haven amidst the turbulent waters.

Duravan
Duravan is defended against Sshorg by many heroes and mystic sages, including the two Venfornic masters, Sivoli and Kamboli. Sivoli later helps Queen Hrenseneso make peace with the waters for Duravan.

Enjalsu
This is where Artmal and his kin made their First Landing. They left their ships behind here with a guard. Slowly a town grew from the camp and then a famous port for the Aquamarine Armada.

First Torrent
The Sea God Serelazam came as great waves to sink Thinobutu. The waters reached the base of the Spike but failed to sink his enemy, and formed the Sevasbos Sea.

Flamal's Forest
This vast Green Forest and its many Elves unite as one to preserve the woods from the growing troubles of the Age.

Fortress of Logic
Malkion left here to enter the realm of Forms and Powers. He separated the Original People into castes and taught them the Laws.

Fozeranto
When Sshorg flooded Duravan, a portion was left dry so that his ally Debaday could live there. It became the center of a powerful kingdom.

Genert's Garden
This rich and peaceful land is untroubled by the Floods.

Hudaro Sea
The Frozen Ocean, Hudaro spilled over the edge of the earth. It has four children: Neliom, Senbanth, Churkenos and Slarelos Seas.

Hykim Forest
This forest is inhabited by the Hykimi, the ancestral Hsunchen peoples.

Kachisti
The Kachasti spread outward as they increase in number, speaking with strangers and learning strange ideas, becoming known as the Kachisti. They left Danmalastan to embark upon the Speaking Tour.

Kachisti Minor
Here resided those Kachisti who had not left for the Speaking Tour.

Kadeniti
One of the six Original Peoples of Malkion. They are the makers of things. Malkion came and asked them to build the Fortress of Logic.

Keets
The Keets quarreled with Togaro, who flooded their homes. They migrated to Duravan, resettling and making a fine home for themselves until attacked by Sshorg. They drove the seas off with the aid of the Storm Gods.

Kero Fin
Orlanth the Storm God now dwells atop his mother with his wife Ernalda and their household of gods and companions.

Land of Innocence
The Artmali wandered through this part of Pamalt's Fields during their trek to Veldarahab. It is inhabited by the Agimori.

Memb
This large region in Abzered is ruled by the Forest Dynasty.

Mernita
Sedenya the Moon Goddess protected her people from the Flood, raising this land above the waters.

Mostal's Mountain
The Mostali continue to forbid all human visitors to the Magnetic Mountain. When the Rushing Churkenos tries to drown the Mostali, Mostal separates the Sea God into two lesser seas and floods his human enemies instead.

Characteristics of the Early Storm Age

Sky: The Sky is orange instead of the bright silvery Aetheric color. Planets and moons are irregular in rising and falling, and several are stationary. At the end of the Age, the River Lorian flows into the Sky World, extinguishing the bright sky and turning it blue.

Air: Storms are erratic and random, without constant speed or direction. No pattern exists for the winds that move independently, sometimes in groups and occasionally in unison when led by Orlanth. They are often violent, as the stronger gods and powers wrestle their rage across the world.

Ground: Many small continents and islands, each sheltering its own gods, people, and animals.

Waters: The oceans rise and cover most of the land. The Sea Tribe calls this era the Inundation, others call it the Flood; either name reflects the triumphantly growing power of Water and its related elemental powers.

Plants: Several discernible forest types are now evident: red, yellow, green, and white.

Animals: In general, fewer types of animals exist than in the Golden Age, and the first mammals appear and quickly seize dominance from birds.

Monsters: Malevolent monsters first appear – enemy demigods, denizens of the Underworld, or land-moving Sea monsters.

Elder Races: They are now powerful and distinctive from humans and each other. The first trolls appear.

Humans: Several distinct human cultures exist. Conflict between cultures is increasingly common.

Civilizations: Danmalastan is powerful, Abzered is great, and the Vingkotlings begin their rise to power. Dara Happan civilization survives aboard Anaxial's Boat.

Neliomi Sea
A Sea God, one of Hudaro's progeny. Neliom brought the second of the three Floodings of Danmalastan. Zzabur used his wizardry to compel Neliom to join in the attack on Lodril, who had taken refuge in a huge volcano with his worshipers.

Nida
This mountain in the Hykim Forest is a Mostali outpost.

Orlanth's Stead
The Storm God Orlanth and his wife, the Earth Queen Ernalda, reside here with their companions and family.

Oslira
After the blasphemous reign of King Rump, the gods decided to destroy Dara Happa in a nightmare of rain, floods, and poison waters. Strengthened by the flood of water that gushed out of the Blue Dragon, Oslira rose from her banks and submerged the ancient Solar Empire. Those people and things that were not polluted were saved aboard Anaxial's Boat.

Rushing Churkenos
Here is where the Sea God Churkenos rushed from its sire Neliom and strove to drown all the land between Danmalastan and the Spike. The Mostali constructed Tharkarn Isle, which was stronger than the Sea God and divided its flow, weakening the god.

Sarono Sea
Infused by the spirit of the Age, Sarono has rashly flooded much of Abzered.

Sechkaul
The blue-skinned Loper People came here from the Artmali Empire, armed with the Sword of Tolat. Their king, Dengbalu, saved this land from Sshorg.

Sevasbos Sea
This was formed by the First Torrent of Serelazam.

Sevid
This peninsula is ruled by the Storm gods. From here, Orlanth and his brothers challenged Hancheros and defeated him.

Slarelos Sea
Also called the Helering Sea, as Slarelos often worked with Heler and his children.

Slorifing Marsh
This Marsh expands along the southern coast of Pamaltela, with its Red Elves being a persistent nuisance to surrounding peoples.

Sortum
Demons have resettled this evil mountain.

Spike
The Celestial Court hold themselves aloof from the Gods War changing the face of the world. Their powers are lent impartially to anyone capable of wielding them, and they remain unaffected as their powers are used in new and exploitative ways.

Sshorg
The Great River Ocean Sshorg wages a long war to flood Duravan. He also separates Pamaltela from Abzered.

Tadeniti
The Tadeniti write everything they have learned using Zzabur's Real Script and fill great libraries with knowledge. They cannot understand the omens of doom and destruction that they increasingly write about.

Tharkarn Isle
Mostali region around Mostal's Mountain. The island was constructed by the Mostali to resist the Churkenos and divide its flow.

Thinobutu Isle
King Thakinda ruled Thinobutu and resisted the First Torrent by calling on the Old Powers that he served. The Thinobutans turned back the surging waters by using their secret Tidal Powers.

Twin Mountains
The Dancing Dragons create beasts to defend their realm against outsiders who would disturb their dance.

Um Mountain
The Old Gods blessed their children with Death so that they may thrive in an Age of increasing danger.

Uz Queendom
Kyger Litor led the mass of trolldom through secret paths to the roots of the Spike. From here a troll kingdom was founded in the palace of Dame Darkness, and Darkness armies and peoples migrated in all directions.

Vadeli
Vadel was the first Viymorni to venture beyond Danmalastan, past the Western lands where Malkion's laws were obeyed. His descendants settled here in Pamaltela, armed with strange Mostali magics, and enslaved the local spirits, harvesting their energies to power spells.

Vadrus' Frozen Land
The Storm God Vadrus and his sons rule this frozen place from where they raid weaker lands.

Vani
The Kadeniti left the First City long ago and the Enrolvalini live here now.

Vaybeti Isles
These human-occupied lands were flooded by the Churkenos and only these islands survived.

Veldarahab
Artmal and his blue-skinned kin settled here, and built a great city and port from which they ruled the surrounding lands and seas.

Vingkotlings
This powerful kingdom led by Vingkot, son of the Storm God Orlanth, defends the Orlanthi against their enemies.

Vithalash
The Palace of Vith is the City of Great Peace where the Ruling High God of the East resides.

Viymorni
The Viymorni follow Vadel beyond the Laws of Malkion.

Waertagi
The Waertagi are strong in the new Age and have developed many ships and boats to explore the Oceans of the world. They built many bases around the world, all called Sogolotha (the most important is later known as Sog City).

Wendaria
The land of the Lodrilli, Wendaria was invaded by the seas but saved by the eruption of Lodril.

White Sea
This sea covers Umath's Crater.

Wondrous Isles
These amazing islands are filled with all manner of remarkable wonders from a peaceful, wise, and gifted people.

Worcha's Rage
Worcha is the Son of the Four Seas who was made by them to destroy Ernalda. In a great rage he charged down the Spike and roared northward like a great tidal wave, but was killed by Orlanth when he reached the Storm God's lands.

Yellow Elf Jungle
The advance of the Yellow Elves is halted by the range previously raised by the Old Gods.

Middle Storm Age

This Age begins with the conquest of the Sea Gods by Orlanth and the Air Gods. The Air Gods dominate the Surface World but the trolls and their dark gods emerge from the Underworld. The Gods War accelerates, with Death being used by many gods. The Age ends with the dominance of most of Genertela by the Vingkotlings.

Abzered
Osdero makes peace with Sarono and restores Abzered to Govmeranen's Justice. The seas retreat back to their proper borders.

Alarlaverir
This city in the land of Gendara is ruled by the wise and beneficent King Kediri. Under his serene rule, all people prosper, and grow fat and healthy.

Alkoth
This Green City is the home of Shargash, who now defends Dara Happa against its barbarian foes.

Artmali Empire
This vast empire is ruled by the blue-skinned Artmali people. Under the leadership of Jarkaru the Indigo Conqueror, they have driven Pamalt's people out to the fringes of their empire and war against the Kingdom of Oabil. Their navies sail across the world, settling colonies and forts as they want. They bring plunder back from all over Glorantha.

Banthi Sea
A frigid sea allied with Valind and his people.

Beneren
Queen Hresenseneso rules Duravan from her palace here, advised by the elderly sages Sivoli and Kamboli.

Blue Fire Sea
This large sea is surrounded by great cities. On its east coast was Tishamto's greatest city, Senmara; on its west shore, Vardavanad, the fleet port of the Artmali Empire; and north was Jolar, with only peaceful tribes.

Boztakang's Trail
This group of trolls marched northward from the Terrifying Black Cloud until they came to great sheets of ice. They birthed the ice trolls and became safe, famous, and dangerous.

Brown Sea
This turbid and shallow sea was enslaved by the Mostali and Vadeli.

Chir
The Vadeli Empire of Chir unified the many Vadeli colonies of Pamaltela, collectively called the "skinners". Chir paid tribute to the Mostali, especially in the form of slaves captured from the Artmali and Agimori. They also fought a vicious war against the Yellow Elves.

Churen
This rich and flourishing land is ruled by the Beautiful Dynasty.

Dagori Inkarth
Gore and Gash led the trolls out of the Underworld and into Hurtplace until they came to this place between the Vingkotlings and Genert's Garden. The trolls dug in and made the Castle of Lead. A kygerlith was erected and evoked, and Kyger Litor moved into the Castle of Lead here. Armies went from the Castle of Lead and spread Darkness wherever they went.

Dakoputlo Elamle
This pleasant island city is the home of Great King Kanawa, ruler of Gendara.

Dara Happa
This powerful, civilized empire is the heir of the Golden Age Solar Empire. It is ruled by the Anaxial Dynasty of emperors, who are protected by Antirius.

Deselenro Isles
These islands are peaceful and tranquil, filled with content and wise peoples.

Dozaki's Newhome
A great swarm of trolls marched eastward and came upon the newly-raised Black Sun. Together they continued eastward and founded Dozaki's Newhome, but everyone else called it the Kingdom of Ignorance.

Duravan
The Five Defender Heroes, a band of warrior sages taught by Sivoli, drive back the waters and restore Duravan to Govmeranen's Justice. For most of this Age, Duravan is called the Resting and Pleasure Lands.

Enjalsu
This great Artmali port rules the surrounding lands of Tenel.

Expulsion Walk
Malkion went among the people of Danmalastan and selected those who were closest to him. Zzabur and his Enrolvalini rejected Malkion's new rules, and drove him and his followers from the lands. Malkion and his followers walked across the Neliomi Sea. The sea parted and land rose to bear them forward to New Malkonwal. Behind them grew the Green Woods inhabited by Hykimi.

Faralinthor
This friendly sea is the lover of Esrola. He remained behind after Orlanth defeated Sshorg, resting atop Esrola and the base of the Spike.

Flamal's Forest
This vast Aldryami forest at the base of the Spike fights wars against the Vadeli, trolls, and Agimori.

Fozeranto
This powerful kingdom is the Great Stronghold of the antigods and its ruler, King Debaday, sends out armies in all directions to claim rulership of the world.

Gendara
This Agimori kingdom is also called Sharzu. It fought a losing war with the Artmali for

Characteristics of the Middle Storm Age

Sky: The Sky is blue. Most planets and many stars fall from the Sky, casualties of the Gods War.

Air: The Storm Gods dominate the world. Their storms are erratic and random, without constant speed or direction. No pattern exists for the winds that move independently, sometimes in groups and occasionally in unison when led by Orlanth. They are often violent, as the stronger gods and powers inflict their rage across the world.

Ground: One very large continent with many inland seas, a smaller western continent, and many islands. Much land has been reclaimed from the oceans.

Waters: After their defeat by the Storm gods, the oceans have receded and much land has been reclaimed.

Plants: Several discernible forest types are now evident: red, yellow, green, and white.

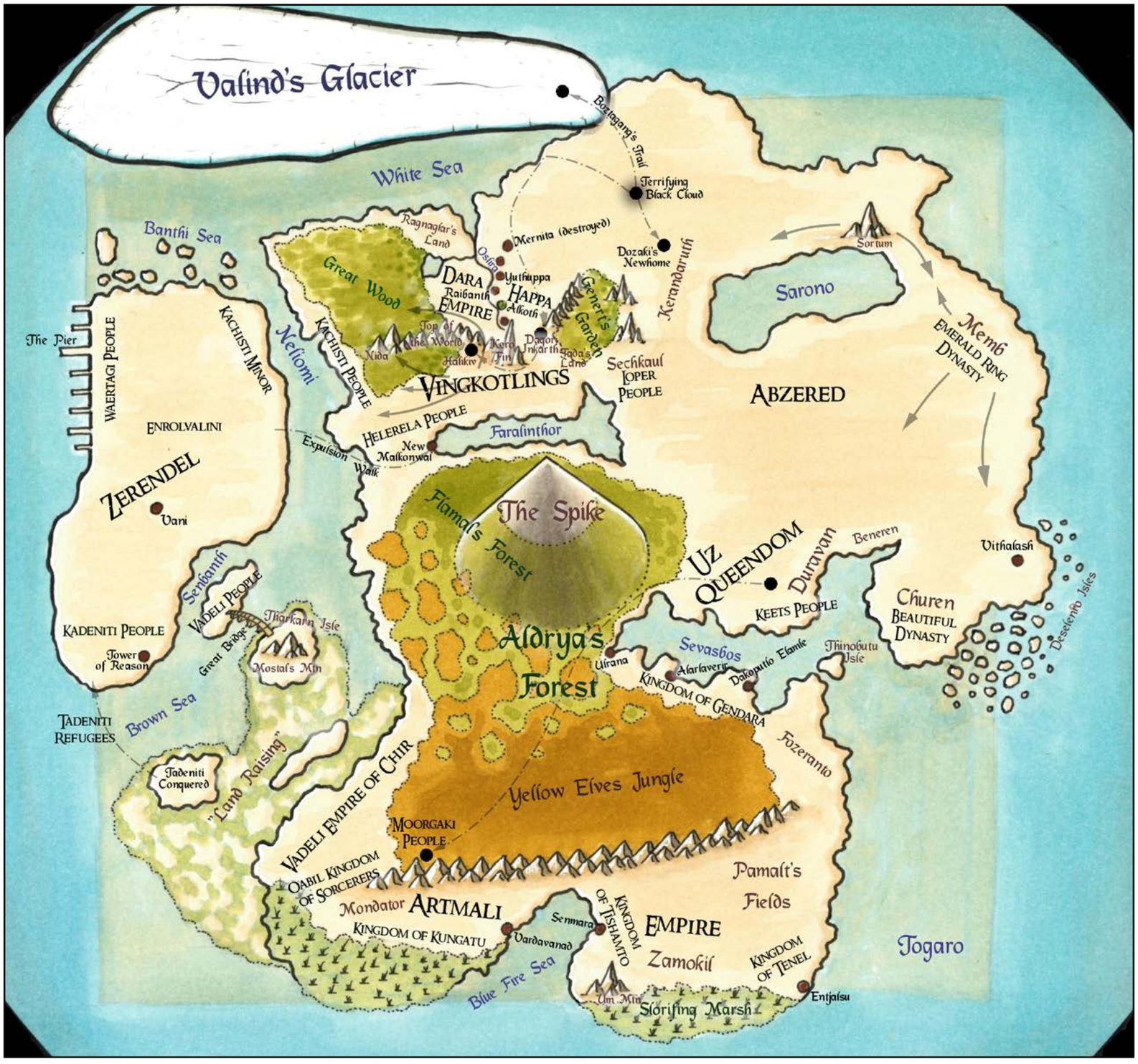
Animals: The first mammals appear and quickly seize dominance from birds.

Monsters: Malevolent monsters first appear – enemy demigods, denizens of the Underworld, or land-moving Sea monsters.

Elder Races: The Elder Races are now distinct from humans and each other. Great mobs of trolls emerge from the Underworld, led by Darkness gods.

Humans: Several distinct human cultures exist. Conflict between cultures is increasingly common.

Civilizations: Danmalastan is powerful, Abzered is great, and the Artmali rule the south. Genertela is contested by the Dara Happans and Vingkotlings; as the Age progresses, the Vingkotlings dominate most of Genertela.



control of Laskal. The Artmali won but at a great price. The natives are feared as slavers and cannibals by the Artmali but for its inhabitants it is an idyllic paradise ruled by Great King Kanawa.

Genert's Garden

This verdant land of peace and plenty is ruled by the gentle caretaker Genert, the ruler of the North. Men and beasts coexist here in peace and harmony, until trolls emerge from the Underworld and trouble the Garden's edges.

Great Bridge

The Mostali built this bridge over the Churkenos so they might visit their Vadeli allies. The Mostali had a huge crane and it dropped giant pillars into the Churkenos and built a colossal bridge to the Vadeli People.

Greatwood

This vast forest covers all between Ragnaglar's Land and the Vingkotling kingdoms. It is inhabited by Aldryami and Hykimi.

Helerela

These people are the descendants of those who followed Heler and the Sea Gods. They are subjects of the Vingkotlings and have adopted their ways.

Kachisti

The Kachisti settled the western lands of Genertela and waged a war against the Vadeli. The Vadeli resisted for a while but eventually surrendered. The Vadeli later complained of mistreatment and misery; many of them slew themselves to protest. The Kachisti

talars order their zzaburi to heal and resurrect the dead Vadeli, which they did. Suddenly the Mostali erupted out of Nida, destroying most of the Kachisti cities. The Vadeli and their Mostali allies enslaved all the rest. Later Orlanth and his Storm gods freed many of the Kachisti survivors from bondage.

Kachisti Minor
This region consists of the remaining Kachisti cities of Zerendel. The bulk of the Kachisti population is now in Genertela.

Kadeniti
The builders of the Original Peoples, they now spend their time repairing Zerendel.

Keets
The Keets are a winged people with bird heads who prosper peacefully in Duravan.

Kerandaruth
This region of Abzered is known as the Land of Splendor.

Kero Fin
Atop this great mountain lives Orlanth, the King of the Gods, his wife Ernalda, and their household. Around it are the tribes of the Vingkotlings.

Kungatu
The central kingdom of the Artmali Empire, Kungatu began when Jarkaru the Indigo Conqueror defeated the northern invader Desero. Kungatu fought against Oabil and Tishamto, and later included all of Mondator in its boundaries. Its Aquamarine Armada sailed out of the great city of Vardavanad and conquered many distant places.

Land-Raising
The Land Raising proceeded with irresistible determination, raising the lands beneath the raging Churkenos Sea. It kept growing until all was dry between the Senbanth Sea and Chir, save for the small sea the Mostali used as a source of materials.

Lopers
The Loper people are a blue-skinned race that ride upon creatures called Lopers. They are protected by Tolat and his Red Sword and roam across the world, always returning to Sechkaul.

Memb
This growing region of Abzered is ruled by the Emerald Ring Dynasty.

Mernita Destroyed
The city of Mernita resisted the precepts of Emperor Lukarius and continued to support the moon goddess Sedenya. However, the strength of the Dara Happan Emperor's Law was so great, that by the virtue of his commands the Moon fell from the sky, and crushed beneath it the rebellious city of Mernita.

Mondator
This region of the Artmali Empire was contended by the Agimori but usually ruled by the Artmali. It was often raided by Oabil and trolls from the north.

Moorgaki People
Moorgarki was a great and terrible fighter who led her people here from the Uz Queendom. She invaded with a great host, sweeping all before her until she met Pamalt, who had been armed by the other gods. She was severely wounded by Pamalt and robbed of many of her powers, but her people thereby adapted to live in the warm climate.

Mostal's Mountain
The Magnetic Mountain is the main stronghold of the Mostali and the center of their power.

Neliomi Sea
This Sea god rules the waters between Genertela and Zerendel.

New Malkonwal
After his expulsion from Zerendel, Malkion founded a new city for himself and his remaining followers.

Nida
This stronghold of the Mostali erupted as a whole range of mountains right among the Kachisti lands, destroying most of their cities. Then the Mostali and their Vadeli allies enslaved the remaining Kachisti survivors.

Oabil
The Kingdom of Sorcerers is part of the Vadeli Empire of Chir. It is a particular enemy of the Artmali Empire and allied to the Mostali.

Oslira
The river goddess was tamed by the Dara Happan emperors and returned to her ancient banks.

Ragnaglar's Land
This northern land near the White Sea is ravaged by mad Storm gods, the sons of Vadrus and his even worse brother.

Sarono Sea
This sea is ruled by the Duke of the Deep, a loyal officer of Emperor Osdero. It resists the antigods of Sortum.

Sechkaul
This region of Abzered prospers under the protection of its many temples of Tolat.

Senbanth Sea
This Sea god was a child of Neliom, a smaller sibling of Churkenos. It became smaller but more raging when Churkenos was dried up by the Land Raising, and was encouraged by Zerendeli sorcerers seeking to discourage crossing by the Vadeli.

Senmara
The fabulous city of the Tishamto on the shores of the Blue Fire Sea fights a doomed defensive war against the Artmali Empire until it is conquered and becomes a center of decadence and debauchery.

Sortum
The antigods of Sortum war continually against Abzered, Kerandaruth, and Memb.

Spike
The members of the Celestial Court continue to hold themselves aloof from the Gods War changing the face of the world. Their powers are lent impartially to anyone capable of wielding them, and they remain unaffected as their powers are used in new exploitative ways.

Tada's Land
This region of Genert's Garden is ruled by the mighty Tada, who defeated the Basmoli lion-people. He allied with the Vingkotlings by marrying his daughters to their king.

Tadeniti Conquered
The Tadeniti were attacked by a combined army of Mostali and Vadeli. The Mostali left the Vadeli in temporary charge of the land.

Tadeniti Refugees
After the conquest of Tadeniti Island, refugees fled en masse to distant Zerendel and settled its southern coast. Those who did not flee were separated by the Vadeli into matter and energy. The Vadeli used the energy and gave the matter to the Mostali of Tharkarn Island.

Tenel
This Artmali kingdom grew from the original colony of Enjalsu.

Terrifying Black Cloud
This fearsome place of Darkness marks where the Mistress Race Trolls emerged from the Underworld into Hurtplace.

Tharkarn Isle
Primary Mostali stronghold. After this island resisted Churkenos, the Mostali composed a

huge spell to raise the land around Tharkarn and reclaim it.

Thinobutu Isle
After the victory over Serelazam during the First Torrential War, a band of people deserted the island on the boats of the Blue Men. A second wave of terrible demons then invaded Thinobutu and again Thakinda called upon the Old Powers he served. This time he was defeated, and forced to submit to the gods of the Underworld. King Thakinda secretly dispatched the "Hasteners" to find new lands to settle where they would be free from oppression.

Tishamto
This Agimori kingdom centered on the fabulous city of Senmara was conquered by the Artmali Empire.

Top of the World
The mountainous home of the Storm Gods. From here Orlanth and his companions raid across the world.

Tower of Reason
Malkion was Pure Reason within the Tower of Reason, but came forth to descend into the material world and bind himself within its limitations. As a result, Zzabur, always loyal to Malkion's Reason, rejected Malkion once he removed himself from the Tower.

Ulrana
The ancestral home of the Thinokosians. Ulrana was settled by refugees from Thinobutu.

Um Mountain
Pamalt is often absent here as he defends his Agimori from the woes of this Age.

Uz Queendom
Trolls emerging from the beneath the Spike create this powerful land of Darkness. The trolls invite many gods and spirits from the Underworld to dwell here with them. The Darkness peoples feast well upon the bounty of their neighbors.

Vadeli
The Vadeli ruled the lands of the former Viymorni people. They had a way of enslaving spirits in the material world. The Vadeli were allied with the Mostali and raided far and wide against everyone, especially the Original People of Malkion.

Valind's Glacier
This huge and growing ice sheet is home to the wildest Storm Gods, ruled by Valind. Ice demons and snow trolls live here.

Vani
The Perfect City is the capital of Zerendel.

Vardavanad
The fantastic capital of the Artmali Empire, it grew important after Jarkaru defeated the invasions from the north. It is a great port on the Blue Fire Sea.

Vingkotlings
This powerful kingdom dominates the lands around Kero Fin. They are ruled by a sacred dynasty descended from Orlanth. Aided by the Storm Gods, the Vingkotlings raid and conquer many peoples far beyond their homeland and many adopt their ways.

Vithalash
The Palace of Vith and City of Great Peace.

Waertagi
The Waertagi send warships around the perimeter of Zerendel to keep out enemy ships and invaders, using the many Sog Cities as their bases. When the land began to dry out, the Waertagi among the Kachisti feared this was the work of their foes who had been stopped because Sog City was on an island. The Waertagi sorcerers summoned Janube to come to them, and forced it to surround their island to protect them.

White Sea
This frigid sea north of Genertela is slowly conquered by the ever-growing Glacier.

Zamokil
This region of the Artmali Empire is inhabited by the blue-skinned Artmali and ruled from Tenel.

Zerendel
When the Mostali and Vadeli begin to overrun the Original Peoples, Talar organized the empire of Zerendel as a defense.

Late Storm Age (Lesser Darkness)
This Age begins with the invasion of Valind. His Glacier grows to cover much of the world in ice. The Gods War rages and destroys, slaying many gods, spirits, and lesser beings. One by one, the benign gods depart the world, replaced by such evil gods as Valind, Daga, Mallia, and Ragnaglar.

Finally, the Unholy Trio summon Chaos into the world. The Age ends with the defeat of the Storm Gods by Chaos at Stormfall and the departure of the last gods from the world.

Abzered
The Eagle Phoenix Emperor became involved in a feud resulting from the marriage of Kahar and his mother. Sarono's Sea god kin invaded with great armies. They drowned the lands of Abzered and extinguished the fires of the Emperor, dragging his corpse down to the bottom of the sea.

Alarlaverir
When Serelazam led the armies of Sevasbos against Genjera, the people of Alarlaverir could not withstand the assault. A mass exodus began, and most of the people fled on boats, rafts, and anything that would float. Another group was sent to fight the evil demons called Gorgers that enslaved the other peoples of Genjera. Those who stayed behind in Alarlaverir were the Lingerers, and became wicked worshipers of the Underworld gods and Gorgers themselves.

Basmoli
These fierce Lion People are powerful in this Age, aided by powerful Hykimi shamans. They have enslaved many descendants of the Kachisti.

Blue Fire Sea
This sea became an increasingly poisoned inland sea during this period, until its poisoned waters were evaporated by the Firefall.

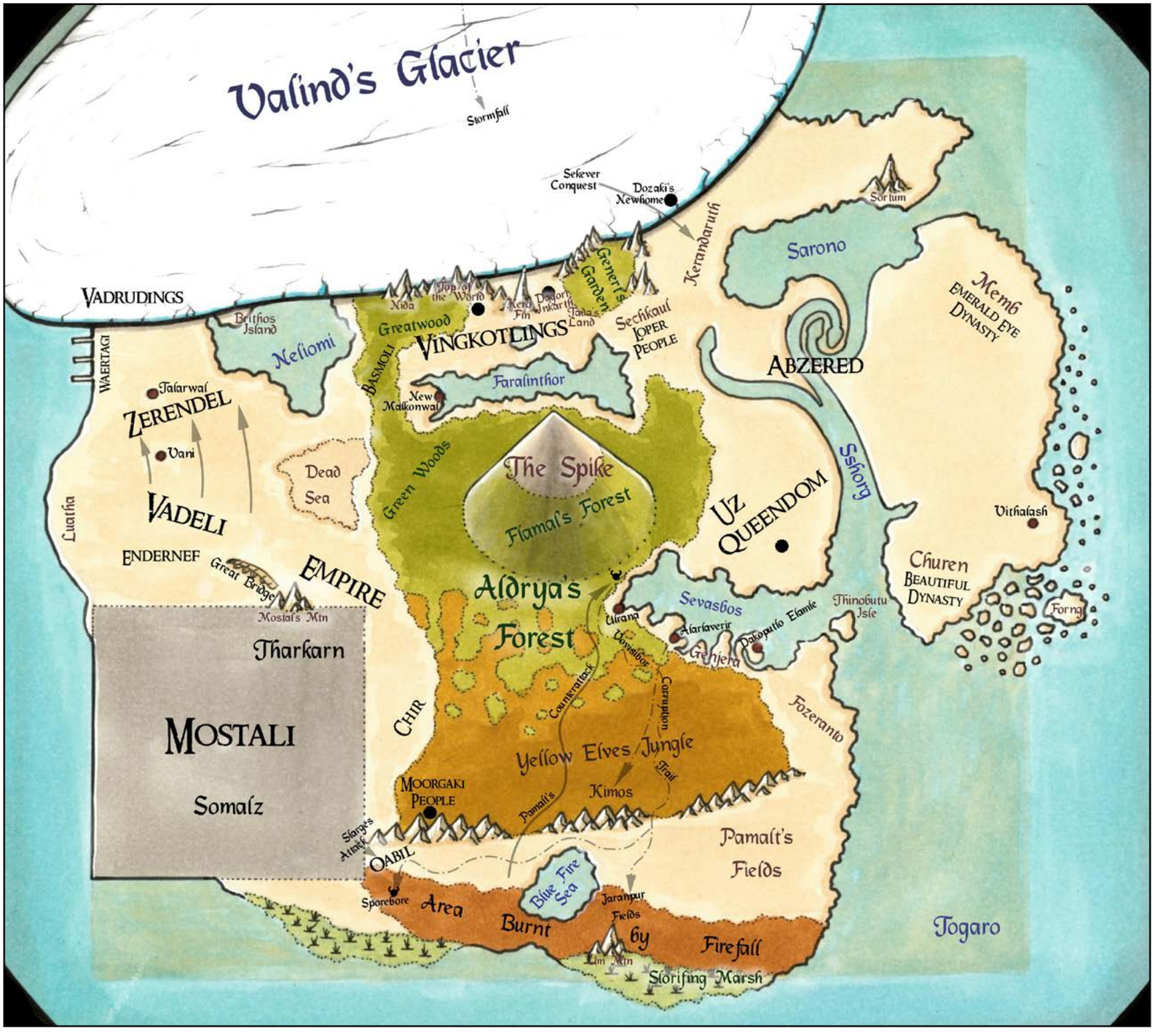
Brithos
The survivors of Zerendel fled to this island stronghold when that land fell to the Vadeli.

Chir
This bleak and grim land is part of the Vadeli Empire. Its formerly rich lands have been transformed into desert to power Vadeli magic.

Churen
This land is ruled by the Beautiful Dynasty and fights a long war with the Parrot People of Forng.

Dagori Inkarth
This powerful troll queendom thrived during the Lesser Darkness. They feed upon Genert's Garden, the Vingkotlings, and anything else.

Dakoputlo Elamle
When the seas again became more violent and the waters rose everywhere, Elamle-ata, the daughter-lover of King Kanawa, led a migration to sail in search of a new land. When she did not return, the king sent his son south but he also never returned. Thinking his children were dead, the king threw himself into the ever-hungry waters.



The blue-skin priests made their sacrifices to celestial gods but the waters of Sevasbos still flooded the city.

Dead Sea

This dead salt plain is all that is left when part of the Neliomi was separated into matter and energy to power Vadeli spells in the Double Belligerent Assault.

Dozaki

Also called the Kingdom of Ignorance, this cruel land is ruled by trolls over the wretched but grateful humans who are sacrificed by troll priests to the Black Sun.

Endernef

Part of the Vadeli Empire, Endernef contended with Zerendel and ultimately conquered it after they launched a final offensive called the Double Belligerent Assault. They were aided by monsters, demons, Mostali, and other inhuman creatures.

Flamal's Forest

Upon the death of Flamal, the Aldryami of this endless forest begin to enter an unending sleep, guarded only by the Green Elves of High King Elf. Trolls and other demons raid deep into the forest with little or no resistance from the dying elves.

Faralinthor Sea

Faralinthor is robbed, pummeled, and evaporated during this Age, and becomes an increasingly salty sea. Ultimately Vadrus, an angry and wrathful god, spies Faralinthor and Esrola lying together and blasts what remains of the Sea god, leaving only a salty plain.

Firefall

The Artmali were corrupted by Vovisibor, so that they bred with monsters and beasts, and worshiped Gods of Evil. Pamalt had the Old Gods tip the Sky and pour its fire upon Vovisibor, destroying him. The Firefall also destroyed almost everything alive in the land of the

South, including all the Artmali Empire. Pamalt stood atop Um and pushed the Sky back when it was done. This set the Sky to rocking.

Forng
This large island is home to the Parrot People who fought against the Beautiful Dynasty of Churen.

Fozeranto
Powerful and mighty, this kingdom sends armies in all directions, and is responsible for many depredations. They kill and enslave whoever they can and turn them into undead and spirits.

Genert's Garden
This verdant land is plundered by outsiders, consumed by trolls, and stalked by Death. The Mother of Beasts is hidden within the womb of the Earth to evade Death.

Genjera
The land was attacked by terrible demons called Gorgers and invaded by the army of Sevasbos. The Gorgers forced the inhabitants to worship Underworld and Chaos gods, and the seas flooded the coastal lands.

Great Bridge
This huge bridge now stands above land and not water, but is still used to transport Mostali to Endernef.

Greatwood
Also called the Guardian Forest, this vast forest is inhabited by increasingly fierce Aldryami and Hykimi. Zorak Zoran steals Death and cuts down Flamal, father of Aldrya and beloved of the gods, in these woods.

Greenwood
The western reaches of Flamal's Forest is defended by High King Elf and his increasingly beleaguered Green Elves.

Jaranpur Fields
Site where Pamalt met Vovisibor and destroyed him with the Firefall.

Kerandaruth
After Abzered was sunk, the Land of Splendor was ruled by Shavaya until the land was conquered by Sekever and cursed.

Kero Fin
Orlanth and his household live atop Kero Fin, great and unreachable. One by one, the members of his household die in the growing Gods War, until finally Ernalda departs for the Underworld. Orlanth then departs with the Lightbringers.

Kimos
This land was settled by those sent from Alarlaverir to pursue the Gorgers. They found the demons and have fought them ever since.

Luatha
The Land of Dusk are inhabited by a race of gigantic purple beings of great intelligence and power. The Gates of Dusk are here, guarded by demonic raccoons. Yelm traveled through here on his way to the Underworld and his daughter Rausa rules here, ever seeking revenge against her father's killer.

Memb
This large region is ruled by the Emerald Eye Dynasty and became an island with the sinking of Abzered.

Mostali
The Mostali dominate southwestern Glorantha and their armies range far and wide as they struggle frantically to end the Gods War and repair the World Machine.

Neliomi Sea
This sea is but a puddle of its former strength, being tapped by both Vadeli and Enrolvalini, and frozen over by Valind's ever-advancing Glacier.

New Malkonwal
After the murder of Malkion, the inhabitants of New Malkonwal suffered depredations from monster armies that swept over the lands that had once aided the Founder. New Malkonwal was abandoned and its inhabitants scattered.

Nida
This dwarf stronghold successfully resists the onslaught of Valind's Glacier.

Oabil
This Vadeli kingdom is badly damaged by the Firefall and its remnants are overrun by invading slarges.

Pamalt's Counterattack
When things of pure evil came into the hot lands of the south, Pamalt led a counterattack to challenge Vovisibor at the Ground of Evil Challenge.

Sarono Sea
Sarono's kinsmen muster great armies and kill his lord Osdero, the Eagle Phoenix Emperor of Abzered. Sarono is so horrified that he abdicates in favor of Kahar and Harantara.

Sechkaul
This land is ruled by the sea demon Turvenost, who eradicates sacrifices to the gods and goddesses. He is betrayed and drowned by Sshorg. However, the lands protected by Tolat survive.

Sekever
This evil false emperor is the ruler of Dozaki and conquers Kerandaruth with an army of demons and corpses. He was accompanied by the Black Sun, which sent rains of blood against the world.

Characteristics of the Late Storm Age

Sky: The Sky becomes increasingly dark as the last of the planets disappear, and even most of the stars. Some of these fall to earth and help people, some tumble forever to the Underworld, but most simply go out.

Air: Winds become stronger and colder, and as the Age progresses the wind comes increasingly from the northwest. While the Vingkotlings adjust to this and even prosper, many others suffer terribly.

Ground: Glaciers expand in the northwest and in the mountains, covering much of the world in everlasting winter.

Waters: The seas recede tremendously, with most of the water of the world frozen in huge glaciers in the northwest and atop mountains.

Plants: Only hardy plants that can survive the cold.

Animals: Only hardy animals that can survive the cold. Mammals dominate land and sea.

Monsters: Common. Some are new races of carnivorous beings; others are larger versions of previous creatures that have adapted to the colder conditions.

Elder Races: The trolls rule much of the Surface World. Dark trolls proliferate, better adapted to living in the Hurtplace than their Mistress Race ancestors.

The other Elder Races are rarer and generally intensely involved in their own preparations for what they knew was coming. The Mostali rule the southwest of the world.

Humans: Several strong confederations or empires organize resistance against enemy gods and each other. As resources diminish, they become meaner, more desperate, and more reckless. Many are destroyed or enslaved.

Civilizations: The Artmali are destroyed, the Dara Happans are ground beneath the Glacier, Abzered is drowned by the seas, and Zerendel is locked into a terrible war with the Vadeli. The Vingkotlings cling tenaciously together, aided by Orlanth the King.

Sevasbos Sea
This army of Sea gods, led by their new chief, Serelazam, assails Thinobutu and Genjera, drowning many lands and ravaging others.

Slarges
These reptilian humanoids erupt out of Somalz and overrun the last of the Oabil kingdom after the Firefall.

Somalz
Somalz came into existence as a result of the Land Raising, as everything south and west of Mostal's Mountain was raised above the water. It is a land of perfect, stagnant order.

Sortum
Armies of demons war continually against Abzered, Kerandaruth, Memb, and beyond.

Spike
The Celestial Court is strained beyond endurance by the disintegration of the world. Kargan Tor is forced to face himself in battle, Uleria impregnates herself, and Acos is forced to make a new and unlawful ruling. Tremors shake the immobile Spike, and the cosmos weakens.

Sporebore
Two Chaos armies marched from the Ground of Evil Challenge. The larger was Vovisibor's and was defeated with the Firefall. The smaller was defeated by the dark warriors of the Moorgaki People, and the remnants of that defeat were then crushed again at the Battle of Sporebore.

Sshorg
The mighty Blue Dragon returned with a vengeance, overwhelming all opposition and drowning the lands of Duravan, Beneren, Abzered, and even most of Sechkaul, gaining himself a great seabed.

Stormfall
The first great battle against Chaos. The Storm Gods mustered with troll allies to fight against Wakboth the Devil and his Chaos army. Wakboth was victorious and Vadrus, Vingkot, and many other Storm Gods fell; their troll allies fled and scattered.

Tada's Land
This champion of Genert led his people to dig a great pit and to hide the Mother of Beasts within the womb of the Earth.

Talarwal
Capital city of Zerendel. Talarwal superseded Vani when it was abandoned to the Vadeli. The Talars ruled Zerendel from here. The city fell on hard times as the Enrolvalini were compressed by the Vadeli of Endernef and the ice wall of Valind. Talarwal was captured by the Vadeli in their Double Belligerent Assault.

Tharkarn
This department of Somalz is the center of Mostali activity.

Thinobutu Isle
The demons who conquered the island order their priests to sacrifice the entire tribe to them. Just in time, the Great Boat brought a brave Hero who drove off the demons, confronted the evil gods, and destroyed them. However, the Deserters fled the island, severely weakening the island before Serelazam's counterattack.

Top of the World Mountain
Valind sought to supplant Orlanth as king of the gods, but was defeated by the Thunderer who did not even bother to leave his throne to drive the Winter King back.

Ulrana
This land was settled by refugees from Thinobutu.

Uz Queendom
This great troll queendom spreads Darkness and fear throughout the world of Hurtplace.

Vadeli Empire
The Vadeli Empire conquers most of the West during this time, allied with the Mostali. It rules Endernef, Chir, and Oabil, and conquers Zerendel with the Double Belligerent Assault.

Vadrudings
These wild and lawless Storm gods rampage across the world, destroying and killing for pleasure.

Valind's Glacier
Valind and his cold allies invade much of the world and cover their conquests with ice.

Vingkotlings
This kingdom clings tenaciously together, fighting off enemy gods and tribes under the leadership of their sacred dynasty descended from Orlanth and with the aid of the remaining Air gods and the Star Husbands. When the gods die out, the Vingkotling royal house loses the magic Sword and Helm, and then destroys itself with the Last Royal Betrayal.

Vithalash
The Palace of Vith remains unperturbed by the disintegration of the outside world.

Vovisibor
The Filth-that-Walks, Vovisibor took over the rule of all that is evil and sent them everywhere in the South. Vovisibor followed, corrupting everything until finally destroyed by Pamalt and his companions.

Zerendel
The Empire of the Enrolvalini was the bastion of the Original Peoples until it fell to the Vadeli Empire after the Double Belligerent Assault.

Great Darkness (Chaos Age)
This Age begins with the appearance of Chaos and the disappearance of protecting gods, spirits, and powers. The Age of Monsters starts in earnest as Chaos destroys and consumes the world. It is also called the Ice Age by some people, as Valind's Glacier conquers much of the world.

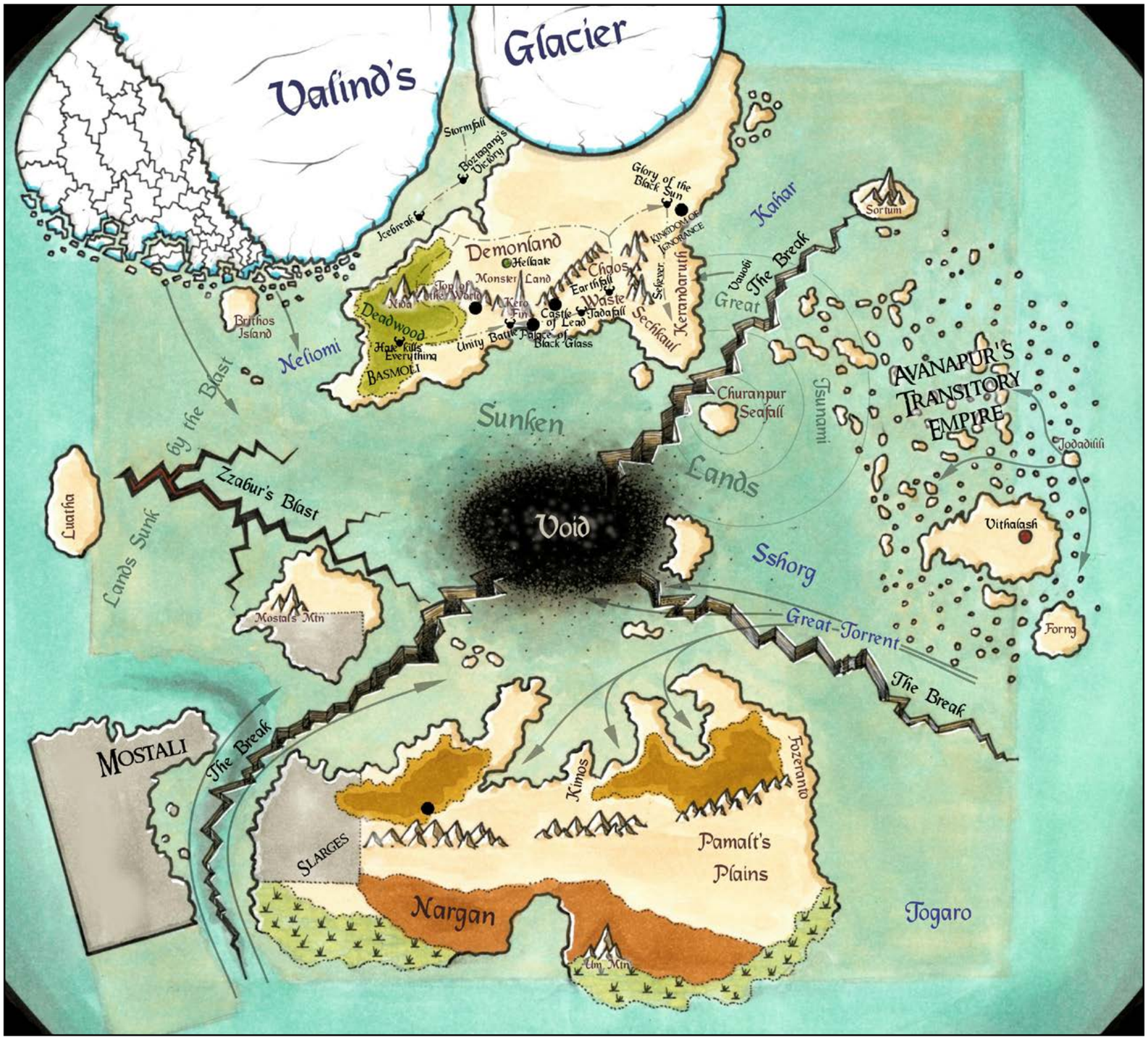
The Great Darkness ends with the local defeat of Chaos in each region. Typically, this is associated with a mythic event as well, such as the Net of Time and the Great Compromise.

Avanapur's Transitory Empire
The assembled masses of Vithela carefully created the antigod Avanapur, who grew extremely powerful and arrogant and became acknowledged as Beyond the Greatest of the Gods. When his priests demanded that Vith sacrifice to Avanapur, Mashunasan revealed the antigod to be illusionary and the lands of his supporters were washed away and in their place were left only placid waters.

Basmoli
The Basmoli people are the most powerful Hsunchen tribe in Deadwood, giving sacrifice to monsters and demons to help them survive.

Boztakang's Victory
Wakboth and his Chaos army moved in a wide arc and tried to surround the craters and peaks of the Blue Moon Ruins. The trolls' magic and courage fought them off.

Break, The
When the Spike collapsed and was destroyed, an immense crevice tore the world asunder. Zzabur directed it to destroy Tharkarn and Somalz. But he failed to properly calculate the density of the Mostali stronghold, so when the Break reached it the force of the blow was diverted away and it only knocked a side off. The waters rushed into the empty



space but Tharkarn was still intact. Then Zzabur and his sorcerers struck again, and the second blow shook Glorantha. Another Break shattered the world and the world fell apart into pieces with the void widening between the places. However, the Magnetic Mountain drew the pieces of the world back together. The Mostali then had great repairs to make but were left alone to do their work.

Brithos

This last stronghold of the Enrolvalini survived Zzabur's Blast.

Castle of Lead

Wakboth and his army, fresh from defeating Genert, surged against the allies of the dead Earth god. Tada fell. Half the Chaos army then moved directly against the Castle of Lead. The leader of this army was Krarsht, and though the army was eventually destroyed, the leader escaped.

Chaos Waste

Genert was destroyed and his people were slain by Chaos, after which monsters, undead, ghosts, and evil spirits lived here.

Churanpur

Churanpur was part of the eastern Sky Dome, but was knocked from the Sky and caused a huge tsunami. Afterwards it was a large island that sent out fleets of demons to raid and conquer. But when Avanapur's Transitory Empire disappeared, Churanpur disappeared as well.

Churanpur Seafall

The Sea Gods tried to resist the new island here, but were warped and twisted by Chaos into a huge bridge of slime that the enemy used to walk over the water.

Deadwood
The great Aldryami forest of Greatwood was overwhelmed and died and the elves either died or went to endless sleep throughout its haunted, rotting reaches. It is now inhabited by monsters, demons, and ghosts.

Demonland
This region is contended by rampaging Chaos armies and Underworld demons that destroy everything. A few miserable, starving survivors eke out a pathetic existence in the hills and marshes, including reindeer herders who wander around the former ice lands, raising standing stones to their spirits and giving sacrifice to monsters and demons to help them survive.

Earthfall
Genert, his companions, champions, defenders, and people were destroyed by Chaos here.

Eternal Battle
After the death of Genert and Tada, Urox confronted Wakboth. He should have died when he fell, but the Earth lent him her power and the god-beast fought anew. From the edge of the world came hurtling a great section of the exploding Spike which came down to crush Wakboth and pin him beneath the Block.

Forng
The Parrot People of this large island were nearly exterminated by the Beautiful Dynasty of Churen, until their gods brought forth the blazing Fire Parrots who drove away the invaders.

Fozeranto
The Kingdom of Demons, this evil land sends out armies and fleets to plague the East.

Glory of the Black Sun
A Chaos army led by Tien, fresh from its victory at Earthfall, staggered around the Shan Shan Mountains (occupied by trembling humans and beasts) and faced an army of trolls and humans. The Black Sun's forces crushed the Chaos horrors, and Tien itself was dismembered.

Great Torrent
Sshorg and his armies of Sea gods finally manage to conquer Genjara, sinking it beneath their waves. They would have gone further, but received the call from Magasta to follow him against the Void and threw all their strength behind Magasta's effort to save the world. All the rivers follow suit and from now on flow to the seas and oceans.

Great Tsunami
When Churanpur fell from heaven, a Great Tsunami flooded the surrounding lands of Melib and Vormain, and swept ships from the nearby seas.

Hate Kills Everything
Long into the Chaos Wars, there was less and less for the enemy to conquer so they turned upon each other. Two of the greatest, Kajabor and Wakboth, set their armies upon each other here, resulting in less Chaos than they had begun with. Zorak Zoran then led a select band of followers here, and in a long and gory fight mopped up the Chaos forces. Though the greater gods escaped, Zorak Zoran did kill Krjalk here, or at least cut him up into millions of pieces.

Hellgate
When the ice was shattered, this city surrounded by a huge green wall was revealed. From within the walls came disciplined legions of demons and other denizens of the Lands of the Dead.

Icebreak
The Chaos gods moved across the Glacier, melting the ice as they went. Trolls with freezing magic were foremost among the defenders trying to stop the Chaos host, but they were defeated instead. The heat of the battle melted the ice for hundreds of miles and created the White Sea.

Ice Shattered
Zzabur directed his ancient coterie of powerful Brithini sorcerers to create and execute a long and complicated ritual. It required large number of non-sorcerer participants, which they got from the peoples around the Neliomi Sea (who mostly worshiped Malkion alongside other deities). Despite their differences, the Brithini managed to lead rituals from many diverse peoples, including merfolk and Aldryami, to complete the spell and shatter Valind's Glacier and end the Ice Age.

Ignorance, Kingdom of
Ignorance is powerful in the Great Darkness. Its armies of trolls, humans, and demons muster twice to destroy Chaos.

Jodadilili
The home of Avanapur the King of the Antigods, this region was entirely covered by his beautiful and luxurious palace. When Avanapur was revealed to be transitory, only this island remained.

Kerandaruth
This land is liberated from the Demon Emperor by Daruda the Dragon Emperor, who renamed it Kralorela.

Kero Fin
A few fortified strongholds inhabited by the wretched descendants of the Vingkotlings hold out against ghosts, trolls, broos, and other monsters.

Kimos
On this strange peninsula, the descendants of settlers from Genjera wage endless war upon a race of demons called Gorgers.

Melib
When demons knocked Churanpur from the Sky, Melib was desolated by the resulting tsunami, and then occupied by demons from Churanpur. Melib was later liberated from its demon rulers by the Teshnans, who quickly resettled it.

Monster Land
The lands north of Kero Fin are nearly overrun by monsters and demons.

Characteristics of the Great Darkness

Sky: The sky cannot be seen. Only a vast empty blackness exists overhead.

Air: The air is howling with bitter cold, often with ice or snow or poisonous gases.

Ground: The ground is nearly always frozen, but when it thaws it reveals sinkholes, clouds of vicious insects, and waves of disease.

Waters: All water is frozen.

Plants: No plants thrive, just slimy things that feed on the dead. A few places keep food plants alive, a few forests shelter hidden plants, and the Aldryami have their sleeping forests.

Animals: No normal animals exist.

Monsters: Everything that is not part of the family band is a monster.

Elder Races: Only the trolls, who are everywhere and prey on everything, and the dragonewts, who are as always up to their random actions, prosper. The other Elder Races are either dying out or dead.

Humans: Miserable, generally collected into close-knit, xenophobic societies clinging on to whatever magic or remnants of the Gods Age they can still muster.

Civilizations: None, although the city of Alkoth rules vast territories of Uz, humans, and monsters. Scattered descendants of the Vingkotlings cling together thanks to the Deer Folk who dashed between the strongholds.

Mostali
Following the Break, the Mostali relocated their center of operations to this department of the former Somalz. Few True Mostali survived the Break and the destruction of the Spike, but many dwarves lived and afterwards dwarves made up the vast majority of the Mostali.

Nargan Desert
The Firefall created this vast burning desert. Those few Chaos monsters that survived the Sporebore battle fled here and plagued its lifeless wastes.

Nida
The dwarves (and a few True Mostali) maintained this powerful stronghold throughout the Chaos Age, slaving at the hopeless task of fixing the universe more quickly than it was being shattered.

Palace of Black Glass
Argan Argar compelled Lodril to build this palace for his son Ezkankekko the Only Old One. During the Great Darkness, Ezkankekko offered his protection and friendship to the surrounding peoples in exchange for tribute and acknowledgement. It is an important troll stronghold, but also home to the Kitori tribe.

Pamalt's Plains
After defeating Vovisibor, Pamalt guided his people to survive and prosper here.

Sechkaul
When the Demon Emperor of Kerandaruth invaded across the Hachuan Shan, Chal the Seer instructed Bulthshasam, king of the Teshnans, how to raise Somash to defend the land against the evil antigod. Somash woke, and with the aid of the burning god the king defeated the invading antigod army of Sekever. Bulthshasam then made alliances with the surrounding tribes; together they drove the Demon Emperor and his allies out of the passes and back to Kralorela.

Sekever
The Demon Emperor was defeated by Daruda, who banished Sekever to the Underworld. But Sekever was not done, for late in the Age, he returned and conquered Kerandaruth and warred against Vormain and Teshnos, and aided the demons in destroying Genert's Garden. He was finally destroyed by Emperor Vayobi.

Slarges
Slarges rule these lands, now devoid of men.

Sortum
This evil island continues to send out waves of demons to terrorize the world.

Spike Vaporized
When Chaos entered the home of the Celestial Court, the whole center of the world vaporized into nothing. It would have swallowed everything except that the Sea Gods rushed to fill it with water.

Stormfall
The first great battle against Chaos. Here fell Vadrus, Vingkot, and many other Storm gods. The trolls fled after their Storm allies were killed.

Sunken Lands
When the Spike was destroyed, the lands around it were sunk under the rushing waters.

Tadafall
Tada, the greatest surviving warrior of Genert's people, was destroyed here, with most of the last survivors.

Unity Battle
This was the conclusive battle for survival among the mortal races of central Genertela who had experienced I Fought, We Won. An alliance of the many races around Dragon Pass, including Orlanthi, trolls, dragonewts, dwarves, Aldryami, and Gold Wheel Dancers, decisively defeated Chaos here.

Vayobi
The War Dragon was defeated by Sekever, who threw him into the depths of the sea. Vayobi studied under the sea for a long time, while Sekever oppressed all of Kerandurath, and unsuccessfully invaded Teshnos. Vayobi then rose, again confronted Sekever, and chased the Demon Emperor back to the Underworld. Vayobi became Emperor of Kralorela and drove off all the demons.

Valind's Glacier
The vast Glacier is separated in two portions by the Icebreak. The eastern portion is set adrift, revealing Demonland and the White Sea. Much of the western portion is later shattered by Zzabur's sorcery and countless icebergs drift into the Neliomi Sea. The remaining Glacier is still huge and home to countless ice demons and trolls.

Void
Where the Spike once stood is nothing but empty void. It would have consumed the whole world, except that Magasta led the Sea Gods to fill the Void with life-originating waters.

Zzabur's Blast
Zzabur's induced a magical cataclysm that destroyed the Vadeli Empire. The evil people of Endernef were infected by the Devil and attacked Zerendel with their Double Belligerent Assault. Zzabur and his minions executed the Great Blast, which exterminated the Vadeli land of Endernef, as well as the newly conquered lands of Zerendel. It also shattered Valind's Glacier and ended the Ice Age.

The Grey Age
The Grey Age (or Silver Age as called by the Theyalans) begins with the defeat of Chaos locally, often by an alliance of traditionally hostile local forces. Some gods and stars return in growing numbers until the Age ends with the Dawn, the return of the Sun, and the beginning of Time.

Austerity War
Demons and antigods conquered Vormain and other parts of the East Isles. The Hero Darja Danad, his followers, and allies fought this war to free the islands. When his followers tried to invade Sortum they could not until they had proved themselves and gained great powers through severe austerities.

Basmoli
These Lion People dominate the southwestern reaches of Greatwood. One particularly fierce tribe, the Pendali, leads the fight against the intruding Malkioni colonies.

Blue Moon Trolls
A large troll population lives here, within the body of a Moon goddess who crashed to earth. They claim to know powerful secrets doled out by their invisible goddess and their hunters and warriors range far and wide.

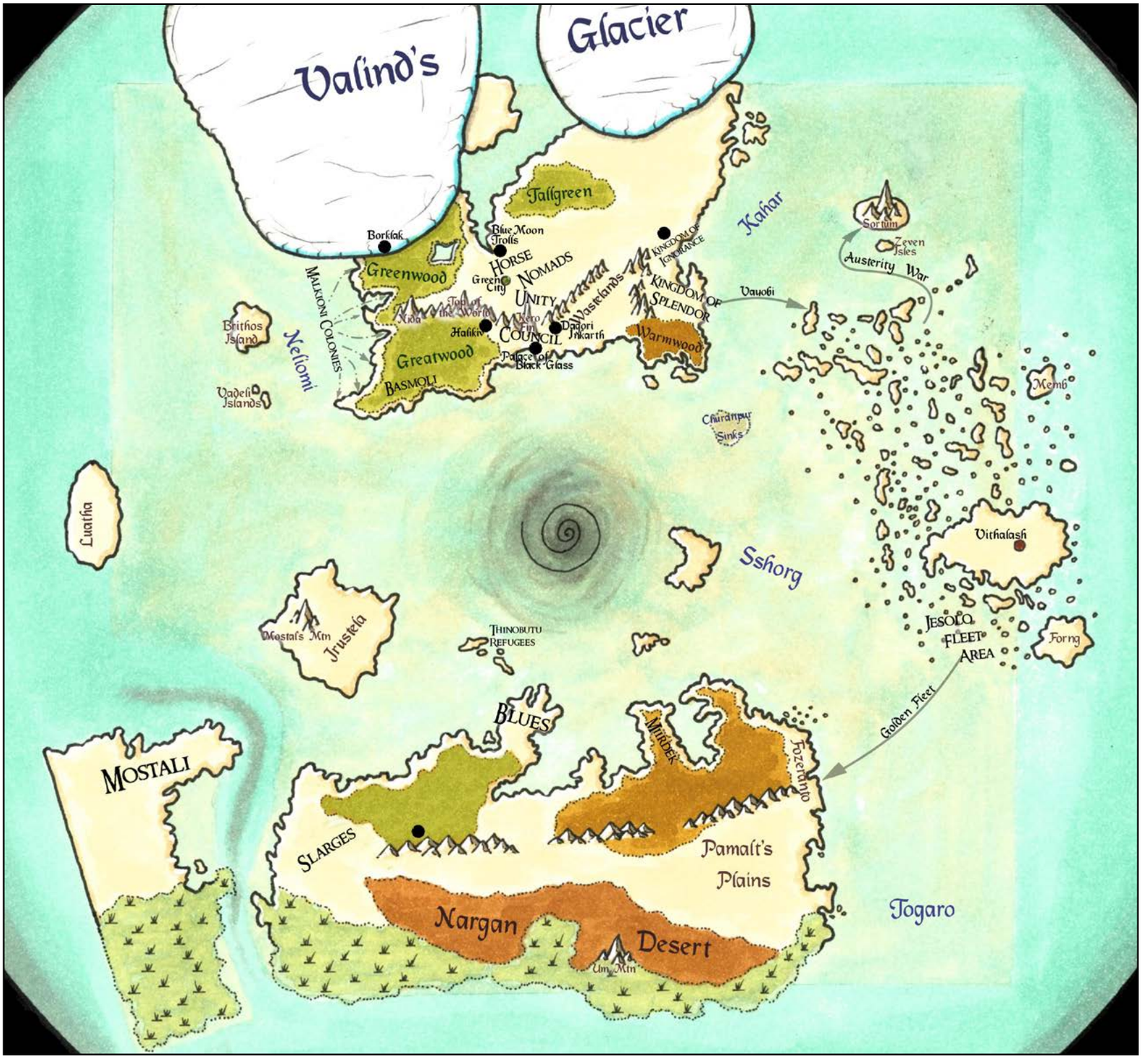
Blues
This peninsula is inhabited by scattered bands of a peaceful, blue-skinned people.

Borklak
This powerful troll queendom at the edge of Valind's Glacier raids deep into Greenwood and beyond.

Brithos
This is the island homeland of the Enrolvalini, now better known as the Brithini.

Churanpur Sinks
This demonic island sank when Avanapur was revealed to be transitory.

Dagori Inkarth
Troll hunters and warriors are sent over the rest of the world from this great stronghold of Darkness. The trolls here are part of the Unity Council.



Forng
The island of the Parrot People enjoys peace and tranquility after many Ages of war.

Fozeranto
King Debaday reaches the peak of his power and conquers much of the East Isles until Jesolo fights back with his Golden Fleet. The Golden Fleet defeats Debaday at sea and then invades and conquers Fozeranto itself, forcing Sshorg to release its natural power to sink most of that evil land.

Golden Fleet
Jesolo's Golden Fleet is so called because it is so splendid, the largest ever seen. It sweeps the seas clear of Debaday's pirates and antigods and then invades and conquers Fozeranto.

Greatwood
This vast Aldryami forest is guarded by Green Elves and inhabited by numerous tribes of Hsunchen. In the open lowlands, the horse-riding Enerali tribes are dominant.

Green City
The city of the God Shargash is powerful in this Age, sending out legions of Underworld demons throughout Peloria.

Greenwood
This vast Aldryami forest is ruled by Green Elves and inhabited by many tribes of Hsunchen. They become unified by a shamanic priesthood called the Hykimi by outsiders.

Halikiv
This great troll stronghold defers only to Dagori Inkarth. It is part of the Unity Council.

Horse Nomads
The Pelorian bowl is ruled by chariot-riding nobles who follow the stars. They re-establish the ancient Dara Happan Empire, albeit in a barbarous form.

Ignorance, Kingdom of
Ignorance remains powerful in the Grey Age, ruled by troll nobles and priests.

Jesolo Fleet Area
King Debaday of Fozeranto conquers much of this region of the East Isles, until the hero Jesolo fights back and raises a huge fleet to fight against the antigod. With his Golden Fleet, Jesolo sweeps the seas clear of the antigods and then invades Fozeranto itself.

Kahar's Sea
Kahar overcomes the violent Sea gods of the East, resulting in this tranquil if foggy sea.

Characteristics of the Grey Age

Sky: The Sky is black at the beginning of the Age, but becomes twilight as planets and stars return to the Sky.

Air: The air is cold and windy, but mild compared to previous Ages.

Ground: The ice recedes and the earth thaws from the great winter.

Waters: The ice melts and the rivers run down to the sea and then to Magasta's Pool to fill the void with water.

Plants: Hardy plants like conifers and grasses thrive. Some few know magic that allows food plants to grow.

Animals: Mammals dominant with much megafauna, although there are increasing numbers of birds and reptiles as the Age progresses.

Monsters: Common. Many are remnants from previous Ages, still needing to be overcome by heroic individuals.

Elder Races: Trolls are dominant on the Surface World and rule vast swaths of territory. Green Elves are increasingly powerful.

Humans: Those who survived the Great Darkness begin to slowly increase in population, although populations are still extremely small.

Civilizations: A few surviving groups of the Grey Age can be described as such. The Kingdom of Splendor and the East Isles prosper in the East. The Doraddi thrive on Pamalt's Plains. Colonies of Malkioni refugees from Zenderel and Brithos are scattered across the West. Lowland Peloria is ruled by Celestial-worshiping horse lords. But the most dynamic civilization is the Unity Council of Dragon Pass, uniting Heortlings, trolls, Aldryami, dwarves, and dragonewts.

Kero Fin
The people of Dragon Pass, now called Heortlings, begin to increase in population, defended by legendary heroes.

Kingdom of Splendor
The Kralori Dragon Emperors bring ever-growing prosperity and splendor to this civilized land, and the wisdom of the infinite is spread throughout their society.

Malkioni Colonies
Several Brithini colonies are established on the western coast of Genertela. Some are established to avoid conflict; others are founded by refugees from the lands sunk by Zzabur's Blast. Survival is difficult and many degenerate quickly.

Memb
This island is far smaller than it once was, as much of the population had followed Avanapur, leaving sea today where the previous dynasty once ruled luxurious cities.

Miirdek
Prince Miirdek sailed from Dakoputlo Elamle in search of his father's daughter-lover Elamle-ata. Before his return, the city was lost and its people drowned. He established a settlement here from the survivors of his fleet.

Mostali
After Zzabur's Blast nearly destroyed Mostal's Mountain, the Mostali of Tharkarn retreated to Slon. From here, the dwarves begin work to repair the World Machine.

Nargan Desert
The vast burning desert of the southern interior Pamaltela is confined by the magical dance of Pamalt.

Nida
With the evacuation of Tharkarn following Zzabur's Blast, Nida is appointed as the organizing center for all Genertelan dwarves. The dwarves begin work to repair the World Machine.

Palace of Black Glass
From here, Ezkankekko the Only Old One extends the Shadow Tribute throughout the lands of the Unity Council, binding men and the Elder Races together in Unity.

Pamalt's Plains
Here live Pamalt's people, the Doraddi.

Slarges
The western reaches of Pamaltela are home to bands of these reptilian humanoids.

Sortum
The demons of Sortum under the rule of the Great Devouring King Janadi overran much of the northern East Isles until they were defeated at last by the heroic leaders of the Austerity Wars.

Tallgreen Forest
This Aldryami forest expands quickly with the retreat of the Glacier in the Great Darkness. It is inhabited by several tribes of Green Elves.

Thinobutu Refugees
These islands were settled by refugees from sunken Thinobutu.

Unity Council
The victors of the Unity Battle formed a council, allying the humans of Dragon Pass, now called Heortlings, with Esrolians, trolls, Aldryami, dwarves, dragonewts, and other minor races. The Age ends when the Unity Council reawakens the Old Gods with the first Dawn and began Time.

Vadeli Islands
These islands are all that remains of the former Vadeli Empire.

Vayobi
The War Dragon Emperor sent a great fleet that liberated Vormain from its oppressive antigod rulers and placed KuanKal on the throne. However, the Vormaino hate foreigners and after years of struggle they cast KuanKal and his army out to regain a measure of independence.

Valind's Glacier
The great Glacier has retreated from its Ice Age expansion but is still huge and home to ice demons and trolls.

Warmwood
This Yellow Elf jungle expands rapidly over much of Sechkaul and even fights against the Dragon Emperors.

Wastelands
Waha makes the Chaos Wastes survivable, tames the Wild Fire, and forges the Covenant between Men and Beasts. He teaches men and beasts how to survive in the harsh Wastelands.

Zeven Isles
These islands were the location of the Atrocity Wars. They were liberated and became an important staging ground against Sortum during the Austerity Wars.

Appendix F: Chaos

Glorantha is a fragile bubble of existence in an infinite abyss of Chaos. With Creation, order was imposed on formless Chaos. But the Gods War weakened that order, and admitted Chaos back into the world, where it still exists. Few Chaos gods survived that were powerful enough to be worshiped as deities. The mortal races of Chaos are more prevalent. They managed to hide in the forgotten places of the world, or to shore themselves up in a few strongholds.

One of the clear distinctions made in the Compromise is that Chaos is not of this world. The deities and powers of the world had touched it, and were still afraid of it, and their continued existence required that they remain apart from Chaos. Chaos became the one enemy which must be fought and suppressed by all. With one enemy recognized by everyone, the squabbling deities found a common source of unity.

The Riddle of Chaos

Chaos always seeks to reestablish itself. This threatens the existence of Glorantha. Though Chaos is in itself formless, mutual corruption of Chaos and cosmic order occurs at the weakened seams of the cosmos where Chaos leaks in. This corruption is personified and manifested by foul, cruel, and maleficent deities.

Chaos enters Glorantha in several ways. Spontaneous manifestations are rare but do happen. As the world arose from Chaos, so Chaos may reassert itself. Once in the world, Chaos will spread. This process is present when a Chaos manifestation duplicates itself, whether by the replication process of the walktapus, the foul breeding of broos, or various Chaotic rituals.

Chaos can also enter the world through the actions of people. For example, in Orlanthi rituals participants regularly summon and face their foes, overcoming them to recreate the world. If they fail in their trials, Chaos may enter the world. Chaos can also be deliberately summoned, as when the Unholy Trio brought Wakboth into the world. Chaos may enter through violation of divine laws, such as when Orlanthi commit kinslaughter or Dara Happans rebel against an emperor who has passed the Ten Tests. Tragically, even the best of people, desperate to save themselves and the things they love, can unwisely invite evil into the world.

The divine manifestations of Chaos usually parody the gods or forces of Glorantha as they represent corruptions or perversions of the same. Thus Mallia is the Mother of Disease, yet once had properties to aid life and growth. However, many Chaotic deities represent concepts incomprehensible to sane and normal Gloranthan life, since these entities originate in the Void, where nothing is sane or normal.

Mortals naturally fear obvious forms of Chaos. Atrocities against nature such as the Crimson Bat are easily recognized. Other travesties are more difficult to detect, concealed within the framework of society, like the assassins of Krarsht. But Chaos also includes good, or so advocates of the Lunar Way would have us believe. Through Illumination, creatures of Chaos can overcome fear and resist the soul-blasting temptations their nature impels them to submit to. Few folk believe in the virtues of Chaos, however, and the battle against Chaos is integral to most Gloranthan mythologies. Without an appreciation of this struggle, the world as it exists is not understandable.

Why Chaos is Bad

Source: Korol Sandford, Against the Riddlers, Endeel Knowledge Temple.

Illuminates are fond of stating such things as "Chaos is necessary to creation," or "You cannot have law without unlaw, or light without darkness, hence one must have Chaos as well," or the infamous "just as when you stare into absolute darkness you see nothing, so when you stare into absolute light, you see nothing." All these ploys are naked attempts to make Chaos, or at least bits of it, acceptable to the world. They are wrong. Chaos is not the same as destruction. Chaos is not necessary to creation. Chaos is not the antithesis to "Law". Chaos is oblivion.

It is true that we can have no good if we have no evil. You steal the gold from the troll. The troll steals the gold back. You and the troll fight. Both or neither of you may be evil. But Chaos wishes to *destroy* all the gold. This is why both you and the troll combine forces to stop Chaos. Chaos is neither evil nor good. It is nothingness, emptiness beyond emptiness. Chaos is oblivion.

Death is necessary to existence. But even in death, there is no oblivion. Your personality may not survive your body's death, but your





bones rest in the soil, your flesh provides food for worms and plants, your soul rejoins the gods, and your spirit recycles into the ether. Your children go on, remembering your memory. The works you did remain behind: the house you built, the poem you wrote, the love you gave, the hate you inflicted. None of it, the good or the bad, perishes with death. But Chaos would destroy this. Not only your soul, and your personality, but your children, and all that you would have left behind. All is gone as if you had never been. All your existence will have been pointless. Chaos is oblivion.

Before the universe was created, all was Chaos. Do not think from this that Chaos is a necessary part of creation. *Lack of Chaos* was the necessary part of creation! Chaos had to be peeled away to expose the World Egg. The world existed in its best and most pleasant forms before any Chaos intruded – the Green Age, the Golden Age, even the raw power of the Storm Age, all were spoiled and their works undone when Chaos entered the world. Now, bits of Chaos still remain in our universe in dark corners, like a blood infection that has never truly gone away, like a wound that still bleeds. Chaos is not the antithesis of *creation*, it is the antithesis of *existence*. Chaos is oblivion.

Chaos comes in many forms. Some may look acceptable. All ultimately end up in the root of all Chaos – the Void. As all Chaos came from Jotimam, the Void, so all Chaos returns to it, like a dog returning to its vomit. How did the Gbaji wars end? In dark destruction and the threat of universal doom. It is not my place to argue that Gbaji, Nysalor, or Arkat was responsible for this or that horror – but the horror came, and the ultimate cause of it was the birth of a new god of Chaos. The Lunar Empire puts on a brave front, but behind it lurks the terror of oblivion: the Crimson Bat, the Tax Demons, and other horrors. Where are the people taken by these monsters? They are not dismembered and spread across the world. They are not screaming, tormented in Hell. They are *not*. Nothing remains. Chaos is oblivion.

The most sophisticated philosophers look to the East for justification of Chaos. "In Kralorela," they simper, "We see no distinction between Chaos, nomads, mountain barbarians, ignorance, and other forces that endanger the Empire. The Empire is wise, and its wise men are the oldest and wisest." They wish to imply that since the Empire dislikes Pentans, and also dislikes broos, that the Pentans are no better, and hence, no worse, than broos. *Do not be misled.* Kralori philosophers are well-able to distinguish between the two. There are entire libraries devoted to distinctions between the various types of enemies of the Kralori Empire. Just because the empire believes that both Hsunchen and Chaos are threats does not mean that we must therefore assume that both are in fact harmless! Chaos retains its danger regardless of the opinions we hold about Hsunchen or Pent nomads, or ignorant trollkin, or any other threat to civilization. Chaos is oblivion.

The Betrayal of Hahlgrim

While a guest of King Bolthor of Talastar, the warrior-priest Hahlgrim (and his companion, his young cousin Paulis Longvale) was betrayed by his liege. The king and his thanes burst into the royal apartment where Hahlgrim was staying. Bolthor demanded the return of Ironbreaker, an ancient magical sword that had been part of the royal regalia but had been given to Hahlgrim by the king in exchange for fealty. Hahlgrim called upon the sword to strike down the king. Despite the royal thanes shooting several arrows into Hahlgrim, Ironbreaker continued to come through the air towards the king.

At this point the king panicked in fear, and called upon his Chaotic allies who worshiped the Lords of Terror. A black-garbed priest of the evil god Thanatar, with still-living but magically enslaved heads tied around his waist, appeared and prepared to decapitate the fallen Hahlgrim with a silver garrote. To defend his noble cousin, the young Paulis threw himself at the Thanatar priest even as Hahlgrim's brother, a fearsome warrior named Oddi, burst through the door into the room.

Creatures of Chaos

Source: From an unattributed manuscript recovered in Benksland.

Broo

Broos are a scar upon the face of the cosmos, a bruise upon the body of the world. They were born when their mother goddess Thed consorted with the Devil, chief of the Chaos Gods, to further her vengeance against the world. The spawn of that union littered the world during the Chaos Wars, and after millennia of fighting still scourge the world with their miserable lives.

Broos are intelligent creatures which, in combination with their other predilections, only makes them more loathsome. Unlike other Chaotic creatures they gladly work together, even though they respect only strength. They have no true magic, but draw power from the worship of diseases and their foul ancestress. Like all active followers of Chaos, they are warped and mutated by Chaos.

Gorp
Shapeless blobs of putrid tissue, gorp are the physical manifestation of Primal Chaos. They drip acid and corrosive enzymes, but are unintelligent and slow-moving. They can be killed only by fire or magic.

Jack O'Bears
These shaggy, wiry ursidae with bloated orange heads resembling pumpkins would be rather ludicrous monsters but for their potent Chaotic power. A Jack O'Bear can freeze into place and render helpless any mortal it imposes its will on. They generally lead solitary lives in the cool forests of western and central Genertela, though a mated pair will hunt together until their young are able to walk, about 3 to 5 seasons after birth.

Krarshtkids
These underground horrors riddle the earth with their cancerous burrows. They are eyeless, yet have a "hunger sense" which directs them towards prey. Most surface folk have never heard of these crab-like monsters, though records of Chaos hunters in many lands tell of their labyrinthine lairs.

Because of their burrowing habits, it is difficult to know just how far krarshtkids range. However, they are known in most parts of Genertela, and krarshtkid warrens and tunnels have been found in both Jrustela and Fonrit.

Ogres
Ogres are a foul and corrupt race who eat all types of sentient creatures. They were formed when a race of mortals followed Cacodemon in the Great Darkness, and that remnant of the Devil gifted them with great strength and appetite. They often try to fit into human society, indulging their cannibalistic tendencies only in secret or when none can gainsay them. In this guise they often try to infiltrate other cults, seeking magic and victims both. They are known to worship Cacodemon still.

Ogres are intelligent creatures and usually work individually. Occasional families of these evil creatures are found when their hunger grows so great that it cannot be contained. Their false worship of true deities often gives them access to true magic, making them the most dangerous of the Chaos breeds.

Scorpion Men
The Scorpion Men are foul, partially-human creatures spawned during the malignancies of the Great Darkness, when Chaos oozed into the world and corrupted all that it touched. During that time, many creatures elected to join with the Devil, and the taint of Chaos lingered upon them long after their evil gods were slain.

Scorpion Men are relatively unintelligent, and their war bands reflect a consequent lack of social organization, usually grouping a few followers around one superior individual. Often this grouping is no more than a mother and her children.

Walktapi
The walktapi are creatures of Chaos, spawned in unholy and downright disgusting union between two widely divergent species. Ordinarily, such a union would have been unsuccessful, but in the time of the Great Darkness, the Oils of Chaos let slip the laws of the universe, allowing the birth of this and similar abominations.

With its great strength, tentacles, and poisonous gas cloud, the walktapus is a formidable and terrible foe to fight, despite its lack of intelligence. Ignorant men often try to kill it and, to their sorrow, too often succeed. The walktapus may be killed, but instead of dying properly, it shows its Chaos heritage and splits into two similar and completely whole walktapi. Even fire will not destroy it completely, although it will slow the replication process.

Slime Broos

The Slime Broos of Dorastor are a gang of greatly warped broos and other Chaos monsters. Several were once humans who were entranced by the power of raw Chaos; all are now so warped and alien that their only form of interaction with the mundane world is that of destruction.



Secrets of Chaos

Source: Therophis of Jrustela: The Monomyth

Chaos entered the world through cracks caused by the fighting of the Gods War. The first Chaos creatures to slither through were small and weak, but each opened the cracks a little wider, allowing greater monsters to enter the world.

Wakboth was the doorway of Chaos into Glorantha. He spread death and destruction across the land, preparing the way for his kinsmen. Finally, he led a great army and assaulted the last fortress of the gods. He entered the Perfect Palace, abused the Cosmic Empress, and then destroyed the Spike. This began the Greater Darkness, also called the Chaos Wars or the Age of Chaos.

When the Spike exploded, Jotimam was released. He was the Void at the center of existence, and from his nothingness stepped the greater gods of Chaos, often called his children. These beings of Chaos invaded the world. Though Jotimam was quickly assaulted by the waters of the world and then slain by Humakt's Sword, he can never be completely filled, and a hole in the world remains.

In the North (the land of the Hsunchen and the Brithini) Wakboth had already destroyed many of the defenders. Gbaji led the battle against the remnants, who were directed by Genert until he was slain. In that battle Men and Elder Races fought until their leaders were killed, then battled alone. At this time the Wastes of Valind and Genert were formed. The fighting was finally brought to a halt by the Mostali, with great help from the lesser races. They defeated Gbaji, and thought they had thrown him completely out of the world. However, unknown to them he hid within the fabric of the universe, and later came back after the Sun rose.

In the southern lands the Chaos monsters were led by Gbaji's brother Jraktal. This war was fought primarily by Men, including some newly created for the fight, but the Elder Races assisted as well. The main contributors were the Hsunchen, the eldest race of Men. The Ivamali, plant-men, also helped, but they were few in number, and the newest race, the Naga, did not help at all. These defenders were led by Pamalt. He was more successful than his brother Genert, and Jraktal was defeated, though not before he reduced much of the fertile lands to burning sand and pools of acid.

The blessed eastern land of Vithela was untouched by Chaos (being too pure to be assaulted), but on the Western continent the forces of Chaos were led by Xamalk. There Chaos was most easily defeated, for many of the Elder Races still lived there, and armies of Luathans and other superhuman races reduced that daemon to little more than a bad memory. The damage done to the land was little, and the losses were few compared to the other continents.

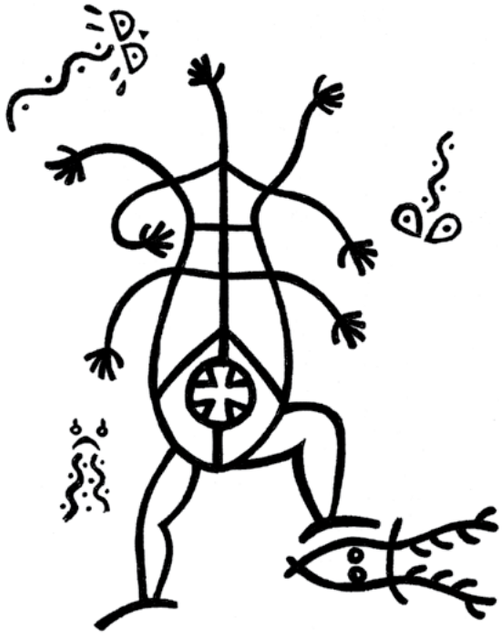
Tyram the Sky Horror invaded the immortal lands of Heaven. In the beginning the battle wavered, but with the defeat of Pole Star the forces of Chaos gained the upper hand. For a time Tyram advanced, forcing even pure Dayzatar back, blasting the Field of Purity and poisoning the Celestial River. Finally Orlanth came, armed with thunderbolts and lightning, and dismembered the monster. The Lords of Light threw the foul parts from Heaven, but some pieces still remain, as the constellation named the Bad One makes visible to all.

Chaos also entered the Underworld, not content to even leave the dead their meager existence. The trolls had fled the light of the dead Sun, and so few defenders remained, though they were constantly strengthened by new victims of Chaos. Tyram's sister Valkalta led the battle there, and it was only the light of the dead Yelm, weak and shadowed though it was, which kept the Halls of the Dead intact. Even so, Valkalta was never driven out completely in the long fight. She still rules one of the Hells, and so part of the Underworld remains dangerous even for those dead who are protected by powerful gods.

And so ended the Great Battle, but it is not over yet. At any time Gbaji may lead the Gods of Chaos to reinvade Acos. Each man must play his part in the Final Battle, laying aside his personal hatreds for the existence of the entire world. This did Arkat do when he slew Gbaji in the Dawn Ages, and this each must do within his heart.

Below

Design from a shaman's drum representing Mallia and her disease spirits. It is thought that the reindeer skull beneath her left foot depicts the Uncoling reindeer people, so the glyph is probably a curse on those people from an enemy tribe. (Oral-Ta, Fronela)



The Lords of Terror

Source: Notebook of Baldrus, Black Reader of Belstos.

Bagog

Scorpion Queen

This goddess devours any living thing, and the magicians among her scorpion people can give birth to monsters begat by eating intelligent creatures.

Cacodemon

Anarchy

The Cacodemon is the embodiment of anarchy and destruction. It is the strongest piece of Wakboth left in the world, and is well-suited for its purpose. Beware its ogre followers, for they are treacherous and disorganized like their master, and cannot be trusted.

The Four Horrors

Source: fragment from the lost book of Salonar Tamaskil

... of high crown [major importance] concerning the hordes of the Divine Fear may be that the Four Horrors of the Long Night [Great Darkness] could have been the Four Origins turned into and through themselves, as a glove may be when first it is sewn and then worn. Mark that the inside of the glove may be smooth, but the outside be rough. So might it be that this Plane is the same and yet different, perhaps not just once but many times, for all things will have a start, a stop, and a new beginning. The forces do set well in balance.

The Void less than nothing, formless beyond emptiness, became Wasteworld, the concealer of demons.

The Prime Mover, that natural force never missing, dissolved to Kajabor God-Killer.

The Silence, the wonder of the world to come, became the Howling Rage, the Mountain Stabber.

The Well of Wonder [the Primal Plasma] faded from a butterfly to the worm, then to the grey Gorpgod, whose waves lapped on creation and ate it away.

This I see as tragic, but not tainted with the evil which came from Wakboth the Devil at origin; the tears of the world come in this way: that which was beautiful and good outside this Plane become foul and fearsome once brought to us.

Gark the Calm
Eternal peace
Gark the Calm is the friend of all who are lost or lonely. He removes all the troubles of existence. He will make all decisions for you, take care of your every need, and ensure an eternity of peace.

Gbaji
The Liberator
The Liberator came to this world to release us all from the troubles and agony of empty existence. His appearance should have signaled an end to wretched life. The gods of life sought to resist their preordained end, and cast Gbaji out of this world where he awaits his rebirth.

Gloomshark
The Hunger
The Gloomshark roams the limitless deep, seeking gods and souls as prey. Nothing it devours is ever seen again in any form. If you go to sea, I can protect you with proper sacrifice.

Ikadz
Suffering
This god is the source and giver of suffering. He delights in the agony of others, and their prolonged torment makes him ecstatic. If we please him we can get powerful magic, and inflict his torture on the world.

Jotimam
The Empty Center
Jotimam is another name for the Void left in the middle of the world after the Spike exploded. He was destroyed by Magasta and Humakt.

Kajabor
Void
Kajabor, Mighty One, is the God-Killer, which destroys all vestiges of matter and energy, and annihilates all possibilities of individuality or unity. Entities slain by Kajabor have never returned, and often even their names have been lost after being pulled from the universe.

Kajabor is the Great Fear that drives people to follow such corruption as Wakboth. Kajabor is totally impersonal, and, some say, as natural as the forces of creation. Kajabor was enslaved by the gods and his powers, and ours, were bound forever into this world.

Krarsht
God of hunger and traps
This creature is the Waiting Mouth, the Hungry One, and the Devouring Mother. She entered Glorantha with the Devil and fed on the refuse of the dying world. When driven underground, she chewed great holes in the world to hide herself and her slaves. Since then she has remained, always hidden beneath the surface, but always active.

Krjalk
Lord of Monsters
In the West, the name Krjalk has become synonymous with the word "monster". Here he is viewed as the Lord of Monsters: Father of Broo, Dragonewts, Elves, Trolls, Dwarves, Hsunchen, and other barbarians.

Mallia
Disease
Mallia is the Queen of the World. No place on Glorantha is free of her touch – she goes where she pleases. She is the manifestation of the world's ills. She is as natural as water. If the gods are ever in harmony, she will disappear, though this will never happen.

Nysalor
Teacher
After Time began the gods of the world sought to make a perfect being. They succeed despite the treachery of Orlanthi, trolls, and dragonewts. But the light of truth is too bright for most life, and they rebelled and destroyed the savior of the world. Nysalor is gone now, dead forever, but his light of Illumination glows on. Thanks to him we now know many spells once denied us. [For additional information, please see *Appendix H: Nysalor and Arkat.*]

Ompalam
Slavery
Might makes right, and the right of the strong is to command the weak. All of the universe obeys this principle although some pretend to deny it. Ompalam is the source of this power.



Thanatar:
The Severed God
The god Tien commanded a great Chaos swarm, but was defeated and broken. Yet his power was so great he was worshiped in parts, and has reformed his lost pieces, and was reborn as the god Thanatar. He hunts heads, and keeps their souls as slaves trapped therein.

Pocharngo
Mutator
Life resists being destroyed by Chaos, but Pocharngo does not destroy – he changes. When Chaos invaded he turned the old world into a vast sludge of protoplasm, and sent out lesser monsters which still survive.

Primal Chaos
The Chaos Ooze
Chaos shows itself as indifferent and impersonal – less than mindless, naught but a primal force. To know it is to be it, and each of us can easily touch it, and take a piece into us forever. All should glory in the experience.

Ragnaglar
The Mad God
Ragnaglar sought to destroy the world, and he enlisted the forces of Chaos and brought them into the world. He made us live – curse his dead soul. He, Mallia, and Thed were the Unholy Trio, cursed by him and cursing us in return. Now curse him, the Mad God.

Sedenya
The Red Goddess
The Red Moon was defeated in the Darkness, but hid in many pieces, and came again four centuries ago to release us all from the agony of existence. She was Illuminated by Nysalor and her reappearance signals an end to our wretched existence. She has already humbled Yelm and forced the proud Emperor to submit before her. She has almost defeated Orlanth, Wakboth's enemy.

Seseine
Seduction
Submission to higher powers often brings unexpected rewards. The goddess wields her great powers with temptations which trouble both Life and Chaos alike, and her powers take equally from both.

Thed
Rape, Goddess of Broos
The accursed mother of the broos was an abused slave of Ragnaglar and one of the Unholy Trio. When she brought her children into the world, Thed inflicted on them all of her pain and hatred. She was the mother of Wakboth, and his malevolence twisted and distorted her further.

Tyram
The Sky Tyrant
Tyram was at the head of the Chaos horde that invaded the Sky. For a time he gained ground, even forcing Dayzatar back. However, finally Orlanth defeated him with his thunderbolts and cast Tyram from the Sky.

Valkalta
Chaos goddess of Hell
Valkalta was the sister of the Sky Tyrant and she led the legions of Chaos in the invasion of the Underworld. She was far more successful than her siblings, and was never completely driven out of Hell.

Vivamort
Undeath
Vivamort is the Undying One, an eternal being who offers great powers to anyone wishing to remain forever upon this world. He is undying, powerful, and feared by all which lives.

Vovisibor
The Filth-Which-Walks
This entity invaded Pamaltela in the Chaos War, melting its way through the mountain wall and defeating all who opposed it. It was finally thrown down by Pamalt when he assembled all the gods of the South and together they destroyed it.

Wakboth
Evil, the Devil
Wakboth is the senseless, terrifying, and wanton disregard for life. He is also continuous brutal destruction. Twisted and foul, Wakboth is the force who defiles the world and makes the gods suffer for our troubles.

Vampires

I renounce the worship of gods, ghosts and spirits. I set aside the tales of childhood, and upon the lonely path of Darkness shall I travel, accepting my solitary burdens, forsaking the comforts of lies. I commit myself to thy service, knowing you are no god, but an enemy of all gods.

– from the *Vanus Credo*, the Vivamort Creed

Undeath is the state of those who willingly or not have been torn from Death. The mightiest undead yet hunger for Life for they are cut off from the magical unity of the world, cast apart from both Life and Death, divorced from the cycles of rebirth. To survive they must act as agents of entropy or be utterly annihilated.

Vampires were cursed when the Sun forced Vivamort from Hell, so that daylight strips them of their powers and fire damages them terribly; by the Earth they were cursed so that they are reliant upon the soil desecrated by their burial and its loss diminishes them; by the Styx they were cursed so that all the waters of the world are hostile to them and immersion utterly destroys them; by the Air they were cursed, but Vivamort stole some of Air's powers in the God Time and so of all the elements it hinders vampires the least. As enemies of death, the Death Rune vigorously presented thwarts them.

The Taint of Chaos
Every Chaotic creature, every worshiper of Chaos, and every doer of Chaotic deeds (such as rape or cannibalism) is a parasitic wound in Glorantha. As long as the number of parasites is kept to a manageable level, Glorantha can bear Her wounds. The Sacred Time rituals and natural cycles of the cosmos renew Her. But when there is too much Chaos, as in the Great Darkness or the Gbaji Wars, then existence itself is in danger of ending.

Those who have wounded Glorantha are also wounded in turn. Their souls are tainted by Chaos, by that wound in existence, and their immortal existence forever in danger of annihilation. And yet, that taint warps reality, and can give power and vitality to the Chaotic.

This Chaos taint is not a tangible, physical thing. It is a spiritual blemish, known only to the individual and the gods. It cannot be sensed by normal mortals, except by the cultists of Urox the Storm Bull, who can sense the presence of the taint.

Unlife and Chaos
During the Great Darkness, some of the dead refused to go to the Underworld and remained in the Middle World to plague the living. The re-animation of the dead is an evil act, and almost always tainted with Chaos.

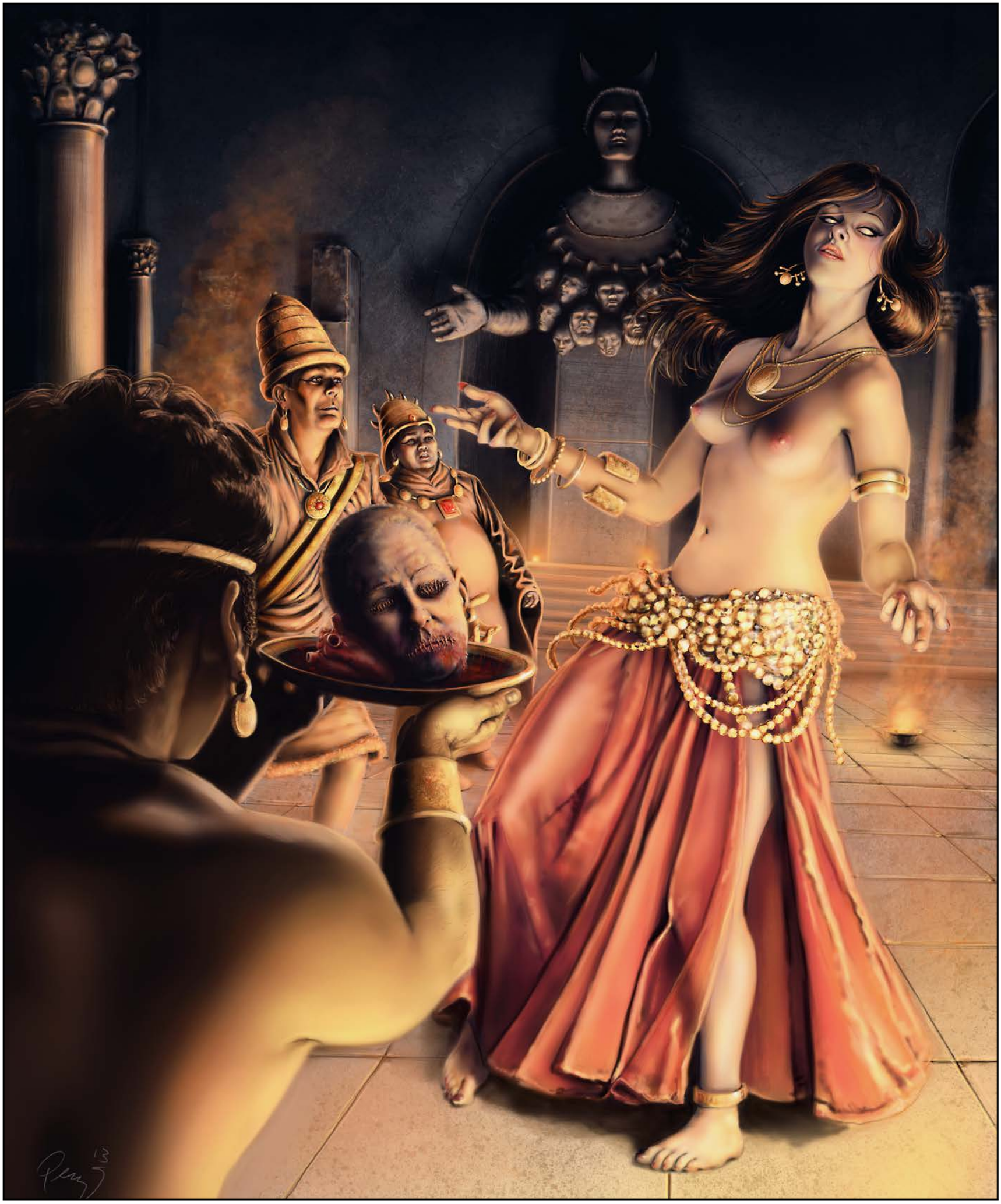
The animated dead are called a variety of names that translate to undead, unlife, walking corpses, mound-dwellers, hungry dead, restless dead, and much more. Regardless

Seseine

Seseine Priestess: The Seseine priestess is a beautiful woman. She is mostly nude, but wears a diaphanous skirt and jewelry to enhance her attractiveness; she is aware of her near nudity and using it to inflame the desire of her cultists (and thereby gain magical power for herself). She is dancing with a cruel ecstasy and has visible contempt for her cultists, knowing that they are mere tools that would do anything she commanded.

Cultists: Her cultists are largely in the darkness. One is presenting the priestess with a human head, recently taken from one of her rivals or enemies. The cultists have skin colors that range from dark black to blue. They include the rulers and priests of this Fonritian city, all gathered in secret worship.

Statue of the Goddess: The statue of Seseine is dimly visible in the background. It depicts a beautiful woman, painted blue and wearing jewelry made of human heads and a black moon crowned above her head.



of name, they can be divided into two basic categories: those that are mindless and serve some other's will; and those that are self-aware and possessed of their own will.

Gark the Calm

In Fonrit, it is widely believed that the physical body must be maintained at all costs. The popular cult of Gark the Calm takes this to an extreme. The priests of this Chaos god magically animate the corpses of deceased members to serve the cult for all eternity. In Shun Mun the Zombie City, many tens of thousands of mindless undead labor endlessly.

The cult's secret of animating corpses is known by several other Chaos cults, most prominently those of Vivamort and Thanatar.

Vivamort

There are always those who are arrogant or fearful enough to want to maintain their present consciousness forever. The Chaos god Vivamort offers his cultists continued awareness in the same dead body as a vampire. These undead lords actively despoil the living to maintain their existence. They personify the aggressive, grasping rankness of the grave, possessed by an eternal hunger to drain life from the world.

Lacking a soul, the undead of Vivamort must drain the souls of others to feed their dark god's eternal hunger. Using evil rituals, the vampire can bind the spirits of their drained victims within their corpse. The tormented spirit magically animates the corpse, forming an undead slave of the vampire. The creation of a new vampire is much rarer, as it requires a far more demanding ritual.

The Vivamort cultists are notorious materialists and many follow a twisted form of Malkioni philosophy. They can be found throughout Genertela, and in Fonrit and Umathela. A mysterious council, composed of the oldest and most powerful vampires is rumored, but nothing is known beyond this.

Other Chaos Gods

Although Gark and Vivamort are the most widely known Chaos Gods of Unlife, others exist. During the Great Darkness, several evil gods broke the barriers between the living and the dead. Nontraya the Taker and the Waster broke free from the Underworld. He led the Unliving Army, a horde of the dead, demons, and monsters of the Underworld, to conquer the world of the living and make himself Undead Emperor. However, Nontraya was defeated at the Unity Battle and is once again imprisoned in the Underworld.

Others have achieved an undying existence as a result of curses or because their evil was so great that the afterlife was denied them. Brangbane was a king in Dragon Pass who married and then killed women to make a vile brew of evil potency. Sartar cursed him and gave him an insatiable appetite, and an illness that made all real food repulsive to him. Brangbane solved this by eating the dead, and extracting power from their corpses. He is now an undying corpse-eater called the King of the Ghouls.

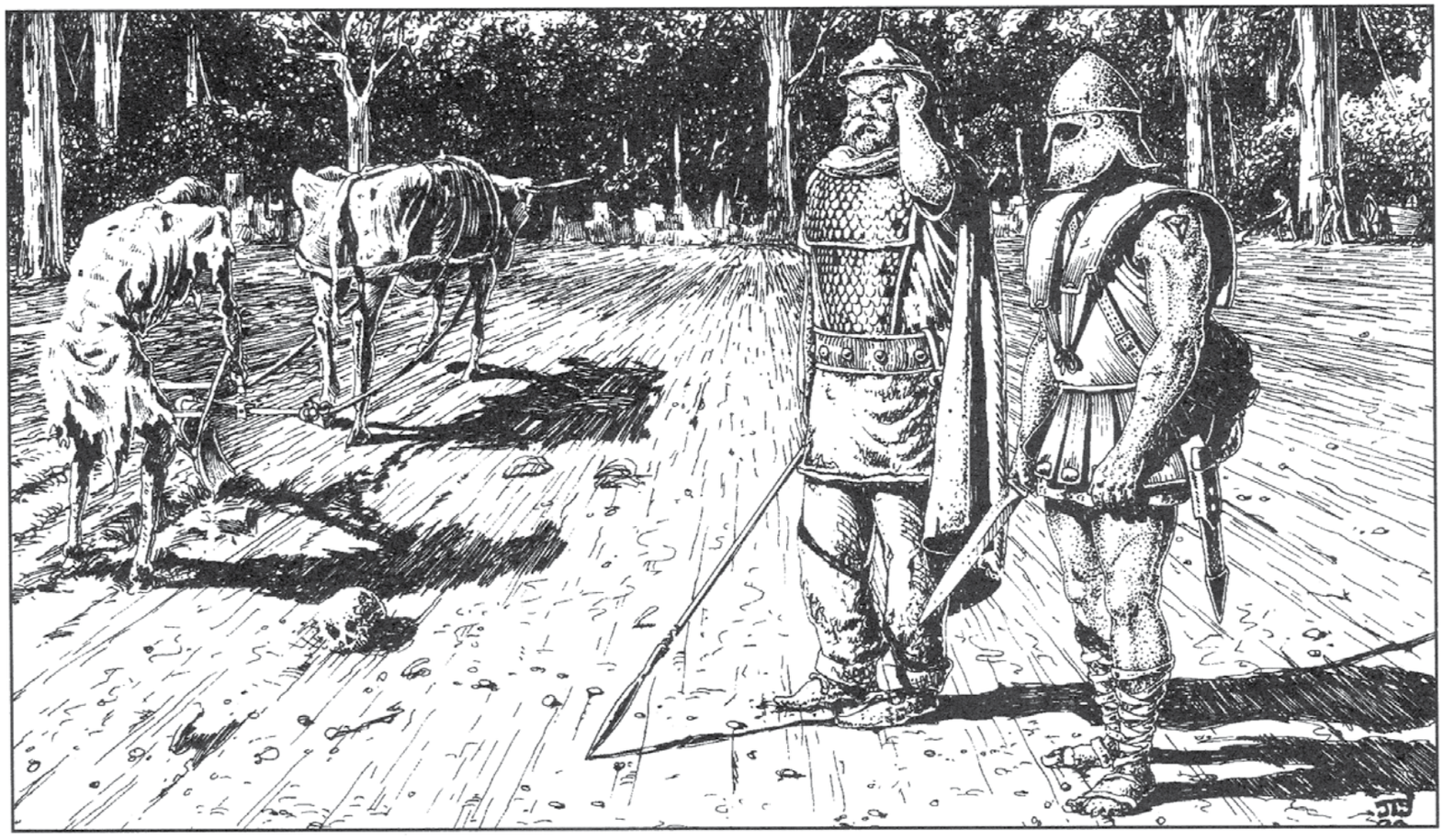
Zorak Zoran

When the trolls escaped the Underworld to conquer much of the Surface World, they brought with them many Underworld demons. One was Zorak Zoran, a mindless explosion of fear and frenzy against both Chaos and Cosmic Order which finds its only justification and satisfaction in unlimited violence.

Although Zorak Zoran is not Chaotic (and indeed is counted one of the great fighters against Chaos), the worshipers of this god expect their corpses to be animated after death as their only funeral rite. They hold no regard for their mundane shells after death and consider it a great honor to continue committing mindless violence after their death.

Neverdead

The legendary "Undead Zoo" is within the Hellwood of Dorastor. The village is like a normal one except that the houses, streets, and fields are covered with great fruited trees and conifers, permitting only scattered beams of sun to reach the ground. The naked but well-preserved corpses walk the streets and cultivate the land. Dead dogs caper after their masters and dead oxen plow the field. The Krjalki take the crops so painstakingly tended and harvested by the undead farmers. In the forest nearby stands a giant magical humanoid skeleton over 30 feet tall.



Appendix G:
Broken Council

Before Urox killed Wakboth the Devil, the whole world was ruled by Chaos. Winter had no end. Nearly everything died, except for those few groups, clans, and families which held to some fragment or secret that kept them alive, and allowed them to fend off the Chaos monsters. But at best, those groups were small and lived in fear and starvation, often resorting to monstrous deeds to survive.

Dark trolls hunted across Peloria and beyond, preying upon wretched humanity. Bands of wandering chariot-driving nomads and their horse herds enslaved the miserable survivors, but defended them from the trolls. In western Genertela, humanity survived by being one with beasts and warred against logic and reason.

The other Elder Races suffered as well. Of the Aldryrami only the Green Elves remained, zealously defending their evergreen forests against all outsiders. The Mostali hid deep in their ancient strongholds, the World Machine in ruins. The trolls were the lone exception, for they prospered in the Darkness and thrived on the festering corpse of the world, The Elder Races fought with each other and with the remnants of humanity. When the Chaos armies came, the other races could not resist and were consumed..

The area around Dragon Pass and Kethaela was different. The many peoples of Dragon Pass came together to save the world. Gold Wheel Dancers, Mostali, Aldryami, Trolls, Dragonewts, and Men fought together as one at the Unity Battle. It was a desperate battle against overwhelming odds, but together they were victorious and drove off the demons, destroying them across all of Dragon Pass and Kethaela.

Afterwards, under the guidance of the demigod Ezkankekko the Only Old One, the victors made a place where they could join together in peace, speak to each other, and work to their mutual defense. They called themselves the Unity Council, and as long as they were united they were able to keep Chaos out of their lands. The bitter cold grew more bearable, a dull light lit them, and they mastered the winds when Heort began to worship Orlanth again.

At the Dawn, Dragon Pass and Kethaela lived in harmony. They were so overjoyed at the success of their gods that they called themselves the Theyalans, the People of the Dawn. Although they were few, their numbers grew quickly. After the Sun rose, the members of the Unity Council spent time traveling more freely, and visiting each other. Everyone was very happy to do this, which was quite new.

They then made a frightening discovery. Most beings, whatever race they were, which had survived outside of the Unity Council were not aware of the Dawn. They didn't feel the warmth, recognize the food, or seek to better themselves in any way.

The Theyalans were not selfish. They had survived through the Great Darkness, and they realized that the world beyond them had not done so well. They organized small bands of missionaries, sometimes of one people and sometimes of different races, who went to teach their secrets of peace and cooperation to any who would listen. They brought the Dawn to the world.

Teaching these things to the suspicious, frightened, fearful peoples was not easy. Typically, the first contact would be from whatever race the missionaries had discovered. Thus elves went to the Aldryami, dwarves to the Mostali, and so on. The process was slow, but most often yielded good results.

The Unity Council began to receive requests from the new folks to become members. The Animal Riders of Prax joined in 35; the Elder Wilds, led by its own Council of All Races, joined in 78; Entruliland in 84; the Arstola Forest in 97; Talastar in 100; Slontos in 115; and Vanch in 123. After a while so many peoples had joined that they called themselves by a new name. The larger organization was called the World Council of Friends, and for a hundred years no one much disputed that self-assessment.

Places at the Dawn

Troll Strongholds

Trolls suffered less than other races in the Great Darkness and were the strongest race at the Dawn, with the widest range for hunting and procuring food. All the Troll Lands communicated with each other, even those not part of the Unity Council. At the Dawn, most trolls were dark trolls, although a minority of Mistress Race trolls survived the Great Darkness. There were no trollkin or great trolls.

The surrounding peoples of Dragon Pass and Kethaela paid the Shadow Tribute to Ezkankekko, in exchange for his protection from the trolls. As a result, another name for the entire region of Dragon Pass and Kethaela was the Shadowlands. Dagori Inkarth exerted ultimate authority over troll policies and was in contact with all Troll Lands.

Akez Loradak: The Palace of Black Glass atop the Shadow Plateau was the divine palace of Ezkankekko and the center of the Shadowlands. As a result of the Shadow Tribute, this was the main trade center for Dragon Pass and Kethaela.

Akez Loradak was also an important temple center for Argan Argar and Esrola. The inhabitants were mainly trolls who lived by trade, hunting, and underground farms. It was part of the Unity Council at the Dawn. The population was approximately 6,000 trolls.

Aksena Za: This tunnel complex in the Yolp Mountains was a troll stronghold in Peloria. The trolls here were hunter-gatherers and revered Kyger Litor and Zorak Zoran. The population was approximately 2,000 trolls.

Aranea Kad: This crude palatial temple on Black Dragon Mountain was home to the demigoddess Cragspider. The trolls here were largely hunter-gatherers and rode giant spiders. They revered Cragspider, Kyger Litor, and Aranea. It was part of the Unity Council at the Dawn. The population was approximately 500 trolls.

Dagori Inkarth: This land surrounding the Castle of Lead was the center of trolldom. It was ruled by a council of Mistress Race trolls

who communicated the wishes of Kyger Litor to lesser beings. It was part of the Unity Council at the Dawn. The population was approximately 5,000 trolls.

Ezkoro Roko: This massive tunnel complex in Halikiv was home to many tribes of trolls who revered Kyger Litor. The population was approximately 3,000 trolls.

Urar Baar: This was the most important troll outpost in the Good Hunting Lands of Peloria. It was a trading post at the confluence of the Black Eel and Oslira rivers and an important shrine to Argan Argar. The population consisted of 100 trolls and 300 human slaves, called Lenesterings.

Mostali Underground Cities

The Mostali have begun the laborious process of fixing the World Machine after its near destruction in the Gods War. Most dwarves in the Dragon Pass and Kethaela region belong to the Openhandist Movement, and believe that the other races can and should help in the rebuilding of the cosmos. The dwarves trade with the other races, offering primarily metalworking, metal, gems, and assistance in building things.

All of the Mostali underground cities are in communication with each other, mainly through long underground tunnels. Only a very small number of true Mostali survived the Gods War; most are inferior dwarves.

Den era Dala Vo: This underground city beneath the Imther Mountains was the most numerous dwarf complex in Central Genertela at the Dawn. Despite that, it was traditionally subordinate to the Decamony at Karur Elar Taras. The dwarves were primarily miners and traded only with the Sidarsi people. The population was approximately 8,000 dwarves and a handful of Mostali.

Deziramko Cho Al Kalad: The main entrance to this dwarf underground city was at the Vent, a large volcano. The dwarves specialized in mining and crafting gems, which they traded with outside races. It was part of the Unity Council at the Dawn. The population was approximately 1,000 dwarves and a handful of Mostali.

Dwarf Mine: The home of an unusually friendly Mostali and his dwarves, the Dwarf Mine was a member of the Unity Council. The population was approximately 100 dwarves and one Mostali.

Karur Benvekara Dastoga: This dwarf city beneath the Jord Mountains was inhabited by Openhandist miners and traders. The population was approximately 2,000 dwarves.

Karur Elar Taras: The Greatway beneath the Rockwood Mountains was the most expansive and important dwarf complex in Central Genertela. This was the center of the Openhandist Movement, which all the dwarves of Central Genertela supported to a greater or lesser extent. This city was a member of the Unity Council. The population was approximately 5,000 dwarves and a handful of Mostali.

Aldryami Forests

The brown elves only began to awaken with the Dawn; their numbers were destined to grow dramatically.

Arakon: The Great Tree of Arakon ruled the Inner Arstola Forest. It was part of the Unity Council and closely allied with Ezkankekko, although the rest of the forest did not join until 97. The elves practiced wild horticulture. The population was approximately 2,000 elves and other Aldryami.

Eston: This forest was part of the Council of All Races of the Elder Wilds. The population was approximately 300 elves and other Aldryami.

Rist: The Great Tree of Rist, spawned directly from the seed of Flamal, ruled the elves of Talastar. The Aldryami Forest extended from the Erinflarth to the Yolp Mountains. The population was approximately 800 elves.

Dragonewts

Dragon Pass was the Dragon's Nest, the ancestral hatching ground of the True Dragons. The dragonewts here braved the entanglements of the world and participated in the Unity Battle and were founding members of the Unity Council.

Horshassu: The home city of the dragonewts and residence of the Inhuman King. The dragonewts thrived from hunting, raising demi-birds, and extorting tribute from other peoples. Five smaller settlements were scattered around Dragon Pass, all magically connected through a system of dragonewt roads. The population was approximately 5,000 dragonewts.

Other Elder Races

Bezduron: The Wasp Nest caves, this was the home of the Bezjalaf, a tribe of pygmies who rode giant wasps. They were hunters and worshiped their wasps. The population was approximately 100 pygmies.

Deeper: This complex of coral caves and grottos was made for the Naiads, the immortal children of the Tritons. The population was approximately 300 Ludoch hunters.

Delur Eyrie: This cliffside nesting eyrie of the Wind Children was high up in the Skyreach Mountains. The Wind Children were hunters who worshiped Orlanth, their ancestor. The population was approximately 50 Wind Children.

Gold Wheel: This golden temple was home to a handful of demigods called the Gold Wheel Dancers. They helped found the Unity Council, but soon the last remaining Gold Wheel Dancers left the world. Only about ten were left by the Dawn.

Karalur Eyrie: This cliffside nesting eyrie of the Wind Children was high up in the Rockwood Mountains. The Wind Children were hunters who worshiped Orlanth, their ancestor. The population was approximately 100 Wind Children.

Palakadluur: This cliffside nesting eyrie of the Wind Children was high up in the Storm Mountains. The Wind Children were hunters who worshiped Orlanth, their ancestor. The population was approximately 50 Wind Children.

Serid Yarkassa: The city of Amphobos, this magical port in the Right Arm Islands was populated by humans and newtlings. Both fished and gathered food, and worshiped Choralinthor and Pelaskos. The population was approximately 300 humans and 700 newtlings.

Veralur Eyrie: This cliffside nesting eyrie of the Wind Children was high up in the Skyreach Mountains. The Wind Children were hunters who worshiped Orlanth, their ancestor. The population was approximately 250 Wind Children.

Heortlings

Heort the Swift learned the secrets of the Second Son and, thus armed, confronted Chaos at I Fought We Won, saving the Middle World. He was acclaimed king by the survivors of the ancient Vingkotling tribes and led them through the Grey Age. He created the tribes and established the laws used by them. Heort led his people against Chaos at the Unity Battle and was a founder of the Unity Council. As a result, the tribes called themselves Heortlings after him. King Orstohra was king of the Heortlings at the Dawn.

At the Dawn, the Heortlings were twelve tribes with over ten thousand members. Compared with any other human group, they were a unified and strong people, with powerful gods (the Orlanthi pantheon). Furthermore, they were all part of the Unity Council and allied with local trolls, elves, dwarves, dragonewts, and other minor races. They were encouraged by their Lightbringer religion to go out and bring the blessings of the Dawn to the rest of the world.

Berenstead: This hillfort village and temple center on the Oslir River south of



Tribes and settlements at the Dawn

its confluence with the Black Eel was the home of the Berenethtelli Tribe, one of the original Winter Tribes of the Vingkotlings. They were horse-riding agriculturalists who farmed grain, and raised cattle, sheep, and horses. The hill fort enclosed large temples of Orlanth and Ernalda, and lesser temples to Barntar, Redaylda, and Hyalor. The population was approximately 1,500 humans.

Berthestead: This small stead among the marshes on the banks of the Oslir River was home to the Deleskaring Tribe. They were horticulturalists famed for making arrows and their skill at archery. Their main gods were Odayla and Deleskar the Arrow. The population was approximately 200 humans.

Deksarhill: This Orlanth temple on the upper Black Eel River was home to the Infithtelli Tribe, one of the original Winter Tribes of the Vingkotlings. They were agriculturalists who farmed grain, and raised cattle, pigs, and sheep, and worshiped Orlanth and Ernalda. The population was approximately 800 humans.

Lokamayadon

Lokamayadon was a Heroquester of Talastar, descended from the King Valarastans, Hero of Argentium Thri'ile. Lokamayadon was the greatest Hero of the Second Council at the time of the God Project and he had acquired magics which had not been seen among mortal humans since the God Time. He performed the Feat of Thunder Mountain and returned with Vorios the Ram God as his personal guardian. He married Erilindia of Terarir, the most powerful woman in the world, and committed shameful acts to win her. Lokamayadon gained even more infamy in 352 when he killed Rastalulf Vanak Spear in the Immolation. He was troubled by Rastalulf's descendants for the rest of his life. In 369, he debated Arstor of Varstalor, the Goldentongue King of Brolia. First they spoke with words, then with ideas and spirits, and then with power. Arstor of Varstalor was knocked senseless for thirteen seasons.

Lokamayadon remained loyal to the Broken Council during the God Project, and held the seat of the Speaker for Air. He was present at the birth of Nysalor and was Illuminated by him. He led the Second Council's armies in the Theyalan Wars, and was one of the generals of the Broken Council at the Battle of Night and Day, when the Heortling kingdom was defeated.

In 398, throughout the lands ruled by the Broken Council, Lokamayadon replaced worship of Orlanth with his New Wind. He forbade all ancient rites of Orlanth. Whenever elders tried to initiate new boys, they were all killed.

In 411, the Heortling rebel Vargast Redhands initiated the first boys in over a dozen year. He died after he killed Lokamayadon in battle but he had freed Orlanth and initiated a young refugee from the Berenethtelli Tribe, a great-great-grandson of Lokamayadon's old nemesis Rastalulf Vanak Spear named Harmast Barefoot.

Gorolfstead: This hill fort and temple complex to Orlanth and Ernalda was home to the Vestantes Tribe, one of the original Summer Tribes of the Vingkotlings. They were agriculturalists who farmed grain, and raised cattle, pigs, and sheep. The population was approximately 600 humans.

Karfonstead: This hill fort and village on Kordros Island was the home of the Liornvuli Tribe, one of the Star Tribes founded after Vingkot's death. They were agriculturalists who farmed grain, and raised cattle, pigs, and sheep, and worshiped Orlanth and Ernalda. The population was approximately 750 humans.

Korolstead: This settlement on the upper Oslir River was home to the Koroltes Tribe, one of the original Summer Tribes of the Vingkotlings. They were agriculturalists who farmed grain, and raised cattle, pigs, and sheep, and worshiped Orlanth and Ernalda. The population was approximately 900 humans.

Maranaba: This temple to Maran Gor stood at the foot of Kero Fin Mountain. The residents were the Temple Keepers, who practiced sacred horticulture and worshiped the goddesses of Earth. The population was approximately 200 people.

Penentelada: This walled temple-city on the upper Forantin River was home to the Penentelli Tribe, one of the original Winter Tribes of the Vingkotlings. They were hunter-gatherers and ferocious warriors who worship Orlanth the Hunter and the Lady of the Wild. They were also known as the Skanthi. The population was approximately 800 humans.

Sedenorshill: This hill temple to Orlanth and Ernalda was surrounded by extensive (but unused) dolmens and other megaliths. It was the home of the Sedenorvuli, a Star Tribe founded after the death of Vingkot. They were agriculturalists who farmed grain, grew grapes, and raised cattle, pigs, and sheep. The population was approximately 300 humans.

Seriasdova: This temple to Orlanth and Ernalda high atop a large stone hill was home to the Garanvuli Tribe, a small Star Tribe founded after Vingkot's death. They were saved by the star god Garan who fell in love with Serias, who was the cause for his descent. They were agriculturalists who farmed grain, grew grapes, and raised cattle, pigs, and sheep. The population was approximately 200 humans.

Stravulstead: This town and temple to Orlanth and Ernalda was surrounded by cyclopean walls. It was home to the Stravuli Tribe, one of the Star Tribes founded after Vingkot's death. They were agriculturalists who farmed grain, and raised cattle, pigs, and sheep. The population was approximately 1,000 humans.

Udraystead: This hill fort village and temple complex to Orlanth, Ernalda, and Udraya the Cow Goddess, was home to the Forosvuli Tribe, one of the Star Tribes founded after Vingkot's death. They were agriculturalists who farmed grain and raised cattle. The population was approximately 1,200 humans.

Ulaninstead: This hill fort, town, and temple complex near the Quivin Gap was home to the Orgovaltes Tribe, one of the original Summer Tribes of the Vingkotlings. They were agriculturalists who farmed grain, grew grapes, and raised cattle, pigs, and sheep, and worshiped Orlanth and Ernalda. The population was approximately 1,100 humans.

Esrolvuli

After the Kodigvari Tribe, the royal tribe of the Vingkotlings, destroyed themselves in the War of the Shield and Helm, the Grandmothers seized power for their own protection. They founded the Esrolvuli Tribe out of the ruins of the Kodigvari.

The Esrolvuli were a matriarchy unlike their Heortling kin, who were otherwise culturally indistinguishable, as they worshiped the same gods, spoke the same language as the other Summer Tribes, and observed many of the same customs. The Esrolvuli were closely allied with Ezkankekko the Only Old One and were part of the Unity Council.

Areola: This temple complex was sacred to Asrelia. The inhabitants were priests and agriculturalists who farmed grain, and raised cattle, pigs, and sheep. The population was approximately 100 humans.

Ezel: This was an extensive temple complex to Ernalda and the Earth goddesses. At the Dawn, the entire Esrolvuling population traveled to Ezel to worship and the priestesses here performed the sacrifices that awakened the gods and goddesses. Every five years the Destoran Contests, a series of athletic and poetic contests to please and woo the Goddesses, are held here. The population was approximately 100 priestesses who were supported by all the surrounding lands.

Koravaka: The forbidden island Necropolis was home to the dead. In the Darkness, the Undead Army came from here to rule the world until Vogarth Big Man built a dam which made the lake that surrounds the necropolis. The Keepers of the Dead regularly led worship and offer sacrifices to keep the dead satisfied and inert. The population was at least 2,500 restive corpses.

Nochet: This city was surrounded by cyclopean walls and home to many temples

and shrines. Ernalda, Esrola, Argan Argar, Babeester Gor, Chalana Arroy, Harano, Issaries, Lhankor Mhy, Xentha, and Orlanth all have temples here. Nochet was ruled by the queen of the Esrolvuli. Waertagi ships often visited here, bearing trade goods from across the world. The city was remarkably beautiful, with many of the buildings made by Panaxles the Architect and countless paintings and sculptures by Sestarto the Artist. The population was approximately 3,000 humans.

Other Humans

The Heortlings and Esrolvuli were not the only surviving human settlements at the Dawn, although they were the largest and most successful. Much of lowland Peloria was ruled by warring tribes of horse nomads.

Alkoth: This city and temple center at the junction of the Oslira and Erinflarth Rivers was surrounded by a high green wall made out of a single stone. The city was home to Shargash the Destroyer, and had shrines and temples to Oslira and Bijiif. The city was inhabited by a race of demons called Shadzorings who ruled much of the world in the Great Darkness. The human residents were urban agriculturalists who raised rice and constructed an extensive irrigation system. They were culturally Dara Happan and ruled the surrounding lands of Henjarl. The population was approximately 2,500 humans.

Arau: This sacred grove in the Dog Hills was the gathering place for the Votanki people. They were hunter-gatherers who used dogs and worshiped Votank and Brother Dog. The population was approximately 250 humans.

Cafol: This large town and temple complex about 60 miles south of Alkoth was home to the Odaylings. They were mixed-agriculturalists who farmed grain and hunted. They worshiped Odayla and Seraba at the Giant's Tomb, a huge megalithic burial tomb. The Odaylings paid tribute to a nomadic Pure Horse People called the Hyalorings. The population was approximately 2,000 humans.

Endaka: This large cave was the autumn gathering place for a small clan on the Gorphing River called the Ditalings. They were hunter-gatherers who worshiped Dital, a hunting spirit. The population was approximately 100 humans.

Hirenmador: This tribe of chariot-driving horse nomads ruled over the Pelorian people of Raibanth, Vonlath, and Kostaddi. They herded cattle amid the ruins of the ancient Dara Happan civilization and their leader, Horse on the Table, was acclaimed Dara Happan Emperor. They were great troll killers and worshiped Kargzant the Sun Horse.

Hojasinestel: The Barking Ground, this was the sacred autumn gathering place for the Jajalaring Dog People. They were hunter-gatherers who worshiped Jajagappa, Keratora, and Aryela. They generally occupied the lands north of the Black Eel River and east of the Oslira, but occasionally would cross over west of the Oslira and, on rare occasions, south of the Black Eel to trade. The population was approximately 1,000 humans.

Hyalorings: This tribe of horse nomads were Pure Horse People who herded only horses. They fought with another tribe of horse lords called the Hirenmador, who herded cattle and ruled the Dara Happan agriculturalists, adopting their ways in the process. The Hyalorings rejected all such changes and were the best horsemen in Genertela. They conquered Darjiin at this time and most of the people north of the Black Eel River and in Sylila paid them tribute. The population was approximately 700 humans.

Jon Barat: This hidden town in the Leftarm Islands was home to a Malkioni people called the Ingareens. They were agriculturalists who farmed grain, gathered wild plants, and fished. They did not worship gods but maintained the ancient Brithini caste system. The population was approximately 200 humans.

Karse: This very strong stone fort on the Marzeel river was home to the Pelaskites. It possessed an excellent harbor, and the residents were fishers, traders, and expert boat makers who worshiped Choralinthor and Pelaskos. The population was approximately 200 humans.

Lolon: This village and temple complex was home to the Tunoraling people. They were hunter-gatherers who worshiped Heliacal the Sun and Negalla the Green Woman. They paid tribute to a nomadic Pure Horse People called the Hyalorings. The population was approximately 1,500 humans.

Mralothenyi: The Pig Hollow, this was the sacred rooting ground for the Haranding Tribe. They were a hunter-gatherer people who worshiped Orlanth and Ketha. Their nobles rode upon huge tuskers and were allied with the elves of Arstola Forest. They were members of the Unity Council. The population was approximately 400 humans.

Nogatend: The Feathered Boats, these people lived on several large temple boats that plied the Oslira and Black Eel Rivers. They were called the Nogatendites and lived by fishing and gathering wild plants. They worshiped Jadarenasa the Mother Loon and maintained an ancient pact between their goddess and the Black Eel. When needed, the Nogatend boats became huge living loons, capable of defeating even the great Black Eel. The boats were made of reeds and ornately decorated with many types of feathers. The population was approximately 1,000 humans.

Parantikor Bel: The Ivory Plinth, this temple village was home to the Aramites, a tribe of tusker-riding humans. They were hunter-gatherers led by the Hero Aram Ya Udram and worshiped Orlanth. They were members of the Unity Council. The population was approximately 400 humans.

Rikalra: This garden temple on the east bank of the Oslira River was home to a clan of Odayling people called the Riyestans. They practiced intensive horticulture and worshiped Riyesta the Earth Mother and Kemar the Seed Father. They were in regular contact with the elves of Rist Forest. The population was approximately 300 humans.

Sidara: This large field had a stone statue of a goat in the center. It was home to a tribe of pastoral goat-herders called the Sidarsi. They were the only humans who had regular trade with the dwarves of Den era Dala Vo. They worshiped Sidar the Horned Goat Father and Miapora the Mountain Goat Mother. The population was approximately 300 humans.

Solung Plateau: This cave temple was home of the Karkudja or Caladrian people. This was where the Karkudja people emerged from beneath the ground to tend to the skin of the volcano gods. They were slash and burn horticulturalists who worshiped Veskarthan, Caladra, and Kudja the Ancestor. They unfailingly follow the commands of the dwarves of Deziramko Cho Al Kalad, who lived inside the Vent. Tessele the True was the demigoddess leader of the tribe. The population was approximately 300 humans.

Tor Balur: The Plain of Stones, this hill fort built around an underground temple was one of the Balurgan villages. They practiced sacred horticulture and worshiped a local earth goddess called Balurga and her husband/son Verhil with rituals that included human sacrifice. The population was approximately 150 humans.

Tor Vara: This hill fort built around an underground temple was one of the Balurgan villages. They practiced sacred horticulture and worshiped a local earth goddess called Balurga and her husband/son Verhil with rituals that included human sacrifice. The population was approximately 150 humans.

Varknathendar: This was the autumn gathering site for the nine Talastaring clans. They were hunter-gatherers whose storm god had disappeared in the Underworld. As a result, they worshiped nine minor spirits. The population was approximately 1,000 humans.

Waha Covenant: The sacred plains of Prax were inhabited by the 21 Tribes of Waha's Covenant. Each tribe was associated with a

specific beast, such as bison, high llama, impala, rhinos, and sable antelope, but herded any animals they could capture. They worshiped Waha, Storm Bull, and Eiritha. The population was approximately 3,000 humans.

Zulox: This was a sacred breeding place of the Zarkosite people. They were pastoral goat-herders who worshiped Durbaddath the Lion Father, Uryarda the Goat Mother, and Zarkos the Ancestor. There were other clans of Zarkosites in Garsting and Jarst. The population was approximately 300 people.

Settling of Dorastor

With the leadership of the Unity Council, the peoples of Dragon Pass and the surrounding lands survived the Great Darkness and greeted the return of the Sun. It was at that time they renamed themselves the World Council of Friends. The Council sent out explorers to guide other survivors out of the darkness of fear and prejudice. Thus did their missionary work progress for many years.

In the year 114, Kalasmas the Settler, son of Kalanth the Plow Priest of the Stravuli Tribe, led the Yoke Clan west to settle in the empty wilderness of Dorastor. He met with elves in the western hills, including the "Awakeners" from Dragon Pass, those charged with waking up all the brown elves and dryads who had gone to sleep during the Great Darkness. Dorastor blossomed under cultivation, and Kalasmas and his followers flourished. He named the various territories after his family members. Thus he called the north Gadmusland, and the south Benksland. Skal, the warrior who wed Kalasmas' daughter, gave his name to Skalsland.

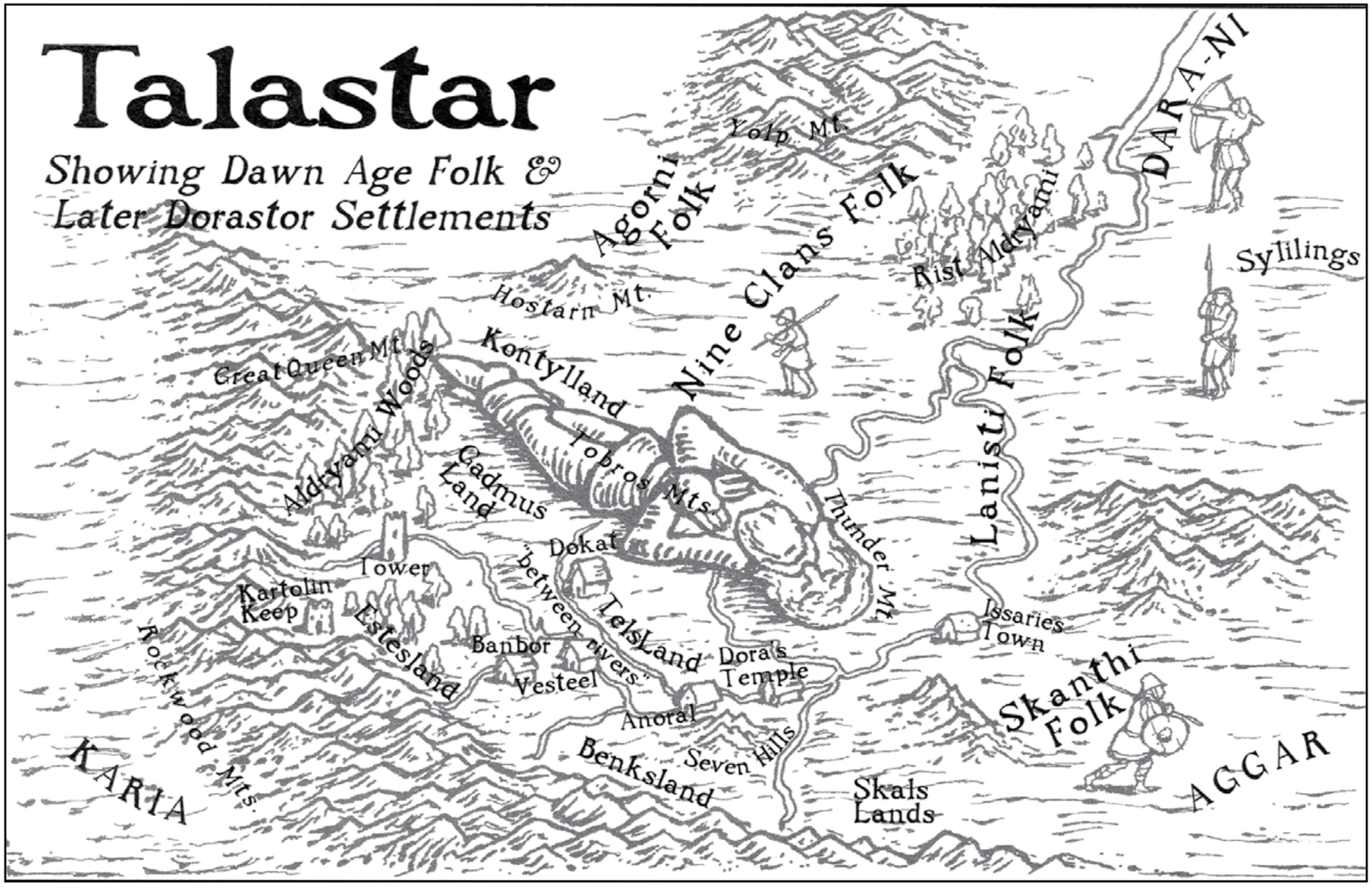
In 137, a granddaughter of Kalasmas, named Vyrope, discovered the Cleft of Dorasta and became Dorasta's first priestess. Ten years later, her consort Kulebras traveled to Thunder Mountain and returned with the sword Ironbreaker, as a sign of Orlanth's favor. They had several children, of whom Isidros the Dancer is the most famous. Kulebras is famous too, for fathering the dynasty that bore Ironbreaker for centuries.

Isidros the Dancer received his name for his youthful wanderings with the elves, sprites, dryads, and magical creatures who formed the forest court of Barkuli, a gladsome satyr god of nature. Isidros discovered the first Feldichi ruins at Dokat, and its three great wonders: singing warding markers; scrolls which translated from one language to another; and ice which did not melt until placed in a liquid.

Others soon sought the Feldichi ruins and explored their wonders. In 149, a team of scholars from Dragon Pass, mounted on wyrms and dragons, charted many places and first discovered Kartolin Pass.

Gwalynkus the Good was described as part human, a descendent of Kalasmas through the line of Gadmus. However, he claimed the blood of the Elder Races ran in his veins too. His maternal grandfather was a dwarf named Kobri Flapear, who lived and worked at Dokat. His father's maternal grandmother was the daughter of a dryad, abandoned as a foundling at the doorstep of her future father-in-law.

In 150, the people of Dorastor sent a legion of explorers and settlers through Kartolin Pass towards Ralios. In the valley beyond the pass, they found the Kivitti – the marvelous Elephant People. Rebuffed



by the Kivitti, they withdrew, and to guard the pass, Gwalynkus the Good commanded dwarf masons to build Kartolin Fort at great expense. His brother was the first Keeper of Kartolin, and held the position for almost 150 years.

Gwalynkus is credited with engineering the consolidation of Dorastor as a nation through diplomacy, persuasion, and intimidation. He married Florencia-Sillinhalia, one of the last Gold Wheel Dancers. He also established Dorastor's first coinage, modeled after the Dragon Pass currency. Most importantly, in 150, Gwalynkus the Good began to build a city in Dorastor for the World Council of Friends, where each of the races could come together in peace and harmony. The World Council of Friends decided it would move its seat to Dorastor.

The Second Council

Around 80 years after the Dawn, the World Council first encountered a northern people who refused to embrace the Council's guidance. Horse nomads who rode chariots and boasted of the title of Sons of the Sun, ruled "the walking hands," a slave race who worked the land for the luxury of their lords. These northern folk worshiped solar gods, while most World Council folk acknowledged the superiority of Orlanth and the storm gods. Soon disputes between the Council and the Sons of the Sun inflamed ancient mythic hostilities into open warfare.

This violent disorder greatly alarmed the World Council. Soon peace-preaching council members were replaced by champions of war gods. As incidents grew in frequency and bloodshed, war sentiments grew. In 172, the Sons of the Sun invaded Saird with an army of demons from Alkoth. Although their leader was killed and the army defeated, it was widely agreed that the World Council was not prepared to deal with this new threat.

In 180, the World Council of Friends created a ruling body of seven. The member peoples granted the responsibility and leadership for all life on Genertela to this new council, called the High Council of the Lands of Genertela, and more popularly known as the Second Council. They then appointed a warlord, a son of Gwalynkus who bore Ironbreaker, and declared war. For the next fifty years, the Second Council fought against the Sons of the Sun.

In 200, the High Council held a fifteen-day celebration to mark the completion of their move to Dorastor. As people prayed, danced, and caroused, the council worked to raise a tower to mark their power and commitment. During the fifteen days, there arose from the soil a huge mountain, sheer-walled, and shimmering. The Council named it the Tower of Justice.

They then laid out plans for their new capital. Storm-worshiping chieftains from the Dangan Confederacy sent exotic presents. Kings from the friendly parts of Peloria brought wealth and magic to flatter the Council. Warlords sent back captured slaves to work on the city.

In 204, large armies from Dorastor crossed the Kartolin Pass, drove the Elephant People from the lowlands of Kari, and forced their way into Ralios. There they found a land which seemed nearly empty of humans. At least the river valleys were unsettled, and soon Dorastan settlements sprouted like weeds. Unfortunately, the uplands surrounding the valleys thronged with hill barbarians and their Hsunchen allies, who soon overcame their initial fear and began raiding the rich valley dwellers. In response, the Dorastan settlers imported non-human allies to defend them.

In many lands west of the Rockwoods, dragonewts had been extinct since before Time. During this era, they were reintroduced. Trolls and dragonewts found the hills of Ralios much to their liking. Soon the hills were infested with raiders and counter-raiders. The trolls and dragonewts avoided contact with human societies except as mercenaries, and in time had spread as far as Seshnela.

The Sons of the Sun had ruled lowland Peloria since before Time. However, time was soon up on their rule. In 204, the ruler of Alkoth allied with the Second Council to pillage Vonlath, Kostaddi, and Darjiin. In 210, a nobleman from the Sankenites seized and held the ancient city of Raibanth. He was named Khordavu and was a man of great cleverness, luck, and charisma whose personal spirit was a god. He negotiated alliances with the many tribes of Kostaddi, and paid tribute to Alkoth and the Second Council. In 221, the three ancient cities on the Oslir River elevated Khordavu as Emperor of a restored Dara Happan Empire. He proclaimed the universal rule of Yelm the Sun God, Orlanth's former enemy from the Gods War.

The Sons of the Sun summoned a great army from the east to help them eradicate Khordavu. However, in 230, a combined effort by the Second Council trapped the horse lords at the Battle of Argentium Thri'ile. The nomads were slaughtered with terrible vigor. The Hero of the battle was Valarastans of the Penentelli tribe, who later raided Sylila and even Ralios. Also instrumental in the battle were the Praxian animal riders, whose leaders received grants of land in Peloria and began several dynasties of animal riders in those lands. The few surviving Sons of the Sun did not surrender but returned to their herds, packed their belongings, and abandoned Peloria, riding east to their ancestral lands in Pent.

In 320, the Hsunchen Serpent Beasts, their Vustri allies, and the opposing Second Council mustered their armies, and met in

The House of Rastalulf Vanak Spear

Rastalulf, son of Harang, was born in 309. He was a chieftain of the Berenethtelli and a Heroquester who won the Vanak Spear on the Other Side. He began as a friend and companion of King Haradangian of the Heortlings, but later feuded with the king over his daughter's dowry. In 352, he was burned to death by Lokamayadon's companions in the Immolation, along with his son and daughter.

Brolarulf, called of the Great Leap, was the son of Rastalulf, born in 329. He died in the Immolation of 352. As he was burning to death, he composed the "Immolation Song" which is still famous in the Third Age. Its opening lines are:

"This fire unfetters my soul, a debt I owe to you,"
"My powers will repay you – hear
my song and breathe free."

"Honor is brewed here, handed out."

"My lips blister, Honor quenches them."
"My powers will repay you – hear
my song and breathe free."

Eringulf Vanak Spear, son of Brolarulf, was born in 349. He was a famous Heroquester who regained the Vanak Spear. He went into Snakepipe Hollow and returned with many prizes. He fought against the Second Council for his whole life, and was killed at the Battle of Night and Day by Urstornos of Alkoth.

Hardrinor, son of Eringulf, was born the year after the Sunstop. He was killed at the Battle of Vanntar in 397.

Harmast, son of Hardrinor, was born in 396 and later called Barefoot. He was the greatest Heroquester of all time. He freed Orlanth when he was initiated in the face of Lokamayadon's opposition. He was marked as one of the Kodigvari and gave hope to all Orlanthi. He was the first mortal to perform the Lightbringers' Quest, and rescued Arkat from the dead. He freed Ralios and Dragon Pass from Gbaji and, when Arkat betrayed humanity, performed the Lightbringers' Quest a second time, returning with Talor the Laughing Warrior. He rescued Arkat's Army in Dorastor so that Arkat could kill Gbaji. Harmast retired as a simple farmer, and the greatest Orlanthi ever born.

Otkorion for the bloody Battle of Zebrawood. The Serpent Beasts were destroyed, and the Vustri and the Second Council both claimed victory, but were too exhausted to do more than exchange threats for many years. Around 350, the Second Dari Alliance rose to strength in the center of Ralios. This nation used many secrets learned from the distant Second Council and was a foe to the Hsunchen. Emulating the Council, they hired nonhuman mercenaries to harry their foes.

In 340, the Dara Happan Emperor Mahzanelm conquered Lakrene and Vanch, triggering another spasm of wars between the Second Council and the Dara Happan Empire. In 343, the Talastaring Hero Lokamayadon defeated the Dara Happans and liberated Lakrene. War ended in 345, upon the death of the wicked emperor, and in 352, peace was negotiated between the Second Council and the Dara Happan Empire.

Even more significantly, that same year the Second Council resolved to restore the glory of the Gods Age by creating a new god, perfect in every way for all people.

Ironically, the dual victories of peace with Dara Happa and the God Project broke the Second Council. The Heortling Hero Rastalulf Vanak Spear provoked Lokamayadon into killing him and his household in the fiery event known as the Immolation. With this deed, Lokamayadon hoped to gain the friendship of the Heortling King Haradangian. Instead, the Immolation Song became a rallying cry of the Heortlings against the Second Council.

Challenges echoed in the council chambers, swords clashed in Dorastor, and war broke out. In 365, Heortlings, trolls, and dragonewts revolted from the Second Council and called those loyal to Dorastor the Broken Council.

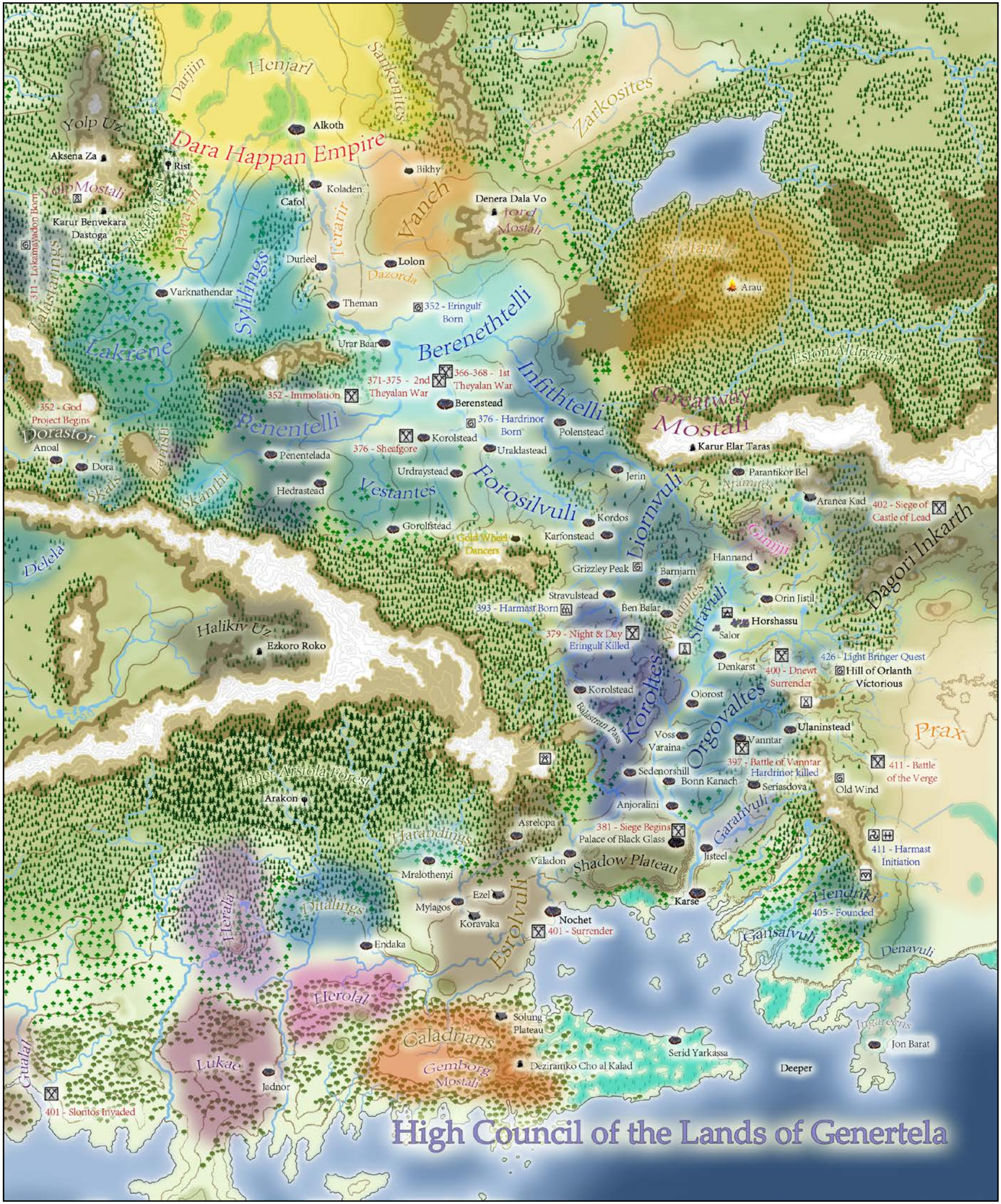
But although it might be Broken, the Council only grew in power. Between 366 and 368, the First Theyalan War resulted in the death of King Haradangian and the enslavement of the Berenethtelli Tribe. Three years later, the Berenethtelli rebelled and after almost five years of brutal and vicious war, were utterly crushed by the Broken Council.

In the meantime, the Broken Council was reorganized when the Dara Happan Emperor Khorzanelm the Magnificent joined the High Council. Seven seats became ten, with three going to the representatives of Dara Happa.

In 375, the God Project succeeded, and spawned the god named Osentalka. And the Sun stopped in the Sky.

Taris Sharpthorn, Seri-Phy-Ranor, Emperor Khorzanelm, Throna Silverleaf, and Lokamayadon await the outcome of a magical contest between Iron Diamond Voice and Palangio the Iron Vrok.




Darjiin
Henjarl
Sankenites
Zarkosites
Yolp Uz
Alkoth
Aksena Za
Rist
Dara Happan Empire
Bikhy
Koladen
Cafol
Vanch
Denera Dala Vo
ford
Mostali
Yolp Mostali
Karur Benvekara
Dastoga
Rist Forest
Para-ni
Terarir
Midlands
Durleel
Lolon
Dazorda
Arau
311 - Lokamayadon Born
Lalastarings
Varknathendar
Syllings
Theman
352 - Eringulf
Born
Berenethtelli
Urar Baar
Lakrene
Infithtelli
366-368 - 1st
Theyalan War
371-375 - 2nd
Theyalan War
352 - Immolation
Berenstead
Eston Aldryamar
Greatway
Mostali
352 - God
Project Begins
Dorastor
Anoal
Penentelli
376 - Hardrinor
Born
Korolstead
376 - Sheafgore
Polenstead
Uraldastead
Karur Elar Taras
Penentelada
Dora
Lamsu
Skals
Skanthi
Urdraystead
Jerin
Parantikor Bel
Hedrastead
Vestantes
Forosilvuli
Lionrnvuli
Aranea Kad
402 - Siege of
Castle of Lead
Kordos
Gorolfstead
Gold Wheel
Dancers
Karfonstead
Ginijji
Delela
Hannand
Grizzley Peak
Barnjarn
Dagori Inkarth
Stravulstead
393 - Harmast Born
Ben Balar
Orin Jistil
Stravuli
Horshassu
Halikiv Uz
Ezkoro Roko
379 - Night & Day
Eringulf Killed
Salor
Denkarst
400 - Dnewt
Surrender
426 - Light Bringer Quest
Hill of Orlanth
Victorious
Korolstead
Korolites
Orgovalates
Olorost
Rajastran Pass
Ulaninstead
Voss
Varaina
Vanntar
Prax
397 - Battle of Vanntar
Hardrinor killed
411 - Battle
of the Verge
Sedenorshill
Bonn Kanach
Seriasdova
Old Wind
Inner Arstolan Forest
Arakon
Anjoralini
Garanvuli
Asrelopa
381 - Siege Begins
Palace of Black Glass
Harandings
Jisteel
411 - Harmast
Initiation
Valadon
Shadow Plateau
Mralothenyi
Karse
Hendriki
405 - Founded
Ezel
Mylagos
Koravaka
Nochet
401 - Surrender
Ditalings
Herala
Endaka
Esrolvuli
Gansalvuli
Denavuli
Herolal
Solung
Plateau
Caladrians
Ingareens
Jon Barat
Serid Yarkassa
Gemborg
Mostali
Deziramko Cho al Kalad
Deeper
Gulal
Lukae
Jadnor
401 - Slontos Invaded
High Council of the Lands of Genertela

Appendix H:
Nysalor and Arkat

In the First Age after the Dawn, there were two great powers who contended for power in this land. One followed the Storm King, unruly and warlike; the other the Emperor Sun, orderly and stable. After many years of warfare, the Horse Lords were driven out, and a new body of rulers made, who advised the Emperor so all from Ralios to the Elder Wilds was ruled in harmony.

People were greater then than they are today, and they were closer to the gods. They had miraculous things and one of these was the Pseudocosmic Egg. It was still formable (with enough interest and commitment), and so the leaders gathered together to decide on what to do.

When Nysalor was Planned

Everyone said that the best thing to do would be to make something which would help ensure the perfect harmony between all of them and their gods, so that the lands would never again fall into the fearful ways of war and devastation. The greatest among them discussed the ways that this might be done, and, after a few years, they summoned everyone to come to the Ruby Harbor in Dorastor, where the Pseudocosmic Egg was kept.

The Pseudocosmic Egg hung in the sky above the Ruby Harbor, which got its name from the formation which the Egg imposed on the land beneath it. A huge inverted crystal of precious ruby crawled up the sides of the valley for miles, as if blighted by a scarlet crystalline disease.

The Gbaji Secret

The following is a speech given in 7/53 (1624 ST) in Yuthuppa by Jannisan Galvannius, a proselytizer of the Seven Mothers faith. He was a Dara Happan noble who had converted to Lunar ways, and was a famous preacher and illuminate in the late Seventh and early Eighth Wanes. In this sermon, Jannisan provides an account of the Gbaji Wars which agrees with most reliable sources, and provides information in the sermon, a trait for which he was famous.

The popular fad among the disaffected youth of today to ape evil has finally reached its zenith as they are now chalking the signs and even the evil name of Gbaji – the Deceiver – upon the walls of our once beautiful city. I have seen citizens outraged and angry, some even fearful, because of these marks. Please citizens; do not panic over this empty echo of forgotten evil.

Listen to the "Gbaji Secret" and relieve your outrage, your anger, and your despair.

The whole Unity Council gathered there, including the Emperor Khorzanelm the Magnificent, the Inhuman King, the Dryad Queen, and a Dwarf Lord, and a host of kings and priestesses. There were numberless chieftains there, led by their Heortling council. Even the trolls were there, represented by a Mistress Race monster – one that could stand to be in the light of the Emperor – who spoke for their entire race.

It was the approach of Sacred Time, when the world is renewed. The leaders said that they had been called to assist in the making of a new god, one who would lead them all into perfect harmony. And at that moment, the perfect image of what was possible glistened within the Egg for all those assembled there to see. And at that moment the world was perfect for those who saw this vision.

However, some refused this vision, and wished to rebel against perfection. They departed, one by one, from the ceremony.

The first to go were the trolls. They disappeared like shadows before the Sun, but this is what they have always done, and the Council was ready for it. After they left there was a whole tribe of humans who worshiped the Darkness, and who ate raw meat and did other disgusting and inhuman things to prove they were troll-worthy.

Next to go were the dragonewts. The mighty Inhuman King uncoiled himself slowly, with a sound like soft copper slithering over itself, and, with a grace impossible for any other creature, lifted its great bulk from the ground and snaked across the sky, wings flapping majestically. The hordes of colorful, terrifying dragonewts abandoned their camps below at the same time.

After they left, a whole tribe of humans took their place, whose ancestors were snakes and turtles. They changed their shape and were painted with the sacred signs by their kinsmen.

The Orlanthi were divided; the Heortlings left and the Talastarings stayed. As was expected, those who followed Orlanth were unhappiest and went away. This was anticipated, and Lokamayadon was ready for it with something, and so they were not even missed.

When Nysalor was made

The making of the New God was not a simple or short task, and required the vigilance of many hundreds of people at all times, for the term of many years. It was the center of many other rituals, and leading priests from all lands came to participate in the ceremonies.

In the ceremonies of the Storm Gods there is always a time when they display their warlike powers by Summoning, then destroying, some form of their enemy. When they were summoned by Lokamayadon over these years, they were always trolls, dragonewts, and Heortlings.

When Nysalor was born

At last the moment came when the New God was to be born. The moment was one which would be remembered forever. The fearful and ignorant rebels believed it was going to end the world, but they had already removed themselves from the secret, and so they could not see the truth.

Over one thousand great priests and priestesses, and even some demigods, were gathered there to participate. It was as if time stood still when each person felt themselves integrated into the New World made by the god now hatching. Being there was like finding oneself to be the crack in the shell which was

liberating the God – just a tiny bit of the whole, but One for that moment.

Though I was there (as are all Illuminates), I never saw the eclipse or the Sunstop. The beauty of the birth was all I could understand, or needed, at that moment. But most people who were not present reported that a great shadow moved across the sky and blocked out the Sun for a time. In truth, no one told me this would happen, and it was unexpected by all.

Whatever occurred was quickly healed when Osentalka stepped forth from the glowing area which hung where the miraculous Egg had been. The shell lay about the ground like bits of dwarf stuff and vines. She was a baby there for a moment in the light, then emerged as a little boy and blessed everyone.

When Nysalor Grew

Nysalor taught his tutors, as we all know. He blessed his followers, and yet underwent the normal tribulations of childhood and adolescence, although admittedly faster than any mortal child.

Nysalor proved to be the source of harmony which had been predicted. He was kind and wise in all of his judgments (even as a babe in arms), and he never wearied of passing simple judgment on any problem. Following his decisions always brought bounty except to the wicked and cruel, who suffered for them, as is proper.

We all know how Nysalor ran away from the palace where he was raised, and spent years among the Pelorians. Everyplace he stayed became better than it had been before he got there, even long after he left. And every time that he was at a place during a holy day, he took a moment to teach his acceptance/open-mindedness prayer to anyone who would listen. Everyone talked about him, and said the prayer afterwards, and in this way the people changed their minds about some things, and were never again so hostile or frightened.

The Rist elves had a similar memory, and a whole variety of plants which have "the Prince's touch" on them. Rist still has their "leopard-lily" flowers, even though the elves have been gone from Peloria for centuries now.

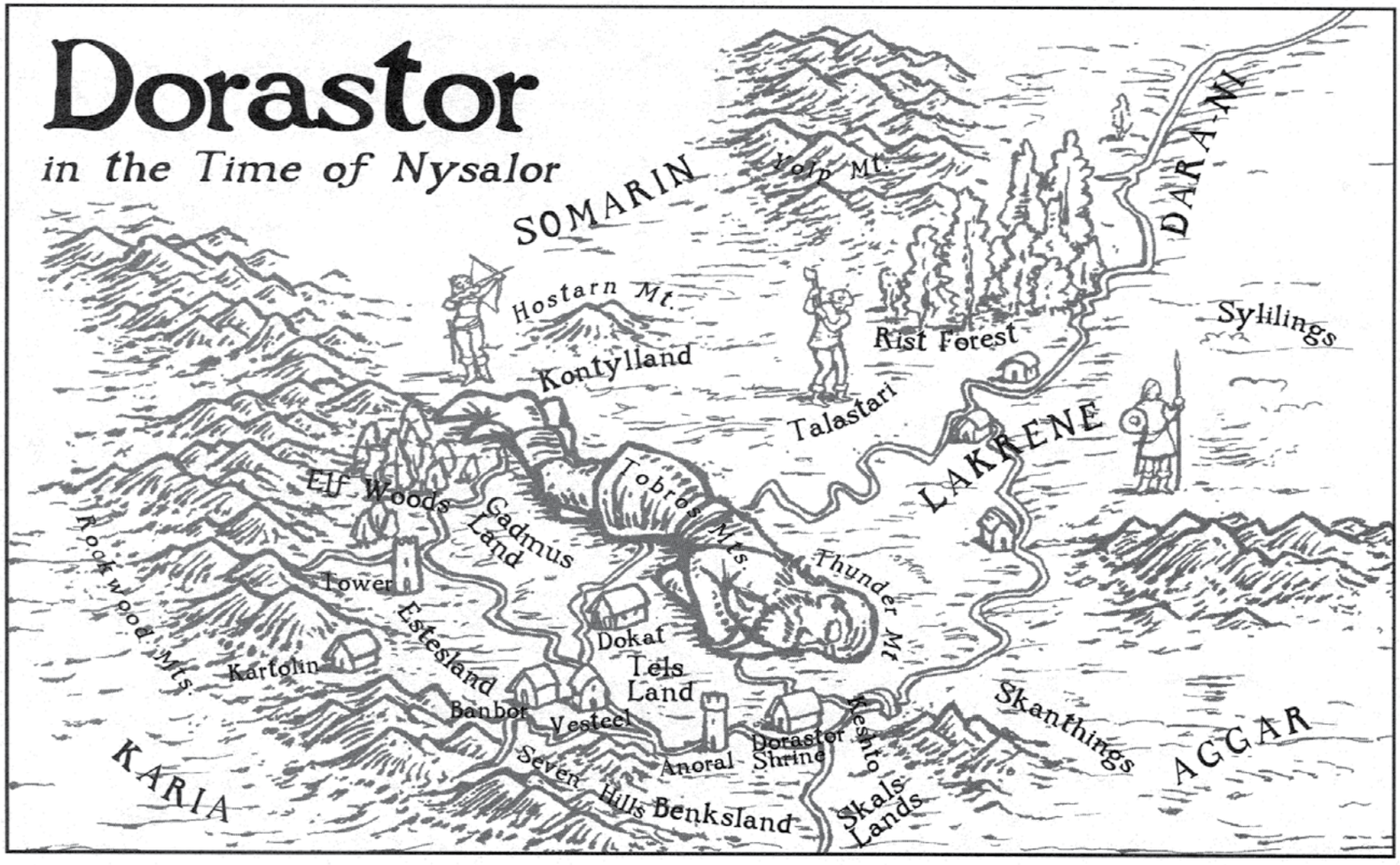
Though he loved the surrounding lands, Nysalor returned to the cities of the Bright Empire to mingle with the people of power. He was not troubled by their fierce tests of his ancestry to qualify for the highest Imperial positions. He eluded the vilest intrigues by his very nature, and either converted or destroyed the simpler ones. Even the hill tribes were calmed, and they learned that there is a reason for prolonged peace. In order to honor those who insisted upon their warrior traditions, Nysalor reinstituted the ancient Blood Games with spectators.

The sacred war in Dragon Pass went well, and all three foes were all swiftly conquered. The Inhuman King agreed to surrender, and to have his race serve as military allies of Nysalor. The Heortlings surrendered to the White Light, and were placed under restrictive rule. Only the trolls refused, and instead killed the many messengers, attendants, and guards who brought the messages. Nysalor and his advisors helped the army, and for her defiance and audacity their monster goddess was cut deep into her spirit before she was allowed to escape, as always, from the light.

The best part of Nysalor's blessing was that it was easy to understand and pass on. Even as far away as Ralios a veneer of peace and prosperity came over the lands. The magnitude of Nysalor's bounty enriched those who accepted it and were capable of tolerance.

An exception was the West. In the West, they reject the blessings of the gods, instead imposing their will upon the world through sorcery. They consider everyone else to be subhuman, mindless slaves of the gods.

The oldest of the Western lands was called Brithos, and there people lived as in the God Time, and never dying. Zzabur, the First Sorcerer, was still alive and living there. And there, hidden in a forest, was born the shadow of Nysalor. He called himself Arkat, but is called by us "The Eclipse," and by his own folk he is named "the Deceiver." In their own language, and now ours too, this is Gbaji.



When Nysalor Fought

We did not pay attention to what the sorcerers did in their own lands. If messengers came to us they were not recognized. But who, steeped in innocence, can recognize his own shadow?

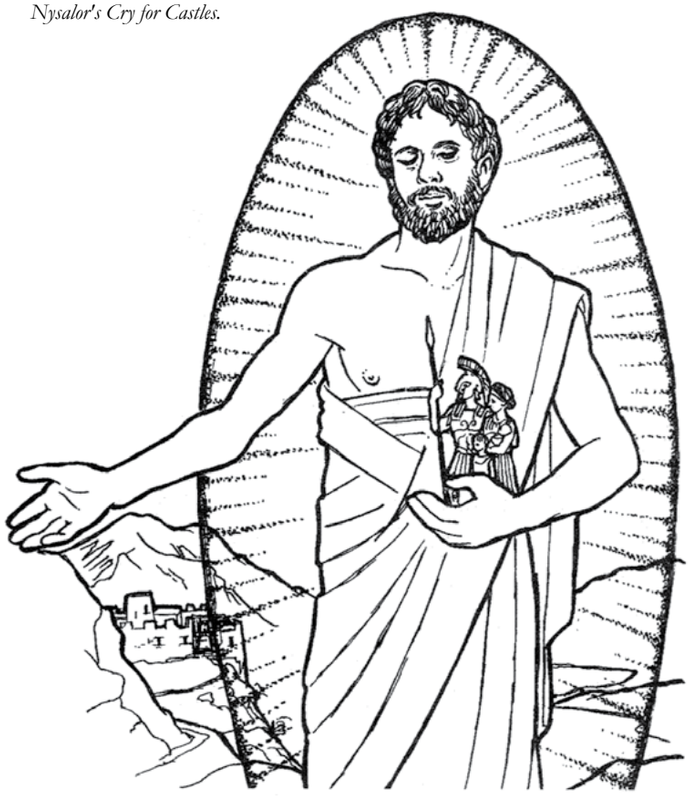
Gbaji did his work efficiently. When he could not find support for his sacred war against Nysalor, he created a dread disease which swept the West. It could not be cured by their sorcerers, white or blue, nor by the healers of the White Lady who were brought in. Then Arkat's Gbaji priests stepped in, declared that it was the work of the humble Nysalor beggars, and inaugurated a purge. This so ingratiated him to the nobles that they followed him on a lucrative war against Ralios.

In Ralios, the Dangans were true worshipers of Nysalor, initially taught by Holy Estorex, who helped create Nysalor, and who tutored him. The nearby allies responded to defend their lands from the godless sorcerers, and so the war was long and bitter. But as the foes moved through Ralios, information was kept from the rest of the Council, so they thought that just another warlord threatened them again in the West.

But Arkat was more than that. He had discovered the underside method of learning a being's nature and existence. With trained companions he could undermine a being's spiritual certainty, and through this process secretly weakened his enemies before attacking them with the great armies of his allies.

Nysalor

Nysalor's Cry for Castles.



When Holy Estorex faced Arkat, he misjudged his foe completely, and was struck down, wounded, robbed, and nearly captured. Many of his companions fell, and the battle was a great loss for the Council. Emergency measures were called for as the whole of Ralios fell to Gbaji's armies. At last, with the gathered forces of Ralios at his back, and the heroes of Ralios and the West at his side, Arkat the Deceiver came to the gates of Kartolin. This fortress guards the only pass over the Rockwood Mountains, which separate Ralios from Dorastor.

By the strength of his magic, Arkat made this confrontation into a great and terrible magical meeting, but the Council was prepared. Arkat arranged it so that a single person had to come out of the fortress and fight him. Arkat was prepared to be a great dragon-slayer like those whom he had just conquered. This was supposed to surprise the Council.

Instead, Nysalor's champion, Palangio the Iron Vrok, dispatched him and his companions, and before the assembled armies they were dismembered and their parts given to buzzards and ravens, wolves and pigs, and dogs, and small dark hairy things never seen before or since. Arkat's shadow was captured in a jar and given to the priests of the Warden of the Fourth Hell.

The great army of the West dispersed, and everyone thought the problem had been dealt with. The Council mourned the many dead of Ralios, as they had been mourning them for years. Now, though the land had been lost to them, there was peace. Perhaps the fond memory of Nysalor remained, I do not know.

There was another rebellion among the Orlanthi, as expected, and Palangio was quick and efficient in putting it down. He was appointed Overseer for Dragon Pass and Slontos.

When Nysalor Died

No one expected the return of Arkat. He had not only been killed, but his soul was captured and imprisoned in a place where normal human souls could not go.

Yet he did return, and the Council did not know for a long time. Later it was discovered that he was brought back from the deepest Hell by a living person. No one believed this, for it had never been done by mortals. Only Orlanth had enacted this type of magic before.

Then they learned that it was an Orlanthi who had done this, who had once been under the very nose of Lokamayadon, who should have sought this rebel out and destroyed him, preventing the unthinkable from happening. But Lokamayadon had been killed instead, by lesser men, and so we were betrayed, once again, by Orlanth.

Arkat moved swiftly after his revival. He could not pass Kartolin, so he landed in the south of Slontos. This is when Nysalor made his Cry for Castles. He summoned architects from all across the Bright Empire to come to Dorastor and create defenses for the people, creatures, and treasures which had been collected there.

In Slontos, Arkat gained many friends through bribery and deceit, and then many more through power, and he marched on Dragon Pass. There the trolls, who had been dormant since their defeat, rose to trouble every caravan, supply train, and trooper getting food. The dragonewts refused to help Nysalor, despite their oaths. The Heortlings rebelled en masse when Arkat reached Dragon Pass. The Iron Vrok was struck down and killed horribly. Even Saird fell to the rebellious tribes.

The Council was closely threatened now. Those "damned flying holy men" could reach Dorastor if they worked together, and Arkat would ensure they did. That was when Nysalor made his Cry for Captains. The leading heroes and defenders of the land gathered together, and made plans to defend Dorastor. Emperor Anirestyu sent the whole of the Elevens and an army of officers to help Nysalor. "If we die," said the Emperor, "we go to Gods' Dust. If the New Light is extinguished, then the world is nothing but dust."

But the plans were useless, for great evil had been allowed into the heart of the world, and it could not be exorcised. Arkat led his companions and armies into Dorastor, and they defeated the defenders of the Bright Empire. Arkat met Nysalor in the Heart of Dreams, and his darkness overcame the Lord of Light, and so Nysalor was slain. Arkat's troll allies then ravaged the land, until nothing was left but a ruined wasteland, which Arkat then cursed out of spite, for that was all he knew to do.

When Nysalor Returned

The Westerners rejoiced, and said that they had won their war. But, as always, they did not have enough knowledge or wisdom to understand the truth. They never do. They had taken the Good God, the Knower Beyond Knowledge, and dismantled him into bits and pieces, which were hidden in impossible places and surrendered to nameless things.

Nysalor had been torn to pieces, but he did not diminish, and so he waited, suspended by life and death, light and shadow. Many searched for him, and they prepared the way for his eventual return even in failure. Many people were ready, in many ways and at many times. But, like the god, they were divided up.

The Red Goddess is the one who finally found Nysalor, and she was a human like you and me. She communicated with the lost searchers, and brought the fifths and quarters back together again. And when Nysalor was whole once more he was received by the many that were ready for him in their own ways and times.

Thus, in the end, the coming of Gbaji, the Evil One, resulted in your own enlightenment. The apparent destruction of Illumination was an illusion, for it was spread throughout all the cosmos so that ordinary people, like you and I, can now understand it. We should thank Gbaji the Liberator, for destroying the ancient cadre which held Nysalor for themselves. We should give thanks to the Red Goddess, who brought him among us all at last.

So fear no Darkness, nor even the Deceiver, if you have Illumination yourself!

Witnesses of Nysalor's Life

Precise events surrounding Nysalor's life and birth are murky. Severe persecution and suppression destroyed most original records of the era. Hindsight, even boosted by barbaric "truth spells", has only given us a fragmented point of view of that ancient history. The violence wrought by Gbaji shattered the dream world.

Nonetheless, we can discern some general trends of agreement among the many accounts of the life of Nysalor. When combined we get an idea of the complexity of the original person. I will cite here only the oldest documents. I agree with the Uliverus Analysis:

1. anything witnessed is real, but subject to limited perception;
2. anything reported is secondhand, and subject to more error;
3. anything which is beyond the lifetime of the teller is hearsay. (Whether or not everything else is propaganda or not, and whether or not hearsay and rumor can be false, we do not speak.) As customary since *The Dark Age Collection*, the names of the authors are used as references.

It is also important to understand the atmosphere which prevailed when these accounts were written and assembled. Eyewitnesses all lived during the rapid decline of a vast, rich, and peaceful empire which had begun only during their grandfather's time. When Estokestos, Eusibea, and Dunzarakus write of "The Old Days" they mean the peaceful time before the death of Nysalor. (Estokestos: "The Old Days were over. Not since my Grandfather's time had war been in the daily lives of normal folk.")

Sources

Distilled from The Dark Age Collection

1. Eusibea. A commoner who achieved social success and political power, she was an idealist who lived during the central part of Nysalor's reign. Uninterested in religion, she participates only in the new Sacred Time rituals for their novelty. She never met Osentalka, but told much about him that she had seen and heard.

2. Olikastos. He was a practical and ruthless conqueror, eager to prove the superiority of Nysalor's Way to the dim barbarians of Dragon Pass. Though gruesomely wounded with an incurable wound, he finds satisfaction in his Nysalorean insight to let him live happily as a clerk. His life overlaps the last part of Eusibea's, and gives a different point of view for some of the same events.

3. Bervina. A visionary, whose text gives mostly symbolic descriptions of many personages, including a couple which are undoubtedly Nysalor. Without the exegesis provided by her student, much of this would be far less intelligible.

4. Estokestos. Another soldier, full of bravado and bad legendary style. He is first comforted by his Osentalka Point, then gets some powerful killing magic from it as he learns the god's Secret of Life and Death. He hoped to get (but apparently did not) the Killing Hand of Doctor Bad. He lived at the end of Nysalor's life, and fought from Slontos to Rist.

5. Dunzarakus. New God cultist, old in the letters which survive, who had served as a palace servant and was often in the same (very crowded) room with Nysalor, who he briefly describes disparagingly. He never got any spells, magic, insight, or especially good wages. He probably lived towards end of the reign.

Arkat Kingtroll

As related to Gorlok the Voyager, initiate of the Eneal Lhankor Mhy Temple. An uzko told me this, in Dagori Inkarth. 1230 ST

I remember when Arkat was born. I was there. Arkat had companions with him. We had never seen someone be born with companions before, and every uzko wanted to watch. So many crowded in that only the most powerful came. Even three of the Mighty Ones were present to lend their weight of authority and collect presents.

Arkat was already a god then, I think, because of his companions. They were dedicated to him the way one of us would only dare be dedicated to the Mothers, or to one of the other gods. But the companions were loyal to Arkat. Even though they were humans, and in a vast cavern crowded with the most powerful among all the uzko of Dagori Inkarth, they were not afraid. I know why: they had already voyaged into strange worlds and undergone immeasurable suffering and tragedy. I saw them work when I was in Ground Land when they destroyed an army of the purple men.

Kwaratch Kang was the dissector. He relished his part in the ritual. He had spent a lot of time with Arkat, and the man more than once imposed his will to restrain the warlord. Now Kwaratch Kang would have his vengeance, and the fullest powers of Zorak Zoran, the god of cruelty, would have their fullest play before the admiring eyes of uzdom.

Kwaratch Kang announced that he was going to save Arkat until last so he would have the honor of seeing his companions slowly dissected, and begin to comprehend the agony which would course through him.

Arkat refused. He just broke his bonds, stepped down from the wall, and interrupted the proceedings. Kwaratch Kang tried to silence him, but was seized by an invisible force.

The other Zorak Zorani broke from among the crowd, bellowing and foaming at the mouth like they always do, charging in a mad scream to kill the human. But Arkat gave a Great Shout which stunned them all, and a rock dislodged from the ceiling and crushed the skull of Zernian Aselbos, the High Priestess of the Blue Moon.

Garazaf Hyloric was the first to obey, and since she was the New Mother most others also refrained. Or else we stopped because we were used to following her commands. I could hear the greater gods moving in the cavern, sifting themselves through the hundreds of ears straining throughout. It was the sense of a High Holy Day, the air rang with magic so much.

The Mighty Ones alone maintained the chant. It was as if nothing had happened to interrupt them, or as if they could not stop because they did not know how. We never understand the ways of the Mighty Ones. But everyone else listened.

Arkat insisted that his transition be first so that all his companions could watch him. They must know the right things to do at the right time, and he would show them by being the first to be blessed. It would be a dishonor if he was not the first to be sacrificed for he was the leader among them. The success of a great magic depended upon it as well.

Kwaratch Kang was loosed, and he refused to change. He said, "You are ours now, Slayer of Diamodonus."

A Footnote on the Birth of Nysalor

The creation of Nysalor is said to have caused the Sun to stop in its path to stare in wonder. Garanian Auroch, a Hero from the Second Council whom Ethilrist met in Hell, stated that it was he who stole the net of Arachne Solara when it was used to make the Sun stop in the sky. Indeed, there is a story in Ralios wherein Arachne Solara was tied up in her own net by the enemy Bull-headed Demigod, which is evidently Garanian's tale told from the other side. Also, a Mostali tale says Gbaji's birth broke a gear in the Great Machine. This all indicates that Time itself may have been changed by the birth of this god, or that it was necessary for the Second Council to stop Time to allow for the birth. Either event seems equally impossible, even in the light of the great magics practiced later. But later scholars complained that Time had been shortened by the act, and that afterwards the days were shorter, and that men's lives were also shorter. Zzabur himself concurred with this judgment, but ended his confirmation with a moralistic note of warning for men to be cautious where they tread, and to acknowledge the limits of Time rather than struggle against it.

Likstrandros' List

Likstrandros was a priest of Lhankor Mhy in Slontos around the year 550. He compiled this list of dates pertaining to the Gbaji Wars as part of his commentary on Harmast's Narrative, the account of Harmast's Lightbringers' Quest written a century earlier by his companion Belorden the Knowing Priest. Though his entries are erratic and often cryptic, they form the most comprehensive chronology of the events of that period yet discovered. This list includes some additional notes from the later scholar Markorth of Nochet.

349-51. The Three Councils of the Oak – Lokamayadon negotiates Peace between Council and Dara Happa.
352. The Immolation – Lokamayadon kills Rastalulf Vanak Spear and his family. "*This fire unfetters my soul, a debt I owe you. My powers will repay you – hear my song and breathe free.*"
352. Emperor Erzanelm meets Ketreseus.
352. God Project launched in Dorastor.
365. High Council of Genertela breaks, the "New Immolation".
366-68. First Theyalan War.
371. Second Theyalan War starts.
372. High Council and Dara Happa merge.
375. Sunstop – Nysalor born.
376. Second Theyalan War ended with submission of Heortlings.
379. Third Theyalan War begins – new Unity Council of Heortlings and trolls formed in Dragon Pass and Kethaela. Unity Council defeated at Battle of Night and Day, and Trollkin Curse laid upon Kyger Litor by Nysalor.
380. Palangio leads Broken Council army to Esrolia.
381. Esrolia surrenders completely to Palangio.
382. "Two Pair Hero" rebellion.
384. "New Slave Policy" enacted, thousands exported from highlands.
395. New outbreak of rebellion.
396. Harmast born.
397. Battle of Vanntar, Orlanthi defeated.
397. "All Slave Policy" adopted for Dragon Pass residents.
398. The Evil Year.
401. Slontos is invaded.
402. Ezkankekko is besieged in his plateau.
410. Arkat (leading a Seshnelan army) defeats the Vampire King of Tanisor, Grachamagacan the Iron Vampire.
411. Harmast Initiated, Lokamayadon killed at the Battle of the Verge.
417. Arkat named Grand Warlord of the Seshnelan Holy War against Chaos.
418. Palangio kills Arkat in Ralios, named to be Overseer of Kerofinela and Slontos.
420. Harmast's Lightbringer Heroquest.
422. Harmast's Return with Arkat. The Lightning Revolt, Ralios tribes liberate themselves. Arkat departs, Harmast remains. Empire counterattacks.
424. Battle of Vanganth Hill, Arkat returns with an army of heavy cavalry "to fight *krjalki*." Victory for King Alongor. Very effective pursuit. Afterwards most of Arkat's Seshnegi soldiers depart.
426. Arkat initiates as an Orlanthi, Owenreth is acknowledged as High King of the Heortlings.
428. Battles of Kartolin Pass, Arkat defeated.
429. Construction of the Towered Walls. Siege of Kaxtorplose by Palangio begins in Slontos.
430. Arkat's army moves downriver to the sea, assembles a distance from the seaports.
431. Arkat lands in Slontos. Battle of Sardrandos, where western Slontos was defeated. Battle of Stenentos, where the Slontos men destroyed each other.
432. Battle of Kaxtorplose. Landmark Battle. Palangio takes command, with new forces. Hendrik's Great Leap saves the day.
433. Arkat and his army march through Esrolia, liberating as they go. They continue past, and at the Destor Pass he meets with Koru Kor, a troll lord who promises help "every night, and once, with all of us, in the day, against the False Lords." Hendriki army departs for home. Arkat army liberates the southern Heortlings.
436. Battles of the Four Gates. Arkat's probes fail to get over the Dragonspine.
437. Arkat goes through Dragons Maw [Dragon Pass] – a surprise move.
438. Battle of the Kitchen [Tarsh]. Major effort by the Empire to stop Arkat. Victory for Arkat.
438. "Five Feud Strike" begins [Orgovaltes].
439. Battle of the Fields of Ash [northern Infithtelli lands]. Former Berenethtelli lands also freed. Harmast returns to his family's home stead.
439. King Hendrik dies.
440. Peaceful Year.
441. Wave of Terror, counterattack into Dragon Pass. Battle of Creeksteam Ford destroys invaders.
The Three Magics of Creekstream Ford: the gulping earth that swallowed the broos; Elmal's arrows that downed the hoverers; and the Harmast Sons, who stood like a wall.
442. Arkat's (small) Army clears the lands north of the Spine, aided by local tribes revolting against the empire.
443. Warlord Sanlanth leads an army of Heortlings and Praxians to follow Arkat north. (Markorth notes) *These concern the movements of Arkat's army through Saird, gaining of allies in Talastar, and events preceding the Battle of Markoth.*
443. Five Feud Strike ends in destruction of the Orgovaltes as a tribe.
444. Battle of Markoth. The Battle of Markoth took place in Terarir. Decisive victory for Empire. (Markorth notes) *Largely concerned with Arkat's efforts to raise an army again, and the counterattack across Terarir towards Tarsh.* Afterwards Uz guard Arkat night *and day.*
444. Harmastings meet their father, Harmast, and are killed by their own brother Veribur. Harmast cannot order the death of his son, but sends him into permanent exile.
444. Northern Alliance defeats last remnants of the Orgovaltes. Some clans join Northern alliance, others go to Hendriki.
445. Battle of Dayhail, in south Sylila, a great victory for Arkat. After this, the army is divided, with Arkat marching to Dorastor, Warlord Oranmadar going to Dara Happa.

446-451. Army of Orlanth
446. Saird fighting.
447. Battle of Vingkot. Alkoth army defeated, then Shargash is satisfied. "Shargash accepted the sacrifice, and agreed not to attack the army again." Rush south, victors at Erustusford, thus rescuing the Army of Truth.
448. Battle of the Goats (Orlanthi Victory).
449. Terarir fighting.
450. Winds Over the City of Towers (Yuthuppa) (Orlanthi Victory).
Ice Over Raibanth.

451-459. Occupation of Dara Happa
451. Emperor Anarsto [Anirestyu] surrenders to Vastolf of Quivin.
459. Uprising in Raibanth, Harangot defeated but escapes.
Cold Light Fires Uprising, led by Ordanesto [Ordanestyu]. Saird remains occupied.
460. Terarir frees itself.
465. Saird freed.

446-450. Army of Truth
446. Arkat takes volunteers westward against Dorastor. Battle of Salinsfort. Arkat defeated by Nysalorean forces.
447. (late). Arkat disappears. Army of Truth retreats, is rescued by the Army of Orlanth.
448. (middle). Arkat the Troll returns.
Huge dark troll army assembles.

449. Conquest of Dorastor.

450. Gbaji is destroyed.

"Not yet," said Arkat, "I am still the man who walked into this place, and still the man who saved your life at Inti Pardo where the Great Crocodile Man lives. You still have your head, and can remember spells, because I was there. In return for that favor I demand that I go first."

Lord Watcher, the Demon of Death, spoke through Kwaratch Kang. "Never. I never owe."

And then there were four or five Arkats all of whom seized upon the limbs of Kwaratch Kang faster than I can tell. They weren't there, then they were with the Death Lord held helpless and Arkat made some swift move, ignoring the terrible magics which were cast at him, and with his bare hand killed Kwaratch Kang. I saw his soul fly apart out of his body, broken into shadowy fragments, helpless. I heard the mind of Xiola Umbar admire the stuff that Heroes are made of.

And then Arkat turned to his Mother and asked, "Is there any objection to my Womb Wish?"

"None, my son."

And so it was done, and Arkat was taken apart and put back together first, with all his companions watching. And Arkat suffered the dissection without a hint of suffering, as if he had put the pain off to the side of something, until they reached his heart, which is when all humans break. So that is how I know that Arkat truly was a human beforehand, no matter what the rumors say he was. And it was a Complete Dismemberment, as I had expected, and we aren't surprised that the old parts came out perfectly, providing a formidable arsenal of magical implements.

And each of the companions afterwards went through the same process, although none of them were so perfect. One forgot a whole song, and one of them did not cry out when his heart was replaced. Another was fearful; a fourth was defiant when he should have shown humility. But they did as much as they could to be like Arkat.

And so that is why they came to be just like him, except not so strong. They had Arkat's arsenal, just like him. But because they were so devoted to him they were like extensions of the Kingtroll, like trained weapons in his hands. So sometimes when you hear that Arkat did this or that, it is really one or more of his companions.

This was the first time we had seen how to make duplicates this way, and a year afterwards one hundred superior trollkin were prepared for rebirth as well. The Mighty Ones, of course, did not come. All went well, following the ritual which Arkat had shown us, and we reaped a vast bounty of magics for the fight against Gbaji.

Kwaratch Kang wanted to kill all the newborn trolls because all of them professed absolute loyalty to Arkat, who was preparing for the Thunder Mountain Jump into Dorastor. But Arkat threatened him, and the trolls joined the new war god's cult. Many learned sorcery, although it seemed impossible to them beforehand. The First Hundred stayed with Arkat throughout the war, and went with him to Ralios afterwards. Their descendants rule in Guhan.

The next year, at our High Holy Day, we discussed if this was a reflection or an approval of the end of the Trollkin Curse, because all the uzko born were true. And so we decided to risk some mothers beforehand, and they joined the cult of Arkat. They were all losers, who had birthed only enlo before. They were full of great hope. Some even learned sorcery in their zeal to fulfill cult obligations.

But it did not work. Half the births were enlo, and although some wished to find a great number of Superiors among them it was for naught. It reached its extreme when Fat Karathasa tried to convince us that her trollkin was Superior because of its great weakness. The mothers stayed with Arkat, and their descendants are called the Wizard Children because they still learn the arts from their mothers.

The Cult of Nysalor

Source*: Therophis of Jrustela, "Cults of Glorantha"*

Images: No images of the living god survive, but in Pelorian manuscripts Nysalor is depicted as a radiant man floating above the ground in a pose of meditation, his legs crossed. In Western manuscripts, Gbaji is portrayed as a demonic figure – an evil parody of the human form, almost always shown suspended off the ground and glowing from within, his handsome face twisted with a snarl. He is usually also shown with leathery wings, and sometimes a barbed tail. Both Nysalor and Gbaji are often pictured with a third eye (of Enlightenment) upon their forehead.

Runes: Nysalor is associated with the Runes of Light and Mastery. Where he is known as Gbaji, he is associated with one of the Runes of Chaos as well. He is classified as the deity of Seductive Chaos, and is a Chaos god of the first degree.

Ecology: The realities of the world are constantly in question, and there are always new revelations and perceptions which may alter a being's outlook on the universe. Because people cannot refrain from asking questions about the nature of existence, Nysalor will continue to exist until all questions have been asked and answered. And because there are some things which cannot and should not be answered, Gbaji will always exist as well.

Holy Days: There were set holy days in the First Age, when the living god was worshiped, but knowledge of these days is lost. Individuals wishing to worship Nysalor or Gbaji can do so as the inner inspiration moves them.

Holy Places: The land of Dorastor was the center of power of the First Age prophets. Those places where the sections of Nysalor's body are buried might be considered holy places, though there are no special effects from them, nor do worshipers gather at the sites. All of the known sites are outside of Dorastor, though unverified reports of sites within Dorastor abound.

Friendly Cults: Nysalor had a good reputation with a number of cults in Peloria. In those places temples may contain a shrine to the god, and acknowledge it as a place where illuminates are welcome. Occasionally, a shrine or statue to Nysalor can be found in elf or light god temples outside Peloria, or in temples to local deities. Nysalor is also known and worshiped in Kralorela under the name Rashoran, and his shrines are found there as well.

Associated Cults: Gbaji is associated with the Primal Chaos, although worshipers gain no direct benefits from this association, and must join a normal Chaos cult to access the Primal Chaos ritual Blessing of Chaos.



Arkat
Arkat's Destruction of Dorastor.

Want More, Make Me a Duke

There was a widespread Nysalorean religion among the commoners which promised self-fulfillment "as if you were a noble," quoting Nysalor. But when Nysalor spoke those words, he did not mean that people would benefit in the material sense, but rather in a spiritual manner, liberating them from the drudgery and temptations of the material world. Yet within a very few years the same sects claimed that the material aspect was exactly what had been promised to them. These sects, followers of the Make Me a Duke *philosophy, have plagued the Empire even to the present day.*

World Machine and Gbaji

Historical Analysis Briefing Report, classification Gold 1123-997 (report numbers translated from Mostali octal code).

Prepared by: Academician Dirantian Third, Gold member of the Second Nidan Instructional Institution

Subject: Identity of Gbaji

Fundamental Data: Heretical Mostali collaborated with elves, trolls, and other non-Mostali in an incorrect procedure to repair the World Machine. See report Gold #371-80 (High Council of the Lands of Genertela). The attempted repair caused further damage to the World Machine, resulting in the entrance into the operating system from outside the World Machine of the hostile entity labeled as Gbaji.

Heresy Involved: Openhandism. Greatway heretics believed that they could repair the Sun with the aid of non-Mostali, to restore it to its proper place in the Sky.

The heretics were mistaken in two areas. First, the Sun is not broken, and does not need further repair. Its regular wandering since its restoration to the Sky Dome is due to the improper balance of forces in the Sky Dome that must be corrected before it can be restored to its correct stationary position. Second, the inclusion of non-Mostali in a reconstruction or repair project (except as raw materials) would have resulted in substandard work.

Effects on the World Machine: As with all Chaos, Gbaji came from outside the World Machine. Its very entrance resulted in the malfunction of several systems, and broke a gear in the nineteenth subsystem of the Sky Dome system.

Repairs Effected: As an unnecessary and dysfunctional replacement part, Gbaji had to be destroyed rather than repaired. Due to its inherent flaws, recycling was impossible. Even since its destruction there remain associated forces which continue to cause malfunctions. All of these forces have now been contained.

Repairs to damaged portions of the Nidan complex have been completed. Many broken or improperly programmed Mostali have been repaired and reeducated, including many of the Greatway heretics involved in the procedure.

Repairs Still Required: There remain some Mostali who mistakenly believe the Sun to still be in need of repair. They must be brought in for reconditioning, or isolated so that their beliefs do not cause damage to other systems. The Sky Dome has been re-stabilized after the damage caused by Gbaji, and repair can now continue following its original schedule (see report Diamond 1-1). Once the Sky is righted to its correct balance, the Center can be reestablished, and the Sun restored to its correct position in the center of the Sky.

Foreign Influences

In Dorastor, the Amalgam Deities were imported and incorporated. This is probably the origin of the Monomyth, in which Yelm and Orlanth play such significant parts in each other's myths. After this period the Dara Happan role of Rebellus Terminus was permanently associated with Orlanth, while the Orlanthi role of Emperor was immutably assigned to Yelm.

In Dorastor and surrounding lands the respective religious practices were combined too. We don't know what was done or how changes were effected, since the survivors purged themselves of the hated practices afterwards. Nonetheless, it is thought that Nysalor taught:

- the Orlanthi that stability was necessary; that obedience was necessary; and violence not the only option.
- the Yelmites that change was necessary and eternal; individualism was insuppressible; and that physical engagement is necessary.
- the Ralians that thought was not the only reality; that their Laws were not Eternal Truths; and that instinct was neither good nor evil.

Gbaji the Taker

Source: *Yellowstamen, a shaman of the Rist Elves, 1173 ST*

Long ago, when Glorantha was tender, the children of Flamal spread across the garden which was the world. Grower became three: Arroin, Gata and Yelm, and they gave sustenance, protection, and light to the seeds of Flamal. The world was perfect, and the Green Age began. It was a time of communion and growth, a Spring which could never end. And then it ended.

From the Cold Land there appeared a new entity, the beast named Zorak Zoran. The beast brought Death, and none were safe from his Hunger. The Sun was eaten and the waters drunk away. Even the fertile earth turned cold and barren. Finally the beast ate Flamal, and the world died.

We did not realize it then, but that was the first coming of Gbaji. When Voria returned to Dance the Rites of Spring, the world was reborn. Earth, Sun and water were restored to the world, but none was complete. Barren stone still lay across Gata's body, scars. Yelmalio drifted through the sky, rootless. Arroin's life blood poured from the wound at the center of the universe, bleeding. It seemed that the Green Age would never come again.

The High Council tried to restore Yelmalio. They created a new god, Nysalor, who contained all of the power which Yelmalio had lost. Nysalor would have healed the Sun, who would have grown roots again and been restored to the Universe.

But Gbaji came again instead. He called himself Arkat, but that was a mask, just as the face of Zorak Zoran was a mask. At the heart of the deception was the troll-beast who had destroyed all life. He slew the Healer, Nysalor, and the hopes of Aldrya and the world were once again shattered.

Gbaji is the primal force which seeks to destroy all. He has taken numerous names, Arkat and Zorak Zoran being two of many, and he has always done ill to the world. Just as there is a Grower, who brings life from lifelessness, there is a Taker, who seeks to return all to the Void. This is the true face of Gbaji.

Arkat the Troll

Source: *Uuuuraffu-Rrz, priest of Arkat of the Yolp Mountains, 1223 ST*

Sometimes humans ask me "What about the other Arkat, the human Arkat who disappeared just before your Arkat was born? Don't you think he is involved somehow?" For them I have two answers, which I give according to the personality of the listener:

1. Arkat was once a vile and traitorous human being who discovered that the truth lies inside the Dark, and then made the ultimate sacrifice to discover the truth. After all, once he became a troll you see no perfidy in him. His true self brought the balance of living peace.

2. Arkat was always a troll spirit, sent into his first body by Kyger Litor so that he could be born again and again, quickly, each time keeping his troll self intact so he could rob the human race of its greatest secrets. He suffered, even greater than any other troll has suffered, to trick the tricksters and steal from the thieves.

I always say, whichever of these answers you can understand or believe in, Arkat's blessings will come to you, for his spirit now has peace in the Dark.

Those who reject Uz views of Arkat are doomed to wonder and ponder their god eternally, with no hope of an answer, for their search is futile. Our Arkat is indeed the final form of that hero.

The Riddle of Arkat

Source: *Meditations of Numidos the Skeptic, 1618 ST*

Arkat was the great enemy of Nysalor and Illumination, and yet he himself was Illuminated. I have so many questions.

Was Arkat simply an Enlightened tool? Did Arkat simply work the will of Nysalor in laying waste to an entire continent? Are not the Gbaji Wars the greatest embodiment of the ideals and principles of Chaos since the Great Darkness?

In all sagas of the Gbaji Wars, Arkat and Nysalor met in the Tower of Dreams in the City of Miracles for their final titanic

battle. In all sagas, only one emerged from this final battle. Was it Arkat the victor who tore Nysalor asunder and buried his parts in secret places? Or was it Nysalor who survived and took Arkat's form?

And if Arkat was so many times vanquished, only to later appear in another form, is it strange that I think of Ralzakark and the Red Goddess? As I watch the drama of the Empire unfold, waiting for the entrance of the Heroes of the Age, is it surprising I look for Arkat in the wings?

Illumination

Source: *Gregoria of Yumitos, 5/12 (1475 ST)*

A particular phenomenon or state of mind occurs within the Lunar Empire. It is called, today, Illumination. It has had other names in the past. Indeed, in its early history of persecution it was called many things, by both friends and foes, before the establishment of the current cult of Nysalor.

We do not know exactly what Nysalor preached. His original teachings, and nearly all who knew them, were destroyed. Years spent in destroying all traces were very efficient, leaving only a couple of Secret Doctrines. Their secrecy has obscured their true historical roots and progress. Many have claimed to be Nysalorean, many others were condemned by outsiders as Nysalorean. I ignore the many items included by condemnation as being rootless, unless significant other information proves otherwise.

Reconstructed History

The events, attitudes, and people of this era were not known for centuries, but instead were consistently vilified and condemned, often for things that they had never done. Given here is some information that was gathered only much later, during the Heroquesting period.

First Age Events

The mood of national optimism (after 111,350) allowed philosophers to reach beyond Antirius and consider that perhaps their actions, inferior though they were, were reaching Yelm after all. They entertained the possibility of reaching Yelm Himself. Prayers and supplications were made, oracles were encouraging, and sacrifices were made.

At last, in 111,352 Emperor Erzanelm attempted to communicate directly with Yelm. He succeeded. While visiting the Lyceum of Yelm he asked how this communication could be made easier, and he was told to speak to Ketreseus the Sage. Erzanelm did not know this person, nor did anyone that he knew. He instituted a vast search.

Ketreseus the Sage had been both a man and a woman. He was found in Sylila, wearing only a feathered cloak and sitting upon the highest limbs of an apple tree. He agreed to come to court, donned the clothing he was offered, and fit easily into the Yuthuppan Imperial Court. Within a few weeks he had even lost his barbaric accent.

Erzanelm spent days in discussion with that philosopher. Ketreseus was often challenged by the Buserian philosophers, and he always confounded and disarmed them. Erzanelm received advice from his imperial advisors and friends, and finally from Yelm Himself. At last Erzanelm began negotiations with the World Council of Friends, more commonly called the Southern Barbarians, and made peace, even though they were not humans.

Khorzanelm the Magnificent, Erzanelm's son, went even further and negotiated the peaceful unification of the Dara Happan Empire and the World Council of Friends, which led ultimately to the birth of Osentalka, the Bright One, who brought about the New Golden Age.

This era of unity included all peoples, and because Khorzanelm ruled all the lands of Murharzarm, he is called a Complete Emperor. This period of peace and unity was called the Osentalkan Age. It was loathed and despised forever afterwards, until the coming of the Red Goddess.

Dorastan Era

Ceremonial Changes

Incorporation of Yelmic Rites into Dorastan Rites was avidly welcomed. Nysalorean Rites (especially in Saird) combined multiple cultures. These combined ceremonies were well-attended in Dorastor, Dara-ni and Saird, but much less elsewhere, and poorly through most of Dara Happa.

Philosophical Intervention

Many ideas were exchanged between the three cultures in Dorastor. Contemporary answers to eternal questions were regarded, debated, and considered by the leaders from Ralios to Pent.

Although this talk and ideas were rampant among the reading people, they did not significantly affect rituals or attitudes of Dara Happan cults. Some popular subjects were:

- the Nature of God and Man;
- Individual Cosmic consciousness ("Men are Gods" movement); and
- Exploratory Spirituality.

Historic Incidents

The cult of Nysalor, or parts of it, or descendants of its ideas, have appeared again and again across history.

First Temple of Rebirth

Circa 111,520, Emperor Raibmesha opened the First Temple of Rebirth so that surviving Nysalor worshipers could come into the open. Many did.

The open nature of the establishment, and the period of peace and growth, led to the different Nysalorean schools of beliefs. The masters held public debates in the reign of Helemshal (c. 111,570). A generation later the schools were engaged in extensive legal suits against each other. Finally, there were riots between mobs of Nysalor supporters during the reign of Vorandevu (c. 111,590).

The Emperor attempted to unify the various factions, but was blocked by fearful nobles, priests, and many citizens. The unruly Nysalorean cults were always troublesome to the High Priesthood. When troubles increased among the Nysaloreans they seized the opportunity. All the Nysalorean institutes were attacked by mobs, troops, and spirits. Emperor Vorandevu sought to unite his land and passed resolutions forbidding further worship or debate, and led several ceremonies to banish, forbid, and destroy the spirit of Nysalor if it ever came again into his land in any form.

During this time the High Priesthood developed a complex and messy ritual for detecting Nysaloreans which they called the "Vorandevu Process." Though not easy, it was allegedly foolproof. When applied to individuals their Nysalorean preferences were revealed. In 111,612, Lord Hertustus toasted the "death of the last damned illuminate." Apparently, several nuclei of worshipers escaped.

Old Good Shadow

In 111,617, Emperor Fenaldevu condemned Umbarism as Heresy. This was the Dara Happan version of the Spolite System, which surfaced first in Pelanda around 111,600.

Both Umbarism and Nysalorean Illumination claimed to provide liberation, and embraced rebellion. Thus, the Spolite ideology seemed similar to Nysalorism, and Umbarism was widely accepted among the lower classes as a Nysalorean group.

However, Spolitism did not claim Nysalorean roots, and the detection tactics previously useful against Nysaloreans were useless. Around 111,700, there was a group in Darsen called the Old Good Shadow. It claimed ancestry from both the Spolites and Nysalorism. The Old Good Shadow was wiped out by Emperor Elmatryan in 111,830.

Order of Illumination

Following Karvanyar's Enthronement, the rabble continued to wield power, and often rioted in the streets and lynched whomever disagreed with their whimsical needs.

The White Sun Lords

The slow accumulation of resentment among the commoners eventually dethroned the Dragon. They were rallied by the Emperor, who had been hiding among them. Karvanyar accepted all the help he could get. He was noted for his ruthlessness and brashness, for he was the only person ever to give notice to Yelm himself.

Karvanyar's rallying call was "Every Man a Sun," by which he meant every person had the Light of Life within themselves, and must not rely upon the dragons for it. His initial household was made up primarily of these people, and they helped establish the new Dara Happan Emperor. They were called the White Sun Lords, while they existed.

Emperor Sarenesh, however, cleansed the land and killed the rabble. He also purged his house of Nysaloreans, both guilty and innocent, in the Moon Night, so-called because of the sardonic comment that "tonight the Light will Turn."

Significantly, and hypocritically, the Emperor spared some of them. He spared the most famous dragonslayers from death. The sage Jesenurus and fourteen followers were dragged away in chains, but not slain, even though they had often openly claimed Nysalorean inspiration as their method of slaying the dragons. The leader and three others subsequently died during torture for refusing to help the Emperor. The eleven survivors had a change of heart and joined him. They were dubbed the Order of Illumination, were adopted as an official imperial cult, and blessed by the ancient priesthoods.

The Order of Illumination opened up seven schools, six for each of the "acceptable forms of the multi-faceted god." The seventh was called Behind the Shadow, and given the task of suppressing the "unacceptable forms, including Sunface, Lords of True Destiny, Wise Women of the Sun, Margins, cult of Arkatus Negrus, Ganbarrin Mystery School, White Sun Lords, and Heirs of Jesenurus."

The legendary Three Generations of Peace were due (in part) to the stability provided by this organization. When Uludorus verified the heavenly deviations (actually discovered two centuries earlier by The Measurer), the Eighth School was begun, and is credited with calming the widespread discomfort which these facts brought to the educated.

The ability of the Eight Schools to accept new philosophies was their weakness. They allowed the Carmanian Heresy to penetrate widely among the literati. They leaked the beliefs to the commoners who felt able to learn this. They invited wise men and women from Carmania. Thus, when war broke out between the two empires, Dara Happa was weakened by a great variety of traitors seduced to believing in dualism.

They proved to be traitors to the Empire and were purged. Blame was perceived to lie upon the



Arkat and Nysalor

This Seventh Wane Lunar painting can be seen the Temple of Mysteries in Ganbarri. It is believed to be a reproduction of an original from the time of Emperor Karvanyar. The picture depicts Arkat's assault on Dorastor.

On the left side, riding a storm cloud, is the semi-human Arkat, carrying the Unbreakable Sword, the Mace of Hatred, and wearing his Necklace of Skulls and Lost Heart. He is iconographically similar to how the Dara Happans depict Rebellus Terminus, except with black skin, flaming hair, and the three eyes. Arkat is accompanied by his allies. Below him are a horse-riding Ralian. Riding on a lesser storm cloud is a Heortling ally from Dragon Pass. Leading the attack on Dorastor is a club-wielding dark troll.

On the right side, within great fortifications raised by his Cry for Castles, is the meditating figure of Nysalor. Note his third eye and his halo of illumination forming a Moon Rune and a Chaos Rune (both likely Lunar touches). Nysalor is defended by his allies. In the center is a Pelorian archer. To the right is a remarkably civilized broo, and to his left an allied dragonsnail or walktapus. This is consistent with how Chaos is depicted elsewhere in Lunar art.

whole Order. Illumination was unpopular once again, and condemned as a resurgence of Umbarism. The Eight Schools were closed.

All good and true Dara Happan citizens shunned all forms of the shadow during this period. The unstable heavens seemed to become more so when the See Anews claimed to discern other celestial bodies which had not been acknowledged by the Stargazers Ephemerus. The See Anews were blinded.

There was a resurgence of both Illumination and shadow worship, with new names, during the troubled periods of Carmanian occupation before the Lunar rise.

Carmanian Heresy

Nysalor could ignite the brightness inside of anything. He was a servant of the One Emperor, and with Nysalor's insight all the troubles of the Empire were settled quickly. The One Sun became so bright that the Land of Balance seemed in comparison shrouded in darkness. Clouds were summoned to protect the people from the overbearing rays of Yelm, and the land was cast in shadow.

Thus did Pelanda become the Land of Shadows, forced to become balanced against the corrupted Empire of Light. When the Land of Shadows eventually conquered the Empire of Light, it was liberated by Carmanos, who brought Balance again in a new way.

Carmanos recognized the unseen power of bright Idovanus, the God of Law. He liberated that god too, exalting him above all others as the Creator of the Cosmic Order. Idovanus was opposed by dark Ganesatarus, the Evil God and lord of Matter. After his liberation by Carmanos, Idovanus pardoned Ganesatarus and the rest of the vast horde of unruly Dark Gods, who immediately began to plot again.

Carmanos also brought back the Materialists, who had been banished since Bisos the Bull killed YarGan and drove the sorcerers underwater. The Materialists used logic to study the permanent laws of the universe (associated with Idovanus) that governed the dross and destructible physical world (associated with Ganesatarus). This was called the Carmanian Heresy by other Westerners.

Lunar Developments

In the Third Age, the Red Goddess undertook a great path and in her journey sought passage beyond an empty shadow on the Otherworld. She engaged it, defeated it, and in the process liberated Nysalor and was in turn Illuminated by that same god.

The Red Goddess had to find the dismembered parts of the missing deity. She did. As a result, the Red Goddess was given the deity Rashorana as her servant. Said another way, the Red Goddess was granted the Fulfillment of Forms, a great power which would allow her to be anybody which she wished. Having attained Nysalorean insight (or perhaps obtaining it in this test), she chose to be herself, and so passed onto the next stage of her being – her souls were integrated and she could see without Sight.

This interaction with the Goddess also freed Nysalor from his ancient bonds. To contain, control, and instruct his essence she empowered her daughter, Deneskerva, to teach everyone something of the truth about Nysalor. She led the Sisterhood of New Consciousness. Their first delicate, lattice-like temple was raised in 112,282 (1/35).

Throughout the First Wane and the Second Wane people learned about Nysalor, but most of them did not have the time to care, or resources to do anything if they did. The cult of Nysalor was generally contained within the literate intelligentsia. Sometimes it was publicly questioned, even ridiculed as "worship for a non-divine entity."

The Zolathi

Sheng Seleris invaded the Lunar Empire in 112,375 (3/19), and remained until to 112,460 (4/51). Sheng Seleris brought in help from all over the world to help him. He had no limits to his power. Among those who came were the Zolathi, also often called Mystics. They shunned all magic use, and they claimed to be in touch with Gods beyond the Gods. They were immune to many magics, and their presence often brought terror to the population.

Order of Kerestus

Kerestus was an avatar of Nysalor who appeared circa 112,415 (4/6). This monastic movement was a native response to the Sheng Seleris mystics, essentially adopting many of their ways. Kerestus' struggle to survive was epic, but he was unbeatable, and so eventually Sheng Seleris made his the only approved method of illumination for Dara Happans, and everyone else, whether truly illuminated or merely claiming it, was to be executed.

Many years later the Imperial Adept of Kerestus complained to the Emperor that the Order of Day was interfering with his ancient rights (which had been granted by Sheng Seleris). The Lunar Red Emperor immediately disbanded the older organization (in 112,490 or 5/27), and made membership a capital crime, saying "A Wane and Ten is ten too many."

Order of Day

In 112,460 (4/51), Sheng Seleris was slain, and the nomads were driven out. The Emperor encouraged Restoration in many ways. One was to support the Order of Day.

The Order of Day beliefs included Service of Consciousness and selflessness. It was an ascetic movement. They used many stories and practices of the *dolathi*, an order of "good mystics" who had hidden among the former members of the Order of Kerestus. The Order of Day are the source of the Mystical School of thought in the Empire today.

Current Belief

Source: *Order of Day, Seventh Wane.*

Illumination was first. It was First Being before it Was. When Being began Illumination was lost. After that was when the world was made.

Illumination was rediscovered by the god Yelm, the Emperor of the Universe. Yelm had been The One, always isolated from the world by his virtue. He was slain, and when he was lost in the Underworld he was nameless. He knew not who he was. He was only one of the Many. When Yelm understood this, he remembered the One. In that moment the impossible was accomplished and Yelm was Illuminated. In that instant the Universe could be recreated, and in that act it was.

The time spent for Yelm to re-manifest the world was from 110,666 until 111,111 when he became manifest as the Real Sun. Yelm's insight into the secrets of the cosmos was originally the province of only himself and, perhaps, a few of the other immortals. But in 111,375 Illumination was delivered to mortals as well. This occurred when Nysalor was born.

The burden of bearing the Impossible was beyond the power of even the One. Yelm paused in the sky, and he separated the Illumination from himself, and placed One among us mortals to keep our awareness of the First Being alive. Thereafter it was possible for the Many to be the One as well.

Yelm was purified. The Sun had purged itself completely from the Many when he gave this great gift to humankind. Thereafter, too, Yelm was less of a god and more of a Sun.

Osentalka was the name used for the manifestation of this part of Yelm's consciousness. Osentalka was the great and wise teacher of the Osentalkan Age. He brought this story about Yelm to the people, and explained what it meant, and showed them how to find their own way to the One. While he lived there were generations of peace. However, he was destroyed by Gbaji.

The destruction of our beloved Osentalka has troubled good people ever since. Wise men and fools have both spent words and lives to prove their ideas. We know now that it was because Yelm, the Sun, abandoned his own consciousness and thereby removed the quail of the Pillar. Now the Red Goddess has reinstalled the quail and the drill, and the universe can stand once again.

Golden Dragon

The Golden Dragon was not a Nysalorean belief, though it also shared some of the same characteristics. It required an extraordinary state of mind to participate, and introduced a different set of ethics and morality. But, as before, the Vorandevu Process failed to be useful against the enemy at hand. This was the last time it was attempted, and most adherents died in the later wars.

Teruvians

The Teruvians were a group which resisted the Golden Dragon Movement and claimed Nysalorean roots. The Teruvians made many other wild claims, such as owning the Eye of Nysalor. Since they were wiped out down to the last stone of their city, and even its location lost, they are not taken seriously today.

Margins

The Margins were another group which resisted the Golden Dragon and claimed Nysalorean roots. They proved particularly effective at avoiding capture by the dragons, and their leaders were brilliant and lucky, and so their claims are believed. Furthermore, their origin among the socially disenfranchised populace supported their claim. Of course, most resistance was underground. The dragons and their followers were notoriously effective at suppressing public opposition.

Paths of Illumination

Source: *Pericippus of Mirin's Cross, 1618.*

There are many paths to Illumination. Orlanthi barbarians believe that just asking a person certain kinds of questions (called Nysalorean Riddles) can subvert the listener to a subtle form of Chaos, and they blindly slay people who ask strange questions. The Dara Happans view Illumination as a state which unites the One and the Many in the Illuminate, claiming that Nysalor is the bridge between Yelm and men. Among the Kralori, Illumination is a form of spiritual liberation which frees one from entanglements with the world.

Illumination is an integral part of the Lunar faith, and a requirement for initiation into the deepest secrets of the Red Goddess. As a result, Nysalorean philosophy once again spread throughout Peloria, and a number of different cults and schools exist, each espousing its own particular philosophy of Illumination. In the Lunar Empire, the philosophy is widespread among worshipers of the Red Goddess, the Seven Mothers, the White Moon, and other Lunar cults.

The Sevening Rites are the primary path towards Illumination within the Lunar Empire. Overseen by priestesses of the Red Goddess called the Illumination Examiners, these rites assault the candidate's personal world view with deliberate and conscious assaults by demons, immortals, and the cosmos itself. The candidate survives the Sevening Rites only with the protection of a Lunar Immortal that binds, protects, and preserves the candidate as she dissolves into the All. These rites are extremely dangerous and are likely to lead to death and madness unless the candidate has mastered the accepted and practiced methods taught by the Lunar Immortals.

Most common in Peloria, Illumination is also known throughout Genertela, most notably in Kralorela and Ralios, although the philosophy is rare even there. A few people claiming Illumination dwell in Vralos and Fonrit as well, although these claims have not been verified.

Lunar Chaos

The Moon Rune embraces Chaos and the Red Goddess blatantly displayed her connection with Chaos when she unleashed the Crimson Bat on her enemies. Throughout its history, the Lunar Empire has made devastating use of Chaos, such as the Battle of Chaos, the Skyburn, the Moonburn, the Night of Horror, and the Chaotic monstrosities used in the Conquest of Sartar.

The Lunar Way in no way condones the worship of Chaos entities which follow the ways of Gbaji. The religion and state do not forbid it, either, as required by their philosophy. The rulers are adroit at manipulating the results if people do fall into the way of the Chaos gods. Lunar history contains lessons of generals and priests gone bad, and point them out as bad examples.

By its faith, the Lunar Empire must accept Chaos and make use of it as necessary. The Crimson Bat is an example of how this can be done, as may be the vampire regiment rumored to be training in the mountains of Peloria. Yet many Lunar heroes gained fame by killing Vivamort cultists or smashing the slave heads of Thanatar. The awareness of the educated or sensitive concerning the proximity of Chaos makes them acutely aware of their dire responsibilities. The teachings of the Red Goddess, though passionate and fierce, strongly admonishes against certain temptations.

The world hates the Empire because it includes Chaos within its worship. This is a clear and necessary stand for the old gods to have, for their very existence is based upon the fighting of Chaos.

But the Red Goddess, born inside Time, has other options, and wisely uses them to maintain her power among the gods of the cosmos. Her secrets are woven into Balance and Time, resulting in the Lunar cycles laid upon the surface of the world.

The Lunar religion is one of unendurable freedom compared to most of the religions and societies of its time. Inner secrets reveal the immense dangers of such freedom, and Lunar disasters of over-experimentation sometimes are noted. But to attain such cosmic freedom it is necessary to include a worshipful understanding of the Chaotic bondage of mindlessness and the Void. Such concepts, though, are alien to most trained minds of the world, and proven ways of life and religion do not bend easily in the face of novelty. The Lunars, of course, consider this rigidity to be ignorance and imbalance.

It is unnecessary for Lunars to be exposed to gruesome Chaotic things, and warnings spread throughout their teachings admonish the unprepared to stay off those dismal paths. The more awful manifestations of Chaos, such as the Crimson Bat, are no more loved by loyal Lunar citizens than they are by the Empire's enemies. But Chaotic elements are tolerated officially, and rather than knowing nothing but fear toward such monsters, Lunar citizens have the questionable surety of the words of government and religion that such horrors can be controlled.

Nysalorean Riddles

Each Nysalorean Riddle consists of a formal question and a formal answer, and is generally accompanied by extensive commentary. The questions, answers, and commentary are believed to have been handed down orally through the periodic Second and Third Age suppression of the Nysalor cult. Though still transmitted orally in many places, a number of written versions are studied in the Lunar Empire. The most common version lists 133 Riddles; other versions list as few as 117 and as many as 144.

Example: Riddle 19

Source: *Order of Day*

The Questioner asks: "What is the difference between virtuous intention and virtuous action?

The Answerer places his fist over his heart and replies: "Power".

The Commentary observes straight-forwardly that good intention is worthless – in fact, not manifest in the world – without the Power to exercise that intention. It denies that Will is necessary, for Will is perceived and defined only by the evidence of Action.

Further, the Commentary examines the multiple and interconnected natures of Power, of physical, spiritual, moral, and magical Power, and through examples illustrates the failure of Real Power in the absence of all its subsidiary elements.

Finally, the Commentary suggests that many Chaotic individuals lack virtuous action because they do not control their Power. Through parables, the Commentaries demonstrate how a Chaotic individual discovers and controls his own Power, thus revealing his unrecognized but essential virtuous intention through non-virtuous action.

Dark Side of Illumination

Source: *Hrunth vi Osbonn, Azilos, circa 1620.*

During the rule of Nysalor, it became clear that the "dark side" of Illumination inevitably drives out the "light side". When the Riddlers from Dorastor first arrived in Ralios, they were benign. They loved children, educated the ignorant, and turned enemies into friends. But when Seshnela proved resistant to their message, these same Riddlers responded by spreading an artificial disease among the populace, killing many thousands. They then pretended to "cure" this plague (by simply ceasing to spread it), and thus gained many converts in Seshnela. How could the same men and women who acted so virtuously in Ralios turn into hypocritical monsters in Seshnela?

It is because of the nature of Illumination.

An Illuminated individual views ethics, morals, mythology, deity, magic, and the world in a solipsistic manner. Since the only universal moral law that is binding on him is the Illuminate's own will, the tendency to disregard the needs of others is irresistible. If an Illuminated person is selfish, she sees people as tools to further her own ends. If an Illuminate was basically good before his conversion, he now sees that he knows what is best for other people – his moral views outweigh theirs, and he will do what is needed to make them "truly" happy. This is what happened in Seshnela. The Riddlers knew that the inhabitants of Seshnela would be better off under the golden rule of Nysalor, so the Riddlers inflicted horrible death on them for the Seshnelans' own good. Such generosity is as dreadful as the worst excesses of the so-called "dark side".

Today the Lunar Empire espouses Illumination. They claim that all people would be happier under their reign.

Ask yourself – is the Crimson Bat a fable? The Bat supposedly protects their citizens – but how many has it devoured? Rumors abound of horrors within the Lunar Empire. The Vampire Legion trains for war. Assassins destroy ancient and respected noble houses. Chaos gladiators fight mindless combats to sate spectacle-starved masses. Murderers and prostitutes are worshiped as gods. The Empire, with its sanitized version of Illumination, is as great a threat to the world as Gbaji's dark kingdom. Indeed, the Lunar Empire is a greater threat, for no Arkat has arisen to oppose it.

Appendix I: The Red Moon

The Red Moon is a physical object which hovers in the sky directly above Glamour. For most people, it appears to be approximately half-way to the Sky Dome and appears to be more or less the same size as the Sun. The Red Moon appears to be a sphere with shadows on its surface, which are called its Apparent Features. To the ignorant, these appear from below to form a lopsided face wherein the unusually bright spots of the Self Plateau and the Ruby City are the eyes and the vast Os Mountains are the mouth.

The Energy Net

When the Red Moon is viewed with magic, a network of lines can be discerned upon it. They are first seen to be like large darker points which are connected by straight lines. These are sometimes called craters and canals. With more powerful magic, one can discern that these points are actually pulsing, with radiant waves flowing from them. These points of power are connected by streams of magical energy, called the Energy Net.

The Divine Face

When Lunar initiates look upward from below the moon, they see Her Face. She is beautiful and gentle, and decorated with the Jewelry of Liberation. She wears upon Her head a gleaming white diamond, upon which is held the Light Bird of Freedom. Upon Her brow she wears a band of gold, and upon its sides gleam two fiery red rubies. A pair of sapphire earrings glitter bright blue, while about Her throat is a pearl which is so black that it gleams. Finally, She wears a nose ring which to some appears rainbow colored and to others appears to be pulsing.

Features

More subtle observations have been made and recorded, and subsequently verified by observers. Any initiate, and many ordinary people with good eyes, can see details on the surface of Her Body. Those who have traveled to the Red Moon can vouch for intimate details as well.

Gross Portions

To the learned, the Red Moon's surface is divided into eight parts, determined by the direction it faces, and whether it is Above or Below. Each of these eighths has a directional abbreviation/name (such as SWB, for South West Below), an Official Designation, and usually one or more popular names for the area.

Vernacular Terms

Commoners use these terms when they talk.

The South

The South is the part of the Red Moon which faces towards the center of the world, or southward. The most prominent features of this side include: Ocular Palace, the Hero City, some of the Stellar Palaces, the Moon Wood, the Fire Palace, the Ruby Sea, the Pulsing House, the Self Plateau, and the Lunar Wood. (Also called: Palace Side, Front, Center-looking, etc.)

The North

This is the part of the Red Moon which faces north. Its most apparent features are: Occluded Sea, Ocean of Despair, Sheng's Scar, Os Mountains, and the Hunter's House.

Blindside. The Topside

The top of the Moon cannot be seen from below. It is surrounded by the Crown Wall which cuts it off from all which is Below, and whose gateways are a mystery to all who have not been there. The area inside the wall is a perfect land, and is contiguous with the Sky World. The landmark in the center is called Sedenya's Footstool.

The Up Side

The Up Side is so-called because it is what we see when we look up from below. We don't see the Face or North but probably a part of each. These views are all called "upside views," even though they are of the bottom of the moon. This habit was begun by the ignorant, propagated by the witless, and supported by the common.

Places of Interest

Given here are the most common names of the centers of power and major features that are on the surface of the Red Moon.

Arrow Wound (SEA): From a distance, this looks like a single large mountain. From the surface of the moon we can see it is a huge broken arrow, its shaft only a stub, and with the stone head only partially buried into the surface. Yelm's archer son shot it at Her. She carries it like a badge now, and from the trickling streams around the wound grow the plants which can heal any arrow or spear wound.

Bat Pen (NEA): To those of the right mind, and with the right sight, from a distance this spot can sometimes be seen to be a huge Bat Rune. This occurs when the Red Emperor calls for his great servant to come to the Surface World. Closer up we would see that this is a zoological park where many odd and most often frightening creatures live, all of whom have been tamed by the Red Emperor or his Wilding Hunters.

EIGHT PARTS OF THE MOON

Abbreviation	Name	Official Designation
SWA	South West Above	Verithuritic
SEA	South East Above	Nathic
NEA	North East Above	Orogeric
NWA	North West Above	Lesillic; Scar
SWB	South West Below	Verithuritic
SEB	South East Below	Nathic
NEB	North East Below	Orogeric
NWB	North West Below	Lesillic

Birdland (NWB): Sometimes this can be seen from a distance as a glowing speck, like a fallen ember. Sedenya granted this place to the ancestral gods of Her land to honor them, and so the eagles and quails have made their nests here. Here live too the resurrected flocks of augner, a great riding demi-bird similar to the dragonewts' mounts. It is sometimes also called the Moon Eagle's Eyrie or the Quail's Nest, or sometimes the Fire Palace.

Conflict, Fields of (NWA, SWA): In this wide expanse are many traps, natural and unnatural dangers, and hostile beings intent upon harm towards anyone else found within the region. Yanafal Tarnils regularly sends parts of his immortal Full Moon Corps here to train.

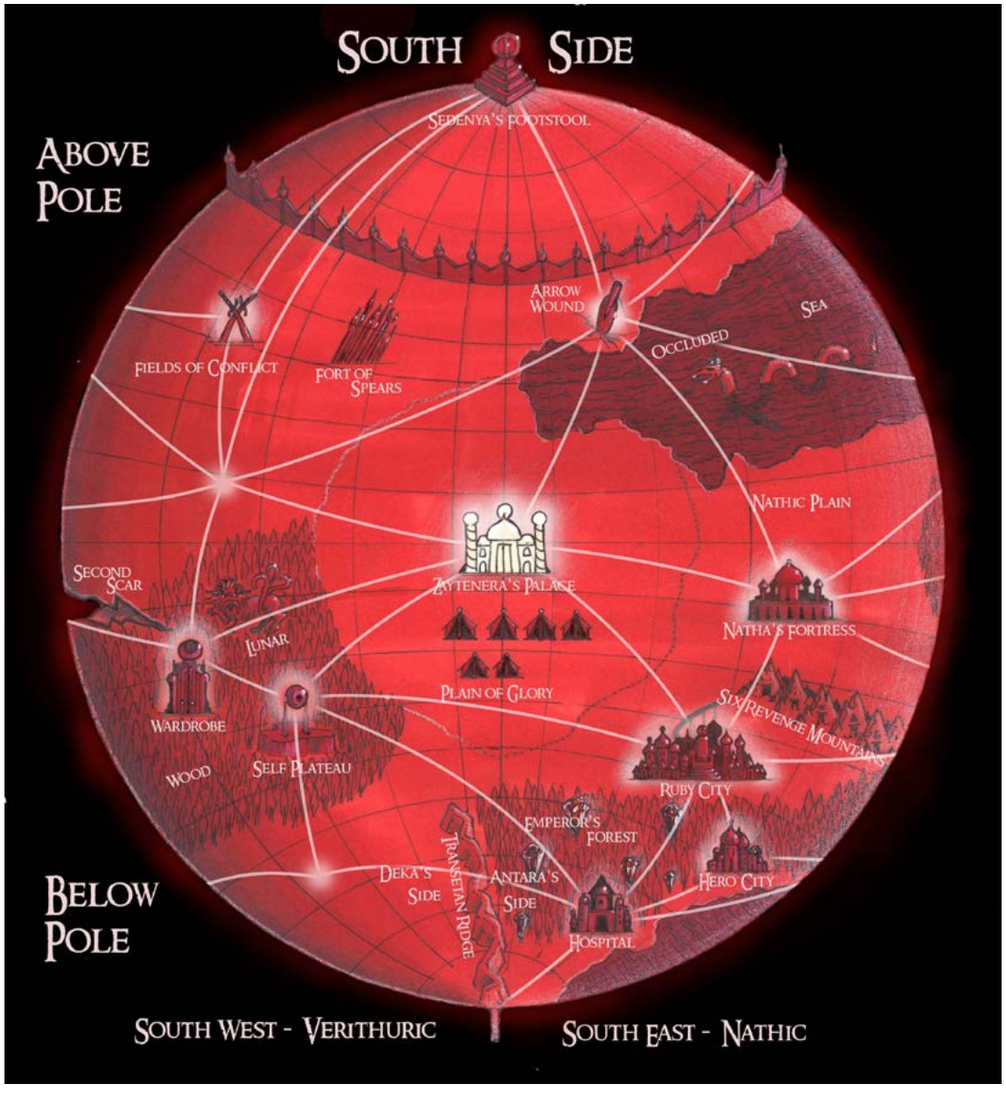
Crown Wall (Around Above 1/3): From the Surface World, the Crown looks like a fuzzy band around the topmost visible edge of the moon. Closer, we can see it as a strong crown atop the Red Moon. Up close, from the Below side, it is clearly a gigantic wall without gates.

Darinex (Precise center bottom): Here is the precise center of the bottom of the moon. Darinex stands exactly there, turning upon that spot to always face his twin brother, Destix, at whom he points. This place is also called Pivot, because upon it Darinex turns.

Despair Ocean (NE and NW Center): From our world, this wide expanse is slightly darker when in the light, and slightly lighter when in the dark. On the moon, it is a vast and sluggish sea whose winds are moaning souls, and whose denizens are swimming and floating corpses of people who have failed their own lives. Amid this is Grief Island.

Emperor's Forest (SEB): From our perspective, this is a featureless pan of the Red Moon. But up close, it is a shifting forest whose very trees and landforms may change shape while we watch. The denizens include many creatures which are found only here. Some are too monstrous to be contained elsewhere, such as Harkazon; others are sacred, such as the sickle-horned Nosehorns. The Red Emperor loves to hunt here.

Fenderian Parade, or Mountains (NEA and NWA): One day the Red Emperor asked, "Mother, what is the most sorrowful thing here?" At that thought She wept, and the tear fell upon the surface of the moon. From it leapt a thousand cheerful and joyous sprites who ran out to entertain Her and change Her mood. She laughed so hard that they froze there for Her, that She may ever find delight, and they still are there. They look like mountains to outsiders, but to us each one is a source of pleasure or comic antics.



Fort of Spears (SWA): Invisible from a distance, up closer we are delighted by a dense field of upward pointing spears of wondrous variety in substance and size, all crowded so closely together that no person could slip between any of them. Nearby is the New Fort. This is the spot where an Orlanthi Hero, who leapt off the Top of the World Mountain, landed and caused great disruption. The spears and the fort were created since then and the Lunars are hoping another Orlanthi will jump here.

Gerra's Pit (At North Pole, where NEA, NEB, NWA, and NWB meet): From a distance, this appears to be a darker spot, even when the dark side covers this part of the moon. It is a deep four-sided pit, with many steps leading down to the bottom. At the bottom is the place where many of the Blessed Ones arrive when they are transported to the blissful life upon the moon. Surrounding the pit is a city of people who are never sad. This site is also called the Palace of the Black Pearl, the Pendant, and the Pit of Sorrow.

Glory, Plain of (At South Pole, where SWA, SWB, SEA, and SEB meet): Featureless from a distance, when we are upon it the Plain is dotted with innumerable camps of the blessed dead who have taken up residence in its pleasure.

Grief Island (in the Despair Ocean): Indistinguishable from a distance, this can be found only by sailing upon the Despair Ocean. It is a very large and barren rocky island in the midst of which lies the Pit of Gerra.

Hero City (SEB): This is one of the power nodes. From the surface of the Red Moon it is a large number of resplendent palaces where live many of the Immortals and Heroes of the Red Goddess.

Hospital (SEB): From a distance or close up, this place appears as a different color to different people at different times. Only the Red Goddess knows what pattern lies within it. A popular court game is to guess what color the Red Emperor will see this spot to be each morning. Surrounding this is a peaceful and unattended wild area, wherein lives Rashorana and Her entourage. This is also called the Palace of Rashorana, House of the Nose Ring, and the Pulsing House.

Lunar Wood (South Side): Featureless from a distance, this is a vast forest without any habitation larger than a village. Within live all of the most superb creatures of our world, as well as an array of fabulous beasts rarely in our world. This is where the noble dead go hunting for their leisure.

Mernita (NWB): From the Surface World, we can see that this is a bright burning blue light. Here lives Queen Lesilla, hence its name of Palace of Lesilla. This ancient site was resurrected here when Rufelza recovered Her past. Here live many of the women who have served the Lunar Way while in human form. This city is also called the Sapphire Earring.

Natha's Fortress (SEB): From a distance, this is a brighter red spot upon the Red Moon. Here lives Natha. Up close, the palatial city is surrounded by a great wall pierced by 17 gates. The particular aspect of

Natha who can be seen therein depends entirely upon which of the gates the petitioner has entered. This is also called the Palace of Natha, and also the Ruby Crown. (Entering by going over the walls provokes a rapid appearance by Natha the Defender.)

Occluded Sea (SEA and NEA): Although actually a vast water which is covered by fog, this area appears from the distance to be flat and featureless. The purpose of the fog is to obscure, however, and to hide any of the things, creatures, beings, and desires which the sailors would normally prefer not to see. Lunar heroes therefore go harpooning here for sport and personal development.

Ocular Palace (in the Ruby City): Surrounded by the Ruby City, this is the favorite palace of the Red Goddess, who can always be found relaxing in it. In Her throne room is Her Throne of Sight. Whoever sits on it can see anything and anywhere known to the Red Goddess. Although mortals are destroyed by it, this is where Herendus sat when he saw Kerende, and began their doomed epic.

Orogeria's Camp (NEB): From our world, this is a bright blue spot on the surface of the Red Moon, amidst the Tendarshan Forest. It is also called the Turquoise Earring, the Palace of Orogeria, and Deer Heart.

Os Mountains (NEB and NWB): From a distance, this is one of the most distinctive features visible to the naked eye. This is the largest range of mountains on the moon. Within it live the Outlaws of the Moon, who are those creatures that can find no other place to live. Here too is the Unfailing Oracle, in a cave; and also the Bottomless Pit, where the unprepared are cast down from the splendor of the Red Moon and into the world of mortality below. Also here is the Rebirth Chamber, where the people ready to be reborn are sent to a new life.

Ruby City (SEB): From the distance of the ground, this is one of the most distinctive features visible on the moon. It is sometimes called Beyond Glamour, because the Silver Bridge from the Imperial Capital leads right into this city. This is the central site of the theological council and is usually where the Egi meet to reconstruct the Emperor, and where the Supernatural Council meets at Sacred Time, and so on.

Ruby Sea (SEB, NEB, NWB, around the Below Pole): In its center, which appears to be a power node from a distance, is the great red fish which the Red Goddess rescued, and which swims around and around after its tail, now and forever.

Saint City (NEB): From a distance, this is one of the power nodes. From the surface of the Red Moon it is a large number of resplendent palaces where live many of the Immortals and Heroes of the Red Goddess.

Sedenya's Footstool (Top of the Above): The topmost part of the Red Moon is surmounted by a great pyramid, far larger than the ancient Imperial Pyramid in Raibanth. Upon it the fortunate among us may reside, as close to Great Sedenya as is possible while still maintaining our identity.

Self Plateau (SWB): From a distance, this is one of the most distinctive features, being visible to most people with good eyes. It is a huge level plateau, in the center of which sits Mirroreyes, who is prepared to explain the secrets of the Great Self. This place is also called the Right Eye, the I Hill, and Within Sight.

Serenity, Fields of (NEB and NWB): A wide expanse of rolling country where the inhabitants live in utter ease, untroubled to gather food or by any other form of inconvenience.

Sheng's Scars (NWA and SWB): These two very visible features are an ugly reminder of reality. Our Goddess, innocent and whole, was drawn into conflict with Sheng Seleris by nature of kinship. When She shielded Her own son, She was struck by his celestial foe, who laid bare these great gashes upon Her head. Though stunned, She recovered (for no one knows suffering like Her), and with that outrageous blow Natha was freed to avenge Her. Tormented Sheng Seleris now suffers forever, wracked and slashed, reborn and burnt forever, tortured eternally without any chance of the liberation of Knowing.

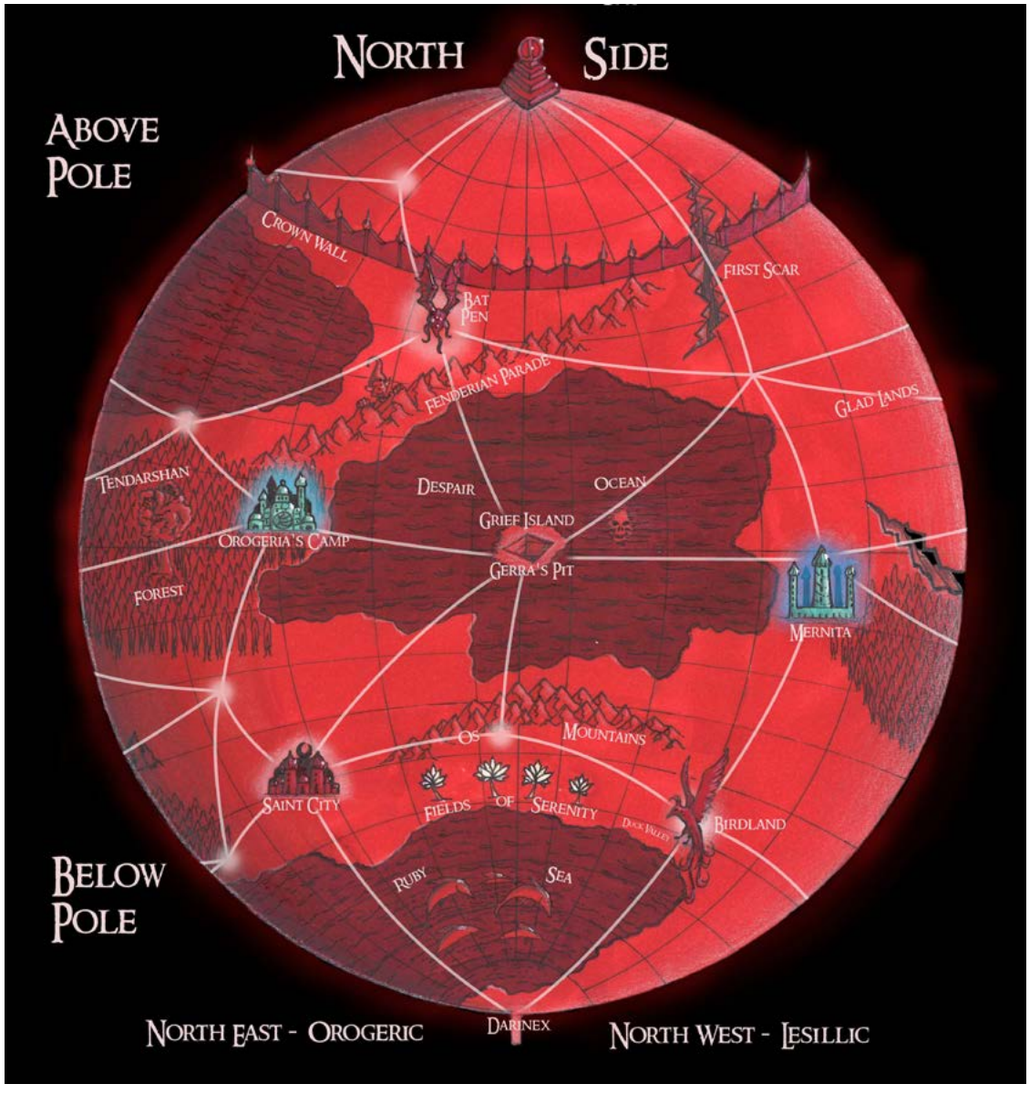
Six Revenge Mountains (SEB): These are mountains carved to be great palaces for six heroes of old times who did well by Natha, and have received reward here. Their names are Geogana, Isalatha, Oka, Nesthasalos, Jaganatha, and Bethana.

Tendarshan Forest (NEB, NEA): Featureless from a distance, this is a pleasant red tree forest named after Tendarsha, a daughter of Orogeria and the chief forester. It is the place where all red creatures live after they die, and they may be hunted for pleasure and love by those who worship them and live among the trees.

Transetan Ridge (SWB): When Deka and Antara, the two housekeepers of the Red Goddess, argued, the Goddess raised this wall between them.

Wardrobe (SWB): From a distance this center of power appears to be a bright red spot of light. Upon closer inspection we can see that it is the wardrobe of the Red Goddess. From here may be chosen any suit of clothing which is desired to descend to the world. Nearby is the Well of Ease which erases memories from drinkers who have chosen clothes to wear. This place is also called the Palace of Verithurusa, and the Crown Ruby.

Zaytenera's Palace (Plain of Glory): This is the only white spot which is visible on the surface of the Red Moon. It is called the Diamond Diadem, and also the White Palace. Up close we see that the palace is a huge crystalline structure whose only permanent inhabitants sit motionless in luminous meditation chambers.



Appendix J: The Hero Wars

This chapter is divided into two sections. The first, The Dragon Pass Wars*, is a collection of sources about the Hero Wars from different times as concerning the Dragon Pass region. The great warrior hero-king Prince Argrath is prominently described, and we have included what scholars now believe to be the Ur-Argrath's Saga. The second,* The Greater Hero Wars*, is a haphazard collection of sources about the Hero Wars from across Glorantha. Most date from the Hero Wars period itself.*

The Dragon Pass Wars

Poets sing that the Hero Wars were started by the feud between Tatius the Bright and King Broyan of the Hendriki. In truth, the conditions for the conflagration had been created by the Lunar Empire's relentless adventurism, both military and mytho-religious. The creation of the Red Goddess strained the Cosmic Compromise; the War of the Middle Air between Her and the god Orlanth weakened it to the point where the Hero Wars were no doubt inevitable. We have included:

1. Age of Heroes, from Vanstan the Elder.
2. Sartar Rising, from Tosti Runefriend's magisterial *Researches into the Hero Wars*.
3. Prince Argrath's Entry into Boldhome, from the letters of Orvananst of Boldhome.
4. Sartar Magical Union, from Jalk Dekol's *Creation of the Sartar Army*.
5. The *Ur-Argrath's Saga*, source unknown, dated to 300 years after the fall of the Red Moon.

Age of Heroes

Source: *Vanstan the Elder, Mirin's Cross.*

A gathering of Heroes, those mythic demigods between gods and men, defined the cataclysm of the Hero Wars. For them, the glory of the divine was strangely combined with the shadow of mortality.

The presence and clash of so many Heroes in Dragon Pass during the Hero Wars indicates there was an insurmountable strain on the cosmos which necessitated their appearance. The names of these Heroes – Androgeus, Beat-Pot Aelwrin, Broyan the Liberator, Cragspider the Firewitch, Delecti the Necromancer, Ethilrist of the Black Horse Troop, Fazzur Wideread, the Feathered Horse Queen, Kallyr Starbrow, the Inhuman King, Ironhoof, Pikat Yaraboom, Tatius the Bright, and of course, that great tetrarchy of heroes – Harrek the Berserk, Jar-eel the Razoress, the Red Emperor, and Prince Argrath – are immortalized in song and story even today.

These Heroes were part of the mortal world, but also somehow set apart from other mortals, often by their great power but sometimes for their great compassion, humor, or cleverness as well. They all shared two common features: agelessness and worship.

Glorantha's stories and histories are full of people whose life span is obviously much longer than normal. They escape the aging process, and unless they meet death from external causes, do not grow older or suffer the effects of age. However, agelessness is not the same as true immortality – Heroes may be killed. That may be easier said than done; besides being extremely powerful, most Heroes discovered paths out of the Underworld in the process of achieving their status.

To become ageless, these individuals journeyed to the Other Side and performed a great deed in the Gods Age. A few specific quests were known by the Orlanthi; others by the Lunars. Other paths no doubt existed, undiscovered. Many were attempted and failed, bringing ruin to those who tried them, and to those who entrusted their lives, souls, and hopes to them.

Heroes were worshiped, even while living. Sometimes they received a portion of the worship intended for the gods, like those Sartarite kings who were worshiped along with the King of the Gods, or Jar-eel, who was worshiped along with the Red Goddess and her ancestress Hon-eel. Others received propitiatory worship, prayers that they stay away. Still others are the living embodiment of the dreams, hopes, or fears of countless people, and worshiped without ceremony or sacrifice.

The impact of these Heroes and their followers on the battlefield was enormous. A Hero and its band more than equal any opponent, and few mortals could stand against them. When confronted by a giant Hero wearing the living skin of a god, growling to shake the sky, and singing a rune-song to his sword, most regiments would simply flee. Those regiments disciplined and experienced enough to hold their formation were likely cut to ribbons in detail.

The Heroes of Dragon Pass were personages whose presence filled the needs of many divergent societies. They were avatars, personifications of a million dreams, prayers, and curses, and the hopes and fears of the future made flesh.

Sartar Rising

Source: *Researches into the Hero Wars, Tosti Runefriend, Jonstown Library.*

Part 1

The Hero Wars began with the fall of the Orlanthi fortress of Whitewall to the Lunar Empire after a three-year siege. King Broyan of Whitewall was already a Hero before that, having received the Sword and Helm of Vingkot from Orlanth, and being marked by the gods as Vingkot's Heir. Broyan called upon his blood connection with the Storm God to defend Whitewall, enabling him to defeat the Crimson Bat, and turn back endless assaults upon Whitewall by the Lunar Army.

When Tatius the Bright was given direct command over the siege, he used the Lunar College of Magic to overwhelm Whitewall through raw magical power. On GtO 1621, after the constellation called Orlanth's Ring disappeared into the Pole Star and made its descent into the Underworld, the full Field School of Magic launched a massive magical

assault on the fortress. Whitewall fell, albeit at great cost in lives, souls, and energy.

When Whitewall fell, the god Orlanth was fettered in the Underworld. Everywhere within a radius of 250 miles the wind stopped and went to dead air, the same area that the New Lunar Temple would defend. This area included all of Dragon Pass, Prax, Heortland, and Esrolia, and parts of Aggar and Holay.

Outside of that circle, all the nearby air moved to restore the dead air of Dragon Pass. However, rushing air just disappeared at the edge of the magical effect. Orlanth's Ring did not emerge from the Stormgate, which caused consternation and terror to Orlanth cultists throughout Glorantha. Within a few weeks, most of the winds in Glorantha were affected and blew steadily towards Dragon Pass.

A secondary, and perhaps even more significant, effect occurred, unanticipated by the Lunars. The Earth Goddess Ernalda went to sleep and did not awaken. Children were not born, seeds did not sprout, fruit did not grow, and, within the radius of dead air, the winter would not end. Indeed, the winter simply got colder as the seasons changed. Countless people starved, and in Dragon Pass even the Lunar Army suffered terribly.

These magical changes troubled not only the Orlanthi enemies of the Empire, but those who had stayed out of that conflict. The Elder Races warned that the Cosmic Compromise had been broken, even more seriously than when the Red Goddess herself rose into the Middle World. Sky seers in Kralorela looked to the heavens with dread, and feared the whole edifice of the firmament would topple again. Malkioni philosophers warned of the return of the Chaos Wars unless the quarreling sects of the West could unify. Broos erupted out of the Nargan Desert in Pamaltela and out of Karia in Ralios, Aradinni demons began their conquest of the East Islands, and the Kingdom of War expanded again. The Hero Wars had begun.

Part 2

King Broyan had anticipated the Lunar assault, and the Hero and his companions had magically fled Whitewall prior to its fall. On Orlanth's high holy day, 1621, eleven weeks after the fall of Whitewall, Broyan appeared at Bullford with a household of heroic companions. They told their tale at the tribal moot there, and at other places throughout the winter. Assassins, troops, and traitors who were sent to dispatch Broyan all failed.

In 1622, rebellion broke out throughout Heortland, Dragon Pass, and Esrolia. In Dragon Pass and Heortland, the armies of Hendrikiland and Sartar mustered to Broyan's call. The Culbrea tribe of Sartar rose in open rebellion.

Tatius the Bright, now Governor-General of Dragon Pass, dispatched the Lunar Army to destroy Broyan in Hendrikiland. At the same time, Tatius gave permission to the Queendom of Jab to erupt out of Larnste's Footprint. Thousands of scorpion men raided deep into central and southern Heortland, and devoured everything in their way. With each victory, thousands more scorpion men were born to Queen Gagix Twobarb. Tatius himself concentrated his efforts upon completing the New Lunar Temple.

On □✖□ 1622, King Broyan and Kallyr Starbrow ambushed the Lunar Army at the Battle of Auroch Hills, destroying some of the best soldiers in the Lunar army. This victory revived Orlanth and Ernalda (although not completely freeing them), and the winds returned to Dragon Pass.

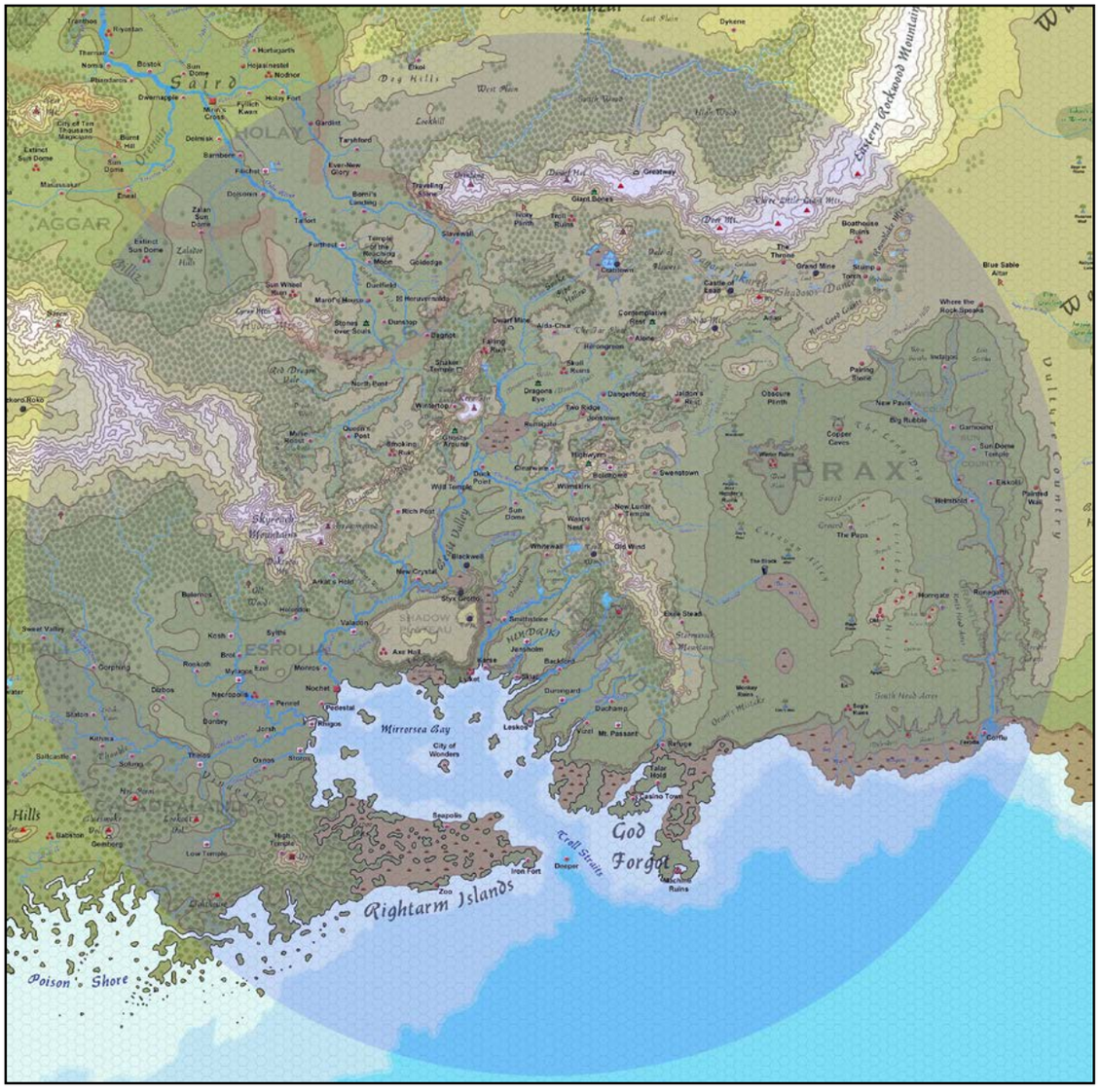
The next week, Orlanth's Ring still did not emerge from the Stormgate. Instead, three new stars appeared where Orlanth's Ring should have been, the result of a Heroquest by a band of Sartarites. These new stars followed the path of Orlanth's Ring up the Sky Dome.

Meanwhile, a Tusk Rider army from the Stinking Forest invaded Tarsh, seeking plunder. It was ambushed and slaughtered below Grizzly Peak by local Tarshite militia under the leadership of Fazzur Wideread, the former Governor-General of Dragon Pass.

In Esrolia, Queen Hendira of Nochet was pulled from power by a coup, and the Lunar Temple in Nochet destroyed. The struggling pro-Lunar Red Earth Alliance was attacked and their factions thrown out of many cities. They raised an army and burnt a city of the Old Earth faction, but were chased away by the Warm Earth Alliance. Queen Hendira asked for Lunar military help, but Tatius dispatched only the Grazeland Horse Army to help them.

After Broyan's victory, the whole of Hendrikiland rose in rebellion, as did several Sartarite tribes. However, the Hendriki had to contend with the Queendom of Jab. Broyan

Below
The extent of the Windstop in 1622.



and his companions hid in the labyrinthine tunnels beneath the Shadow Plateau.

In 1623, Tatius committed the bulk of the Lunar Army to build the New Lunar Temple. King Broyan and his small army showed up in Esrolia and defeated the Grazelanders. Broyan allied with the Old Earth queen, settling the ancient feud between the Vingkotlings and the Grandmothers. The lands of the Red Earth Alliance were invaded, their cities besieged, and their leaders were trapped at the Necropolis and begged the Empire for support.

In response, Tatius the Bright sent all of the Lunar Army not needed for the New Lunar Temple south to Karse, and they sailed to Esrolia. The fleet was refused a landing in Nochet, and was forced to disembark at Pedastal. The Lunar Army marched to Nochet and placed it under siege, trapping most of the Old Earth Alliance inside. The siege was ineffectual, as the Esrolian navy could leave and enter the city as it wished.

In Tarsh, a great army of trolls, trollkin, Dehori, and insects of every variety crossed over the Western Rockwoods from Halikiv and entered Dragon Pass. The army included Mistress Race trolls and Arkat cultists from Guhan. They marched across Tarsh, and defeated ambushes by Solar cultists and elves to enter the Stinking Forest. They were welcomed by Cragspider and then continued on to the Castle of Lead.

Early in 1624, the Wolf Pirate fleet of Harrek the Berserk appeared in the Choralinthor Bay, having returned from its three-year-long circumnavigation of the world. Broyan met with Harrek's second-in-command, Argrath, who agreed to aid the king. Harrek also agreed to come, in exchange for Broyan's aid in plundering the City of Wonders. The unhappy king could only agree.

That spring, a makeshift army, composed of cooperative remnants of the Holy Country led by King Broyan, Wolf Pirates led by Harrek the Berserk, and a Manirian host led by Greymane, marched to fight the Lunar Army, which lifted its useless siege and went eagerly to battle. The two armies met at the ford of Pennel.

In a long, bloody battle of men and magic, the Lunar Army was defeated in a rout. Harrek blinded the Sun God when the Lunar Sun priests called down a single bolt of flame thrown down from the Sun upon the Hero and his twelve boon companions. Harrek killed nearly every Lunar magician who participated in the fight. Worse yet, almost one in ten of all the magicians working to build the New Lunar Temple, nearly 200 miles away, were also killed by fire at that moment. At the same time, Orlanth's Ring, now comprised of eleven stars instead of eight, triumphantly appeared out of the Stormgate and rapidly climbed a third of the way up the Sky Dome. On that day, Orlanth was released from his fetters.

The remnants of the Lunar Army fled, and the Esrolian forces pursued to the Red Earth lands, where they wreaked terrible havoc and vengeance. After being proclaimed King of Kethaela, King Broyan went back to Hendrikiland where his people welcomed him. Argrath went to Prax. That winter, Harrek and the Wolf Pirates sacked the City of Wonders, and it disappeared from the world, its magic lost forever.

Also that winter, a band of Humakti penetrated the Royal Palace in Boldhome and killed Prince Temertain with the sword that bore his doom. Most died in the attempt, but Temertain did not return.

Part 3

Broyan was not the only Orlanthi Hero active in Dragon Pass at the time. Kallyr Starbrow, chief of the Iron Ring and queen of the Kheldon, was the daughter of Loricon, son of Rastoron, son of Jarolar, Prince of Sartar. Starbrow had led the Sartarites in rebellion against the Empire in 1613; although the rebellion failed, she proved herself in battle for many years. An ally of King Broyan's who had fought at Whitewall and the Battle of Auroch Hills, she returned to Sartar in 1622 to lead the growing revolt.

In 1624, not long after the victory at Pennel Ford, Kallyr brought a small army into the Grazelands near Wintertop. She and her companions joined the effort to raise the Boat Planet into the heavens. While there, Kallyr and her companions befriended the Star Dragon so that she could defeat the Empire and free her people. This was all in preparation for a far more dangerous magical ritual Kallyr had planned.

Part 4

1625 was intended to be the year that Tatius the Bright remade Glorantha. At the New Lunar Temple, Tatius assembled his full complement of priests, sorcerers, pious troops, compliant sacrifices, and unwilling victims. A huge crowd of Lunar pilgrims from across the Provinces had gathered to witness it and participate in a great creation. Furthermore, Tatius had stationed other troops and many mercenaries all around to protect the proceedings.

With his army, King Broyan prepared to march on the New Lunar Temple.

The full ceremonies required many weeks, and the whole of the site was busy with the required coming and going of those needed for special tasks. The rebellion in Sartar and Kethaela was viewed as insignificant, a swarm of gnats that would be swatted away when the ceremony of Transformation was complete.

The time for the Transformation came near. It was to begin at midnight on Clayday, Harmony week, Earth Season, □III□, 1625, the day of the Black Moon and continue through the day.

The Lunars were going to call heaven down to earth with a great, dance-like ceremony. Everyone had spent months in preparation and each had invoked one of the celestial powers with such success that anyone watching, even a stranger, would easily have recognized any participant to be the proper star, planet, or other selected celestial body.

Enerian Scarlet was priestess of the Red Moon, and had the most important role. When she began the breaking part, her voice came and went, broken into syllables the way a rock skips over water. At the same time the distant Black Moon, hanging in the sky, flickered too, to the rhythm of her breaking voice. Tatius collapsed, and night fell. And then she beat on the two sticks, and shouted louder, and the silence grew less as her voice grew more contiguous. Observers heard words now. The flickering Moon was now red half the time.

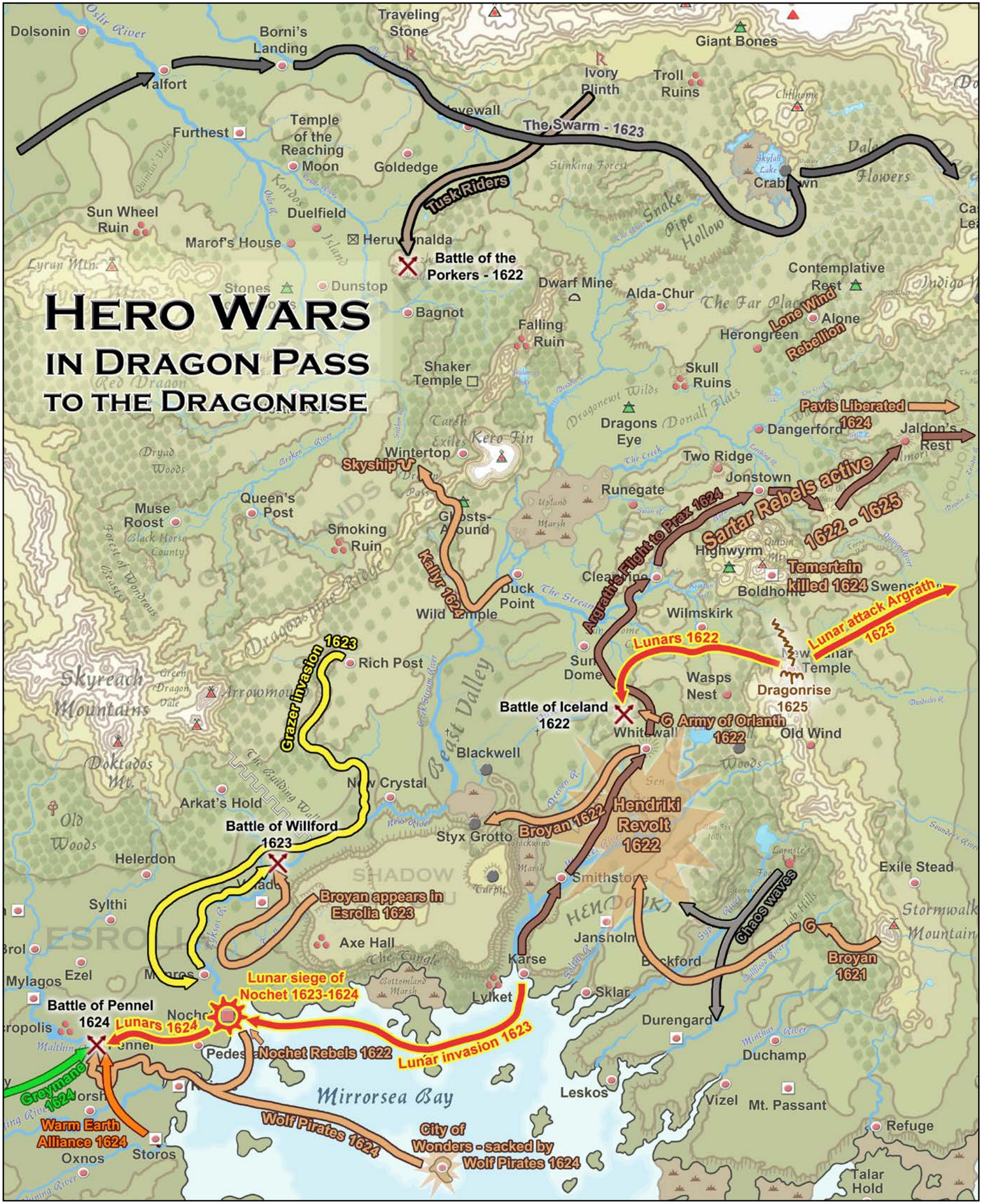
Among the participants a star fell, and in heaven it flared but for only a moment before it went behind a small, thin cloud. But the sacred proceedings did not slow. About two hours into the ceremony, it was clear to everyone that by sunrise, if all went well, it would be done and the Red Moon would be visible in the sky, always at its bright full stage.

The star which had fallen rose again, but now it was a cloud like a star. This phenomenon was unknown, and when the Bearer of Lost Light was finally directed upon it everyone saw not a cloud, but a Broken Ring of ten stars, all orange, spiraling inward through the ceremony.

King Kangharl of the Colymar cried out in fear, "The Ring of Orlanth!"

Some of the magicians moved to stop this, dragging their stellar powers in the heavens after them. Others were utterly lost in prayer and concentration, and the folks of Orlanth's Ring did not disturb them if they could help it. Stars flared as their dancers clashed. But although people died, none dared stop the ceremony. The invasive interruption continued, and the ten cut their spiral design across the dance floor. Some of them prayed, some of them concentrated, and some of them killed. The Stewards of Heaven and the Hawk were both cut down trying to stop them, and the Harp was taken captive. Even Shargash was overcome, although the ten were much reduced by the Red God.

At last, amid much carnage and death, Orlanth's Ring reached the place where the


Hero Wars
in Dragon Pass
to the Dragonrise
Dolsonin
Oslir River
Borni's Landing
Traveling Stone
Giant Bones
Ivory Plinth
Troll Ruins
Valfort
Furthest
Temple of the Reaching Moon
Goldedge
The Swarm - 1623
Tusk Riders
Sun Wheel Ruin
Duelfield
Marof's House
Battle of the Porkers - 1622
Dunstop
Bagnot
Dwarf Mine
Alda-Chur
Contemplative Rest
Lone Wind Rebellion
Herongreen
Falling Ruin
Shaker Temple
Skull Ruins
Dragons Eye
Pavis Liberated 1624
Dangerford
Jaldon's Rest
Wintertop
Skyship
Two Ridge
Jonstown
Runegate
Sartar Rebels active 1622 - 1625
Argrath's Flight to Prax 1624
Queen's Post
Muse Roost
Smoking Ruin
Kallyr 1623
Duck Point
Wild Temple
Highwyrm
Temertain killed 1624
Boldhome
Wilmskirk
Lunar attack Argrath 1625
Lunars 1622
Dragonrise 1625
Rich Post
Grazer invasion 1623
Battle of Iceland 1622
Army of Orlanth 1622
Wasps Nest
Old Wind
Whitewall
Blackwell
Arkat's Hold
Battle of Willford 1623
Styx Grotto
Broyan 1622
Hendriki Revolt 1622
Helerdon
Broyan appears in Esrolia 1623
Smithstone
Exile Stead
Sylthi
Axe Hall
Jansholm
Chaos waves
Broyan 1621
Karse
Mylagos
Ezel
Lunar siege of Nochet 1623-1624
Lylket
Sklar
Battle of Pennel 1624
Lunars 1624
Nochet Rebels 1622
Lunar invasion 1623
Durengard
Duchamp
Greymane 1624
Mirrorsea Bay
Leskos
Vizel
Mt. Passant
Warm Earth Alliance 1624
Wolf Pirates 1624
City of Wonders - sacked by Wolf Pirates 1624
Oxnos
Storos
Refuge
Talar Hold
Skyreach Mountains
Doktados Mt.
Old Woods
Dragonspine Ridge
Beast Valley
Tarsh Exiles
Kero Fin
Dragonewt Wilds
Donall Flats
Dryad Woods
Red Dragon
Lyran Mtn.
Stinking Forest
Pipe Hollow
Flowers
Shadow
Esrolia
Heortland

missing head of the Star Dragon would be. The Broken Circle called for Orlanth. The other participants opened their eyes, and all saw the Orlanthi rising, up into the air, bearing their bleeding corpses. Then those floating in the air called for the Ring to be closed, and for the Green Star to come to them.

At that moment, from the sky, a beam of green light struck the circle. And from below, like a summer trout snapping a bug from the creek, rose the mouth of a dragon.

The dragon was unknown before. No one recognized it. No one knew all the dragons, of course, but even Orlaront Dragonfriend did not know him. So he was new, brought there for that moment by the magic of Orlanth. Draconic powers that had been quiescent since the end of the Second Age were now liberated. If the Compromise had groaned under the strains of the last four years, it positively shrieked now.

The mouth was not small. The first bite swallowed the denizens of the City, most of the Lunar sorcerers, most of a regiment of hoplites, and a large portion of the onlookers. It rose high enough that it snapped off the heels from the boots of the great sage Minaryth Purple, who had been killed and was being held aloft by his companions. They were forty feet in the air, then. The dragon sank back underground as if the earth were water, and then rose again and swallowed Tatius, who had just been wakened; Scarlet Enerian, whose last burst of magic brought a gout of black blood from the consuming monster; another regiment and a half; and a smaller part of the panicked mob. A third bite got the last of the priests and a good part of the new buildings. With a fourth bite, it swallowed the part of the building which had held the sacred Moon Stone. Then it turned over once, knocking down everyone for twenty miles around, and left above itself a crack in the earth which stretched for ten miles.

The loss to the Empire was tremendous, and in many cases irreplaceable. Within just minutes the Empire had lost all of its local leaders, most of the priests, magicians, and sorcerers, most of their best troops, and the majority of their fervent civilian supporters.

Part 5

After the Dragonrise, all of Dragon Pass was thrown into disorder. The first person to react was King Pharandros of Tarsh, who sent his army under the command of Fazzur Wideread to seize control of Alda-Chur. Lunar sympathizers threw open the gates, and many joined his army. After some quick alliance making, the Tarshite army moved towards Boldhome.

Kallyr Starbrow also acted quickly. The Eleven Lights agreed to aid her. Kallyr's followers dispersed to their various tribes to raise their own support for her. Most were moderately successful, and so an outnumbered ragtag host marched north to meet the Tarshites. They clashed at Dangerford, and Starbrow took the day through the sheer inspiration of her men. General Fazzur withdrew.

Kallyr called for an assembly of all leaders at the city of Boldhome. Many came, and they were glad to have a ruler of their own. Those who did not come were mostly afraid of the Lunar retaliation which was yet to fall. They met in the old manner, and they forged a new ring of Sartar. Kallyr Starbrow was named queen and warlord.

Queen Kallyr gained the loyalty of the Telmori, of the Stormwalkers, and of Argrath. To prepare herself for the Lunar retaliation she was sure would come, in 1626, she once again attempted a bold and dramatic Heroquest. She chose to perform the Short Lightbringers' Pilgrimage, a complicated ritual which usually brought new life and luck to everyone participating. It required fourteen days to complete. No one had tried this ceremony since 1602, but no one suspected that it could fail as it did. In the Conflict Phase, when normally a polluted icon is destroyed, a blindingly armed Lunar Heroquester appeared, half-way though her own sword dance. The enemy was eventually killed, and the ceremony finished, but the damage was done; many of Kallyr's household were killed, she was wounded, and the effects of the spell were spoiled. It is said Kallyr did not dare light the Flame of Sartar for fear of similar ill results.

The Dragonrise

The date of the Lunar ritual was □/III/□ (Clayday/Harmony Week/Earth Season, or more accurately, the night before Clayday, since the Orlanthi count their days from the previous dusk). At this time of year, Orlanth's Ring normally rises sometime during Windsday and would not be in the sky at the time of the ritual. The Lunar priestesses certainly relied upon this to minimize Orlanth's disrupting presence in this important ritual. The star called Stormgate was present, since it normally becomes visible about a day before Orlanth's Ring emerges from it.

The sacred Dance began with each participant moving as their celestial body was doing in the sky. To perform the Dragonrise, the Orlanthi Heroquesters took advantage of the magical correspondence the Lunars created between the Dancing Ground of the New Lunar Temple and the Celestial Realm above. They entered the Sky World and inserted themselves by force into the Lunar ceremony.

"*Among the participants a star fell, and in heaven it flared but a moment before it went behind a small, thin cloud. But the sacred proceedings did not slow.*" This describes the occlusion of Stormgate by a small cloud, which caused the priestess representing Stormgate to fall.

The cloud was part of the Orlanthi plot. In the Middle World, a huge cloud appeared. At the same moment in the Sky World, the star god was struck by invading storm beings. This weakened the barriers between the Middle World and the Sky World and created a gateway for the Orlanthi to step onto the dance floor.

"*The star which had fallen rose again, but now it was a cloud like a star.*" That is to say, when people looked to see where their dancer was they didn't see her, but something confusing and obviously very Orlanthi. The "Light of Truth" was the Feat performed to reveal it, and the "*ten stars, all orange*" were revealed.

Ten questers entered the "little sky" of the ceremony, one for each star in Orlanth's Ring, and so when they emerged they caused the constellation of Orlanth's Ring to emerge in the celestial realm as well, even though it was a day early. This severely fractured the Lunar ritual which had no way to anticipate the appearance of Disruptor, whose presence should have been impossible. The Lunars were completely surprised and effectively defenseless against the magics that the Orlanthi carried into their ritual.

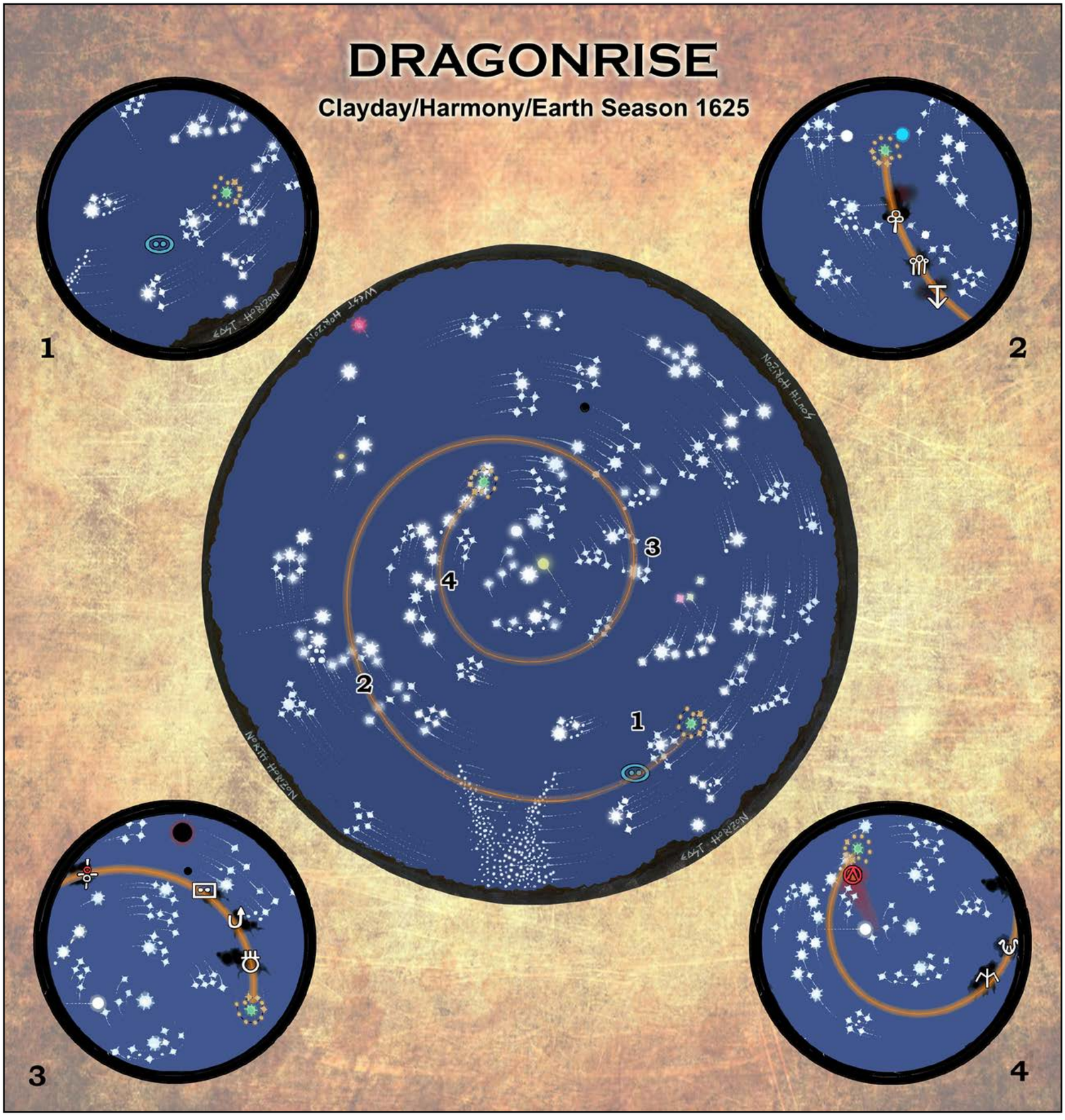
Orlanth's Ring rushed across the dance floor, hacking and hewing as defenders tried to stop them or defend themselves, "*dragging their stellar powers in the heavens after them.*" They crossed the sky from Stormgate to the head of the Star Dragon in about six hours, though normally the constellation takes almost six days to reach there.

When the Ring reached the central sky, where the missing head of the Star Dragon would have been, they were in conjunction with Stella Draconis, the great celestial dragon. The conjunction of the Ring with the Star Dragon momentarily recreated the primeval foe of the Sky Gods.

"*Then those [Orlanthi] floating in the air called for the ring to be closed, and for the green star to come to them. At that moment, from the sky, a beam of green light struck the circle. And from below… rose the mouth of a dragon.*"

The green beam was the manifestation of the Dragon's Head. It was more than the conjunction of stars, for the Orlanthi had plotted for years to cause this moment. They had sailed on the maiden voyage of the new Boat Planet and negotiated with the Star Dragon so that it would manifest at that moment in five places: in the sky, where Stella Draconis took a bite out of Shargash; in the Middle Air, where the green star of the Ring appeared; in the earth, which devoured the nascent temple and people; in the deepest seas, where a coupling occurred; and in the Otherworld, where a monster was formed.

This was visible everywhere in Glorantha. Observers saw Orlanth's Ring, without its green star, rise on the wrong day and then spiral around the sky in a mere six hours as several planets and constellations streaked out of place to explode against the orange stars. Others stars were simply darkened by the passage of Orlanth's Ring. People and beings all across the world panicked at these terrifying phenomena and many set in motion their ancient curses, cosmic defenses, secret plans, and doomsday rituals, dramatically accelerating the Hero Wars.



Later that year, King Pharandros received command of the Lunar Provincial Army, and led them with the Tarsh army to conquer the disheartened Sartarites. Queen Kallyr gathered her allies and met the Lunars at Old Top, near where the Creek meets the Upland Marsh. At the Battle of Queens, the Lunars were driven off, but at a high price. Queen Kallyr was killed; Queen Leika used the Black Spear to drive the enemy into the river where they drowned, which caused the Lunar attack to stop.

The Lunars retreated back to Alda-Chur. However, with Kallyr dead, it appeared that Sartar would once again disintegrate into its squabbling tribes and become another easy conquest for the Lunar Empire.

Prince Argrath's Entry into Boldhome

Source: *Orvananst of Boldhome, 1627.*

The dark procession passed through narrow streets lined with the people of Boldhome. It was night. The only light came from an occasional torch that left details lost in darkness. The bright stars were obscured by smoke.

Grim Argrath came first, on horseback. His sword, Ormsword, made of blue dragonbone, was in his hand, held like a torch. He was followed by his companions, each an extension of the hero, like trained weapons in his hands. It was difficult to tell, at first, if they followed him or forced him forward. Sometimes he was cheered and within him a triumphant mood nearly arose, but always it faltered.

Three times figures hurled themselves at Argrath from the pressing crowd, but each was stopped by spears and swords. Once Argrath's own blade cut down an assassin who dropped from a dark rooftop. Argrath did not hesitate and cut his head off, saying, "This is how to deal with assassins with no respect for life." The fanatical attacks only added to the confusion which sometimes made it impossible to see the Prince, save for the glow of his armor and the flash of his blue sword. Sometimes it was impossible to tell if one saw the Prince or one of his companions.

The emotional vacuum left by years of hardship, rebellion, and war was now filled with fear and awe, seeing in their familiar streets either the advent of the darkest villain or the greatest hero. Only time would tell. Prince Argrath's entry sparked Boldhome's most agonizing night. The people knew war and death. They had never dared for a return of hope itself.

The Sartar Magical Union

Source: *Creation of the Sartar Army, by Jalk Dekol.*

Argrath brought insights and innovations that should have been far beyond his skill and experience into the war with the Lunar Empire. Most notable was the extraordinary innovation known as the Sartar Magical Union. While the Lunar Field School regiments had been trained together and had comparable magical power, the mounted battalions that Argrath organized were a dizzying array of temple priests, bush shamans, twisted philosophers, wandering devotees, crazed holy men, a mystic or two, and various adventurers. Yet Argrath melded them together by creating new magical societies with greater powers than the sum of the members. Argrath showed them that they could, in this way, do what the great Lunar magical schools achieved when they devastated whole armies with their power. It is a compliment to his skills that he put together such diverse and often hostile individuals to make compact and effective fighting units.

During his travels with Harrek the Berserk, Argrath first discovered how to forge together diverse magicians and adventurers. He began assembling his army when he returned to Prax in 1625. Most tribes there had strict customs preventing foreigners from holding positions of authority or power, but the White Bull secret society crossed all social and political boundaries. Argrath worked his way to supremacy among them and returned to Dragon Pass in 1626, already a warlord.

The first documented appearance of what became the Sartar Magical Union is thought to have been at the Battle of Pennel. The Battle of Sword Hill in 1627 is rightly celebrated as the first joint appearance of the Eaglebrown Warlocks and the Eleven Lights. Together, the units so devastated their Lunar enemies that the rest of the Sartarite army only pursued, long into the night.

Not all the magical units in the Sartar Magical Union were created by Argrath. For example, the Eleven Lights battalion is known to have fought at Kallyr's side at the Battle of Dangerford in 1625, and some stories put its formation several years earlier. At the Battle of Dwernapple in 1638, Argrath revealed even greater magical powers when he called upon the giants of the Rockwood Mountains and sowed the Dragontooth Runners to inflict terrible damage on his enemies.

Argrath's Saga

The best-known information about the Hero Wars is contained in Argrath's Saga, which is known to all scholars, poets, and lunatics. Although the Annotated Argrath's Saga is better known to scholars, the version included in this collection is believed to be the Ur-Argrath Saga, and at least eighty years older, dating to perhaps only three hundred years after the fall of the Red Moon. This version displays a pro-Sartar and Holy Country bias.

Part 1

This is the story of our grandfather, who was invigorated by the life of Darheort the Rebel, the Great One who is his grandfather, and the savior of the world.

The Devil's Empire had reached into Heaven and pulled down Orlanth himself, so that every wind which blew was an evil wind. Every free man or woman was oppressed, outlawed, imprisoned, or enslaved. They cried out for help.

Argrath came. Argrath was the son of Maniski the Sight Seer, of the Colymar Tribe. Maniski was killed when Argrath was three. Lanetara boiled his eyes in a soup and fed it to the young boy. His mother was called the Thunderess, a crusher of men, who was killed when he was seven. Lanetara cooked her lungs in a stew and fed it to the boy again. That is why he was so powerful.

When Argrath was twelve he was marked with the sign of Orlanth. When he was fourteen, he fought seven Lunar soldiers at once and killed them all. He then fled into the wastelands called Prax, and to the city called Pavis which giants had made.

Argrath was a leader among the exiles. But the sorcery of the Red Moon reached deep and far, and his enemies followed his trail out to Pavis. Argrath had to flee deep into the Wastelands.

Argrath made peace with the Lords of the White Bull. They obeyed no rules but their own, but swore loyalty to Argrath.

One day a gigantic Cradle appeared floating downriver, the first to appear in many centuries. Inside the Cradle was a giant baby, and a treasury of giant-wrought items of great value and worth – toys to learn with, tools to train with.

Thousands of Lunar soldiers tried to stop the Cradle in order to plunder it. Lord Argrath mustered his companions to stop the Lunar soldiers. Though it was a very difficult fight, friends of Argrath defended the baby. Many other folk came to defend the giant, each for their own reasons. The battle was turned when a great flight of griffins came from the Block to attack the Imperial troops.

After the battle was over Argrath and his companions pillaged Corflu, but were driven back onto the Cradle. Since there was no place on land where they were safe from the Lunar clutches, they were washed far out to sea. Lanetara told him he was going to "meet the great Turning Power", and Argrath thought that they were all going to be plunged into the Magasta's Pool. Later he thought she meant Harrek, who he met shortly after the witch had sent him the message. Later he learned the truth – he was to meet his own destiny as the Great Changer.

But before that occurred, a fleet of foreign ships met them. They all had living wolves nailed to their prows, which snapped and growled at other passing ships.

They were the Wolf Pirates. Their leader was Harrek the Berserk, the greatest reaver and plunderer of the Age. Argrath recognized the hero – as Harrek wore a glowing cloak of a living White Bear god.

Because they had never met, Argrath dared to argue with Harrek. To everyone's astonishment, Argrath fought the Berserk to a standstill and cast him back onto his

own ship when the Cradle slipped away. Harrek then killed Argrath, and threw him into the sea. Argrath was healed by Serenela the Lover, so he said afterwards, and crawled aboard Harrek's ship at night. The mad demigod was amused by this, and accepted Argrath into his crew. Argrath killed Harrek's second in command to prove his worth, and so became a chief of the Wolf Pirates.

Then sailed the Wolf Fleet eastward, seeking greater plunder. They sailed around the entire Inner Seas, circling the bottomless maelstrom which is in the middle. At Teshnos, Argrath was among those who fought the elephants. He discovered they were not so fierce if their noses were cut off. At Teleos, Argrath aided the purple people, and came away with the emerald frog. At Yanchi City, Argrath was trapped by the eating trees, but survived, and plundered the folks there of their livelihood as penalty for their treachery. At Goan, in Laskal, Argrath helped Harrek chase off the Bat People, and establish his claim of conquest. At Oenriko Rocks, Argrath was present when the ghost fleet saved the pirates. At Jrustela, Argrath was one of those who found the Iron City, but was forced to flee when the mountain collapsed. Argrath was one of the three people who fought the rest of the crew, in order to wait for Harrek to return from the devastation. At Pithdaros, Argrath supported Hunralki, the claimant from Jolar, and from the plunder of Noloswal he got the Red Gold Knife. After three years, the pirates returned to the Threestep Isles, where they had begun.

Freed of his obligations, Argrath and his companions went ashore to the Holy Country. There they discovered that King Broyan the Vingkotling was looking for help against the Lunar Empire. Argrath agreed to help because he hated the Lunar Empire. Broyan urged Argrath to ask Harrek to come and help, because he knew that Harrek hated the Empire so much. So Harrek came too, and as payment he asked for Broyan's greatest city. The unhappy king could only agree.

Broyan marched northward, intent upon freeing Wilmskirk. The Lunar Army awaited, and they fought near the village of Milran. Broyan gained a great victory, as Argrath had secretly brought along a hundred men who were made out of fire, and when the Lunar ghosts drove all of the men on his wing away, they remained and destroyed their foes. On the other wing, Harrek smashed the army of Sable Antelopes and Tarshites, and the Lunars were routed. Broyan was secure, and many people in Dragon Pass began resisting the Lunars in their lands.

Harrek went on to plunder the City of Wonders, a place which was so magical that dreams lived there, so that you could revisit them. But after Harrek and the pirates left, it disappeared from the world and was never seen again.

Argrath went back to Prax, where the White Bull greeted him as Hero. The imperial sorcerers had created invisible red ropes which had lassoed the leading beasts of all the nomads in the area, and were slowly hauling them in to the city. Even the Blue Llama folk, who had never known saddle or rope, were transfixed. Argrath freed the White Bull and went out alone with the White Bull men. He organized the tribes of Prax, who then arranged among themselves so they were at peace with each other at once. As Argrath promised, the ancient hero Jaldon Goldentooth then appeared.

Jaldon Goldentooth was a hero who had lived in times so old that no one remembered when it was. He wore tattoos which no one could look at. His only armor was a helm, greaves, and gauntlets. No one ever saw anything like his three-bladed sword, his oddly shaped throwing discs, or his lance which leapt out to reach its foe. His steed was not like any of the six great steeds of Prax, nor like any of the 21 lesser steeds. He said words that no one knew. All Praxian prophecies agreed that when Jaldon appeared, all of them would benefit to follow him. They did.

Argrath and Jaldon led them to Pavis. Ten thousand nomads surrounded the city. The Lunar defenders fought hard, and levied such terrible losses that the only survivors among the assailants were heroes that day. But the few successful warriors had planted the seeds of defeat upon the wall, and the next day the eating things had cracked a segment in the north wall so that it nearly all fell to dust.

Argrath led the attack through the breach, and Orgwaha Blue Llama summoned twenty special spirits to guard the hero. The Lunar Army had sworn to fight to the death, but Argrath and his men cut their way through to the Temple of Pavis. The ancient god rose from his grave and greeted Argrath, and so the surviving Lunar soldiers lost heart, and surrendered.

Argrath entered Pavis. When he and his companions entered the gates they were set upon by a Gbaji demon.

"This is how to deal with Chaos with no respect for life," he said. They cut the body into parts, the way that they did to Gbaji, and took them into the enchanted gardens and burned them.

After that, no Lunar soldiers ever came to Pavis again, and the light of the Red Moon was harder to see from there. The forces of Chaos, and all other evils which are allowed by the Lunar Way, receded after that.

Part 2

Argrath, called the Chief of the Iron Ring, led the rebellion to liberate the people of his home from Lunar oppression. However, their evil Moon magic was very powerful, and so the Iron Ring worked to perform something extraordinary to defeat them. In secret, they worked to befriend a dragon of the land.

Orlaront Dragonman was the son of Ingolf, a man who had come out of the earth to marry his mother for a night. Orlaront had spent three lifetimes being left-handed and knew things that no one else knew. He enlisted

Giant's Cradle

The appearance of a Giant's Cradle on the Zola Fel River in Sea Season 1621 is thought by many scholars to have commenced the start of the Hero Wars.



Lunar Chaos

On multiple occasions during the Hero Wars, the Lunar Empire was aided by the powers of Chaos. Armies of broos, scorpion men, and other Chaos horrors erupted out of Snakepipe Hollow and Larnste's Footprint to harry the Sartarites and their Kethaelan allies.

Many scholars believe that these Chaos monsters were allies of convenience (or even coincidence) for the Lunar Empire, but the presence of such Chaos horrors as the Crimson Bat, the Vampire Legion, and the Broo Regiment strongly suggests that the Empire had a stronger connection to Chaos than even its detractors suspected.

the Purple Seer, who drew in the Iron Ring, to fight against the planet priests during a Lunar ritual. They awakened a tremendous dragon which had been sleeping beneath a new Lunar temple that was nearly complete. The Lunars were going to use it to assault Old Wind. The dragon rose up from the ground, mouth agape, and swallowed the entire temple, and the leaders and magicians of the imperial host.

Argrath returned to his people and was proclaimed the Hidden King. The people drew out their weapons and slew the Lunars where they sought shelter.

The cowardly Lunars tried to hold out in Boldhome. In the valley below Boldhome, Argrath gathered his army. The peoples of Sartar all sent men, as did all the friends of Argrath. There were Bison Riders, Zebra People, Pure Horse People, and Wolf People. Argrath's army came to the walls, and the citizens rose in rebellion against the Lunars. The liberators could not be kept out. The whole Lunar garrison was killed in battle or hung the next day. Then the entire land rose in rebellion, and the remaining garrisons slain.

The assembled free folk of Sartar acclaimed Argrath to be Prince of Sartar.

The Lunars were always able to raise another army, and they sacked the city of Alda-Chur. Prince Argrath led his army to meet them. All freedom-loving folk rose to join the army.

Argrath sent requests, summons, and recalled friendships to gain help. King Broyan, a man of great honor, came with his army. White Bull, Pillager of Pavis, came when Argrath asked his brothers to come. Chieftains of Prax came, and they were called the Army of the Bull.

The armies clashed at Sword Hill. The simple people of Sartar stood spear to sword against the hardened veterans of the Lunar Empire, and did not flinch when the ground was wet with their blood. And here, for the first time, Argrath tried out his new army. The Eleven Lights destroyed the Lunars, and Argrath was victor at the Battle of Sword Hill.

The cowardly Lunar Army was destroyed. The good folk of Alda-Chur gratefully joined their city to Argrath's kingdom, as of old. The tribesmen bore him back to Boldhome upon their shields.

Along the way crowds urged Argrath to try to light the Flame of Sartar. At Boldhome, before the assembled peoples, Argrath called upon Orlanth to bless him, and help him to rekindle the Flame of Sartar. He did. A bolt of divine lightning burst the Flame of Sartar into fire. The great cry rose from the crowd, and thunder rolled from the mountains. Then everyone knelt, and begged Argrath to be their king, for it was clear that Orlanth had chosen him to be their protector.

So many men flocked to his banner that he had more warriors than Tarkalor. He had more money than Saronil.



Part 3

Shortly after that the lands of Kethaela, south of Sartar, were plundered by fleets of the horrible Wolf Pirates. Their valiant king, Broyan, was killed defending his folk, and the land fell to ruin. The people asked King Argrath for help.

Argrath and Harrek engaged in a grim battle upon the marsh strands of Kethaela, but neither was able to defeat the other. Not even onrushing tides slowed them, not even a hurricane, not even the guardian cranes stopped them. During a pause in the fight, Harrek swore that he would not be robbed of his rightful plunder in Kethaela, and Argrath promised something even greater if he would spare Kethaela. Harrek agreed.

When the people of Kethaela learned that Argrath had saved them from the scourge of the Wolf Pirates they offered to make him their king and protector. Argrath agreed, if they would send their army to help him wherever he was when he called. They agreed to that, as long as Argrath agreed that none of his progeny would rule Kethaela after him, and that he would willingly abdicate if their own High King ever returned.

Thus Argrath became King of Sartar and also Kethaela.

Harrek the Berserk marched first against Black Horse County, whose lord had fought against Argrath years earlier. Harrek and his men ruined it, and plundered great treasures from its bottomless basement. But in the task Harrek's best friend was killed, and so he was very unhappy. When Harrek stopped off at Boldhome to show his plunder, he got into an argument with Argrath, and when Harrek was insulted his men sacked Boldhome. After that, Harrek and the Wolf Pirates were no longer welcome in the realm of Argrath.

The Lunar Empire was never satisfied while men and women were free. Its Red Emperor ordered another assault, aided now by enemies from within Sartar.

Two armies of monsters spewed forth from ancient pestilential sinks, and the werewolf folk turned against Argrath, plundering the herds of the folk to make Argrath's men stay at home and defend their steads. From the north, out of Snakepipe Hollow, swarmed an army of vile broos.

In the south, from Larnste's Print, shambled an army of things that were half shapeless. Finally, the mighty Lunar heroine Jar-eel the Razoress came, leading ten thousand elite soldiers from the Lunar Army.

Nor was Argrath without help. Harrek the Berserk and Gunda the Guilty, a valkyrie woman from Fronela, led the Free Army to help their old comrade. Argrath led his own brave men of Sartar to destroy the northern monster army, while the Free Army destroyed the other. In this battle Argrath used Colymar's Black Spear.

This was accomplished because Argrath had brought aurochs back to the land.

The Lunar Army rushed to the fight to save their monsters, but they were too slow, and the victorious Sartarites countermarched to meet them. The two armies assembled near the city of Bagnot. They were so eager to kill each other that they could not sleep at night, and so they assaulted each other in the darkness. The fight was so fierce that the warriors in the rear had to climb over heaps of dead to reach the front.

Fully half the fighters had killed each other when the Harrek and Jar-eel finally found each other upon the field of battle. Their clash was heard to the skies, and the shock of their weapons deafened all who were on the field. In the fight Harrek had a foot chopped off, a sword slash from his left eye to right hip, and a spear stuck through his chest. None of the wounds could be regrown. But he struck a crippling blow with his sword, which broke after snapping Jar-eel's leg; he gave a blow with his left claw, which tore her body open, and with his ursine jaws he ripped her heart out. Jar-eel

was killed. Harrek wore her heart as jewelry afterwards. When their leader was slain the rest of the Lunar Army routed, and were cut down when they ran. The battle is called the Battle of Heroes.

King Argrath would not tolerate the wolfmen's attacks. He worked with all the priests and holy men who could do it, and they sniffed out their foes in the night and through dreams. They guided their men into battle, and sought the wolves through the most impossible lands.

The fight against the wolfmen was arduous, and many good men died. But in the end Argrath was victorious. Afterwards, the tribe of the Wolf People was dispersed, and only bands of them were found anyplace, and then were hunted down. The human victors of Argrath's battles against the wolfmen were called the Wolfskins, for they wore the pelts of their victims, and they were a very highly honored band of warriors wherever they were recognized.

King Argrath married the Feathered Horse Queen. She had a band of fierce warriors called the Golden Horse Men. With these at the head of his army Argrath invaded the Kingdom of Tarsh.

It was divided by civil war as the evil King Moirades strove to oppress the people who wanted to cast out the evil Lunar religion. The Tarshites were led by Onjur the Poet at that time.

The horsemen of the queen dashed into the land, invisible in the Sun's rays, and they captured the evil king, and killed him. The council discussed what to do with him. No one could decide, until one named Mularik the Cruel leapt up and beheaded the prisoner, settling it in the manner of his home land.

Then the cities and tribes of Tarsh all agreed to make Argrath their king, too. They had at last purged themselves of the delusion that anyone can truly control the powers which the Riddler Monsters could provide.

After that Argrath was called King of Dragon Pass.

Part 4

At this time the Lunar Empire changed its name. It was called the Good Empire. Perhaps they hoped that this would also change its nature, or that people would be fooled to believe that it had.

At that time King Argrath was courting the Queen of Holay for marriage. Some people objected to his polygamy, but the women from Esrolia would have said it was acceptable. The Queen told him that he had to do two things to earn her love and respect. He had to defend her from the Empire, and he had to find some way which would not destroy her queendom through war. If he did those, then she would learn to love him.

The Army of the Good Empire attacked Fyllich Kwan, one of Argrath's cities, and started the war. Jar-eel the Razoress came first, eager to do battle for her lord. Phargentes, the son of Jar-eel, led the army, and with him was a champion, the King of Jillaro.

They also enlisted the aid of a great army of horse nomads from Pent to attack Argrath, and an army of elves out of the Elder Wilds. And the Wolf Pirates attacked again, too, but were driven off by Rostakos the Admiral.

Argrath went to the Queen and he asked what he should do. "There is always another way," she said to him.

Argrath asked his Companions for advice, and they said that if they could not fight, they should flee, for certainly the Red Emperor would not suspend this feud simply because Argrath wouldn't fight. But Argrath would not desert his home to the invaders. Every day Argrath and a companion would board his magic chariot, and they would raid and taunt the Emperor's army. That way Argrath drew his many foes after him, and out of the Queen's lands.

Then the Red Emperor raised a great foe against Argrath, and the Goddess of the mighty Oslir River raised its waters to fight. The swell began at the river mouth, moving upstream like a wave of water. It summoned its army of streams and tributaries to join it, and to bring the spirits of their long dead inhabitants. An army of blue men marched with their goddess. They swam upon a body of water which washed southward.

The waters bulged from its banks, and flooded everyplace that it went, swollen from its unnatural movement, and growing with every mile it surged. Argrath heard it coming, and looking down river saw the huge wall of water pressing towards him, bearing upon it an army of foes.

Argrath did not flee, or fight, but rushed at it and dove right into it. And before any foe could stab him, he was inside it. When he was inside the river goddess' belly Argrath released a bag of wind which he had, and then called upon his gods. Orlanth replied, and blew with the raging storm upon the Oslir River. The deities met in combat, face to face, and the Storm God again crushed his foe, and forced her down into her banks. The waters fell away, and Argrath was freed. The place he stood is called Argrath's Rock, and you can see his footprints there.

When the waters receded Argrath and his magicians pursued, and Argrath captured one important prisoner. She was the daughter of the river god. If Argrath took her as his wife or concubine then he could have rule over all of the Oslir River. She herself wished that, and begged Argrath to marry her. But he refused, for the thought of his own love, the queen, was ever close to his heart. So Argrath sent the river's daughter back, chaste, to her mother. Oslir did not forget this favor.

Jar-eel and her household learned where Argrath's beloved queen lived, and they went there and surrounded her house, and pierced it with their spears. But the queen escaped, hiding in a pit in the ground. The Lunars then set fire to the house to burn her to death. Argrath saw the plume of smoke. He decided then, that he would have to lay aside his desire for peace in order to save his wife. He hesitated one moment, asking Ernalda for guidance. Then the deeds of his past helped him then, and prevented him breaking his vow.

When he had been young Argrath once aided some giants, and they had never forgotten his help. They had also seen the smoke, and they rushed to help their friend.

All three kinds of giants came to help, and the Lunar Army was ready to fight them. Jar-eel especially was eager to slice her foes, and to sing them to death. But when she saw Argrath, who was refusing to fight because of love, she was struck with awe, and remembered her own lover back at camp. She then lusted for him more than she had lusted to kill Argrath, and went to camp to take him. Then the giants attacked the Lunar Army, and it was called the Battle of Dwernapple.

The Jolanti rushed from the center, and brushed away the best troops before the battle even began. The Pass Giant knocked down the *ostorolf*, and cracked it so it died. And Too-Big-To-Be-Seen stood between the Red Moon and the field of battle for a week, and the enemies of Argrath died of fright. Argrath then sowed the Dragontooth Runners. No humans could stand before them, and the Lunar Army was driven away.

King Argrath then again courted the Queen of Holay. This time she could not resist his personal charms, illustrious manners, and royal bearing. They were wed, in the most magnificent ceremony since Orlanth and Ernalda first created the ceremony. The Eight Great Gifts for them were: a flagon of Heler's Water, two Love Falcons, a pair of matched Golden war horses, a new book about them, the lost Cup of Orin, the Andastrian Pointer, the Ivory Throne which protects its rightful owner, and a jeweled palanquin from the Emperor of Teshnos. After that, Argrath was called the King of Dragon Pass and Saird, and the splendor of his court rivaled that of the Red Emperor.

King Argrath

Argrath was descended from Sartar on his mother's line. While little more than a boy, he was forced to flee his home on the Starfire Ridges of Sartar to avoid capture by the Lunar Empire. He found refuge in Prax where he began to gather an army for the day of his return. Through numerous Heroquests he proved himself the true heir to Sartar and relit the fire in Sartar's Temple. In the process he became a dragon-friend and a giant-master.

The bravery and glory of Sartar's fight for independence attracted thousands of volunteers, and people from all over Glorantha became adventurers to take their places in the war. The period was known as the Hero Wars and the fighting around Dragon Pass drew the greatest collection of Heroes and demigods the world had ever seen in one place.

Part 5

When the Red Emperor learned of the latest victory of King Argrath he grew so angry that his face turned purple and blood squirted from his eyes. He decided to lead the next army himself. He brought the greatest magics which the Lunar Empire had at that time.

They brought the giant Crimson Bat, which ate battalions at a time; the Bombardiers, who called down stones from the sky; the soldiers who could turn themselves into stone; the Black Horse Troop, demigods riding upon demi-demons; the crimson ghosts; the Knockdown Machine; the Unheardof Wind; the scarlet specters; the red phantoms; the Empty Wind; and the Goddess of Six Arms.

The army was so huge that they drank half the water of the Oslir River, and the crops of the farmers downriver suffered that year for it. When Bostok resisted, it was leveled overnight, every person was killed, and half of them were eaten. When the Lunar Army reached Tarsh a horde of frightened Lunar sympathizers rose up in arms and slew Argrath's men, and then joined the Red Emperor. The Red Emperor sacrificed them as food to empower the Crimson Bat before it assaulted Furthest.

No one could stand before this might. Argrath sent his army home, and he and his companions fled to Broyan's Hall, where no one could find them for a while. While there, they decided to perform Orlanth's greatest pilgrimage in order to save their people. They agreed to the Lightbringers' Quest.

The Lightbringers' Quest is a magical journey or pilgrimage, wherein the participants embody the attributes of the deities who originally performed it. It requires sixteen successful magical ceremonies, each of which requires all seven participants to perform flawlessly, and each of which includes at least one portion where the participants invoke their enemies to come inside their protective circle. To ensure success in these sixteen parts often requires other less arduous, but just as dangerous, tasks to be fulfilled beforehand. This was an ancient quest, originally performed by the gods to preserve the world. A few other people had successfully undertaken it since Time began, but no one was really able to reproduce the precision which the old ceremonies needed.

Argrath changed that. He had discovered that none of the sixteen great ceremonies was really required to be exactly the same as the rites which were preserved from ancient history. He discovered that the participants are left some options for originality and creativity, especially to respond to external circumstances which always modified events from the outside.



Argrath and his companions set off over the broken realm of myth. The Bad Rain swept across Dragon Pass when he left. *Vilgars* pursued him, and were killed over the Precious Pool. They went to Ygg's Isles, and the people there called upon their god to help Argrath. When Argrath could tell Ygg's genealogy correctly, the god agreed to fly him to the West. All went well after that until they saw the Blue-Like-A-Corpse Woman, who sent decayed *vilgars* at him, armed with Argrath's own weakness. He was wounded to death, but the love which his wife sent to him in a feather sustained him. And then his tribes folk rose up to fight off the *vilgars*, and the Black Spear slew them. In such a manner Argrath and his companions fulfilled the twelve steps necessary to reach the Court of Judgment.

In the Court of Judgment, where the Lightbringers receive the gifts of their labor, Argrath passed the purification test of the Flame of Ehilm. The assembled gods agree to give him the gift of liberating the god of his choice.

The treasures of heaven were available to him: peace, food for his people forever, personal immortality, friendship with demigods, a homestead in heaven, his own star.

But all the gods were shocked when he asked for Sheng Seleris, an ancient enemy who had chased the Red Emperor off the earth, and had even scarred the celestial face of the Red Goddess when he was alive. But that demigod was beyond their reach, quarantined in a Hell which was made by the Red Goddess outside of their cosmos. The ancient gods could not do what they had said they would do, and as a result the whole of Genertela shuddered, and the earth grandmother groaned, as if her bones were bending. The stars were afraid.

At the center of the world Argrath compromised. He extracted some new promises from the gods who were unable to fulfill those which they had just made. And so it was done differently, and instead of following his liberated guests to the world again as required by the Lightbringers' Quest, Argrath went on another, deeper quest, into the darkest parts of the Underworld where torture is like breath, and pain like clothing, and where suffering is like food. Argrath helped his countryman there, and gave hands to Hofstaring Treeleaper, who in turn helped Argrath get inside the forge.

And at last, with much loss, Argrath found the prisoner, and broke the chains which held him. Chalana Arroy healed the pulped soul and spirit. The ruins of Sheng Seleris rose, chanted three things, and then raised himself up once again.

He took two steps, and was back in the world of the living. Argrath followed him from the Underworld, and Sheng went to his own people in the Redlands and established himself among them as leader once again.

Argrath returned to his people, who had once again been conquered by the latest shape which the Lunar Empire had taken. Its inhabitants called themselves citizens of the Good Empire, and they were led by King Phargentes, the son of King Moirades and Jar-eel. He was a cruel king.

The people were overjoyed to see Argrath once again, and to receive his news. They rose against their unlawful king, and their allies came to help, and they fought at the Battle of Dantolfol.

When the armies clashed, the stars stopped to watch. The Bombardiers began, and called down huge chunks of roaring rock to fall upon their foes. But the Four Winds turned the boulders, and they smashed a legion of the Lunar Army. The Crimson Bat came, but out of the Army of Dead Heroes arose King Broyan and his household, who drove it off again. The Knockdown Machine fell down when the earth shook beneath it. The Unheard of Wind was not heard of. The Six-Armed demon was turned to ashes by the Sun God. The two kings met in single combat, standing upon the broken earth under the blue noon sky. Argrath, inflamed into heroic proportions, slew the enemy king, and drove away the horse demons, even though they were invisible.

Argrath was again installed as King of Dragon Pass.

One day the king got a request for help from Sheng Seleris. Argrath, always a man of honor, answered the call and went with an army to Molarisor City. At the subsequent battle, Argrath was at the front of the fight always, and led the attack which cut its way through the Red Emperor's vampire bodyguard. King Argrath then struck down the Red Emperor. King Argrath would have buried the body, or burned it, with honor, but Sheng Seleris insisted on taking it and cooking it. He then served a great feast to his chieftains, who devoured their eternal foe. After that, although there was a Red Emperor, it was never again the same Red Emperor. Unable to support it own perversity, the evil and corrupt empire fell to its own hunger and devoured itself.

Part 6

The changes of the Lunar Empire never seemed to finish. With new leaders it got new powers, but its intentions were always the same. The latest incarnation called itself the New Moon Empire, but to the Orlanthi they were the Shadow Moon Empire.

The army of the Shadow Moon Empire was composed of spearmen from Dara Happa, and cavalry from the Redlands. Many of the soldiers were warlords, descendants of the Sun gods. They were commanded by Sheng Seleris, who Argrath had freed, but who showed his gratitude by becoming an enemy and traitor.

King Argrath was sometimes aided in this war by the Lodrilli, a confederation of tribes from Peloria. One of them told Argrath about the annual expedition which the Lunar Empire sent to assist Kalikos Icebreaker.

Argrath recognized the unnaturalness of this act, and vowed to help fix it. With his own companions, he set off across the invisible road to find the house of Kalikos. However, the house had moved from its old place. They did not find it, for the Two Half Bears delayed them and slew Harmast.

Instead of dying, lost on the glacier, they found Fankrios Unlaba, a woman frozen in the ice. She brought them to the house of her chieftain, Hend Valindsson, an old hero who was bound to this fight, and could not escape, and was sadly waiting to fight Kalikos and the rest of the Lunar expedition. Argrath gladly took the fight for the old man. Inandana Daughtersdotter was the Lunar hero who came, expecting another easy victory. Instead, Argrath slew her. Kalikos was wounded and driven off.

Argrath was not content with this simple victory. Hend Valindsson and Fankrios Unlaba led Argrath to the Palace of Kalikos, which was concealed in the Underworld. They surrounded it with their army, but were thwarted until Elusu, Argrath's Trickster, found a crack which no one would talk about, and got the attackers inside the bright star palace. All were wounded in the attempt, and they nearly did not get the front gate open. But once the wall was breached, the household of Valind let their many years of pent up rage bear them forward, and strengthened their sword arms to win the combat against Kalikos in his own home. After that nature was set right again.

That winter, for the first time in centuries, the lands of Peloria were covered with snow. Deep snow. It was higher than a horse's back, and even the Oslir River was frozen solid. Ice demons which had been held on mountaintops for generations came down and danced in the valleys. The spring thaw did not come until the Fire Season began.

King Argrath asked for a favor from his troll friends. They agreed, and Argrath sent them over the snow and ice to the camps of Sheng Seleris. There they took the lives of half of the women and children and mares, to enrage and demoralize the nomads.

In the next spring, the Dara Happans would have liked to help their allies, the horsemen, but Argrath Storm Maker raised the waters of the Oslir so much that every



Yara Aranis

The Six-Limbed Goddess of the Reaching Moon first fought against Argrath as the guardian of the Lunar borders and later served him during the Hero Wars as the Six-Limbed goddess of Saird.

house which was not on a hillside was washed away. Anyone without boats could not move around, and so they all stayed home.

The Pent horsemen did not let something as petty as raging waters deter them. They called together every warrior, and summoned their ancestors so that they were like a storm cloud over their heads. The armies of Pent and Sartar camped on opposite sides of the Black Eel River, each eager to fight.

But Sheng Seleris was impatient and full of many tricks and great magic. He sent a horde of ancestors to attack the guards and divert the Sartar magicians. Then Sheng Seleris called his greatest demon, Hewga the Hot, who blew upon the waters so that the river parted silently for his horde.

The horsemen and women rode across the dry river bottom and on the far side they did not pause to form ranks. They were so enraged by the atrocities done to their women that they put spur to horse when they first saw their foes and raged right into Argrath's camp.

The Sartar army was surprised and four thousand men were killed before Argrath destroyed the devil-brothers which had attacked him. The king raised his royal light, summoned his banner bearer, and rode to the front of the fighting. There he stood atop his horse, helmetless, and showed himself to all. He urged the warriors to fight for Orlanth and the sake of their loved ones. The king's priests concentrated their magic upon neutralizing the dozens of spiritual guardians who protected Sheng Seleris. At last dusk arrived, and the six-armed goddess of Saird was freed. Like a wolf spider leaping upon a fly, she was upon the king of the nomads. Even though he was stripped of his guardians Sheng Seleris was no weakling, and now the goddess is known as the goddess of six arms and four hands. But she bit and broke him to death, and by dawn had dragged his soul to eternal punishment once again.

This was called the Battle of Gardint. After this Argrath was the King of Dragon Pass, Saird, and Peloria.

King Ironhoof

The demigod guardian of Beast Valley, Ironhoof ruled all of Dragon Pass during the Inhuman Occupation and can still be summoned from the Wild Temple in times of need. Ironhoof raised the Beast People to fight in the Hero Wars and exercised his power during the fighting, magic, and politics of the period.

Part 7

The ever-changing face of the Lunar Empire eventually had to reveal all of its aspects. When every honest means was exhausted, then the true Monster Empire showed itself.

The Red Emperor, who had served the Red Goddess for so long, was gone. The beings who took his place were not human, and had objectives which were beyond human ken. The empire of evil did not lack supporters who sought to get whatever they could before the end of their days. Anyone with compassion was seen as a willing victim, and the oppression within the empire was far worse than the military efforts outside of it. They let the Ice come, because it suited them.

Then Shadow's Good Shadow came and begged the High King for help. This being was a pure victim of the corruptive, life-sapping imperial policies. She was not really female, but was called female because she was a shadow of what a man could have been without being a woman. This sort of nonbeing was common within the empire at this stage of history, for the very fabric of the world was coming unwoven because so much Chaotic magic was being used.

The King was not the only person to be alarmed by this oncoming disaster. The dissolution of the world had progressed so far that many of the ancient gods woke into conscious action. Those beings had been forbidden by their own oaths to ever intervene directly into the world of life unless their very essence was threatened with entropic destruction. And in the days when the Great King fought against the Monster Empire, the gods walked beside him. The Great King sent messengers to all of the other great leaders of the world, and he asked all of them who loved freedom and life to send their best and bravest heroes to help him remove even the shadow of the Moon from the world.

In the First Direction, Argrath went to the Eastern Lands where ruled Urox, the desert wind. The desert god sent his favorite son, Yazurkial Blue Llama, to lead his warriors and brought the Shadow Dragon.

In the Second, Argrath went to the Southern lands where ruled Pamalt, brother to the Garden God. And more importantly, Pamalt sent his best warrior Harrek the Berserk, to fight from the south, for Harrek could never be beaten in battle, either fair or foul. Harrek brought the Flame Dragon.

In the third direction, Argrath got the help of Ardinyar Kocholangsson, Lord of the Seven Storms and King of Ralios. He had been sent by Orlanth and brought the Storm Dragon.

In the fourth direction, Kajakab Hendsson came to help the Liberator. He brought Uz and Hollri from all across the glacier, and some new stars which were so bright that they shone through the snowstorm. He brought the White Dragon.

In the fifth direction, Argrath called for the help of the stars. The Pole Star, who ruled all of the Sky now, sent his favorite lover to help. This was the Starbrow. She brought the Celestial Dragon.

In the Sixth direction, Argrath went and asked for help from Asrelia. She sent her favorite, Enderos Quicktongue, who had been Argrath's Knowing Companion. He brought the Inner Dragon.

The empire, in response, summoned the Seven Granddaughters of the Red Moon, the Twin Fire Demons, the Vampire Legion, the Stonewall Regiment, the Fingers of the Goddess, the Jailers of the Dandarath, the Blue Wizards, the Blue Serpent, and the Moon Wind.

But, as was his way, Argrath did not do what everyone expected him to do. He did not wish to hazard the lives of all the best beings of body and spirit against the gods of entropy, as if this was another Battle of Doom.

Instead, Argrath called upon all the powers of his left hand, which he had used only once. With whoever would help him from each direction he did the Dragon Move, and in that way called into his presence Sh'harkazeel, which was promised freedom in return for its honest and true assistance.

Sh'harkazeel then shared with all beings which were present the secret of the ceremonial utuma, and there came into being from the ends of the universe the Seven Dragons. Then Argrath gave them their instructions.

Those which would do such a thing remained in this world, as they were asked. Those which would do such a thing then lurched into the sky. Those which would do such a thing brushed aside the burning light of the Red Moon which could destroy even them. The Storm Dragon then clutched the great bulk of the crimson orb with all four of its taloned feet, and wrapped itself around the Red Moon with its tail, wings, and long neck. With tooth and claw it plowed valleys into the surface of the Moon and cast screaming chunks of burning rock tumbling in an avalanche from the sky. Then the Mover of Heaven rose upon beautiful wings and attacked. It seized the other side of the wounded orb, and the two dragons pushed and pulled until the entire body was wrenched from where the gods had placed it. In three great chunks, and a million lesser ones, it dropped from the sky and was gone, forever.

The shape of the world was changed. The way that nature works was changed. The way that men and women relate to the world was different. The way that the gods and mortals communicated was altered. This is the thing that Argrath did, to serve his people, to shape his god, and to make the world a better place for us.

Hail Argrath!

Bless us!

The Greater Hero Wars

The Hero Wars is the collective name for the magical conflicts that ended the Third Age of Glorantha and brought the Red Moon down from the sky. So much has been lost about these magical wars that destroyed the old Age and created our world that we sages are forced to piece together fragments and shards in an attempt to reconstruct the whole.

Most of our sources have been from the Dragon Pass region, perhaps because Prince Argrath originated there. Nonetheless, it is clear that the Hero Wars was a conflagration that affected all of Glorantha. We have gathered the follow documents in the hopes of beginning a reconstruction of the greater Hero Wars:

1. The *Daliath Prophecy*, dating from the Gbaji Wars period.
2. The *Takenegi Stele*, dating to 8/19 (1644) and placed in Argrath's capital city by his rival the Red Emperor.
3. A large fragment of the mad poet Niang Rea's *Book of the Cryptic Verses*, found in the Enexender Collection #700, near where the Northern Argrath's Saga was discovered.
4. A translation of a section of the *Black Dragon Pictoglyphs*, attributed to Cragspider the Firewitch.
5. A runestone found in central Jolar and raised to commemorate a slain Wolf Pirate.
6. A fragment of the *Fourth Inspiration of Moonson*, attributed to Fod-Ariam, a noted poet and scholar of the Lunar Empire during the Hero Wars.
7. A fragment of the unfinished 13th volume of *A History of My Black Horse Troop*, attributed to Ethilrist of Muse Roost, one of the more notorious Heroes of that Age.

The Daliath Prophecy

This eschatological poem is attributed to Belorden the Knowing Priest, a companion of Harmast Barefoot. It forms part of his famous book, Pilgrimage and Commentary, although this version is believed to have been heavily edited by Likstrandros of Slontos around 550.

Winter comes from the north,
Fire shall fall in the south.
Brothers will battle to the bloody end,
Trolls feed on the flesh of fallen men,
The Red Sun is revealed to all.

I tell you much, yet more lore have I;
You must know this – will you know still more?

The Sun shall be murdered anew,
The heavens dim, the stars fall.
The lands are submerged by the Sea,
The Red Sun drowns all in rivers of blood.

I tell you much, yet more lore have I;
You must know this – will you know still more?

The Unholy Trio walk free,
The gates of Hell are opened,
The Monster Empire shall rule the world.
The Seven Dragons gather,
And in the end, even the Red Sun shall fall.

I tell you much, I dare speak no more.



The Takenegi Stele

This inscription on a red marble stele, allegedly erected by the Red Emperor himself in the Royal Palace of Sartar, throws an interesting light upon the unsettled period of the later Hero Wars. It is inscribed in sacred Dara Happan runes and dated to 8/19 (1644). The lower left hand side of the stele is damaged and the text in brackets is conjectural. Interestingly, the Red Emperor is referred to in the singular in this stele, instead of the plural that had been common since the Fifth Wane.

Takenegi, the New Moon Emperor, Lord of the Four Quarters, King of the World, Staff and Pillar of God, Shah of Shahs, Khan of Khans, Moonson, am I.

My mother was my Fourth Inspiration and my great-granddaughter, my father was King of the South and great-grandson of my Third Inspiration.

I was enthroned in the 13th year of the 8th Wane, after the Rebel Gods killed the Usurper whom my mother and sister had given dominion of Glamour.

I passed the Ten Tests. I purified my Mother's home of quarrelsome Egi. I returned with the Crimson Bat to bring terror to all who would rebel against me.

In my first year, the lords of First Blessed and the Redlands bowed to my divinely ordained rulership.

In my second year, the magi of the West Reaches begged to return to my lawful rule. I am merciful and forgave them their rebellion against the Usurper.

[In my third year?], Shargash gave me his bloody sword, so that I might punish the wicked.

[In my fourth year?], I marched against the King of the West, who had rebelled against the gods and oppressed the Arrolian Properties. At Gladfield, I met him and fought three battles, each more terrible than the last. I blasted them, I devoured them, and I sent their souls to the Void. In the end, his army was no more.

I marched west and the Arrolian Properties knew me as their lord. I took tribute from the great city of Sog and from the Bear Kings, and cleansed my weapons in the salt sea.

[In my fifth year?], I called upon my Mother's celestial Moonfire to clear back the new forests that had grown overnight, and forced the Blue Moon to give up her secrets to me.

[In my sixth year?], I mustered the Ten Cities to avenge my predecessor and punish Arkat and the Rebel Gods who had brought evil into the world. The people of the Four Directions came to my standard. When I marched south, the terror emanating from my Justice, as well as the splendor of my fierce weapons and my invincible army, filled the rebels with fright. They abandoned Arkat, who fled into the wilderness. I entered the cities of Mirin's Cross and Furthest, and brought my Mother back into Her palaces. I went to the mountains where the Rebel Gods reside, and I erected this stele in what had been Arkat's city. My reach is long and my Justice unavoidable.

All Hail the Reaching Moon.

Plate 30





Plate 34

The Cryptic Verses of the Yellow Calendar

The Cryptic Verses of the Yellow Calendar is a series of 42 allegorical drawings, each accompanied by an equally obscure poetic couplet. They are traditionally attributed to Emperor Yanoor and said to prophesize the events after his confounding by the God Learners.

In the Third Age, many distinguished scholars sought to interpret the meanings of the drawings and the couplets. Few interpretations survived the destruction of the Hero Wars (including unfortunately the Cryptic Verses themselves), but a large fragment of the mad poet Niang Rea's Book of the Cryptic Verses has survived and provides one of the best guides as to the events of the Hero Wars. Unfortunately only his commentary on plates 30 to 40 are preserved; the events described on plates 41 and 42 are completely unknown to us now.

These fragments provide a hitherto unknown perspective on the Hero Wars, that of the Dragon Empire of Kralorela and the East Isles of Vithela.

Plate 30: This plate depicts two demon lords oppressing and torturing many different types of islanders as they seek two phoenix eggs and a lens. They are strenuously objected to by a woman wearing Haragalan costume and by a man in Mokato attire.

Servants of lord opposer wander isle to isle seek,
For lens and eggs their many victims shriek.

Plate 36



Plate 31: This plate depicts a blue Teshnan noble with a Red Sword. An Amazon, a Teshnan fire priest, and two Animal Riders follow him as he oppresses Kralorelan peasants and mandarins.

Woe for splendid realm when bright crimson sword,
Is carried aloft by most potent azure lord.

Plate 32: This plate depicts Exarchs fighting amongst each other as the Dragon Emperor ascends to the Bright Summer Heaven. Vormaino pirates, Yellow Elves, Zabdamar merfolk, Animal Riders, a blue Teshnan with a Red Sword, and barbarian foreigners all oppress Kralorelan peasants and mandarins, without hindrance from the Exarchs. Darkness demons sacrifice a peasant to the Blood Sun.

When heavenly dragon flees and red sun arises,
Barbarians shall contest for many prizes.

Plate 33: This plate depicts Darkness demons oppressing Kralorelan peasants, mandarins, and barbarians equally, while their lord and master Can Shu ascends to the Dragon Throne of Splendor. Dragons fly away from him towards the West.

Ignorance gloriously mounts marvelous throne,
All must kneel or die whom dragons disown.



Plate 38

Plate 34: This plate depicts a frenzied red demigod wielding a red sword and riding an elephant fighting against Can Shu and his Darkness demons. Teshnan Sun priests, Animal Riders, and Amazons aid the red demigod.

Astride tusked beast he comes with flaming blade,
Formidable foes of darkness all now invade.

Plate 35: This plate depicts Can Shu fighting against a coiled Blue Dragon, presumed to be Thrunhin Da. The Blue Dragon is aided by Zabdamar merfolk who rise from the waves brandishing tridents.

Unwise ruler enclosed within sacred mound will fret,
By sapphire-scaled lady of orient seas beset.



Plate 40

Plate 36: This plate depicts a radiant golden horseman, accepting the submission of Can Shu and the Blood Sun.

Comes the lustrous solar son once pent in hell,
Iniquitous umbral emperor he must quell.

Plate 37: This plate depicts the two demon lords from Plate 30 presenting two phoenix eggs to a larger demon lord. That larger demon lord then presents a lens to a Smoking Cave where the two red eyes of a being vaster by far than the other demons peer out from within the darkness.

Servitors return with what they sought submit,
Embered eyes in smoldering gloom admit.

Plate 38: This plate depicts a stony island rising from beneath the water. On the island, the Four Hands of Evil lead antigods in three directions – to the left, to the right, and up towards the sky. A Vormaino, Haragalan, and Mokatan rend their clothing in fright, a keet meditates, and several sky gods tremble.

In all directions four hands of wickedness bestow,
From waxing rock-strewn isle emerging below.

Plate 39: This plate depicts a magnificent Black Dragon made of shadows seated atop the Dragon Throne. The menacing skies rain blood and the peasants drown in a stormy sea of blood.

Shadowy obsidian wyrm coils about seat renowned,
Heavens bleed ruby rain until all drowned.

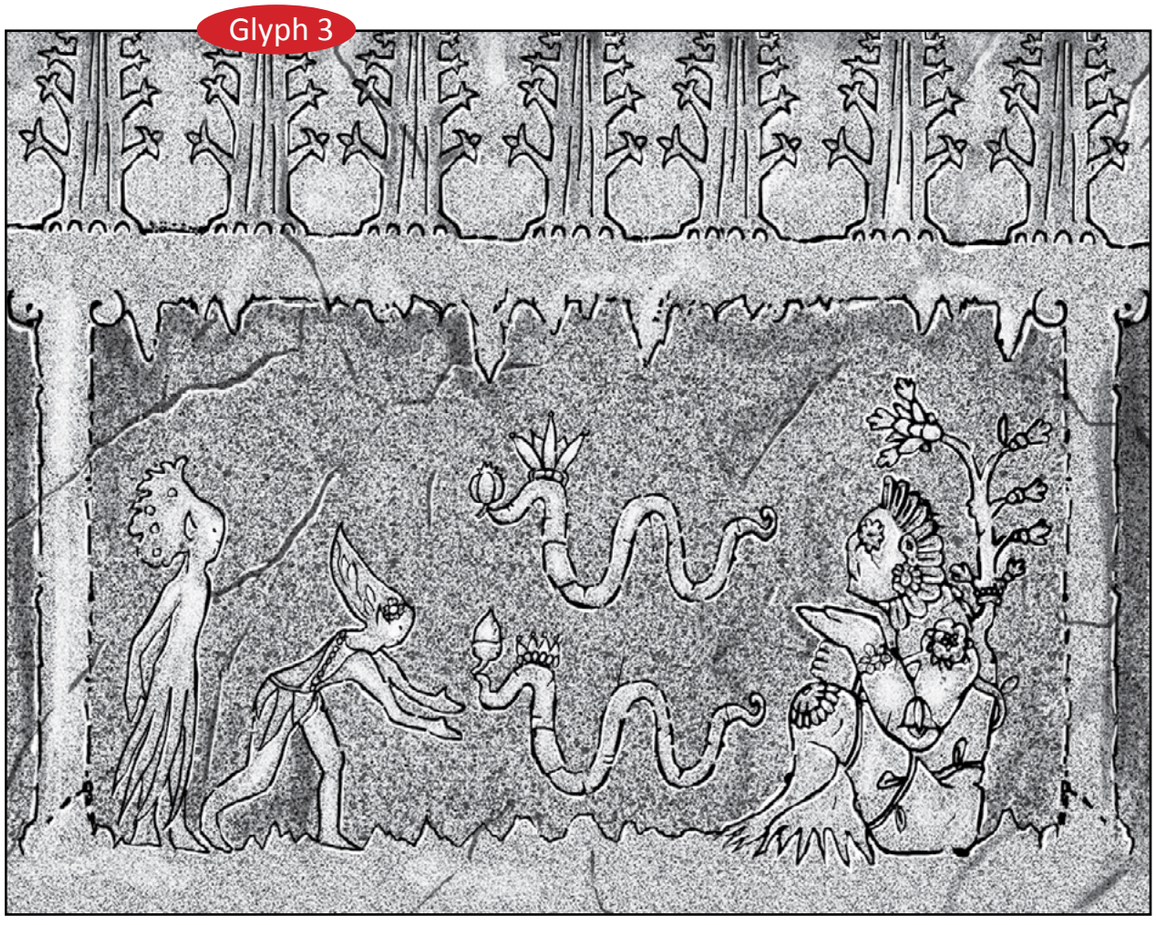
Plate 40: This plate depicts a one-horned broo dancing atop a golden ziggurat. The triumphant Blood Sun looms directly above him, blessing him. The fragile Sky Dome is collapsing, and the earth crumbles in fear.

Dawning sacrificial sun illumined
monster king adore,
Splintered sky and shattered earth evermore.

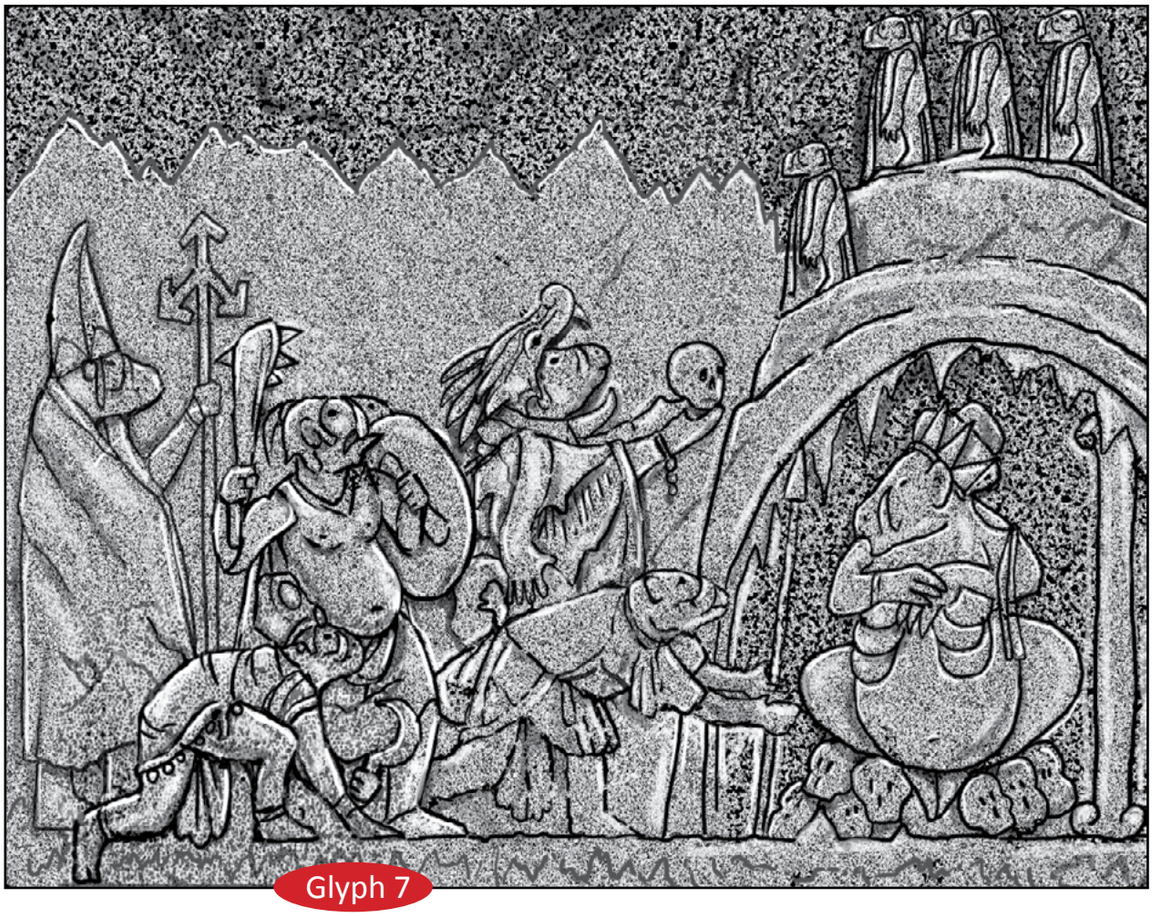
Black Dragon Mountain Pictoglyphs

Black Dragon Mountain has some twelve miles of pictoglyphs etched a foot deep into the stone. They are attributed to Cragspider the Firewitch, who ruled the mountain until she was expelled by Unstanos son of Inkarne near the end of the Hero Wars. They provide an Elder Race perspective on the Hero Wars.

The pictoglyphs include events of Cragspider's life, comprising alliances, conquests, and battles, as well as depicting deities, magical rituals, sacrifices, and also contains some complex iconography as yet untranslated. This section of pictoglyphs is known to pertain to the Hero Wars period.

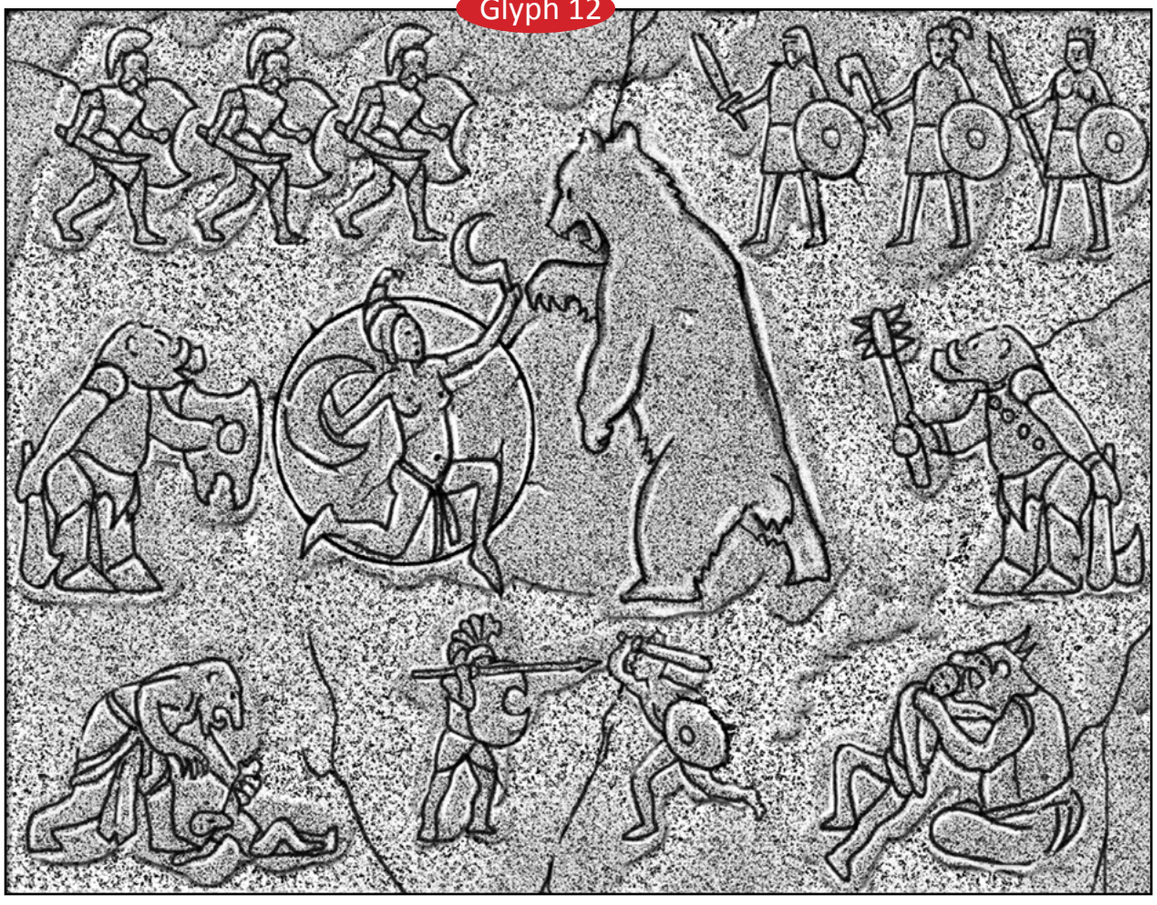


1. As the tribes of Men fight, the Elder Races prepare to end the rule of Men.
2. The Plant Men of the Great Woods are united and send an expedition across the vast waters on a ship of leaves to the Jungle Lands.
3. The Plant Men of the Great Woods go to the Underworld and speak with a Flowering God. Gold-crowned worms present them with seeds.



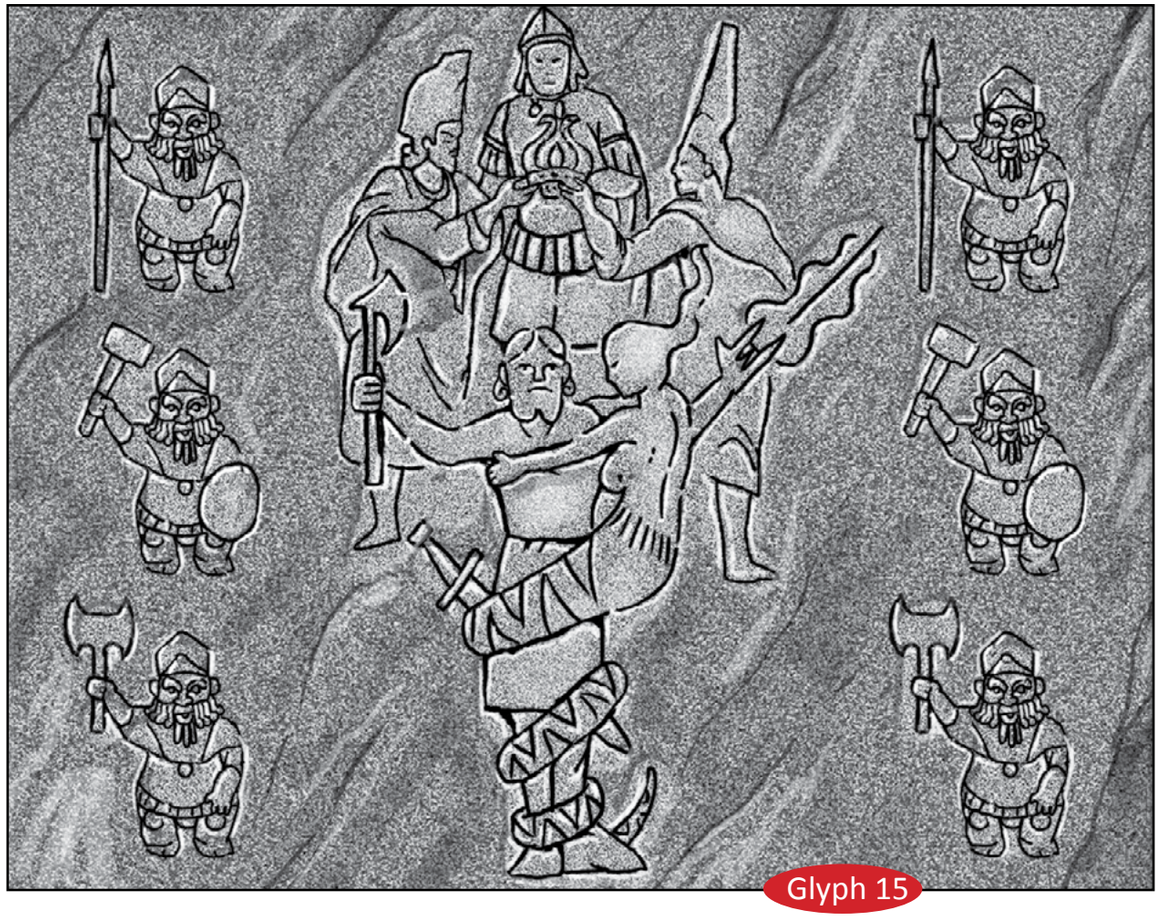
4. Plant Men plant the seeds in the Underworld, and in the grassless plains, a New Forest appears overnight.
5. At the New Forest, Black Men and Blue Men cooperate to beat back an army of Broos.
6. The Plant Men sail on a ship of leaves. They plant their seeds in the lands of the Uz, the Red Moon, the Blue Sorcerers, the Beast Men, and the Horse Lords. An Uzko eats a Plant Man.
7. Uzko pay obeisance to the Uzuz Eldest Kin of the Castle of Lead. The largest of the Eldest Kin is visibly pregnant. Various Uz cults are represented, including Argan Argar, Arkat, the Blood Sun, the Blue Moon, and Zorak Zoran.
8. Uzko bite through a glacier, fashioning huge icebergs. Giant Uz are on each iceberg.
9. A glacier with a Giant Uz atop it grinds an island of Blue Sorcerers beneath it.
10. Uzko ally with a King of Men who is blessed by the symbol of the Blood Sun. Men serving the Blood Sun run in all directions.

Glyph 12



17. The Storm King Dragon drowns the Men and Stone Men of the Serpent Crown King in a flood of water.
18. A Stone Ship manned by Stone Men stretches a cable across the sea between two mountain-pillars. One mountain-pillar has a wheel turned by dinosaurs and Stone Giants.
19. The other mountain-pillar is pulled up by the cable. A Cube of Land is underneath it. Water Men and sailors look in horror.
20. A Water Man King and Men on ships attack the cable, but are driven off by Stone Men with sticks that shoot fire.
21. The Cube of Land rises and now there is no water between the mountain-pillars.
22. A Stone Ship towing a cable goes down into Magasta's Pool.
23. Firebergs float in the sea and the Mother of Monsters flees into the deeper ocean, spawning monsters as she goes.
24. An army of Broos and Scorpion Men kill Men.
25. Two sheets of ice go down Magasta's Pool; Men and Plant Men drown in water.

11. In the Castle of Lead are Uzuz children. Dehori and other shadows roll out of the Castle of Lead. Men, Plant Men, and Stone Men tremble in fear.
12. The Men of the Red Moon fight against the Men of Storm. A White Bear fights against the Red Moon. Uzko fight on both sides but always against Men.
13. An Uzko and four Men, each marked as Arkat, fight against a King of Men wearing a Serpent Crown, his Blue Sorcerers, and Stone Men.
14. The Serpent Crown is on the ground, fought over by Men. The Arkats wear a collective crown but fight amongst themselves.
15. A Man carrying a sword, a woodsman's axe, and casting sorcery couples with the Snake Goddess and receives the Serpent Crown from three kingdoms. Stone Men guard the scene.
16. The Arkats flee from the Serpent Crown king and his Stone Men who shoot fire from sticks. They flee to a Storm King who breathes fire.



Glyph 15

26. A huge sheet of ice goes down Magasta's Pool; Water covers the Earth. Water Men rule the drowned lands.
27. Uz come out of their mountains and eat Men, Plant Men, Stone Men, and Water Men.
28. The Sun falls from the sky, and the planets fall down as well. The Sky Tyrant devours stars, and fires fall from the heaven. Only the Red Moon remains in the sky, fed by sacrifices to the Blood Sun.

A Runestone in Jolar

This was carved on a runestone in central Jolar and presumably commissioned by Willaz Ylfing, a noted Wolf Pirate captain of the Hero Wars period. The writing surrounds a Movement Rune and a Death Rune. It was written in the alliterative verse beloved by the Wolf Pirates with the Elasa Secrets of the Lhankor Mhy cult.

For Woduridaz warrior | |
Written run these Runes,

As his memorial made | |
Me his father Willaz fashioned.

Sailed he southwards seeking | |
Sea-reaving and shore raiding,

Heeding the Hero Harrek | |
High White Bear of the Sea-Wolves,

Titled the Great Turner | |
Then Ruler of the Southland shore.

Sorcerers and Six Sovereigns | |
Stealthily thought to thwart him,

Dark Demons and Deities | |
Desired to deal the Bear Lord death,

Yet none could cower him | |
Conquer him no foe could.

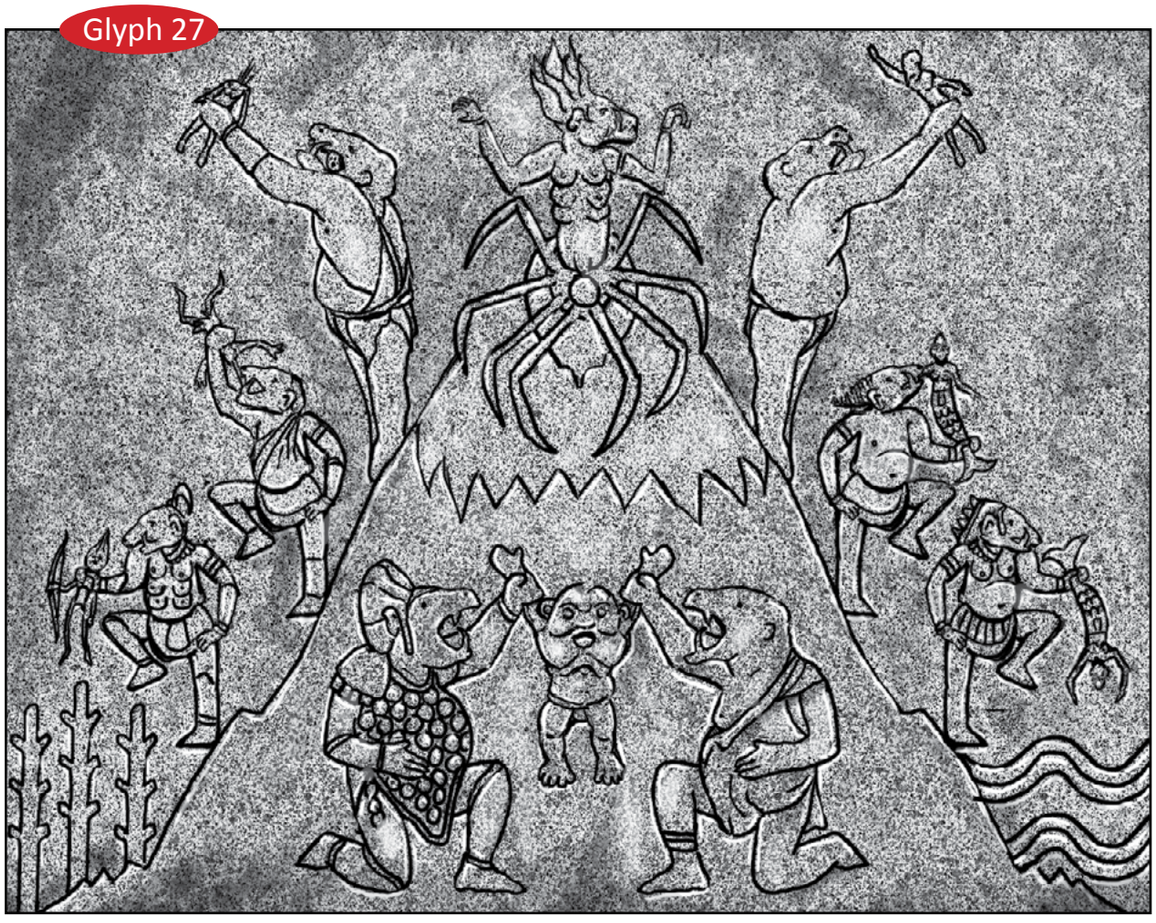
But battling bestial Broo | |
Beneath the scorching southern sky,

Serving the Searing Serpent | |
So Woduridaz met his woeful wyrd.

Never now will my far faring son | |
Know fresh upon his fair face,

Ygg's wild winds gusting | |
Would he roam the sea road home.

Glyph 27



The Fourth Inspiration of Moonson

This hymn celebrating Jar-eel is attributed to the Lunar mystic Fod-Ariam. It is represents an unusually sensual style for the ascetic Fod-Ariam, whose writings were more typically characterized as "dour" and "monkish". Its date is unknown – some scholars date it to around 8/11 (1636), others to as late as 8/48 (1673).

1. Praise Jar-eel, she is Sedenya clothed in flesh.
Let one revere the Harp and Sword, the
Fourth Inspiration of Moonson.
Praise Jar-eel, Sedenya clothed in flesh.
Let one revere the Balancer, the Fourth
Inspiration of Moonson!

2. She broke the Sorcerer's Ban,
She captured the Home of the Bold.
When the Ever-Reborn Ruler of
the South opposed her,
She dismembered him and he is born no more.

3. She is clothed with pleasure and love.
She is laden with vitality, charm, and voluptuousness.
She is friendly and happy, clever and beautiful,
Holy and deadly.

4. With her voice, she righted the wrong-thinkers.
With her beauty, she ended rebellion.
With her sword, she beat back the horse lords;
She has broken the Ten Arrows
of the King of the Wings.

5. Who to her greatness can be her equal?
Strong, exalted, splendid are her decrees.
Jar-eel – to her greatness who can be her equal?
She Illuminates all with her beauty and might.

6. When the White Bear cut out her heart,
She came back.
When the White Bear cast her down,
She came back from Hell.

7. From out of Hell she came, and vengeance was hers!
The rebels are laid prostrate, crying "Mercy!"
Saird is pacified; Tarsh restored;
Plundered is Sartar with every evil!
All lands together, they are pacified by her!

8. Praise Jar-eel, she is Sedenya clothed in flesh.
Let one revere the heir of Hon-eel, the
Fourth Inspiration of Moonson.
Praise Jar-eel, Sedenya clothed in flesh.
Let one revere the Blood Spiller, the
Fourth Inspiration of Moonson!

A History of My Black Horse Troop

The Hero Ethilrist of Muse Roost composed the first twelve volumes of his massive and pompous A History of My Black Horse Troop prior to the Hero Wars. The unfinished thirteenth volume, from which this fragment belongs, was written during the conflict. This section is believed to date from the mid 1640s.

Alesia was right. The world had changed, and not for the better. The war between the Red Moon and Argrath had raged on for over twenty years. Argrath conquered Saird, the Empire reconquered it, and then Argrath took it back yet again. My Black Horse Troop fought in each of those campaigns, as directed by the path of my soul.

Both Argrath and the Empire had changed as well. Argrath was now married to green-eyed Inkarne, as well as to Reaches All, and was called High King from Vanch to Esrolia. Like me, Argrath was a Hero who followed a path inscrutable to lesser mortals.

As a Hero, I was always welcome in Argrath's court, even though I fought against him more often than not. I rarely took up his hospitality, though not for the reasons others give. Harrek had been gone for more than a dozen years, and I of all men did not fear his return, for I had crawled back from the Underworld that time and could do it again if necessary.

It was the High King himself that caused my reluctance. He would stare with those orange eyes of his, as if he were looking *through* people and reducing us to barest components to remake us into something shaped by his will. I am a Hero. I will not serve any man's will, even that of another Hero.

Penraltan had finally died two years before, fighting for Argrath of course, and Politean the Bright now led the Pure Horse People. Maroflo had been the priest-king of the Earth cultists for fourteen years, backed by the Shaker Priestesses, but I knew that his uncle Annstad was still the real ruler in Tarsh. Even the rebellion that the Unnatural One engineered could not dislodge Annstad; how could he think that she could succeed where Jar-eel had failed?

The Red Emperor had changed as well. He was the newest Mask, or so the Lunars all told me, even Hantafla, who could see through the glamours. And yet, he was still Phargentes, Jar-eel's son, whom I had fought in the service of all those years before. He was a true Emperor though, not like the poor sacrifice Jar-eel and Great Sister had raised to power. He knew things Phargentes did not, and could not. And he remembered my discussion with his predecessor so many years before. None knew those words. None except the Emperor himself.

I did not need or want to serve the Red Emperor again. My debt to him had long been paid in full. My nearly-forgotten homeland had much need of a Hero such as myself. The New Archons had proclaimed the Dark Empire my ancestor had founded. But they were weak and disunited. Without a Hero like me to lead them they could not hope to stand against the Great Talar of the West, especially with the Brithini zzaburi at his command.



I know what Keener Than would say. He would calmly state that I should return to the land of our youth and save it.

But Keener Than is a follower, not a Hero. I remembered what the Emperor offered me, a thing beyond godliness. I do not trust the Red Emperor, even if he wears Phargentes' face. He has always proven himself to be duplicitous. But I am Ethilrist – a Hero – and the secret the Red Emperor whispered is what a Hero must accept.

An Overview

"This work is the effort of a Hero," begins the preface to the History. *"It is a monument, immortal and unique in its standing among literature."*

The whole work consists of thirteen volumes, with the first twelve written before the Hero Wars. The language is used is Southern Thelayan, although the script is Ralian.

Volume I is Ethilrist's genealogy, going back some forty generations, and includes Arkat. It is known that he was aided in his research by oracles he visited across the world, and by the ghosts of ancestors he met in Hell. There is no reason to doubt the veracity of each entry, though there are over 40,000 individuals named.

Volume II is about his childhood filled with pages of innocent memories. It ends with the marriage of Ethilrist's brother to the Untoothed One of the Onyx Court, followed by the suicide of their mother.

Volumes III, IV, and V are of the pre-Heroic period, charting the rigors and revelations which he underwent during his years of fighting, and also detailing the formation of his White Horse Troop.

Volume VI, the single longest volume of the series, recounts his raid against Hell, and contains a wealth of historical material learned from dead poets and royalty. It is a tremendous source of material about the Underworlds, and has served as a basis for several infernal cults. The book ends after Ethilrist emerges from Hell a Hero, leading the reborn Black Horse Troop.

Volumes VII and VIII record his later deeds, including his interactions with the Red Emperor, the Feathered Horse Queen, King Tarkalor, and other historical figures. It was rare that his soldiers rode their unearthly steeds to mingle in purely human matters.

Volume IX includes his sketches for the ground plans for Muse Roost, both the town and the palace. There are also several pages of details on the Inner Court, with notations. There follows a list of rituals and prayers he wrote before taking the ground. Most of the book, however, is an inventory of the treasures from across the world which he took into his new home.

Volume X is a census of the settlers who followed him to settle in Black Horse County, including notes as to where particular individuals had distinguished themselves in service of the Company.

Volumes XI and XII were written by other scholars, who had been invited to Muse Roost to compile magical, philosophical, and mythical data about the races and phenomena Ethilrist had encountered over the years. This is the largest surviving catalogue of that age.

Volume XIII is unfinished and records his deeds during the Hero Wars. Its last pages are written in a largely indecipherable scrawl and are the subject of considerable scholarly debate.

Appendix K: Sources

A complete bibliography of our favorite fantasy and historical books would be too extensive for this column. This list contains those we felt exemplary or exceptional.

Bibliography

Black, Jeremy and Green, Anthony. "*Gods, Demons, and Symbols of Ancient Mesopotamia*" – An illustrated dictionary of the gods, goddesses, demons, monsters, magic, myths, religious symbolism, ritual, and spiritual world of ancient Mesopotamia. The updated and expanded second edition is particularly recommended.

Borges, Jorge Luis. "*Collected Fictions*" – One of the most influential writers to emerge from Latin America, a collection of stories about knife-fighters and outlaws, labyrinths, confrontations with one's doppelganger, discoveries of artifacts from other worlds, and much more.

Bottéro, Jean. "*Religion in Ancient Mesopotamia*", "*Mesopotamia: Writing, Reasoning, and the Gods*" (and others) – Scholarly articles on Mesopotamian hymns, prayers, incantations, and rituals, a discussion of the pantheon of Mesopotamian gods, their ranks, the origins and nature of the gods, temple worship, magic, divination, and sorcery. Very useful for grasping Gloranthan theism.

Bryce, Trevor. "*Life and Society in the Hittite World*" – A scholarly overview of the life, activities, and customs of the Late Bronze Age Hittite world.

Burkert, Walter. "*Greek Religion*" – A classic on the study of ancient Greek religion.

Byock, Jesse. "*Sagas, Society, and Power*" – Prof. Byock's analysis of Icelandic sagas is a treasure trove of ideas for a Gloranthan campaign. He was also the translator of the highly recommended "*The Saga of the Volsungs*" (and others).

Byrne, Francis J. "*Irish Kings and High-Kings*" – A scholarly analysis of the nature of early Irish kingship.

Campbell, Joseph. "*The Masks of God*" (4 vol.), "*Hero of a Thousand Faces*" – Campbell's monomyth of the hero's journey has had a tremendous influence on Gloranthan mythology.

Connolly, Peter. "*The Greek Armies*", "*The Roman Army*", "*Enemies of Rome*", "*The Ancient Greece of Odysseus*", "*Greek Legends: The Stories, the Evidence*", and "*The Ancient City, Life in Classical Athens and Rome*" – These are educational picture books of incredible detail and content.

Daniélou, Alain. "*The Myths and Gods of India*" – A classic on the study of Hindu religion. Very useful for grasping Gloranthan mysticism.

Dickinson, Oliver. "*The Aegean from Bronze Age to Iron Age: Continuity and Change Between the Twelfth and Eighth Centuries BC.*" – A great look at the Greek Dark Ages. Bonus points because this is the same writer who did the Pavis-based Griselda stories.

Draeger, Dorm F., and Smith, Robert W. "*Asian Fighting Arts*" – An excellent survey of what it really takes to master a weapon.

Ferdowsi, Abolqasem. "*Shahnameh*" – The great national epic of Persia, it begins in the mythic time of creation and continues forward to the Arab invasion. Its central figure is the hero Rostam, a demon-killing champion who is half demon himself.

Ferrill, Arther. "*Origins of War: From the Stone Age to Alexander the Great*" – A useful overview of warfare in the ancient world.

Foote, Peter (ed.). "*The Saga of Grettir the Strong*" – One version of the making of a hero, direct from the Age of Heroes of Iceland.

George, Andrew (translator). "*The Epic of Gilgamesh*" – The poem of Gilgamesh, king of Uruk, is the world's oldest epic.

Heaney, Seamus (translator). "*Beowulf*" – The great Anglo-Saxon epic, Beowulf is a wonderful glimpse into the heroic age.

Herodotus. "*The Histories*" – Herodotus narrated the wars between the Persian Empire and the Greek city-states led by Athens and Sparta, and the histories leading up to those wars. And at the same time described the entire fantastical world known to the classical Greeks. Lots of story ideas in here as well as colorful descriptions of the classical world.

Homer. "*Iliad*" and "*Odyssey*" – The greatest of all epics, Homer has it all. Adventures, battles, gods, sorceresses, love, vengeance, victory, tragedy – you name it, it is in these two epics.

Howard, Robert E. "*Conan*" (and others) – The archetypical noble and savage barbarian written with muscle and guts; his notes have been finished with less gusto by other writers as well.

Keegan, John. "*The Face of Battle*" – The descriptions in this book are a must for anyone wanting to know some truth in grisly detail about ancient and medieval warfare.

Kerényi, Károly. "*Gods of the Greeks*" and "*Heroes of the Greeks*" – A classic overview of Greek mythology.

Leiber, Fritz. "*Swords in the Mist*" (and others) – A basic source of modern fantasy; the stories about Fafhrd and the Grey Mouser are classics.

Lönnrot, Elias. "*The Kalevala*" – The great Finnish epic which, like the *Iliad* and *Odyssey*, grew out of a rich oral tradition with prehistoric roots.

Lord Dunsany. "*Gods of Pegana*" (and many others) – One of the creators of the fantasy genre, and a huge influence on such writers as Howard, Lovecraft, Moorcock, Smith, Tolkien, and Vance.

Magnusson, Magnus (ed.). "*Njal's Saga*" – An excellent look at a Dark Ages culture, and some rousing fighting besides. Plus some of the most violent legal lawsuits in literature!

Moorcock, Michael. "*Elric of Melnibonê*" (and others) – A basic source of the fantasy genre.

Osprey Publishing. The various Osprey series of military history books are highly recommended to get a visual impression of the ancient world (and other time periods), especially those illustrated by Angus McBride.

Patterson, Nerys. "*Cattle Lords & Clansmen: The Social Structure of Early Ireland*" – This scholarly analysis of the pastoral-agricultural base of early Irish society provides insight into the daily life of people in a Chiefdom society like the Orlanthi.

Sandars, N. K. (translator). "*Poems of Heaven and Hell from Ancient Mesopotamia*" – Includes the Babylonian Creation and Inanna's Journey to Hell. A classic work of ancient mythology.

Scudder, Bernard. "*Egil's Saga*" – Perhaps the most readable of the Icelandic Sagas. Egil is a poet, a magician, a killer, a pirate, and a scoundrel. Egil would make a great character in Glorantha.

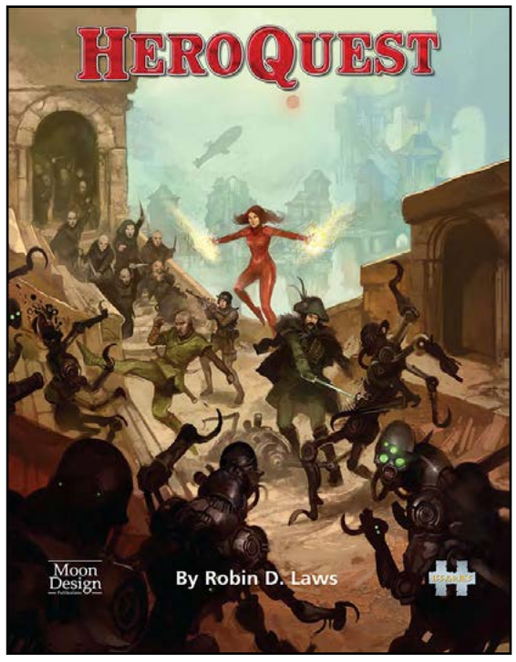
Smith, Clark Ashton. "*Hyperborea*" (and others) – More standards of fantasy fiction, which everyone should at least taste.

Stillman, Nigel and Tallis, Nigel. "*Armies of the Ancient Near East*" (and others by Wargames Research Group Publications) – This fantastic series for war gamers describes the warriors and armies of the ancient world.

Sturlusson, Snorri. "*Heimskringla*" – A superb epic tale of kings and heroes by Iceland's most famous saga writer, proving you do not need fantasy to create legend.

Tolkien, J. R. R. "*The Lord of the Rings*" and "*The Hobbit*" – Modern fantasy classics. Tolkien is rightfully accorded as the Master of fantasy, and if you have not yet read "*Lord of the Rings*" or "*The Hobbit*", please do yourself a favor. Of his other works, see also "*The Silmarillion*" – Notes of the Master compiled posthumously by his son, Christopher, that chronicle the earlier ages of Middle Earth. Also check out "*The Legend of Sigurd and Gudrun*" – His retelling of the Volsung Saga.

Vance, Jack. "*The Dying Earth*" (and many others) – A prolific fantasy author noted for imaginative settings, sumptuous writing, and being the inspiration for many enduring tropes of adventure gaming.



Wolfram, Herwig. "*The Roman Empire and its Germanic Peoples*" – the relationship between the Roman Empire and the surrounding Germanic tribes was fascinatingly complex, and the source of many ancient legends and epics.

Gloranthan Material

Glorantha is the discovery of Greg Stafford, who has accumulated that universe's myths, legends, history, and other lore since 1966. In that time he has written over a million manuscript words about that subject. Some material has appeared previously in fanzines, but they now are out of print and no longer available. Other material has appeared since 1975 in various publications. This appendix is a guide to in-print sources.

Published Sources

Canonical Gloranthan sources in print in 2014.

Sartar, Kingdom of Heroes. By Greg Stafford and Jeff Richard. This is the setting and campaign book for Sartar. Uses the *HeroQuest* Core Rules.

Sartar Companion. By Greg Stafford and Jeff Richard. A setting and scenario book that builds upon *Sartar, Kingdom of Heroes*.

Pavis, Gateway to Adventure. By Greg Stafford and Jeff Richard. A setting and scenario book for the city of New Pavis.

HeroQuest Core Rules. By Robin D. Laws. This dynamic and flexible rules engine lets you play in any genre or setting.

King of Sartar. By Greg Stafford. A work of fiction, King of Sartar is a collection of Gloranthan historical documents pertaining to the Hero Wars.

Glorious Reascent of Yelm. By Greg Stafford. Deep background on Dara Happa and its mythology.

The Book of Heortling Mythology. By Greg Stafford. A huge collection of Orlanthi myths.

The Middle Sea Empire. By Greg Stafford. Background on the Second Age Middle Sea Empire.

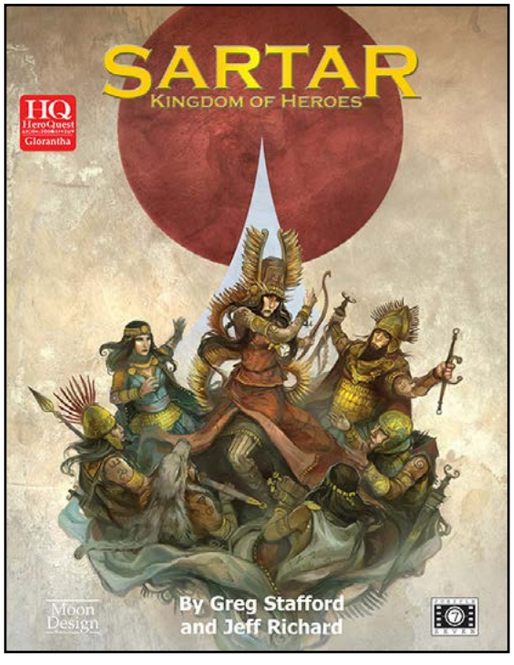
History of the Heortling Peoples. By Greg Stafford and Jeff Richard. Deep background on the Heortlings of Dragon Pass.

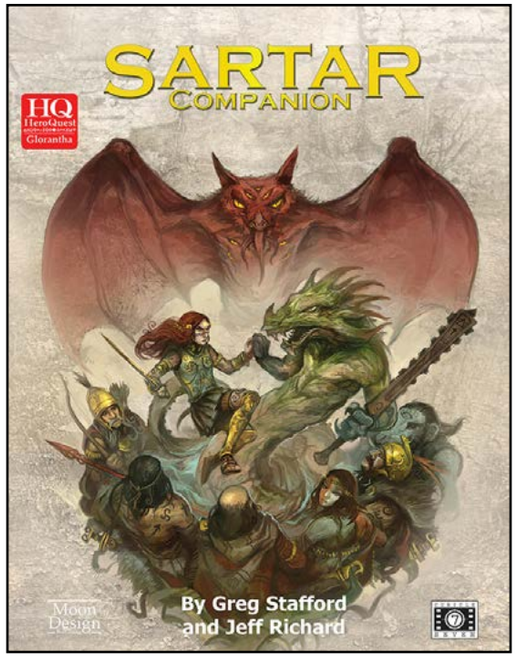
Esrolia: Land of Ten Thousand Goddesses. By Greg Stafford and Jeff Richard. Deep background on Esrolia and the city of Nochet.

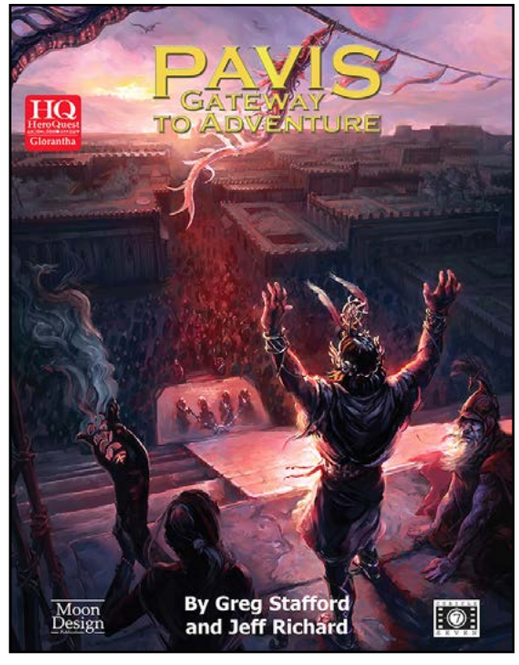
The Wyrms Footnotes. Moon Design's house magazine, a periodical containing pre-publication notes on many Gloranthan items.

Computer Games

King of Dragon Pass. Published by A Sharp. This award winning computer game is set in Dragon Pass and is available for the PC and iOS.







Postscript

The tome you hold is an encyclopedia of dreams, fantasy, and even the occasional nightmare. It is the product of nearly forty years of work, and is a complete guide to the mythical world of Glorantha.

The idea of an encyclopedia of a fictional setting is not new. Jorge Luis Borges' best-known story, "*Tlön, Uqbar, Orbius Tertius*" (1940), introduces an encyclopedia article about a fictional country called Uqbar as the first indication of a massive conspiracy of intellectuals to imagine (and thereby create) a world known as *Tlön*. Of course, Borges never wrote his fictional *First Encyclopedia of Tlön* – whereas the *Guide to Glorantha* is a real encyclopedia of a fictional place (and at over 800 pages, it is a pretty sizable encyclopedia as well!).

There have been a few other fictional encyclopedias written, including for such classic fictional settings as Middle Earth, or the Federation of the original Star Trek series. The *Codex Seraphinianus* must account an even more ambitious example of such a work than the *Guide to Glorantha*. But our reason for making the *Guide to Glorantha* was not merely to make an encyclopedia of some fictional place. Rather, it was specifically to make an encyclopedia of **Glorantha**. Because Glorantha is living, breathing mythology accessible to those of us living in this desacralized world of empirical data and rational thought. We may no longer rationally believe in gods and heroes, but Glorantha lets us forget that we don't, at least for a while.

Way back in the introduction to *White Bear and Red Moon* (1975), Greg Stafford wrote, "Fantasy is not so much a suspension of disbelief as it is an acceptance of our own unconscious." Not coincidentally, the same can be said of mythology – that myths are secret openings where the collective unconscious can pour into our world. Good fantasy is not just variations on Frodo's Quest or a reimagining of the War of the Roses, but something that comes from the depths below conscious thought. Something mythic.

That is the source of Glorantha's power. Its cities of the imagination have their foundations in our collective unconscious. Its gods and heroes are Jungian archetypes and illustrate Joseph Campbell's monomyth, and its Runes a perfect language of magic symbols, an *Ars Magna* that can be manipulated to create the cosmos. Glorantha is rich with riddles, hidden meaning, and secrets that its initiates create and make their own. It is a shared fantasy that you can explore and experience through a variety of media.

Glorantha lets us explore the Great Mystery, those riddles of existence whereof rational materialism cannot even speak, let alone try to answer (and of what Wittgenstein wrote, "*Wovon man nicht sprechen kann, darüber muss man schweigen.*"). Another way of putting this is that Glorantha lets us explore the relationship between us mortals and the divine, between man and god.

The gods and heroes of Glorantha never existed, yet were always with us. No priests or poets of the ancient world ever offered praise to the Lightbringers' Quest, yet we all recognize its eternal truth. We already know the stories of Arkat, of Argrath, and of the Red Goddess, just in fragmentary and garbled form, and wearing different masks and names.

Myth might take different forms in the time of history (what the ancient Egyptians called *neheh*, and Gloranthans call Time) but myth comes from the time of eternity, what the ancient Egyptians called the *djet* (or what Gloranthans call the God Time). It always was and always will be. And so Glorantha always was and always will be.

There is also something of California (and America) to Glorantha. Many Gloranthan stories start with a golden promise of hope that slowly turns to tragic disillusion, which it turn is renewed at great cost with new hope. And then the cycle repeats itself, like the waxing and waning of the moon. Perhaps these are universal as well, but Glorantha's particularly manifestation had its gestation in the San Francisco Bay Area of the Sixties and Seventies – a decade in which California Dreaming got replaced with Helter Skelter and Dirty Harry. Driving across the Western United States, we get glimpses of Glorantha peaking through: herds of Praxian beasts in South Dakota (where are their riders?); we travel past the Block towering over Wyoming, through the Wastelands of Nevada until we cross the Storm Mountains. Glorantha lets us bring the Bronze Age into the North America landscape.

Greg Stafford might have discovered Glorantha, but many others have contributed to that discovery. Sandy Petersen learned the secrets of the dark trolls and was the first to thoroughly explore Pamaltela and the East Isles. Jenell Jaquays and Rudy Kraft traveled amongst the hunters of Balazar and saw the legendary Griffin Mountain, Michael O'Brien lived amongst the sun-worshiping settlers of Sun County, and Nick Brooke deciphered cryptic Carmanian and Pelorian glyphs so that the light of Illumination could escape the darkness of Spol. In fact, there have been too many explorers of note to mention here.

That being said, this book would never have been made without our cartographers. It is impossible to praise Colin Driver enough for his work in making the sketches of Greg and me come to life. Credit is also due to Simon Bray, whose work formed the template for many of the maps in this book.

The artists are at least as important as the writers in making Glorantha come alive. Dan Barker, Simon Bray, Jon Hodgson, Jeff Laubenstein, Mike Perry, Jan Pospíšil, and many others all brought breath and spirit to dry text.

A most special thanks to Moon Design Publication's founder Rick Meints, whose patience and tireless work made this all possible.

And a final thanks to my wonderful wife Claudia Loroff without whose support this venture would have been impossible, and to our two children, Finn and Lara, whose child's-eye view of the world was a constant source of inspiration.

And for those future writers, artists, and explorers of Glorantha, this book is for you. Let it be a guide to endless new discoveries, new mysteries, and new revelations.

– With profound gratitude

Jeff Richard
Berlin, Germany
March 2014

Afterword

Every time I look through the 800 pages of this Guide I think back to when I started doing the credits on page 1 and felt like Tom Sawyer looking at that long fence he had to paint. Fortunately, like Tom I was able to call upon (with far less manipulation) a number of invaluable and talented people who helped keep things moving, and got us all to the finish line.

The one common theme throughout this project was the excitement and happiness from everyone who was involved. Producing the Guide has been a labor of love, not drudgery. Many times I would hear or read that people were helping because they wanted to be a part of finally getting the book that they have wanted for a long time. Along the way that got me pondering how Glorantha has been published in various ways over the last forty or so years, culminating in the book you see before you. This book draws from every Glorantha publishing era for its information, and I am proud of that.

We began with wanting to create a book that was true to Greg's vision of Glorantha. While many brilliant authors and evocative artists have made their contributions, Glorantha is Greg's life's work. That meant we started with what you could call Glorantha's "Green Age" of publishing, almost a decade of Greg just imagining and writing notes about Glorantha. We had file cabinet drawers full of his manuscripts and maps from the late sixties and early seventies to go through (and it was pretty awesome). Seeing those drafts and reworked pages reminded us that one of the joys about Glorantha is that it is always changing and evolving, but at its core it has a solid foundation based on Greg's vision.

Glorantha's written history began with the publication of *White Bear & Red Moon* in 1975. A quirky wargame, its slim 60 page rulebook contained a wealth of Glorantha information sprinkled throughout the game rules and combat tables. Back then, the West was just labeled as one big jungle next to a Desert of Fear. Harrek and Jar-eel became known to us, as did the art of Steve Swenston and William Church's maps.

Furthermore, it was recorded that Trickster slew the sun, and brought on the Long Night, just as the prehistory had Six Dawngivers free the sun and bear the Ungodly Time. All things change, although I do miss the Duchy of the Blue Moon and the Blue Moon demons that dwelt there.

Nomad Gods, published in 1978, was similar in effect. We were introduced to such iconic places like The Block and Pavis, along with Waha, the Rhino Riders, and Tada. We also saw the greatness in the illustrations of Gene Day, a talent taken from us far too soon but a few years later. William Church's map of the Plaines of Prax is wonderfully of that time, with everything northwest of the Rockwoods being simply labeled as a "Masked Land" where "Other Demons probably live here".

The Golden Age of Glorantha publishing began with the debut of the *RuneQuest* RPG at the 1978 Origins convention held in (wait for it) Ann Arbor, Michigan. Over the next five years Chaosium would produce an impressive array of Glorantha supplements including: *Apple Lane*, *Snakepipe Hollow*, *Cults of Prax*, *Cults of Terror*, *Griffin Mountain*, *Pavis*, *Big Rubble*, *TrollPak* and *Borderlands*. William Church's maps became far more elegant and detailed. We were introduced to Jack O'Bears and Ducks drawn by Jennell Jaquays, and trolls drawn by Lisa Free, many of which are found in this Guide because some Glorantha things are eternal, even if there is always change constantly tugging us towards new discoveries.

Sadly, when you stack up all the Glorantha goodness published during this Golden Age it works out to be just over a fifteen hundred pages, especially if you don't include the stat blocks of the monsters and NPCs. The Golden Age ended in 1983 when the rights to *RuneQuest* were sold to Avalon Hill.

Glorantha changed quite a bit over the next ten years. Avalon Hill brought in different artists and different authors from time to time, collectively producing just over two thousand pages of Glorantha material. Even so, Greg Stafford and Sandy Petersen expanded our Glorantha knowledge with three boxed products in particular: *Gods of Glorantha*, *Genertela: Crucible of the Hero Wars*, and *Elder Secrets*. The Genertela box set formed the nucleus of a good portion of this Guide, along with the unpublished "Oceans" book cut from the finished product. Towards the end of the Avalon Hill era, Ken Rolston oversaw what has now become known as the "Glorantha Renaissance". Between 1992 and 1995 we were treated to *Sun County, River of Cradles*, *Strangers in Prax*, and *Dorastor* before Avalon Hill lost the *RuneQuest* License.

Around that time Chaosium published Greg's Glorantha novel *King of Sartar*. Some saw what he wrote as changing Glorantha too much while others saw it as part of the long arc of change that Glorantha has always been traveling on. Regardless, it presented Glorantha from several subjective points of view rather than the single objective point of view found in roleplaying supplements. *King of Sartar* meant more to Glorantha publishing than any other book since the original *RuneQuest* rulebook fourteen years earlier. It underscored that Glorantha entices you into making it your own. You can easily add a myth, a story, a character, or a place, especially if you are a gamemaster running a campaign set in Glorantha.

Greg Stafford founded Issaries Inc. in the late nineties to continue publishing Glorantha material. While *Hero Wars* was the rules system its main focus was Glorantha, with products like *Glorantha: Introduction to the Hero Wars* and the *Dragon Pass Gazetteer*. Greg also continued working on his deeper background material in products like *The Glorious Reascent of Yelm* and *The Entekosiad* which presented Glorantha in a vein similar to *King of Sartar*. Over the course of almost a decade Issaries published just over two thousand pages on Glorantha before closing its doors.

Moon Design Publications was started in 1999 on the notion that too much material from the previous decades was no longer easily accessible unless you wanted to pay collector prices for long out-of-print materials. During its first five years of operations it published the four volume series of *Gloranthan Classics*, but when Issaries Inc. ceased its efforts we switched to becoming the publisher of new Glorantha material via our *HeroQuest* game license.

For our first project of the latest Glorantha era of publishing we chose Sartar. It allowed us to focus on where Glorantha got its published start with *White Bear & Red Moon*. We built upon Greg's vision of the Orlanthi with *Sartar: Kingdom of Heroes* and the *Sartar Companion*. Over thirty years worth of material was packaged together and expanded upon. We took a similar approach to our *Pavis: Gateway to Adventure* project. We wanted to create a single sourcebook of material that covered the subject in detail, largely separated from game system mechanics.

While these projects were underway we didn't really notice that Greg had begun his journey towards retirement. He had quietly started letting go of the creative reins and allowed us to continue his life's work. Over those years we built up a mutual understanding about where Glorantha would go as it continues to evolve. We learned how to do that while staying true to its roots, even when those roots have been buried deeply under many years of change. That's what led to Greg confidently assigning all of his rights to Glorantha to Moon Design in 2013.

This Guide is the latest expression of our publishing desires. It was created to make it far easier for you to explore Glorantha in all its richness of material. Thank you for joining us on this journey.

Here, at the end, I humbly wish to thank all of my friends for helping me, friends I made while doing all of this over many years. Lastly, I thank my wife Karen.

– Rick Meints
Ann Arbor, Michigan
April 2014

Index

Numerals

1st Action 154
2nd Action 154
3rd Action 154
4th Action 154
5th Action 154
21 Tribes of Waha's Covenant 711
33 gods 539
1028 Hymns of Chal 426

A

Aamor 413
Abar 414
Abbak 629, 641
Abbakar 555
Abbak Hills 629, 641
abbakka 559
Abdamedric 47
Abdjab 555
Abesh 555, 566
Abgammon 672
Abiding Book 53, 133, 135, 408, 412, 502, 508
Abiding Ceremony 633
Above and Beyonds 134
Abzered 105, 682, 684, 685, 686, 687, 689, 690, 692, 693
Acac the Revivifier 555
Academy of the Gate of Shavaya 279
Academy of Xingshu 274
Acos 53, 114, 117, 121, 348, 386, 693, 702
Acroloph 640
Adalla Dynasty 200, 211
Adari 446, 447
Adelre River 269
Adinor 629
Adjustment Wars 137, 237, 251
Adlanari 492
Admiral Baran 628
Admiral Yacht 560
Adpara 473, 476
Aelwrin 301, 302, 730
Aeolism 247
aepycamelus 442
Aerlit 411, 417
Aether 114, 115, 261
Aetheric Brothers 670
Afadjann 43, 45, 46, 47, 62, 137, 141, 528, 541, 550, 552, 553, 554, 555, 558, 561, 562, 565, 566, 567, 568, 569, 572, 573, 623, 624, 628, 629, 632, 633
Afadjanni 43, 46, 550, 552, 555, 562, 569, 623, 624, 629, 641
Afati-Tal 568
Against the Demons 203
Against the Riddlers 699
Agape 446
AgartuSay 364
agarwood 484
Agato the Silent Sage 572
Agent of the Secret Register of the Boristi 382
Age of Chaos 702
Age of Darkness 191
Age of Dragons 77
Age of Heroes 730, 751
Age of Monsters 693
Age of Sleep 59
Age of Terror 120
Aggar 5, 19, 31, 33, 102, 134, 171, 175, 294, 328, 329, 330, 331, 334, 335, 342, 395, 731
Aggari 33
Agi 577, 598, 683
Agimori 17, 27, 43, 47, 51, 405, 421, 446, 513, 523, 541, 542, 550, 553, 573, 577, 582, 588, 590, 595, 598, 600, 615, 628, 642, 685, 687, 689, 690
Agitori 577, 583, 588, 615
Agnara 215
Agnost 218
Agria 199, 203, 205, 206, 208
A Hero Wars Prophecy 185
A History of My Black Horse Troop 170, 743, 750
Aignor 529
Aignor the Trader 529
Aiken Huo 533
Ailor River 411
Aininlahay 568, 573
Ainsford 219
Air Caves 251
Air Dragon 264
Air God 250, 492
Air Gods 117, 216, 687
Air Rune 38
Ajaak 325
Aji Chomba 492
Akamanah 311
Akasta lronspear 443
Akem 5, 125, 127, 199, 200, 203, 211, 212, 216, 410
Akez Loradak 707
Akgarbash of Laurmal 329, 331
Akim's Sense 17
Akka 446
Akkari 229, 233
Akorgat the Sky Tyrant 476, 478
Aksena Za 707
Akuturos 672
Alaafin 555
Alafio 555, 569, 573
Alakoring 37, 76, 134, 137, 334, 335, 392, 393
Alakoring Dragonbreaker 37, 76, 134, 137, 334, 335, 392, 393
Alakuko 429
Alampish 429
Alangellia 376, 382, 383
Alanthore 267, 302
Alarlaverir 687, 690, 692
Alaru 533
Alatan 142, 144, 356, 361, 362
Alchemical Transformer 86, 89, 184
Alchemy 43, 417
Alda-Chur 171, 177, 179, 188, 189, 734, 735, 738
Aldin 473, 478, 480, 483, 484, 494, 537
Aldin Islands 473, 478, 480, 484, 494
Aldog 325
Aldrya 59, 61, 63, 66, 67, 150, 160, 241, 321, 504, 543, 546, 547, 628, 632, 637, 640, 652, 653, 654, 677, 680, 682, 684, 692, 722
Aldryami 5, 8, 13, 59, 61, 62, 63, 65, 66, 67, 68, 69, 100, 106, 128, 131, 133, 162, 169, 179, 183, 187, 191, 192, 197, 208, 215, 231, 233, 244, 257, 283, 317, 319, 322, 325, 335, 347, 350, 351, 355, 362, 372, 373, 387, 388, 393, 405, 410, 415, 421, 423, 439, 456, 469, 470, 502, 543, 544, 553, 554, 555, 559, 561, 566, 568, 569, 588, 589, 620, 629, 632, 633, 637, 640, 641, 677, 682, 687, 688, 691, 692, 695, 696, 697, 698, 707, 708
Aldrya's Forest 680, 682, 684
Aldrya's Woe 61
Alegon Falls 414
Alehandro of the Brass Arm 324, 327
Alekki 397
Alenvus 307
Aleshmara 25, 151, 648
Alesia 750
Alfosios the Wise 66
Alfostios 674
Algiman 512
Alkor 41
Alkoth 39, 42, 298, 313, 321, 324, 325, 330, 336, 342, 347, 672, 676, 682, 687, 695, 711, 713, 720
Alkothi 309
All Eyes Open But One 70
Allgiver 57, 264, 280, 285
allosaurus 106
All-Seeing Eye 12, 51, 378
All Seeing God 667
Allspring 394, 395, 397
Allspring River 394, 397
Alone 179, 229, 555, 670
Alongor 374, 393, 720
Alongor Lightning 393
Alorket 219
Alornik 313
Alou the Brushman 278
Alpha Red 85
Alsporanjabbi 104, 478
Alsporanjabbi Sea 478
Alsporanjabbi tribe 478
Alstuga 629, 640
Althil 307, 309
Altinae 141, 145, 158, 200, 201
Altinela 158, 159, 500
Aluminum 16
Always Awake Twice 368
alynx 31, 33, 36, 387
Alyss River 602, 604
Amalgam Deities 722
Amazon(s) 271, 426, 433, 437, 439, 472, 745, 746
Ambatarolamba 478, 480
Ambatolampy 480
Ambovombe 473, 479, 480, 483, 487, 498
Ambovombe Island 483
amebelodon 46, 550, 566, 620
Amethyst Dragon of Greater Chaos 291
Amlaria the Priestess 208
Amneleon 414
Amontane 595
Amphobos 708
Ampral 205
Amron 205
Amtal Vale 429, 439
Amuli 309
Amuron 25
An 513
Anaconda People 544, 589
Anadiki 294, 327, 339, 341, 344, 668
Ana Gor 244
Anarsto 720
Anatasy Islands 478
Anaxial 304, 309, 644, 667, 668, 671, 673, 675, 685, 686, 687
Anaxial Dynasty 687
Anaxialian Wonders 667
Anaxial's Boat 685, 686
Anaxial the Sailor 304, 309
Ancestor worship 42, 108
Ancestral Dragon of Being 261
Ancestral Dragons 77, 277
Anchi Sheng 271
Ancient Beasts Society 379, 382, 383
Ancient Warfare 25
Ancient Waters Dragon 77
Andam Horde 317
Andarkon 368, 372
Andastrian Pointer 739

Andin Islands 478, 485
Andin(s) 472, 473, 476, 477, 478, 479, 480, 481, 482, 485, 487, 494, 531, 537, 538
andrewsarchus 544
Andrin 237, 240
Androgeus 642, 730
Anehilla 373, 648
Angazabo 480, 525
Angen 531, 533
Angen the Elder Brother Eldest-Present God 533
Angry Grandfathers 559
Angry Serpent Path 453
Animal Mythos 59
Animal Nomads 151, 167, 185, 279, 372, 426, 429, 440, 445, 446, 452, 453, 455, 457, 458, 459
Animal Riders 707, 745, 746
Animism 126
Anirdavu the Humble 304
Anirestyu 304, 718, 720
Anirinelm 304
Anirkestus 648
Anirmesha 304
Ankori 446
Ankori's Bison in Winter Grasslands 446
Ankylosaur tribe 517
An Lin Chao 267
Annara Gor 10, 338, 678
Annilla 97, 150, 346, 429, 434, 559, 648
Annmak the Peacemaker 135
Annor 351
Annotated Argrath's Saga 736
Annstad 750
Anostos 215, 216
Anqus Farquinils 171
Antara 729
antelope 11, 22, 27, 29, 46, 106, 107, 269, 292, 320, 342, 442, 453, 470, 561, 589, 712
Anthor 352
antigoddess 485
antigod(s) 57, 152, 261, 262, 267, 268, 280, 284, 285, 288, 290, 427, 428, 429, 434, 472, 476, 477, 478, 479, 480, 482, 484, 485, 487, 492, 494, 495, 498, 499, 531, 687, 689, 693, 696, 697, 698, 746
anti-life 121
Antirius 309, 647, 667, 669, 673, 687, 723
Antones Estate 257
Anu Balustrata 25
Appeasers 341
Appius Luxius 169, 171, 172, 328, 329
Aptanace 57, 153, 272, 274, 285
Aptanace the Sage 57, 153, 272, 274, 285
Aquamarine Armada 597, 642, 685, 689
Arachan(s) 503, 511
Arachne Solara 21, 106, 111, 121, 123, 124, 190, 719
Arachtan Plains 555
Aradinni demons 731
Aradoshu 533
Araganthosas 153, 483
Araget 629
Arakon 708
Aram 185, 711
Aramites 711
Aram Ya Udram 711
Aranda 237, 255, 480
Aranda's War 237, 255
Arandinni 473, 476, 478, 479, 484, 494
Arandinni Islanders 479
Arandinni Islands 473, 478, 484, 494
Arandinni King 476
Aranea 97, 170, 707
Aranea Kad 707
Arangorf 37
Aransanda 172
Araslithos the Sage 439
Arau 711
Arawan 555
Arbennan 22, 23, 25, 144, 541, 576, 577, 591, 599, 646
Arbennan Confederation 144, 576, 577, 591, 599
Arbennan Kingdom 144, 541, 577
Archduchy 352
Archexarch of War 54, 57, 268
Archexarch of Work 54
Archexarch over the Masses 54
Archexarchs 54
Archidomides 45, 550, 552, 560, 566, 568, 569, 573
Archmage of the Valkarist sect 483
Archon(s) 374, 379, 382, 383, 385, 393, 412, 750
Arcos 197, 292, 299, 302, 307, 309, 314, 316, 344, 348, 364, 368
Arcos River 197, 292, 302, 307, 309, 314, 316, 344, 348, 364, 368
Arcos River Valley 316, 344, 368
arctodus 620
Ardinyar Kocholangsson 742
Areola 710
Arethom 205
Argan Argar 37, 94, 98, 101, 150, 165, 234, 235, 242, 244, 245, 249, 254, 259, 382, 385, 468, 696, 707, 708, 711, 747
Argan Argar Chain 94, 382, 385
Argenteus 295, 302
Argentium Thri'ile 127, 131, 304, 313, 364, 368, 710, 713
Argin Terror 382, 385
Argrath 14, 177, 229, 249, 301, 329, 443, 458, 459, 558, 730, 732, 734, 736, 737, 738, 739, 740, 741, 742, 743, 750
Argrath Dragonlord 459
Argrath's Rock 739
Ari-ji 314
Ari-ji clan 314
Arika 533
Arim 172, 178, 179, 188
Arimadalla 133, 200
Arim's Temple of the Secret Kingdom 179
Arim the Pauper 172, 178, 179, 188
Arinsor 222
Arinstoli 446
Arinstoli Ten-Arrow 446
Arir 310, 311, 675
Arira 674
Ariralves 311
Arirtikoth 309
Arisonids 407
Ariston 421
Arkablings 341
Arkal 344
Arkans Warwood 504
Arkat 12, 37, 51, 53, 68, 87, 91, 98, 99, 127, 128, 129, 130, 131, 132, 135, 136, 156, 157, 170, 183, 187, 191, 199, 200, 235, 241, 244, 247, 249, 329, 341, 342, 344, 351, 352, 361, 362, 373, 374, 375, 376, 378, 379, 382, 383, 384, 385, 386, 387, 388, 389, 393, 395, 397, 398, 408, 410, 412, 413, 414, 415, 417, 422, 502, 503, 646, 649, 700, 702, 703, 713, 716, 717, 718, 719, 720, 721, 722, 723, 724, 726, 732, 744, 747, 748, 750
Arkat Chaosbane 156, 386, 395, 413
Arkat (constellation) 646, 649
Arkat Cults 376, 379
Arkat Guards 235
Arkat Humaktsson 235
Arkati 151, 342, 344, 376, 378, 379, 383, 384, 385, 413, 414, 424, 503
Arkat Kingtroll 99, 329, 719
Arkat Liberator 383
Arkat's Autarchy 157
Arkat's Command 132, 235
Arkat's Curse 342
Arkat's Dark Empire 374, 422, 502
Arkat's Fall 157
Arkat's Hold 249
Arkat's Last Passing 386
Arkat's Last Tower 344, 386
Arkat's Peace 130
Arkat's Tax 235
Arkat the Deceiver 718
Arkat the Destroyer 244, 341, 342, 383, 384
Arkat the Liberator 68, 383, 386, 388, 414, 422
Arkat the Savior 386, 389
Arkat the Traitor 383, 415
Arkat the Troll 98, 398, 720, 722
Arkatus Negrus 724
Arketos Mountain 311
Arkhome 157, 414, 415
ArLenish 317
Arliss boatmen 546
Arliss River 546, 547, 607, 608
Armbands of Sartar 177
Arming of Khordavu 347
Armistice of Prax 443
Army of Belintar 242
Army of Darkness 291
Army of Dead Heroes 741
Army of Dragon Pass 296, 347
Army of Every Death 76
Army of Justice 421, 576
Army of Orlanth 720
Army of Rightness 133, 374, 502
Army of the Living Dragon 264
Army Spirit 187
Arnholt 205
Arnji 576, 577
Arnji Fadar 577
Arnlor 414, 422
Arnmorn 199, 224, 225, 228
Arnstadle's Own Grassland 446
Arnvish Artash 457
Aroin 600
Aroka 187, 649, 684
Aroka Sea 684
Arolanit 53, 127, 128, 129, 131, 138, 144, 156, 200, 208, 222, 229, 373, 375, 393, 405, 407, 408, 410, 413, 414, 415, 417, 421, 422, 423, 424, 643
Arolanit Coast 422
Aronius Jaranthir 42, 324, 327
Arrana Ovanich 17
Arrathus River 555, 559
Arraz 645, 649, 670
Arroin 120, 722
Arrolian Properties 141, 219, 318, 744
Arrowmound 78, 249, 258, 656
Arrowmound Peak 249, 656
Arrow Pillar 432
Arrow Wound 727
Arrquong 162
Arsden 414, 422, 468
Arshu Phola 508, 512
Arshu Vilake 533
arsinoitherium 544
Arstola 68, 69, 241, 244, 251, 256, 257, 350, 351, 352, 355, 356, 361, 362, 707, 708, 711
Arstola Forest 68, 69, 241, 244, 251, 256, 257, 350, 351, 352, 355, 356, 361, 362, 707, 708, 711
Arstor of Varstalor 710
Arthen 200, 208, 648
Artia 561, 646, 647, 648
Artia Nightdaughter 647
Articles of Faith 408
Artifex 295, 314
Artists and Musicians Guild 572
Artmal 25, 43, 47, 151, 429, 541, 561, 562, 590, 621, 642, 685, 686
Artmali 25, 151, 154, 158, 429, 430, 465, 466, 553, 561, 562, 573, 577, 583, 588, 590, 597, 598, 610, 615, 623, 642, 683, 685, 686, 687, 688, 689, 690, 691, 692
Artmali Emperor 429, 588
Artmali Empire 151, 553, 562, 583, 610, 615, 623, 642, 686, 687, 689, 690, 692
Artmali Period 154
Artmal's Trail 685
Artmal the Old 25
Aruzban Ironarm 394
Arvanor 629
Aryela 339, 711
Arzawa 629, 632
Ascended Masters 51, 53, 203, 205, 208
Aseko 555
Asgolan Fields 412, 413, 414
Asharthcha 671
Ash Flat 344
Ashrill 346, 669
Ason the Poet 533
Asrelia 34, 37, 150, 152, 234, 244, 255, 257, 674, 710, 742
Asrelia's Retreat 255
Asrelopa 255
Assiday family 172, 187, 329

Astakalos the Sky Flyer 471
Astamanyx 552, 553, 572
Astor 205
Asvedava the Black 302
Asvekhordevu 304
Atanazes 478, 480
Atapupo 595, 598
Atareya 481, 493
Atareyan Oracles 481
Atarpur 429
Ategeganda 555, 636
atheists 53, 212, 215, 247, 373, 501, 528
Atrocity War 532
Atyar 446
augner(s) 347, 728
August Dragon 78, 267, 268, 278
August-Rise Dynasty 532, 537, 538, 539
August Temple of the Dragons of the Dawn 278
Auld Wyrmish 74, 78, 80, 134, 169, 171
Auloring Riverman 354
Aulorings 354, 357
Auloring tribes 362
Aurelion's Breakwater 508
aurochs 738
Aurubdey Forest 533
Austerity Contest 477
Austerity War 262, 483, 696
Autarchy 131, 157, 374, 379, 385
Autonomous Winds 664
Autumn Disturbance 533, 539
Autumn Equinox 112, 650, 653
Autumn Mountains 331
Avalaland 411
Avalor 429
Avanadan 498
Avanapur 476, 477, 492, 499, 693, 694, 695, 696, 698
Avanapur's Transitory Empire 477, 693, 694
Avanapur the Lord of Nightmares 476
Avanvemati 481, 487
Avanvemati Island 487
Avaranboth 478, 481, 493, 494, 498
Avaranboth Island 498
Avarnia 309, 673
Avarnia the Quail 309
Aventus 247
Avisol 205
Avivath 673
Avivorus 295, 673
Avlor 211, 648
Avok 383
Avoroma 481, 487
awakened animals 608
Axaxaxas Mlö 566
Axe-and-a-half 320, 330
Axe Hall 249, 656
Axe Maiden 356
Axemen 362
Ayos 224
Ayotkulakti 544
Aythellin 473, 478, 481, 537
Aythellini 478, 495
Aythellini islands 495
Aythellin Islands 473, 478
Azilos 375, 379, 382, 383, 384, 726
Azka Dag 267
Azmurad 553
Azure River Valley 357

B

Baba Kroos 560
Babeester Gor 30, 35, 37, 66, 119, 150, 152, 242, 244, 249, 356, 629, 636, 656, 711
baboons 27, 100, 433, 453
Baboon Troop 27
Babston 356
Backbone of Kana Poor 111
Backford 249
Badalisc 227
Bad Deal 86, 90, 225, 227, 387, 388
Bad Deities of Below 678
Bad Emperor 532
Badger People 233
Badlands 398, 446, 453
Bad Laws 669
Bad One 138, 645, 702
Bad Rain 740
Bagnot 177, 179, 188, 329, 738
Bagog 109, 153, 649, 702
Bagog (constellation) 649
Bagogix 446
Baibao Jong 272
Bai Fu 279, 280
Baihu 283
Bailifes 141, 407, 412, 413, 414, 415, 417, 422, 423
Bailifes II 412
Bailifes of Rindland 412
Bailifes the Hammer 407, 412, 413, 414
Bailifids 407
Bakan 216, 224
Bakana Lake 257
Bakanos 224
Bakan the Boar 216, 224
Bakar Lake 205
Bakeel Lake 383
Baklene 215
Bakoka 649, 678
Bakoka the Demon Scorpion 649
Baktu 481
Balancer of Elements 263
Balanorffo 555
Balanzan 555, 564
Balarzak Leatherwing 342
Balastor 456
Balazar 90, 162, 184, 188, 190, 191, 192, 193, 197, 198, 335, 458, 677
Balazaring 13, 175, 193, 197
Balazarings 90, 184, 191, 193, 197, 198
Baldrus 702
Balifid 407
Balifid House 407
Baliveldryo 481
ballcourts 288, 291
Ballesteros 583, 595, 599
Ballid 68, 373, 375, 387, 388, 393
Ballid Forest 387
ballista 468, 620
Balovius 325
Balumbasta 25, 107, 566, 577, 582, 588, 589, 646, 647
Balumbasta the Volcano God 566
Balurga 711
Balurgan villages 711
Bambara Maunde 555, 568, 572
Ban 51, 99, 141, 144, 145, 200, 201, 202, 203, 205, 206, 208, 211, 212, 215, 216, 218, 219, 220, 221, 222, 224, 225, 227, 228, 230, 232, 233, 277, 298, 301, 316, 318, 324, 325, 327, 749
Banajasab 429, 434
Banamba 46, 550, 552, 558, 561, 565, 573, 623
Banamban 43, 46, 550
Banambans 573
Bandan the Demon King 480
Bandiagara 558
Bandori 247, 251, 257
Bandori Valley 247
Banga-nde 558
Banglangko 431
Banini Lake 25
Banini region 576
Banir 222
Banlot 327
Banner of the Furred Bird 588
Banthe 103, 104, 350, 460, 461, 527, 665, 666, 685
Banthe Ocean 460, 665
Banthe's Doom Current 666
Banthe Sea 104, 350, 527
Ban Yow 277
Barakar 235
Baraku 47, 552, 561, 572, 621, 629, 642
Baraku the Invader 561
Baralor 224
Barangon 481
Baranurt Island 604
Baranwolf the Imposter 17
Bara Shal 433
Barbarian Quarter 421
Barbarian Town 451
Barinso 577
Barking Ground 711
Barkuli 712
barley 38, 41, 54, 55, 119, 203, 208, 219, 242, 259, 307, 313, 316, 328, 329, 350, 426, 439, 620, 633, 658, 676
Barleygrove 219
Barlinn 508
Barnborn 335
Barntar 37, 170, 177, 222, 224, 227, 241, 244, 259, 328, 335, 350, 387, 653, 710
Barntar plow 222, 350, 387
Baroshi 119
Barred Seal People 283
Barteri tribe 335
Baruba Kinslayer 561
Baruba the Usurper 573
Barueli 553, 558, 566, 569
Barueli Pass 566
Barugaza 629
Baruling 43, 550, 553, 558, 560, 565, 566, 568, 573
Baruling Kingdom 558, 560, 566
Baruling River 558, 560, 565, 566, 568
Barvendaru 512
Bar-Wul-Yaan 431, 439
Basalt Phalanx 318
Basangi people 610
Basekora 309
Basim 31, 375, 394
Baskaladalla 200
Baskelos 234
Basko 98, 101, 102
Basmol 137, 150, 375, 394, 414, 417
Basmol clan 394
Basmoli 18, 19, 21, 27, 131, 446, 589, 689, 690, 693, 696
Basmoli Berserkers 27, 446
Basmol Ruins 414
Basol 205
Bastis 239, 352, 356
Bat Goddesses 647
Bath 357, 362
Baths of Nelat 123
Batol Islands 478
Bat Pen 727
Bat People 283, 432, 439, 544, 555, 558, 561, 562, 564, 566, 567, 568, 569, 572, 573, 737
Bat Rune 727
Battle of Alavan Argay 446
Battle of All Widows After a Week 267, 280
Battle of Argentium Thri'ile 127, 131, 304, 313, 364, 368, 713
Battle of Arkat and Gbaji 131
Battle of Asgolan Fields 412, 413, 414
Battle of Auroch Hills 731, 732
Battle of Castle Blue 141, 295, 312, 327
Battle of Chaos 317, 325, 329, 336, 726
Battle of Creeksteam Ford 720
Battle of Dangerford 736
Battle of Dantolfol 741
Battle of Dayhail 720
Battle of Denzis Water 446
Battle of Diao Yu Cheng 272
Battle of Doom 742
Battle of Dwernapple 736, 739
Battle of Eleven Beasts 131
Battle of Falling Hills 141, 179
Battle of Falling Stones 144, 379, 388, 393
Battle of Fearlessness 392
Battle of Four Arrows of Light 325
Battle of Gardint 742
Battle of Giants 216
Battle of Grizzly Peak 144, 169, 175, 179, 185
Battle of Hanroo Field 117
Battle of Heroes 145, 177, 185, 739
Battle of Iron Fences 314, 368
Battle of Juguyiri 569
Battle of Karnge Farm 144
Battle of Kartolin Pass 131
Battle of Kaxtorplose 720
Battle of Kitor 42, 325, 368
Battle of Larassa 185
Battle of Markoth 720
Battle of Moonbroth 26, 443
Battle of Necklace Horse 133, 445

Battle of Night and Day 129, 131, 188, 235, 710, 713, 720
Battle of Oenriko Rocks 144, 528, 555, 569, 603, 624
Battle of Oxbow 344
Battle of Pairing Stone 456
Battle of Pennel 736
Battle of Pornuthpananda 17
Battle of Queens 735
Battle of Quintus' Vale 141, 187
Battle of Salinsfort 720
Battle of Sardrandos 720
Battle of Seven Horses 345, 346, 364
Battle of Six Herds 283
Battle of Stenentos 720
Battle of Sword Hill 736, 738
Battle of Tanian's Victory 48, 133, 136, 503
Battle of the Fields of Ash 720
Battle of the Goats 720
Battle of the Kitchen 720
Battle of the Lightning Stones 382
Battle of the Lion King's Feast 241
Battle of the Nights of Horror 368
Battle of the Trees 566
Battle of the Verge 720
Battle of Vanganth Hill 374, 720
Battle of Vanntar 713, 720
Battle of Veranich and Polarn 17
Battle of Vingkot 720
Battle of Vorala's Wish 621
Battle of Wagons Turned 144, 591
Battle of Zebrawood 373, 397, 714
Battles of Kartolin Pass 720
Battles of the Four Gates 720
Batu Batun 577
Batudu 577
Baustin 414, 421
Bautan River 610, 615
Bautoomba 481
Bautoombans 481
Bavero 346
Bayahote 604
Bay of Helela 210
Bazhi Amam 533
Bazhi Kanamaru 533
Bazkalia 394
Bazkalia Oskor 394
Beaked Dragonewt 73, 75
Bearded Trolls 92
Bearer of Death 86
Bearer of Lost Light 732
Bearer of the Head 171
Bear God 14, 204, 227
Bear Grove 230
Bear Hills 66, 197, 219, 228
Bear Kings 744
Bear Mountain 331
Bear People 68, 202, 229, 231, 232, 233
Bearslayer 562, 623
Bearslayer's Conquest 562
Bear Woods 197
Beast Men 59, 106, 134, 170, 171, 177, 179, 190, 405, 415, 417, 421, 422, 511, 589, 747
Beast People 268, 417, 742
beast peoples 18, 21, 561, 589
Beast Riders 175
Beast Rune 116
Beast Valley 106, 110, 171, 179, 190, 742
Beat-Pot 301, 302, 730
Beat-Pot Aelwrin 301, 302, 730
Beautiful Dynasty 499, 687, 690, 692, 695
Bedbedsu 476
Beder 205
Bee Feast 583
Bee Queen 182
Bee Tribe 182
Beggars' Parade 304
Behind the Shadow 724
Bei Shuyuan 283
Beked 352
Bekesh Marnad 492, 498
Belathgert 224
Belemor 375
Belernos 251
Belesta of Thinobutu 559
Belgeng 530, 533, 536, 537, 538, 539
Belgeng Island 539
Belintar 101, 121, 141, 142, 144, 167, 237, 239, 240, 241, 242, 243, 244, 245, 247, 248, 249, 251, 254, 255, 256, 257, 259, 339, 432, 467
Belintar's Full Council 241
Belintar's Pedestal 257
Belintar the God-King 239, 240, 248, 339
Belintar the Stranger 141, 237, 247
Beljak 225
Belksan 90, 417
Bellex Maximus 302, 329
Bell Temple 335
Belmanko Islands 478, 480, 482
Belorden 123, 668, 669, 720, 743
Belorden the Knowing Priest 720, 743
Belstos 383, 702
Bemelor 351
Bemtha Jarkaru 577
Benalos 200
Bendaluza 47, 569
Bendaluza the Glorious One 569
Beneren 685, 687, 693
Benestros 553, 558
Benestros Uprising 553
Beneva 172
Benksland 344, 700, 712
Benku 531
Benst Beel 179
Bensval 257
Bentus 317, 327, 677
Beobard 228
Bep 559
Bepalafio 559
Beraba the Sot 573
Beren 335
Berenethtelli 337, 710, 713, 714, 720
Berenethtelli Tribe 710, 714
Berenstead 708
Bereven Islands 478
Berisos 625, 629
BernEel Arashagern 311, 667, 669, 673
Berstuk 604
Bertalor 529
Berthestead 710
Bervina 719
Beryl Phalanx 313
Beta Green 85
Bethana 729
Bethmoora 288
Better Place 446
Bevilt 576, 577
Bevilt Chaosfire 576
Beyond Glamour 729
Beyond Nightmares 292
Bezarngay 477, 478, 480, 495
Bezarngay Boil 477, 478, 480
Bezduron 708
Bezjalaf 708
Bia 567
Biggle Stone 447
Bighorns 447
Big Places 478, 481, 484, 492
Big Rubble 16, 106, 443, 445, 447, 453, 454, 456, 459
Bijiif 667, 679, 711
Bikhy 339
Bilini 197, 329, 339, 340, 341, 342, 344, 668
Bilini Kingdom 341
Bilinings 341
Bilini River 197
Billiz 19, 334
Bimabwe Bigger-Than-Life 446
Bimbaros 162
Bina Bang 98, 172, 345
Binda 495
Bindle 294, 322, 324, 325, 327
Bindle City 325
Bird Kings 309
Birdland 728
Bird of Gifts 158
Bird People 318
biremes 205, 295, 468, 620
Birin 292, 307
Birthday Witness Towns 309
Biselenslib 41, 42, 313, 314, 322, 676
bisen misss fetch 595
Bisilo 533
Bisodakar 307
bison 11, 36, 106, 151, 189, 269, 292, 319, 363, 442, 443, 446, 470, 712
Bison 13, 26, 27, 30, 313, 339, 440, 442, 443, 446, 447, 452, 453, 459, 738
Bison dynasties 313
Bison Khan and Rainman Grasslands 447
Bison Kings 339
Bison People 443
Bison Plains 447
Bison Rider 30, 442, 459
Bison Riders 13, 26, 440, 442, 446, 447, 459, 738
Bison Tribe 26
Bisos 311, 317, 322, 324, 327, 725
Bisoshan the Great 307
Bisos the Bull 725
Bitter Spring 447
Bizika 283
Bizos 357
Black and White laws 317
Black Bear 224
Black Butte 368
Black Camp of Introspection 680, 682
Black Castle 393
Black Caves 388
Black City 311, 641
Black Demon 414
Black Dendara 647
Black Dragon 78, 182, 268, 288, 707, 743, 746, 747
Black Dragon Mountain 707, 747
Black Dragon Mountains 182
Black Dragon River 288
Black Eater 177
Black Eel 179, 182, 189, 320, 330, 335, 708, 710, 711, 742
Black Eel River 179, 182, 320, 330, 335, 710, 711, 742
black elves 62, 66, 189, 606
Black Fang Brotherhood 456
Black Figure Technique 316
Black Forest 202, 216, 219
Black Hole 119
Black Horse County 168, 170, 179, 738, 750
Black Horse Riders 186
Black Horses 170, 186
Black Horse Troop 170, 179, 186, 730, 740, 743, 750
Black Hralf 200, 206, 230
Black Hralf the Weasel 200, 206, 230
Black Island 680, 685
Black Lake 519
Black Lotus 267, 271, 511
Black Lotus Dust 267
Black Lotus Tong 271
Blackmaw 236
Black Moon 648, 649, 732
Blackmoor 171
Black Ocean of the Underworld 465
Black Owl People 233
Black Palace 383
Black Phases of the Moon 310
Black Powder 89
Black-Robes 291
Black Sea 162
Black Sect 288
Black Spear 141, 183, 237, 240, 735, 738, 740
Black Spear clan 141, 240
Black Statue 228
Black Stone 383, 384
Black Sun 98, 153, 262, 267, 286, 287, 288, 290, 291, 476, 687, 691, 692, 695
Blackwell 245, 251
Black Well 101, 288
Blackwind Marsh 251
Blambangan 604
Blanket of Cold Nights 583
Blast and the Break 502
Blastring 129, 373
Bleak Hills 447
Bleak Shore 437, 447
Blemmyes 485
Blessed Ones 728
Blessed Soil 629
Blessed Torang 307, 309, 368
Blessing Ladies 314
Blin Brownthumbs 66

Blind 251, 456
blind cave oxen 86, 184
Blindside 727
Bliss of Ignorance 5, 260, 264, 286, 289, 290
Block 17, 404, 441, 443, 445, 447, 451, 452, 456, 645, 695, 736
Blood Games 717
Bloodheart 476, 487
Blood Kings' War 325
Bloodspillers regiment 301
Blood Sun 267, 268, 274, 286, 288, 290, 291, 368, 745, 746, 747, 749
Blood Sun cult 267
Bloody Path 447
Blotha River 632
Blue Bat goddess 561
Blue Bear 233
blueberry spirit 22
blue caste 49
Blue Castle 553
Blue Deer Princes 330, 339
Blue Door 573
Blue Dragon 57, 187, 269, 275, 281, 292, 427, 649, 682, 683, 684, 686, 693, 746
Blue Dragon of the Deep 275
Blue Dragons of the Deeps 278
Blue Dragon's Path 682
blue elves 62, 63, 66, 637
Blue Exarch 54, 282
Blueface 193
Blue-Faced Beast 281
Blue Fire Sea 642, 687, 689, 690
Blue Fox Hills 251
Blue-Green Dragon Tea 278
Blue Janube River 225
Blue Jay clan 446
Blue King 317, 572
Blue Lake 357
Blue Llama Clan 443
Blue Llama folk 737
blue lotus flowers 46
Blue Magic Night Power Pirates 494
Blue Man Hills 559
Blue Men 583, 690, 747
Blue Moon 25, 43, 47, 94, 97, 98, 99, 100, 134, 150, 293, 294, 307, 316, 344, 345, 346, 347, 348, 349, 351, 352, 429, 431, 434, 489, 553, 559, 562, 573, 590, 633, 642, 647, 648, 674, 677, 685, 693, 696, 719, 744, 747
Blue Moon Assassins 294
Blue Moon Cult 134
Blue Moon Goddess 685
Blue Moon Plateau 94, 98, 99, 100, 293, 307, 344, 345, 346, 347, 349, 648, 674
Blue Moon Ruins 693
Blue Moon Trolls 316, 345, 346, 696
Blue People 216, 292, 317
Blue-Points 508
Blue Sable Altar 447, 453
Blue Sable people 447
Blue Serpent 742
blue-skins 45, 47, 561, 595, 621, 642
Bluesmoke Volcano 90, 255
Blue Streak 561, 564, 648, 649, 679
Blue Temple 417
Blue Tower 483
Blue Vadeli 527, 528, 529
Bluewater 357
Blue Wizards 742
Boar God 215, 216, 352, 361
Boathouse Ruins 447, 458
Boatman 565
Boat Planet 138, 139, 644, 646, 649, 732, 734
Bobcat People 233
Boda Kara 433
Bodastu 476
Bodenen ma Tana 595
Bodkartu 57, 265, 279, 281
Bogani 559
Bog Fence 519
Bokrug the Prime Mover 290
Boldground 344
Boldhome 73, 74, 79, 80, 141, 171, 172, 174, 177, 179, 182, 185, 187, 188, 239, 240, 301, 339, 446, 661, 730, 732, 734, 736, 738
Boldhome Knowledge Temple 79, 80
Boldhome Valley 661
Bold Vareleus 330
Bolg 12
Boli 559
Bolini Range 342
Boloastagos 471
Bolo-Lizard Folk 27
Bolo Lizard people 446
Bolongo 25, 569
Bolthor Brighteyes 344
Bolt of Enlightenment 261
Bombardiers 740, 741
bonchu 576
Bone Hills 188
Boneric 414
Boneros 414
Bones of the Gods 16
Bo Nongfu 280
Book of Eternal Return 383
Book of Life 349
Book of the Cryptic Verses 743, 745
Boonjab bird 583
BorAlas Tribe 372
Borin 375, 382, 383
Borist heresy 383
Boristi 53, 151, 379, 382, 383
Borists 383
Borklak 696
Borni's Landing 182, 335
Bornotin 561, 565
Boroto the Pointer 559
Boshan 5, 55, 264, 268, 269, 271
Boshan Highlands 269
Boshani 268
Boshi Bushi 278
Bosjerina 676
Bostok 335, 740
Bostolos 577
Bottomland Marsh 251, 258
Bottomless Pit 729
Boulder Hills 182, 447, 659
Boulder Tribe 182
Bova Mada Kelen Nomada 267
Boztakang 94, 98, 162, 687, 693
Boztakang's Empire 94
Boztakang's Trail 687
Boztakang's Victory 693
Bradoszaran 428, 429
Brangbane 706
Brass Citadel 225, 227
Brass Dwarves 89
Brass Mountains 89, 307, 325
Brastalos 653, 663, 665
Brastalos Sea 663
Break 502, 693, 694, 696
Breakers of the Seal 384
Breastplate of Protection 347
Breath of Holaralam 567
Bredjeg 429
Bridge of Beautiful Music 278, 282
Bridge of Exarchs and other Immortals 278
Bridge of Heaven and Hell 278
Bridge of Light and No Light 278
Bridge of Liver and Bile and Honey 271, 277, 278
Bridge of One Way 278
Bridge of Phirmax 330, 338
Bridge of Serlastor 572
Bridge of Seven Luxites 313, 318
Bridge of the Rainbow Way 271, 278
Bright and Illustrious Emperor of Dara Happa 294
Bright City 487
Bright Eagle Lords 309
Bright Empire 200, 216, 222, 304, 335, 351, 352, 373, 717, 718
Brighteye 338
Bright God 83, 386, 398
Bright Lady 211
Bright One 83, 131, 670, 723
Bright Summer Heaven 745
Brilliance 672, 680, 682
Brinnus 325
Brisa 205
Brithini 11, 48, 51, 52, 53, 108, 112, 126, 127, 128, 129, 131, 142, 151, 156, 199, 200, 202, 208, 211, 212, 215, 228, 241, 248, 256, 257, 330, 373, 386, 405, 407, 408, 410, 411, 413, 414, 415, 417, 421, 422, 423, 424, 462, 465, 480, 527, 528, 529, 652, 661, 695, 696, 698, 702, 711, 750
Brithini Coastal 462
Brithos 48, 53, 121, 125, 127, 128, 129, 135, 137, 138, 139, 142, 145, 156, 199, 200, 206, 208, 211, 212, 216, 257, 373, 386, 405, 408, 409, 410, 411, 412, 413, 414, 424, 461, 465, 467, 472, 528, 529, 643, 690, 694, 696, 698, 717
Brithos Fog 461
Brodolomwal 604
Broken Circle 734
Broken Council 91, 128, 191, 235, 304, 337, 386, 707, 710, 711, 714, 720
Broken Ring 307, 651, 672, 732
Brol 251, 481
Brolarulf 713
Brolia 19, 31, 134, 135, 222, 294, 322, 328, 341, 710
Brolian 327
Brolians 327
Brol's Terrace 481
Brolv Kan 363
brontosaurs 79, 168, 170
bronze 13, 16, 17, 18, 19, 27, 29, 33, 37, 41, 43, 45, 46, 47, 51, 52, 57, 65, 100, 155, 168, 170, 178, 184, 186, 203, 204, 205, 208, 216, 220, 224, 225, 227, 231, 239, 250, 256, 258, 265, 268, 278, 283, 306, 315, 320, 322, 329, 335, 338, 340, 347, 350, 354, 361, 368, 375, 376, 378, 383, 387, 398, 407, 409, 412, 417, 426, 432, 437, 442, 469, 470, 471, 481, 508, 511, 517, 530, 560, 564, 566, 569, 573, 577, 595, 615, 625, 633, 637, 641, 657, 661
Bronze One 387
Bronze Palace 560, 566
broo 106, 107, 109, 329, 342, 344, 397, 445, 451, 458, 555, 615, 724, 738, 746
broos 17, 59, 106, 107, 109, 153, 193, 202, 293, 342, 343, 344, 361, 393, 440, 446, 447, 458, 472, 576, 577, 583, 588, 695, 699, 700, 701, 704, 720, 738
Broos of the Black Pus 137
Brostangian Archmoor 324
Brother Dog 197, 711
Brotherhood of the Swallow 202, 205, 222
Brotherhood of War 133
Brothers War 415
Brow 456
brown caste 49
brown elves 61, 62, 63, 67, 68, 69, 198, 206, 231, 257, 344, 385, 415, 423, 433, 508, 621, 633, 636, 641, 654, 708, 712
Brown Sea 104, 144, 158, 461, 541, 687
Brown Vadeli 468, 511, 527, 528, 529, 550, 620
Broyan 171, 177, 240, 241, 247, 249, 250, 259, 296, 298, 730, 731, 732, 737, 738, 740, 741
Broyan the Liberator 249, 730
Broyan the Vingkotling 249, 737
bu 284, 285
Buda 590
Bufangalor 479, 481
Building Wall 144, 239, 240, 251
Building Wall Battle 144, 239, 240, 251
Bull Dynasty 327
Bullflood River 254
Bull Gate 211
Bull God 311
Bullman 251
Bullman Hills 251
Bull People 199, 317
Bull Shahs 324
Bullshill 179
Bull Society 415, 417, 442
Bull's Victory over the Chaos Horde 327
Bulthshasam 427, 435, 696
Bululi 559, 572, 573
Burburstus 649, 670
Burning Forest 641
Burning Prison 158

Burning Sea 500, 562
Burning Seas 463
Burning Spear 368
Burning White Sands 577
Burnt Hill 334
Burntwall 316, 325
Bursts 364
Burtae 52, 53, 162
Buruzronkurz 388
Busanda 601, 608
Busanda's Mound 608
Busenari 677
Buseri 294, 328
Buserian 41, 42, 152, 294, 309, 349, 646, 672, 675, 723
Butterfly Princess 309, 325
Bykotus 193

C

Cacama 482
Cacama Cay 482
Cacheh 429, 431
Cacodemon 108, 153, 458, 701, 702
Cactus Desert 447
Cafol 319, 321, 322, 330, 338, 711
Cairsket 205
Caladra 237, 243, 711
Caladra and Aurelion 237, 243
Caladraland 5, 31, 37, 90, 234, 236, 237, 239, 240, 241, 242, 243, 249, 250, 255, 257, 258, 259, 351, 361, 362, 650
Caladralander 241, 242, 243, 250, 255, 257
Caladrian people 711
Calendrical Time 111
Calyz 426, 429, 431, 433, 434, 435, 439
Cam's Well 447
Canals of Eroticism 471, 643
Cancaran 595, 596
Canis Chaos 459
Cannibal Cult 27
Cannibal Isle 485
Cannon Cult 86, 87, 89, 184
Can Shu 267, 287, 288, 290, 291, 745, 746
Capstan Mountain 90, 508
Capstan of Curustus 89
Captains Council 495
Caratan 356, 357
Caravan Alley 441, 447
Caridad 596
Carmania 5, 39, 42, 48, 52, 135, 137, 228, 294, 295, 304, 311, 316, 317, 318, 320, 322, 324, 325, 327, 348, 652, 679, 724
Carmanian 15, 38, 42, 48, 52, 89, 140, 141, 169, 227, 292, 293, 297, 304, 322, 324, 325, 327, 724, 725
Carmanian Empire 15, 42, 140, 141, 227, 292, 297, 304, 324, 325, 327
Carmanian Heresy 724, 725
Carmanians 38, 42, 89, 309, 322, 324, 325, 336, 675
Carmanos 324, 325, 327, 725
Caroni 361, 397
Casino Town 251
Castelain 352, 362
Castelain the Traveler 352, 362
Castle Blue 141, 157, 295, 311, 312, 322, 324, 325, 327, 471, 643, 651
Castle Coast 405, 408, 413, 414, 415, 417
Castle Kartolin 344, 395
Castle of Dugoloth 667
Castle of God's Rock 327, 328
Castle of Lead 91, 94, 99, 101, 102, 120, 121, 171, 182, 183, 187, 345, 445, 632, 659, 687, 694, 707, 732, 747, 748
Castle of Purple Shadows 418, 423
Catacadian 596
Catalog of Grievances 583
catamaran 466, 525, 608, 665
catamarans 468, 500, 525, 600, 603
cataphracts 52, 407
Cat (island) 498
Cat Scratching 36
Cauldron of Brass 84
Cavalry Corps 295, 345
Cave of Ancients 311
Cave of Nemath 512
Cave of Serpents 255
Cave of Winds 251
Cave Trolls 93
Caylash Rhino 445
Cedelene 216
Cedelenists 216
Cedelenist sect 216
Celakos 200
Celebration of Renewal 513
Celestial Aviator 309
Celestial City 644, 645, 646, 649
Celestial Court 113, 114, 116, 117, 119, 120, 121, 234, 672, 681, 683, 686, 689, 693, 696
Celestial Desert 644, 645
Celestial Dragon 742
Celestial Eagle Hills 368
Celestial Emperor 285, 368
Celestial Empire 15, 364, 368
Celestial Fields 646
Celestial Forest 646
Celestial Hall 297
Celestial Lore 646
Celestial Maidens 428
Celestial Marsh 646
Celestial Mountain 645
celestialogists 274
Celestial Power 364
Celestial Realm 271, 274, 372, 384, 657, 734
Celestial Realms 278
Celestial River 139, 151, 158, 188, 644, 645, 646, 649, 650, 702
Celestial Subordinates 311, 364
Celestial World 566
Celestinus 295
celestiology 57, 261, 644, 646
Celmac 415
Cenorom 632
centaur(s) 106, 110, 134, 171, 178, 179, 415, 588, 642
Centaur Cross 183
Central Genertela 12, 126, 166, 167, 647, 708
Central Teshnos 426
Cerngoth 69, 468, 620, 628, 629, 632, 633, 636, 637, 641
Cerulean Warrior 530
Cetoi 103
Chabu 536
Chadu 530, 533, 538, 539
Chadu Island 538
Chain Dancer 299
chain gang 379, 382
Chaiya 482
Chakatar 431
Chal 426, 427, 428, 431, 434, 696
Chalana Arroy 33, 37, 38, 107, 121, 123, 150, 152, 185, 236, 257, 328, 362, 652, 653, 654, 675, 711, 740
Chalk Man Valley 160
Chal the Seer 427, 696
Champaya 13, 482, 484
Chang Tsai 265, 268, 272
Chaon Dacca 595, 598
Chaos 7, 8, 9, 15, 25, 29, 30, 36, 37, 39, 45, 53, 59, 70, 75, 80, 83, 84, 86, 91, 93, 98, 106, 107, 108, 109, 111, 112, 115, 116, 117, 119, 120, 121, 123, 125, 126, 129, 130, 132, 135, 138, 140, 141, 150, 151, 152, 153, 154, 156, 157, 158, 159, 160, 162, 166, 167, 168, 175, 177, 187, 189, 191, 193, 197, 200, 212, 220, 222, 227, 234, 235, 251, 255, 258, 279, 289, 290, 291, 292, 294, 296, 316, 317, 318, 325, 327, 329, 330, 336, 339, 342, 343, 344, 352, 373, 376, 379, 382, 383, 385, 386, 393, 395, 397, 410, 441, 443, 445, 446, 447, 451, 452, 453, 455, 458, 459, 460, 471, 494, 499, 519, 528, 540, 541, 543, 553, 555, 561, 565, 569, 576, 583, 601, 615, 623, 633, 636, 642, 649, 650, 655, 675, 676, 690, 692, 693, 694, 695, 696, 698, 699, 700, 701, 702, 703, 704, 706, 707, 708, 720, 721, 722, 724, 726, 731, 737, 738
Chaos Age 499, 561, 693, 696
Chaos Box 447
Chaos Gods 70, 386, 700, 706
Chaos Herd 649
Chaos Horrors 212, 279, 344
Chaosium 162
Chaos Maggot 119
Chaos Pantheon 153
Chaos Queen 255
Chaos Rune 45, 160, 724
Chaos Wars 119, 150, 191, 386, 695, 700, 702, 731
Chaos Waste 694
Chaos Wastes 9, 698
Chaos Wolves 459
Chaquandarath 479, 487
Chaquandarath the Priest 487
Charcoal Mara 583
Charenza 632
Charg 145, 225, 227, 228, 318, 322, 324, 325, 327
Chariot of Lightning 379, 382, 384, 388, 392, 393
Chark the Liberator 85, 87
Charmain 311, 324, 325
charngibber 577
Charth 604, 605
Char-un 325, 338, 345, 346, 347, 348, 364
Chatal 431
Chatan Island 600, 605
Cha Velola 531
Chavgaz 459
Chavgaz the Godgobbler 459
Chelen the Doubter 267
Chendi 284
Chen Durel 5, 267, 268, 286, 287, 288, 289, 291
Chen-ga 283, 284
Cheresta 632
Chermata 647
Chief Directives Supervisor Stool 89
Chief of Barbarian Affairs 171
Chief of the Court 384
Chief of the Iron Ring 737
Chi-Fu 281
Child of Arachne Solara 111
Children of Tribulation 203
Child Trade Meeting 523, 525
Child Trade Meeting Ground 525
Chimney Mountain 508
Chinglen Chusen 494
Chir 46, 478, 687, 689, 690, 693
Chir Islands 478
Chi Ting 58, 275, 277, 278, 285
Choke Hole 447
Choralinthor 104, 234, 239, 240, 249, 251, 255, 256, 257, 258, 259, 351, 357, 708, 711, 732
Choralinthor Bay 234, 240, 251, 256, 257, 258, 351, 357, 732
Chosen One 65, 543
Chote Dakpa 288
Cho the Rocketeer 277
chronomancers 112, 294
Chu 262, 278, 281
Chuan Haikou 525
Chuchwe Marsh 596, 598
Chulan Alliance 477, 479, 494, 498
Chumbari 439
Churanpur 263, 427, 434, 476, 479, 532, 694, 695, 696
Churanpur Seafall 694
Churanpur the Demon Island 532
Church of Immortality 299
Churen 478, 499, 685, 687, 690, 692, 695
Churkenos 685, 686, 688, 689
Churkenos Sea 685, 689
Circle of Everlasting Peace 504
Circle of Learning 287
Circles of Infinite Power 263
Citadel of Arfanzfal 633
Citadel of Halfway 318
Citadel of Jast 566
Citadel of the Seven Seals 335
Citadel of Thought 680, 682
Cities of Iniquity 309
Citizen Foreigner 325
City Gods of Pelanda 324
City of 10,000 Magicians 331, 334
City of a Thousand Bridges 291
City of Birds 347

City of Brass 215, 322, 327
City of Caves 417
City of Dead Dreamers 538
City of Dreams 318
City of Far Waters 566
City of Freedom 566
City of God 125, 681
City of Gold 347
City of Harmony 205
City of Heaven 287
City of Lights 205
City of Lodril 347
City of Men 565
City of Miracles 130, 344, 386, 722
City of Mourning 608
City of Peace 572
City of Rose-Colored Glass 433
City of Sensual Experience 492
City of Sorcery 567
City of Statues 573
City of Stone 569
City of the Antigods 485
City of the Dawn 482, 555
City of the Gods 383, 384
City of the Monkey 453
City of the North 347
City of the Pillar 646
City of the Serpent 411
City of the Seven Isles 354, 357
City of the South 335, 347
City of the Stars 274
City of the Watchers 646
City of the White Eagle 205
City of the White Heart 316, 318
City of Uxoral Ecstasy 439
City of Volunteers 512
City of Wizards 227, 417
City of Wolves 129, 374
City of Wonders 229, 237, 240, 249, 251, 254, 459, 732, 737
City With Faces 316
City Without Food or Sin 471, 643
clacks 84, 317
Clamorers 623, 633
Clanking City 137, 236, 237, 256
Clan Makers 583
Clan Ring 33
Clayday 112, 649, 652, 653, 654, 655, 732, 734
Clay Jar 83
Clay Mostali 83
Clearburst 664, 665, 666
Clear Stream 267
Clearwine 182
Cleft of Dorasta 344, 712
Cliffhome 78, 94, 170, 182, 183
Cliff of Mourning 598
Cliff of the Agankar Wind 615
Cliff Palace 225
Cliffs of Chu 262, 278, 281
Cloak of Darkness 170
Cloak of Hrestol 412
Cloak of Power 347
Closed 78, 142, 157, 264, 275, 287, 412
Closed Hill 264, 275, 287
Closing 47, 48, 104, 137, 138, 139, 142, 143, 145, 200, 202, 205, 208, 227, 237, 248, 258, 261, 264, 272, 351, 352, 375, 408, 412, 413, 417, 429, 439, 457, 461, 462, 465, 467, 468, 471, 473, 477, 500, 503, 504, 508, 513, 514, 515, 518, 525, 527, 528, 529, 533, 550, 553, 554, 555, 566, 568, 569, 572, 573, 603, 604, 605, 609, 622, 629, 641, 644, 649
Closing of the Oceans 137, 529, 644
Closing of the Seas 352, 457, 649
Cloudburst 523
Cloud Dynasty 499
Cloud Leopard people 283
Coalot the Storm King 640
Coat of Safety 347
Codes of War 407
coinage 13, 84, 713
Col 383
Cold Land 722
Cold Light 339, 720
Cold One 93, 98
Cold Spirit 650
Cold Sun 152, 222
College of Magic 187, 295, 296, 306, 311, 730
College of Many Arts 219
Colnar the Learner 100
Colossus 482
Colymar 141, 171, 182, 183, 237, 240, 732, 736, 738
Colymar Black Spear 183, 237
Colymar's Black Spear 738
Colymar Tribe 141, 736
Comb and Braid 153, 493
Combed Sheep People 283
Commander of the Seas 633
Communication Rune 25, 625
Compact of Rule 667
Companions of the Lightning 387
Complete and Official List of the Dara Happan Emperors 304
Complete Emperor 723
Compromise 38, 61, 111, 112, 121, 123, 124, 125, 126, 140, 141, 153, 157, 386, 655, 669, 693, 699, 730, 731, 734
Conclave 83, 84, 85, 86
Concord 205
Condor Crags 447
Confederation of Fonrit 552, 554
Confederation of Jofrain 387, 389, 393
Conflict 114, 683, 685, 687, 728, 734
Conflict Phase 734
Congal 224
Congern 202, 204, 224, 225, 227, 228
Congern II 202, 224
Congern the Besieger 204
Conquering Daughter 151, 179, 298, 320, 321, 330, 335, 338, 339, 340
Constant Guard 242, 251
Contract of Time 669
Converters 134
copper 12, 13, 65, 119, 120, 178, 216, 227, 250, 268, 313, 317, 354, 383, 409, 433, 447, 481, 543, 559, 629, 637, 716
Copper-Bear Axe 311
Copper Canyon 555, 559
Copper Caves 447
Copper Column of Qingshi 284
Copper Dwarves 83
Copper Face 543
Copper Forest 342
Copper Girls 313
Copper Kettle 84
Copper King 637
Copper Man 216
Copper Man Valley 216
Copper Mostali 84
Copper Sands 120, 447
Copper Tablets of Yuthuppa 114
Copper Tree 637
Coral Citadel 487
Coral Queendom 478, 495
Corflu 241, 331, 447, 736
Corolaland 394, 397
Corostis Jumps-like-Salmon 218, 221
Corpse King 160
corselet 41
Corse Wall 205
Cosmic Compromise 730, 731
Cosmic Court 669
Cosmic Dancers 489
Cosmic Dragon 21, 73, 75, 77, 133, 150, 153, 285
Cosmic Egg 77
Cosmic Empress 702
Cosmic Mountain 460, 681, 683
Cosmic Spike 414
Cosmology 10, 113
Cosmos 45, 113, 114, 115, 121, 154, 670, 680
Council of All Races of the Elder Wilds 708
Council of Elders 62, 65, 67, 68, 133, 501, 543
Council of Five 429, 434
Council of Gaskallia 547
Council of Nine 90, 227, 392
Council of Pairs 114, 115
Council of Queens 345, 346
Council of Seventeen 547
Council of Wisdom 208, 493
Councils of the Oak 128, 131, 720
County of the Isles 251
Courageous Trail 590
Court of Acos 348
Court of Judgment 740
Court of Silence 162
Courtwood Forest 230
Covenant between Men and Beasts 698
Covered Market 568
Cow Goddess 311, 710
Cowled Vipers 233, 397
Cow (island) 498
Crabtown 182
Cradle 458, 736, 737
Cragspider 78, 92, 170, 182, 707, 730, 732, 743, 747
Crandess 508, 511
Crater 13, 141, 296, 307, 317, 318, 338, 598, 615, 648, 683, 686
Crater Makers 13, 296
Crazed Tribe 336
Creation 21, 78, 113, 123, 141, 154, 203, 373, 499, 531, 622, 667, 680, 682, 699, 730
Creation of the Sartar Army 730, 736
Creator 21, 54, 108, 151, 218, 237, 247, 408, 544, 561, 589, 600, 725
Credo 408, 704
Creek 107, 182, 183, 188, 237, 244, 245, 255, 256, 257, 447, 455, 735
Creek-Stream River 107, 182, 188, 237, 244, 245, 255, 256, 257
Creeping Swamp 521
Crescent-Coming 648, 649
Crescent-Going 648, 649
Crested Dragonewt 73, 74
Crimson Bat 13, 120, 140, 241, 247, 292, 296, 317, 322, 324, 325, 329, 699, 700, 726, 730, 738, 740, 741, 744
Crimson God 153, 530
Crimson Plains 384
Crimson Tower 568
Crocodile People 544, 561, 589
Croesia 206, 648
Croesia the Moon Goddess 206
Croesium 206
Cronisper 25, 647
Crossline 182, 183, 188, 240
Crown Ruby 729
Crown Wall 727, 728
Crucible of Iron 84
Cry for Captains 718
Cry for Castles 344, 718, 724
Crystal Bridge 320, 330, 335
Crystals of the Gods 17
Cube of Avalor 429
cuirass 29, 33, 34, 41, 168, 204, 224, 236, 250, 306, 320, 354, 368, 387, 442
cuirasses 37, 41, 155, 204, 530
Culbrea tribe 731
Culonmac 414, 415
Culonmac Island 414
Cult of Arkat 135
cult of engineers 208
Cult of Iron 100
Cult of Silence 546, 553, 569, 572, 622, 623, 629, 633, 637, 641
Cult of Silence Militant 633
Cult of Suffering 327
Cult of the Crimson Bat 296
Cult of the Orca 79
Cult of the Ship and the City 215
Cults of Glorantha 721
Cup of Orin 739
Curand 512
curse concoctions 62
Cursed City 219
Curse of Cleansing 342, 386
Curse of Kin 91, 92, 93, 95, 101, 170, 232
Curse of the Closing 408
Curustus 89, 90, 501, 502, 508, 518
Curustus Island 508
Cutters 477
Cut Throats 389
Cutting Edge of the East 429
Cwim 443

Cyclical Time 111

D

Dadarian Jungle 547, 605, 607, 609
Daga 690
Dagger of Kyral 372
Dagguneri 304
Dagius Furius 171
Dagori Inkarth 91, 94, 97, 98, 99, 100, 170, 182, 183, 187, 189, 190, 191, 236, 440, 445, 446, 447, 452, 456, 458, 468, 687, 690, 696, 698, 707, 719
Dagram 413, 415
Dag the Muncher 314
Dagua 605
Dainmol 383
Daizizi 281
Dajanpol Rapur 431
Daka Fal 30, 121, 151
Dakal 224
Daka's Creek 447, 455
Dakastor 447
Dakastor's Own Grassland 447
Dakon Ven Darloin 19
Dakoputlo Elamle 601, 608, 687, 690, 698
Dakuren the Boatsman 498
Dalamdring 86, 508
Dalanamadury 482
Dalazfu 479, 482, 483
Dalazfu Island 483
Dalgarch 632
Daliath 103, 151, 467, 743
Daliath Prophecy 743
Dalpato 482
Dalsard 219
Damali 18, 19, 283, 397
Dame Darkness 115, 686
Damol 411
Damolsket 411, 502, 508
Damolsten 411, 415, 511
Damosel of the Black Veil 201
Dan 1, 383, 401
Dananayim 632
Danan River 269, 281
Dance of Pure Being 75
Dance of Rebirth 59
Dance of Submission 286
Dance of the Enchantress 435
Dance of the Returns 297
Dancers of the Celestial Mother of Above 285
Dance the Rites of Spring 722
Dancing Dragons 686
Dancing Goddess of Death and Fertility 340
Dancing Ground 734
Dancing Spirit Doctors 272
Dandomal 413, 415
Danfive Xaron 151
Dangan Confederacy 131, 373, 713
Dangans 718
Dangerford 183, 734, 736
Dangerground 192
Dangerous Return 121
Dangim 375, 379, 383, 384, 385, 413, 415, 423
Dangk 375, 383, 413, 414, 415
Dangkae 375, 383
Dang Leng Dang 477
Danket 383
Danmalastan 465, 467, 685, 686, 687
Danokve 388
Danshavlas Fort 255
Dara Happa 12, 38, 39, 41, 112, 125, 131, 133, 134, 135, 137, 140, 141, 152, 187, 289, 292, 293, 294, 298, 299, 304, 307, 308, 309, 310, 311, 313, 314, 318, 320, 321, 324, 325, 330, 336, 344, 345, 347, 363, 364, 368, 376, 646, 649, 650, 651, 652, 657, 667, 668, 669, 670, 672, 674, 676, 677, 678, 683, 686, 687, 714, 720, 723, 724, 741, 752
Dara Happan 12, 13, 38, 39, 41, 112, 125, 126, 128, 129, 134, 141, 169, 172, 293, 294, 295, 298, 299, 302, 304, 306, 307, 309, 310, 311, 313, 314, 318, 319, 321, 322, 325, 327, 329, 335, 336, 337, 338, 339, 340, 341, 345, 346, 349, 364, 386, 646, 648, 657, 661, 668, 671, 672, 685, 689, 698, 711, 713, 714, 716, 722, 723, 725, 744
Dara Happan Emperor 307, 364, 689, 711, 714, 723
Dara Happan Empire 38, 112, 126, 128, 294, 295, 304, 309, 314, 318, 364, 698, 713, 714, 723
Dara Happan Rebellion 318
Dara Happans 38, 39, 41, 114, 125, 128, 133, 292, 299, 304, 307, 309, 317, 318, 330, 336, 346, 349, 372, 644, 647, 648, 649, 650, 667, 668, 669, 675, 687, 692, 699, 714, 724, 725, 726, 741
Dara Happan Tripolis 39, 141, 298, 309, 318, 338
Dara Happan Wheel 12
Darahudanus 669
Daramhy 235
Daran 375, 379, 383, 384, 387
Darangor 512
Dara-ni 319, 321, 322, 325, 330, 342, 344, 668, 723
Dardaggus the Cannibal 304
Darheort the Rebel 736
Dari 131, 373, 384, 714
Daria Istos Islands 471
Dari Alliance 131, 373, 384, 714
Darinex 728
Darja Danad 477, 481, 485, 489, 492, 494, 498, 499, 696
Darja Danad Dojo 494
Darja Danad school 481, 498
Darjeeb 292, 347
Darjiin 5, 294, 295, 309, 310, 313, 318, 319, 364, 677, 711, 713
Darjiini 41, 299, 309, 349
Dark Deep Within 102
Dark Dragon 649, 670
Dark Eater 459
Dark Emperor 376
Dark Empire 135, 157, 374, 393, 415, 422, 502, 503, 750
Dark Gods 725
Dark House of Fruit 525
Dark King 123
Dark Mountain 681
Darkness 16, 29, 30, 38, 46, 53, 59, 61, 62, 66, 68, 73, 87, 89, 91, 93, 94, 97, 98, 101, 108, 109, 115, 117, 119, 120, 121, 123, 125, 126, 127, 128, 150, 151, 153, 154, 160, 162, 166, 168, 170, 177, 183, 184, 185, 187, 189, 191, 199, 200, 205, 216, 232, 234, 235, 236, 237, 244, 245, 247, 251, 259, 277, 283, 288, 289, 291, 293, 309, 310, 311, 317, 318, 319, 324, 327, 345, 346, 348, 352, 361, 364, 368, 373, 376, 379, 383, 384, 386, 387, 408, 410, 411, 417, 421, 429, 443, 447, 452, 453, 456, 459, 465, 468, 471, 476, 477, 494, 519, 527, 529, 532, 561, 568, 601, 637, 642, 647, 648, 649, 650, 652, 654, 659, 661, 678, 679, 686, 687, 689, 690, 693, 695, 696, 698, 701, 702, 704, 706, 707, 710, 711, 712, 716, 719, 722, 745, 746
Darkness Pantheon 150
Darkness Queen 236
Darkness Rune 16, 236
Dark Palace 481
Dark Queen 501
Dark Season 112, 166, 191, 426, 432, 434, 440, 456, 550, 651, 654, 659, 661, 665, 666
Darksense 92, 93, 94
Dark Side of Illumination 726
Dark Spot 650
Darktongue 94, 169, 260, 345
Dark Troll 97
Dark Trolls 92
Dark Twin 280
Darleep 313
Darleester the Noose 47, 137, 141, 552, 553, 554, 560, 566
Darmangon 382, 383
Darnangle 172
Darnegiri 523
Darokon 309
Daroria 314, 316
Darsen 311, 317, 348, 669, 676, 677, 723
Darsen Hills 311
Darsenites 669, 674
Darsenite Thunderer 667
Darsensilian Archipelago 605, 609
Darsh Peak 661
Dart Competition 307, 311, 314, 317, 319
Dart Competitions 229, 298, 299, 309, 310, 316
Dart Competitors 299, 318
Dart Warrior 14, 347
Dart Wars 318
Daruda 57, 153, 262, 268, 281, 647, 695, 696
Darudism 267
Daruduran the Chopper 572
Dasam 482
Dashomo 104, 144, 461, 462, 468, 559, 569, 624, 636, 666
Dashomo Sea 144, 461, 462, 468, 559, 569, 636
Daughter of the Red Moon 302
Daughters of Menena 641
Daughter's Road 11, 321, 330, 335, 338, 339
Daughter's Road Campaign 330
Daughter's Roads 321
Dawn 5, 10, 13, 19, 31, 38, 42, 59, 61, 67, 68, 75, 78, 87, 111, 112, 114, 123, 125, 126, 127, 131, 133, 145, 151, 152, 154, 158, 159, 168, 189, 190, 191, 199, 205, 208, 211, 212, 220, 233, 234, 235, 236, 241, 242, 247, 248, 264, 278, 284, 285, 307, 311, 316, 317, 321, 324, 330, 335, 338, 339, 344, 350, 364, 372, 373, 383, 384, 387, 397, 398, 404, 408, 409, 411, 423, 426, 428, 439, 465, 471, 473, 477, 482, 483, 487, 489, 494, 495, 498, 499, 502, 504, 512, 529, 532, 537, 547, 555, 564, 572, 577, 590, 601, 602, 610, 621, 642, 643, 644, 647, 649, 650, 652, 696, 698, 702, 707, 708, 710, 711, 713, 716
Dawn Age 5, 31, 125, 126, 127, 131, 191, 199, 220, 235, 241, 307, 330, 339, 350, 383, 387, 397, 404, 408, 409, 423, 489, 498, 577, 621
Dawn Council 235
Dawngate 123
Dawn Gate 650
Dawn Gates 499
Dawning 59, 91, 94, 126, 191, 199, 317, 414, 451, 529, 746
Dawn Star 650
Dawn Stone 487
Daxdarius 317
Daxia Jia 285
Daya 597, 598, 599
Daya River 598
Day's Rest 447
Daystar 649
Day the Magic Changes 278
Dayzatar 10, 21, 42, 114, 116, 117, 125, 135, 152, 156, 309, 310, 643, 644, 649, 670, 702, 704
Dayzatar's Eye 649
Dead Bottom 447, 459
Dead Emperor 123
Dead Place 451
Dead Sea 691
Dead Sun 573
Deadwood 693, 695
Death 9, 16, 21, 29, 34, 35, 37, 76, 81, 86, 97, 98, 103, 105, 111, 112, 117, 120, 121, 125, 129, 137, 141, 154, 160, 162, 172, 218, 220, 228, 229, 239, 240, 241, 244, 248, 288, 291, 335, 338, 340, 373, 378, 407, 426, 442, 455, 472, 485, 531, 553, 555, 561, 564, 596, 637, 642, 652, 653, 654, 655, 669, 670, 673, 675, 677, 678, 679, 682, 684, 685, 686, 687, 692, 699, 704, 719, 721, 722, 749
Death Affliction 555
Death God 97, 228, 335
Deathhound 162
Deathline 179, 182, 330
Death Rune 160, 564, 704, 749

Deathspider Shadow 278
Debaday 495, 685, 687, 697, 698
Debaldan School 48
Decamony 83, 85, 86, 87, 89, 90, 185, 227, 468, 501, 517, 518, 519, 708
Decamony of Slon 89, 468, 501, 517
Dech Oru 476, 487, 494
Decisive Visionary Palace 533, 539
Deep 251, 254, 460, 463, 683, 689
Deeper 249, 251, 254, 257, 441, 708
Deep Womb of the Goddess 455
Deer Folk 695
Deer Heart 729
Deer People 283, 397
Deer Society 415
Deerwood 230
Deezola 151
Defed 382
Defenders Shore 451
Defin Anostos 215
Dehore 98
Dehori 94, 97, 98, 172, 183, 345, 732, 748
Deka 729
Dekanayos 17
Dekko Crevice 247
Deksarhill 710
Dela 257
Delaina 249, 257
Delainan Hills 244, 251, 255
Delecti 134, 170, 190, 730
Delecti's Ruins 190
Delecti the Necromancer 134, 170, 190, 730
Delela 31, 34, 375, 379, 387, 393, 394, 395, 397
Delerenkos 559
Deleskaring Tribe 710
Deleskar the Arrow 710
Delur Eyrie 708
Demankur 478, 483
demi-bird 73, 75, 728
demi-birds 75, 708
demigod 14, 15, 65, 130, 132, 168, 171, 182, 204, 218, 220, 259, 262, 267, 271, 296, 302, 307, 329, 330, 368, 409, 411, 431, 435, 461, 465, 476, 478, 480, 483, 487, 489, 492, 495, 498, 500, 528, 532, 542, 546, 553, 576, 577, 583, 588, 615, 633, 637, 707, 737, 740, 742, 746
Demigod Cycle 154
demigods 8, 17, 68, 121, 130, 137, 139, 145, 158, 159, 163, 164, 168, 189, 302, 318, 364, 405, 418, 423, 471, 476, 477, 479, 487, 500, 531, 538, 547, 600, 601, 629, 642, 652, 657, 666, 684, 685, 687, 708, 716, 730, 740
Demigod Wars 473
Demivierge of Rhigos 249, 257
demon 43, 119, 123, 160, 179, 185, 211, 218, 261, 262, 263, 267, 268, 274, 284, 290, 291, 296, 302, 329, 344, 345, 346, 352, 376, 428, 434, 458, 476, 478, 479, 494, 495, 532, 533, 576, 577, 667, 679, 692, 695, 737, 741, 742, 745, 746, 751
Demon Dogs of Melib 433
Demon Emperor 121, 262, 427, 695, 696
Demon Horses 186
Demonland 695, 696
Demon Lord 263
Demon of Deadly Conflagration 158
Demon Period 154
Demon Plateau 343, 344
Demons Quarter 451, 453, 456
Demon Wars 562
Demparant 553, 560, 568
Dendara 42, 125, 152, 299, 311, 317, 335, 647, 670, 674, 676
Dendara Temple 311
Dendeno 316
Dendenus 313
Dendruji 533
Dendulag Islands 500
Dendulag Isles 499
Denegeria 309, 676
Denegeria the Daughter 309
Denegoria 316
Den era Dala Vo 708, 711
Deneron Council 312, 313
Denesiod 304, 313
Deneskerva 302, 312, 725
Denestlazam Kill Current 460
Dengbalu 427, 428, 429, 434, 686
Dengeti 601
Denker 267, 268
Denorvor 394
Den Voleen 531
Deputy of the Master of Soldiers 242
Dera Wok 431
Derdo 647
Derdromus 317, 676
Derdurnus 115, 672
Derensev 251
Deri 142, 451
Derik 446
Derik Poljoni 446
Derkata 572
Deros 451
Derosiland 451
Deryabur 483
Descending Pyramid 327
Deseeti 676, 677
Deselenro Isles 685, 687
Desero 621, 633, 642, 689
Desert Tracker 156, 443
Deshkorgos 678
Deshlotralas 10, 678
Deshmador 560
Desiccation Bees 454
Desikanir 304
Desikselm 304
Deskorgos 10
Desolation Curse 538
Desolation Hills 451
Desolation Island 536
Desolo 478, 483
Despair Ocean 728
Dessheetan Isles 478
Destix 728
Destoran Contests 710
Destor Pass 720
destrier 208
Deswankiviti 393
Detachment 475, 498
Deu 405, 412, 413, 415, 422
Deumalos 115, 672
Devastation of the Vent 237, 258, 350
Deveria 324
Devernzan 538
Deves 483
Devil 30, 83, 108, 119, 121, 200, 203, 382, 385, 441, 443, 447, 451, 452, 455, 456, 693, 696, 700, 701, 702, 703, 704, 736
Devil's Empire 736
Devils' Lake 372
Devil's Marsh 441, 451, 452
Devouring Flame 566
Dezarpovo 327
Deziramko Cho Al Kalad 255, 708, 711
dhows 467, 550
Diadem Mountain 483
Diamodonus 719
Diamond Bolt 532
Diamond Diadem 249, 729
Diamond Dwarf 466, 518
Diamond Hills 334
Diamond Mountain 87, 89, 431, 435
diamonds 13, 330, 338, 470
diamondwarf 504
Diamondwarves 83, 87
Diao Yu Cheng 272
Diavizzi 307
Diendimos 251
Difficult Sacred Places 595
Dijaar and his Five Friends 134
Dilis 202, 211, 212
Dilis Swamp 212
Dinal 133, 135, 463, 544, 546, 598
Dinal Jungle 544
Dindanko 13, 560, 568, 569, 572
ding 265
Dinisso Sea 103, 104, 461, 603
Dinora 206
dinosaurs 78, 79, 80, 89, 90, 168, 177, 462, 485, 502, 517, 518, 519, 521, 598, 615, 748
Dinsender 576, 577, 588
Dinsender Army 588
Dinzizi 307, 309
Dinzizi City 309
Dirantian Third 722
Dirithi 544
Diros 136, 249, 255, 644
Disciples of Liberation 629
Dislocated Zoo Grounds 292
Dismanthuyar 304
Dismatryan 304
Dismesiod 304
Dismexdros 304
Disorder 111, 112, 115, 117, 121, 220, 250, 386, 567, 652, 653, 654
disorder kegs 89
disorder mini-kegs 87
Disorder Week 386, 567
Disruption Keg 168
Distalafio 560
Distalos 225
Distalwemma 561
Dital 362, 711
Ditali 31, 239, 240, 241, 255, 258, 350, 353, 355, 356, 357, 362
Ditalings 711
Ditali Valley 357
Dital the Hunter 362
Ditchers Rebellion 51, 412, 423
dit da jow 268
divination 57, 261, 488, 492, 559, 598, 751
Divine Abundance 272
Divine Cup of Victory 136, 137
Divine Face 727
Divine Fear 702
divine magic 9, 135
Divine Moon Hunter 171
Divine Moon Huntress 310, 311
Divine Order 116
Divine Treasurer 272
Dizbos 251
Doblian 5, 141, 294, 295, 298, 310, 311, 314, 317, 348, 677
Doblian City 311
Doblian Dogeaters 311
Doburdun 667, 669, 673
Doctor Rock 136, 137
Dodongu 431
Dog Hills 197, 335, 711
Dog People 197, 335, 711
Dog Scratching 36
Dog Star 311
dojo 471, 483, 485, 487, 492, 537
Dokat 342, 344, 712
Dokoli 356, 357
Doktados 251, 258, 656
Doktados Mountain 251
Doktados Peak 656
Doldrums 158, 663, 665
Doleford 225
dolmens 348, 710
Dolmisk 335
Dolog the Giant 459
Dolorofey 577
Dolphin Palace 482
Dolphin People 103
Dolranstang 561
Dolsonin 335
Domanand 335
Domaz Widuz 632
Dombain 430, 431
Domdanalash 483
Dona 219, 221, 227
Donaros 219, 225
Donbry 251
Dong Men 269
Doom Conjunction 117, 669
Doom Current 461, 462, 666
Doom Currents 11, 460, 461, 465, 663
Doomed Place 175
Doom Hound 170
Doom Phoenix 498, 499
Doomsday Machine 185
Door Stones 346, 348
Dopstaku 561
Doraddi 5, 8, 18, 22, 23, 25, 51, 131, 133, 151, 158, 468, 469, 470, 513, 543, 544, 553, 558, 561, 566, 572, 576, 577, 582, 583, 588, 589, 590, 591, 595, 598, 599,

600, 610, 615, 621, 646, 647, 648, 649, 650, 661, 698
Doraddik 23, 590
Doral 355, 357
Dorasa 172
Dorasta 344, 712
Dorastan 344, 397, 713, 723
Dorastan Rites 723
Dorastor 5, 19, 37, 61, 80, 86, 109, 126, 127, 128, 129, 130, 131, 137, 153, 156, 157, 179, 191, 200, 292, 294, 307, 318, 321, 322, 325, 327, 328, 329, 330, 334, 341, 342, 343, 344, 373, 374, 376, 386, 395, 397, 410, 701, 706, 712, 713, 714, 716, 718, 720, 721, 722, 723, 724, 726
Dorastor Inn 344
Dorayela River 339
Dorkath 309
Dorkath Rites 309
Dormal 142, 143, 144, 145, 151, 202, 239, 244, 249, 257, 258, 353, 356, 361, 408, 412, 413, 417, 421, 424, 525, 528, 529, 560, 568, 640, 649
Dormal the Sailor 142, 144, 202, 239, 249, 258, 353, 408, 529
Dorsomon 206
Dosakayo 13, 144, 429, 431
Doskalos 295
Doskior 384, 394, 395
Doskior River 384, 394, 395
Doskolion Hills 357, 362
Double Belligerent Assault 691, 693, 696
Double Crown of Dara Happa 152, 670
Double Hydra 543
Dousheng 285
Dozaki 288, 687, 691, 692
Dozakiland 288
Dozaki's Newhome 687
Draconic Bolt 57, 274
draconic magic 9, 75, 80, 132
Dragh Fence 519
dragon 19, 57, 58, 70, 73, 74, 75, 76, 77, 78, 79, 80, 113, 127, 132, 133, 134, 135, 141, 153, 170, 177, 179, 183, 185, 187, 191, 192, 256, 261, 264, 268, 278, 279, 280, 281, 283, 284, 286, 287, 334, 342, 384, 458, 465, 492, 604, 641, 649, 658, 665, 668, 681, 682, 718, 734, 737, 738, 740, 745
Dragon Age 78
dragonbone (armor) 75, 76, 736
Dragon City Ships 465
Dragon (constellation) 77, 646, 649, 734
dragon eggs 80
Dragon Emperor 54, 57, 76, 121, 128, 131, 153, 167, 260, 261, 262, 263, 264, 265, 267, 268, 269, 271, 274, 275, 277, 278, 283, 284, 285, 286, 287, 695, 698, 745
Dragon Emperors 57, 128, 152, 262, 277, 284, 698
Dragon Empire 54, 57, 101, 135, 152, 260, 261, 268, 275, 277, 278, 285, 287, 503, 745
Dragonewt 71, 73, 74, 75, 76, 79, 80, 116, 134, 170, 183, 184, 525, 658
Dragonewt Cities 183
Dragonewt Code of Ethics 73
dragonewt plinth 70, 454
dragonewt road 76, 80, 285, 454
dragonewt roads 76, 183, 275, 277, 708
Dragonewt Rune 116
dragonewts 8, 58, 59, 61, 69, 70, 71, 73, 74, 75, 76, 77, 79, 80, 91, 100, 108, 121, 126, 127, 128, 129, 131, 133, 135, 144, 166, 169, 171, 172, 182, 183, 184, 189, 191, 237, 241, 275, 277, 285, 286, 304, 350, 355, 385, 386, 389, 392, 523, 525, 642, 647, 695, 696, 698, 703, 708, 713, 714, 716, 718
Dragonewts Dream 73, 144, 295
Dragonewt Wilds 183
Dragonfriends 137
Dragon Gate Inn 279
Dragon Head 272
Dragon Island 285
Dragon Isle 492
Dragonkill 70, 73, 77, 78, 79, 135, 137, 138, 169, 177, 182, 184, 190, 193, 197, 237, 316, 320, 324, 330, 335, 337, 352, 393
Dragonkill War 73, 77, 78, 79, 135, 137, 138, 177, 197, 237, 316, 352
Dragonkind 77, 160, 669
dragon magic 75, 76, 79
Dragonman Gate 271
Dragon Men 453
Dragon Move 742
Dragon of Being 261, 262
Dragon of Jarn 78, 79
Dragon of Secret Delights 158
Dragon of the Suam Chow 279
Dragon of the Waters 79
Dragon Pass 5, 12, 13, 14, 18, 19, 31, 33, 34, 36, 41, 61, 63, 70, 73, 75, 76, 78, 79, 80, 83, 85, 86, 87, 89, 90, 92, 94, 99, 100, 106, 107, 108, 109, 110, 111, 114, 119, 121, 124, 126, 127, 128, 129, 131, 132, 133, 134, 135, 137, 141, 144, 150, 152, 154, 160, 163, 166, 167, 168, 169, 170, 171, 172, 175, 177, 178, 179, 182, 183, 184, 185, 187, 188, 189, 190, 191, 192, 193, 198, 199, 234, 235, 236, 237, 239, 240, 241, 247, 249, 254, 255, 256, 257, 259, 267, 268, 278, 292, 295, 296, 301, 302, 304, 313, 318, 320, 321, 328, 329, 330, 335, 338, 339, 341, 342, 345, 347, 350, 352, 354, 362, 364, 373, 385, 386, 392, 393, 394, 395, 397, 404, 440, 443, 445, 446, 454, 456, 459, 470, 558, 642, 648, 649, 652, 666, 667, 668, 696, 698, 706, 707, 708, 712, 713, 717, 718, 719, 720, 724, 730, 731, 732, 734, 736, 737, 739, 740, 741, 742, 743, 752
Dragon Pass Councils 198
Dragon Pass Wars 459, 730
dragon path 80
Dragon People 283
Dragonrise 79, 318, 329, 734
dragons 21, 55, 57, 58, 70, 73, 74, 75, 76, 77, 79, 80, 126, 132, 133, 134, 135, 141, 153, 166, 177, 225, 240, 264, 265, 267, 268, 282, 284, 285, 287, 334, 395, 397, 465, 478, 492, 532, 712, 723, 724, 725, 734, 742, 745
Dragon's Awakening Shudder 79, 137, 139, 264
Dragon School 262, 271
Dragon School Temple 271
Dragon Seal 54
Dragon's Eye 76, 128, 133, 160, 171, 183, 184, 264
Dragon's Head 274, 651, 734
Dragon's Head Bridge 274
dragonship 458, 467
dragonships 126, 137, 460, 465, 468, 503, 605, 622
dragonslayers 724
Dragons Maw 720
Dragon's Nest 682, 708
Dragonspine 160, 183, 235, 237, 658, 720
Dragon's Rise 115
Dragon Staff 409
Dragon style 268
Dragon Sun 314
Dragon Throne of Splendor 745
Dragon Tiger Hills 284
Dragon Tiger Mountain 271
Dragontooth Runners 736, 739
Dragon Turtle 285
Dragon Way 74, 275
Dramlari Vale 432
Dramlarsolf Mountain 432
Drang 37, 134, 137, 334
Drang the Diamond Storm Dragon 134, 137, 334
Dranz Goloi 368, 372
Dream Dragon 76, 77, 79, 175, 177
Dream Dragons 75, 77, 78, 79, 135, 170, 268
Dreamtime 111
Dreen 561
Drelon 628
Dreo 512
Dreo spirits 512
Drinking Giant's Cauldron 459
Drocholinn 508, 511
Drom 383
Dromal 648, 680, 682
Drona 206, 215
dronars 49, 52, 212, 215, 407, 412, 414
Drospoly 103, 105, 502
dryad 63, 67, 504, 604, 628, 712
dryads 63, 65, 66, 230, 543, 602, 606, 712
Dryad Woods 183
Dryvale 451, 453
Dsunguya 561, 566, 568
Dsunguya Island 561, 566
Duchamp 254
Duck Point 183
ducks 59, 73, 107, 108, 110, 175, 183, 241, 284, 350, 404, 473, 498, 642
Duelfield 184
Duke of the Neck 212
Dumanaba 555, 558, 561, 566, 568, 569
Dundealos 446
Dundealos tribe 446
Dunstarth River 632, 636
Dunstop 170, 184
Dunzarakus 719
Dupanya 432
Dupax 577, 597, 599
Duranavan Chain 477, 478
Duravan 476, 479, 495, 680, 682, 685, 686, 687, 689, 693
Durbaddath 677, 712
Durbaddath the Lion Father 712
Durengard 254, 255
Durnvok 311
Durpos 429
Duruhan 576, 577, 588
Dushoku 483
Dusk Gate 650
Dusk Star 650
Dwarf (dwarves) 16, 66, 81, 83, 84, 85, 86, 87, 89, 90, 97, 100, 135, 151, 170, 171, 179, 184, 185, 191, 197, 198, 199, 224, 227, 235, 242, 294, 388, 392, 403, 409, 424, 449, 464, 506, 515, 516, 519, 541, 574, 638, 673, 701, 706, 714
Dwarf Constructs 84
Dwarf Floating Castles 466
Dwarf food 85
Dwarf Hat 90, 184, 185, 197, 198
Dwarf Knoll 451
Dwarf Mine 85, 86, 89, 171, 184, 185, 708
Dwarf of Dragon Pass 86, 89
Dwarf of Dwarf Mine 171, 184, 185
Dwarf Slaves 517
Dweller in the Deep 489
Dwernapple 335, 736, 739
Dwerrow River 197, 198
Dwerulan 519
Dying Moon 648, 649
Dykene 191, 193, 197, 198
Dynast of Flanch 525, 600, 603, 605, 608, 624
Dyrirestolskit 432
Dzen Besan Ru 610, 615

E

Eaglebrown Warlocks 736
Eagle People 283, 589
Eagle Phoenix Emperor 262, 682, 690, 692
Early Light 286
Early Storm Age 680, 684, 685
Earth Dragon 264
Earth Eater 263, 267
Earth Eater cult 267
Earthfall 457, 695
Earth God 313
Earth Goddess 12, 33, 34, 37, 42, 123, 160, 172, 179, 239, 328, 392, 658, 731
Earthmaker 21, 25, 518
Earth Mother 25, 66, 119, 215, 227, 244, 335, 383, 711
Earth Queen 121, 150, 672, 686
Earth Rune 16, 38, 160, 428
Earths 135, 629
Earth Season 105, 112, 288, 318, 357, 439, 530, 633, 651, 653, 658, 664, 666, 732, 734
Earthsense 84
Earth Temple Grounders 14

Earth Witch 21, 25, 66, 572
Eartrade 231
Ease 206, 729
Eastern Awakening 477
Eastern Gates 473
Eastern Heavens 532
Eastern Mouth 647
Eastern Ocean 166, 461, 467
Eastern Seas Empire 476, 480, 487, 488, 489, 494, 498
Eastern Seas Fleet 477
East Fork 219
East Islanders 473, 474, 477, 485, 530
East Isles 13, 17, 18, 53, 54, 55, 62, 93, 108, 112, 131, 138, 144, 145, 150, 151, 152, 153, 264, 267, 284, 285, 403, 434, 439, 461, 463, 466, 467, 468, 471, 473-476, 477, 479, 480, 482, 484, 485, 487-489, 492, 494, 495, 498, 499, 500, 530, 533, 538, 539, 564, 568, 662, 663-666, 696, 697, 698, 745
East Plain 198
Eastpoint 145, 199, 200, 202, 216, 219, 301
East Row 666
East Seas Empire 479
East Seshnela 385
East Sting Wind 364
East Wilds 5, 373, 375, 378, 385, 393, 397
Easval 199, 203, 206
Easy Way 666
Eater of Entropy 111
Eater of Souls 525
Ebbeshal 552, 565, 573
Ebe 57, 153, 269, 271
Ebe the Wild Man 269, 271
Ebkron Range 342
Ebon City 311
Ebonmisk 101, 508
Edasus 316
Edible Fern clan 583
Ediruss 632, 636, 637, 641
Ediruss River 632, 636, 637, 641
Edomiyo 536
Edrenlin Archipelago 605
Edrenlin Islands 604
Edrenlin Isles 467
Edro 142
Edvenakur 536
Eeast 135
Eel-ariash 171, 295, 301, 310, 311, 314, 316, 317, 443
Eel-ariash clan 171, 301, 310, 314, 316, 317, 443
Eel-ariash family 295
Eest 428, 432, 433
Egajia Chewer of Flesh 443
Egarun 415, 422, 423, 468
Eggarlodril 667, 668
egg-brother 74
Eggervak 667
Egg of Erangalos Karastomabor 642
Eggshell of Luy Wi 280
Eggs on Rocks 451
Egi 294, 295, 307, 318, 729, 744
Egnarps 205
Egret Goddess 311
EhilKae 383
Ehilm 152, 205, 224, 373, 382, 386, 387, 408, 415, 553, 622, 740
Eight Celestial Sons of Yelm 672
Eight Great Gifts 739
Eighthands 558
Eighth Missive 623
Eighth Wane 294, 295
Eight Legged 487
Eight New Manifestations 137
Eight Sisters of Justice 272
Eight Sons 115, 649, 672
Eight-String 179
Einarish Vag 514
Einar's Farm 336
Einpor 215, 216
Eionval 388
Eiritha 29, 30, 151, 441, 443, 445, 446, 447, 451, 452, 453, 454, 455, 456, 457, 652, 712
Eiritha Hills 446, 451, 452, 453
Eiritha Mountains 441
Eiritha's Print 451
Eiskolli 451
ejem 317
Ek 514
Ekgastor 101, 508
Ektris 225
Ekurbenyow 552, 568, 569
Ekus the Wild Man 650
Elad 565
Elamle 65, 67, 133, 472, 544, 546, 547, 550, 569, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 642, 666, 687, 690, 698
Elamle Aroin 600
Elamle-ata 601, 602, 607, 690, 698
Elamle Peninsula 472, 547
Eland People 589
Elasa Secrets 36, 749
Elassi the Stifler 623, 633
Elder Gods 114, 115, 234
Elder Races 5, 8, 9, 59, 61, 68, 69, 84, 86, 89, 90, 91, 99, 106, 110, 125, 166, 167, 169, 177, 190, 191, 192, 193, 197, 235, 256, 287, 324, 343, 352, 387, 468, 473, 485, 501, 503, 504, 508, 517, 521, 540, 680, 682, 684, 685, 687, 692, 695, 698, 702, 708, 712, 731, 747
Elder Race Wars 90, 313, 339
Elders 62, 65, 67, 68, 81, 95, 101, 107, 109, 133, 203, 363, 501, 543, 544, 596
Elder Sister 65
Elder Star Twin 336
Elder Wilds 5, 63, 66, 89, 99, 106, 131, 133, 135, 166, 167, 191, 192, 193, 197, 334, 386, 452, 457, 468, 470, 707, 708, 716, 739
Eldest Kin 98, 99, 182, 747
Eldest-Present Gods 531
Elemenoria 184
elemental 13, 48, 57, 61, 66, 75, 115, 116, 216, 261, 393, 503, 519, 542, 685
Elemental Deities 114
Elephant and the Serpent 271
Elephant Hunters 546
Elephant Mountain 582
Elephant Palace 431
Elephant People 283, 712, 713
elephants 13, 45, 46, 426, 428, 564, 566, 620, 737
Elersten 415
Elestavoquan 514
Eleven Beasts Alliance 199
Eleven Big Giant Mountains 197, 457
Eleven Lights 734, 736, 738
Elevens 718
Eleven Tablets of Seram Ambon 492
Eleventh 90, 517, 518
Eleven Towers Observatory 493
Eleven True Emperors 261
Elf 59, 61, 63, 65, 66, 68, 81, 121, 127, 133, 135, 137, 150, 165, 191, 197, 211, 230, 232, 292, 334, 347, 466, 543, 546, 577, 602, 606, 607, 629, 686, 691, 692, 698
elf-dust 17
Elf Empire 546, 602, 607
elf-friends 334, 632, 637
Elf Galleass 466
Elf Hate Won 347
Elf King 230
Elf Pantheon 150
elf queen 601, 607
Elf Sea 66, 191, 197, 292
Eliari River 219
El Jazuli 47, 572
Elkoi 191, 193, 197, 198
Elk People 397
Elmal 33, 37, 152, 160, 188, 236, 646, 720
Elmalvo 257
Elmatryan 304, 723
Elmesiod 304
el-metal 16
Elmexdros the Conqueror 304
Elmharsnik 304
Elmsam 321
Elstorana 446, 458
Elstorana clans 446
Elstorana dynasty 446
Elstorana khan dynasties 458
Elusu 741
elven food 63
elves 8, 16, 46, 57, 59, 61, 62, 63, 65, 66, 67, 68, 69, 83, 84, 86, 87, 90, 91, 94, 99, 100, 107, 110, 120, 121, 127, 128, 133, 137, 144, 150, 167, 169, 172, 182, 183, 187, 189, 191, 192, 197, 198, 199, 202, 206, 211, 216, 230, 231, 232, 251, 255, 257, 269, 279, 292, 316, 322, 325, 335, 344, 345, 347, 356, 361, 362, 376, 385, 387, 388, 389, 393, 395, 405, 414, 415, 417, 418, 421, 423, 426, 432, 433, 435, 456, 458, 469, 472, 473, 487, 501, 504, 508, 511, 517, 518, 521, 523, 540, 541, 543, 544, 546, 547, 554, 559, 569, 572, 590, 595, 599, 600, 601, 602, 604, 605, 606, 607, 608, 609, 610, 615, 620, 621, 622, 623, 624, 628, 629, 632, 633, 636, 637, 640, 641, 642, 650, 654, 680, 691, 695, 707, 708, 711, 712, 717, 722, 732, 739
Elves 16, 59, 61, 62, 63, 65, 66, 81, 86, 97, 100, 170, 191, 199, 216, 235, 294, 352, 356, 373, 375, 388, 405, 426, 432, 508, 525, 541, 543, 590, 602, 620, 628, 680, 682, 683, 684, 685, 686, 687, 691, 692, 697, 698, 703, 722, 745
El Voyan Sea 597
Elyu-Ene River 368
Elz Ast 307, 310, 336, 339, 340, 668
Emanations 364
Emanus 623, 633
Embyli 59, 61, 62, 67, 99, 133, 540, 543, 546, 547, 559, 573, 590, 598
Emerald Eye Dynasty 692
Emerald Fish Lord 284
Emerald Frog 525
Emerald Goddess 565
Emerald Island 533
Emerald Ring Dynasty 689
Emerald Tower 208
Emilla 429
Emlaks Massif 606
Em Lui 483
emotion crystal 107
Emperor God 12, 153, 530, 531, 539, 668
Emperor of Dara Happa 38, 131, 133, 294, 304, 318, 347, 672
Emperor of Land and Sea 352, 503
Emperor of Splendor 262
Emperor of the Universe 116, 347, 664, 670, 725
Emperor of the World 41, 108, 302, 649
Emperor of Vormain 530, 533
Emperor's Fist 536
Emperor's Forest 728
Emperor's Highway 318
Emperor Sun 716
Emperor's Voice 324
Emperor Yelm 318, 667, 670
Empire of Arkat 157, 382
Empire of Golden Kareeshtu 552, 568
Empire of Kareeshtu 573
Empire of Kolmala Hin Mado 494
Empire of Light 342, 725
Empire of Peace 374, 376, 379
Empire of the Land and Seas 136
Empire of the Wyrms Friends 37, 73, 76, 77, 79, 80, 91, 100, 132, 133, 134, 135, 137, 138, 170, 171, 177, 179, 183, 192, 197, 236, 237, 247, 255, 304, 314, 321, 324, 334, 352, 361, 454, 643
Empire of Vormain 478
Empty Half 648, 649, 678
Empty Wind 740
Enchasal Fireseed 628
Endaka 362, 711
Endaka Caves 362
Endarkus Bullslayer 307
Endeel 342, 699
Endeel Knowledge Temple 699
Endernef 691, 692, 693, 696
Enderos Quicktongue 742
Endless Green 368, 372
Endless Green Grasslands 368
Endless Monsoon 477
Endless Yellow Grasslands 368, 372
Eneal 334, 719
Eneera Tor 172
Enemy Gods 302

Enent 172
Enerali 373, 383, 384, 385, 387, 422, 423, 697
Enerali tribes 697
Energastor 552
Energy 203, 727
Energy Net 727
Enerian Scarlet 732
Enevar the Victorious 498
Enexender Collection 743
Enforcers 364
engivi 23, 576, 577
Engizi 182, 646, 650
Engizi River 646
Engure 597
Enjalsu 597, 685, 687, 689
Enjata Mo 647
Enjoreli 199, 205, 206, 208, 211, 222
Enklator 569, 623
Enklator's Hidden Threat 623
Enklator's Red Flame 569
Enklosan 620
Enklosë the Grain Goddess 640
Enkloso 62, 69, 144, 152, 555, 615, 620, 621, 622, 623, 624, 628, 629, 632, 633, 637, 640, 641
Enkloso Forest 69, 615, 629, 632, 633, 637, 640, 641
Enkloso Highlands 640
Enlightenment 261, 262, 264, 275, 427, 681, 682, 684, 721
Enlo 93
Enlor 351
Enmal 577, 598
Enmal Mountains 577
Enneserah 225
Enothea 172
Enrolvalini 528, 682, 686, 687, 692, 693, 694, 696
Enrono 532, 539
Enrono's Refutation 532
Enrono the Sage 532, 539
Entarios the Supporter 170
Entekos 42, 115, 299, 324, 644, 646, 647, 648, 674, 676
Enthronement Rites of the Red Emperor 318
Enthyr 327
Entoziland 633
entropy 112, 119, 120, 121, 655, 704, 742
Entru 235, 251
Entruli 235, 352
Entruliland 707
Entrulings 244
Enverinus 42, 302, 675
Enverinus Priesthood 42
Enzeriath the Dreamer 492
Eol 294, 345, 346, 347, 348
Eolian 13, 313, 345, 348
Eolian slingers 13
Eolian tribes 313
Eonislora 172
Eonistaran 172, 185
Ephemerae 503
Equal Exchange 352
Erabbamanth 487
Eradinthanos 135, 508, 512
Eral 495
Eranth Eyoon 489
Eredoth Mountains 633
Erekos 673
Erelia 314, 648, 679
Erenbaya 650, 677
Erengazor 12, 382, 385
Erenplose 357, 361
Erenplose the Sunken City 357
Ergesh 677
Eric 1, 344, 401, 668
Eric Norallsson 668
Erigia 233, 294, 345, 347, 348
Erilindia of Terarir 672, 710
Erilos 633
Erinflarth 319, 321, 322, 330, 341, 342, 708, 711
Erinflarth River 321, 322, 342
Erinflarth valley 341
Eringulf 188, 713
Eringulf Vanak Spear 188, 713
Erissa 42, 156, 675
Eristiland 288
Erlanda 679
Erlandus 673, 679
Ernalda 12, 31, 33, 34, 35, 36, 37, 38, 66, 121, 123, 150, 152, 160, 170, 171, 177, 179, 182, 185, 187, 188, 215, 220, 224, 227, 234, 236, 239, 241, 244, 245, 249, 250, 254, 255, 257, 258, 259, 314, 327, 328, 335, 337, 338, 339, 350, 378, 383, 384, 392, 443, 636, 640, 641, 652, 653, 654, 669, 672, 673, 674, 676, 685, 686, 689, 692, 710, 711, 731, 739
Ernalsar 172
Ernamola 47, 560, 566
Erno Arkozal Grasslands 451
Erontree 67, 68, 199, 206, 208, 211, 215, 216, 231, 232, 388, 414, 415, 421, 423
Erontree Forest 206, 208, 211, 216, 415, 421, 423
Er'oring Wilds 66, 197
Erraibdavu the Conqueror 304
Errinoru 18, 61, 63, 67, 99, 101, 133, 135, 137, 403, 469, 470, 540, 541, 543, 544, 546, 547, 561, 576, 590, 600, 602, 605, 608
Errinoru Empire 61
Errinoru Jungle 61, 63, 67, 99, 101, 403, 469, 470, 540, 541, 543, 544, 546, 561, 576, 590, 600, 605
Errinoru's Star 135
Errio-unit 295, 319, 321, 339
Errio-unit clan 321, 339
Errio-unit family 295
Er's Pool 247
Ertelenari 675
Erustasus 508
Erustasus Minor 508
Erustusford 720
Erzanelm 304, 675, 720, 723
Erzanestyu 304, 318
Eschi 515
Esdaru 531
Esel River 200, 225, 327
Eskilludoch Chain 478, 483, 498
Esla 546
Esrola 31, 37, 150, 234, 243, 244, 254, 257, 259, 350, 361, 653, 656, 676, 687, 691, 707, 711
Esrola's Throne 254, 656
Esrolia 5, 13, 31, 33, 37, 137, 171, 177, 234, 235, 236, 237, 239, 240, 241, 242, 243, 244, 247, 249, 250, 251, 255, 256, 257, 259, 352, 353, 354, 355, 362, 376, 386, 656, 720, 731, 732, 739, 750, 752
Esrolian 12, 13, 17, 33, 142, 150, 241, 242, 244, 249, 250, 257, 350, 354, 355, 362, 467, 468, 511, 732
Esrolian Clack 12
Esrolian Ruby 17
Esrolians 8, 244, 350, 355, 698
Esrolite 251
Esrolvuli 710, 711
Esrolvuling 710
Esrolvuli Tribe 710
Essential Forms 9
Essential World 158, 160, 162
Estali 375, 379, 382, 383, 384, 385, 397
Estali League 383, 397
Estalites 382
Estalos 633
Estal River Valley 383
Estau 414, 415, 503
Estaurenic 405, 415
Estaurenids 407
Estengitorox 600
Estere 577
Estokestos 719
Eston 708
Estvix 508
Esus 311, 324, 327
Esventheus 349
Esvular 240, 247
Esvularing 242, 247, 251, 255, 256, 257
Esvuthil 311
Eternal Battle 451, 695
Eternal Compromise 669
Eternal Flame of Victory 307
Eternal Isles 530
Eternal Light Temple 275
Eternal Moment 451
Eternal Oath of One 131
Ethilrist 162, 170, 179, 186, 187, 347, 361, 397, 719, 730, 743, 750
Ethirajan 225
Etyries 13, 151, 171, 288, 314, 316, 329, 344, 368, 372, 456
Etyries Caravan 13, 288, 314, 316, 368, 372
eubuck 342
Eurmal (Trickster) 34, 37, 121, 123, 132, 150, 152, 158, 162, 215, 216, 227, 236, 373, 417, 451, 471, 678, 679
Eusibea 719
Eusibus 304
Everina 310, 322, 676
Everinus 667
Ever-New Glory 184
Every Man a Sun 723
Everything World 154, 158
Evil Emperor 387, 647, 667
Evil Emperor Malkion 387
Evil King 249
Evil One 304, 311, 324, 386, 719
Evil Year 131, 235, 240, 241, 720
Evocation of Dragons 264
Evrowal 508, 512
Ewer of Gold 84
EWF 73, 77, 80, 132, 133, 134, 135, 137, 182, 236, 251, 320, 334, 335, 337, 351, 392, 397, 647
Ex 451
Exarch 54, 58, 264, 268, 271, 272, 277, 279, 282, 283, 291
Exarch of Righteous Harmony 282
Exarch of the Gate 271
Exarch of the South 271
Exarchs 54, 260, 261, 264, 269, 271, 277, 278, 289, 745
Exigers 576, 582, 588
Exile Fort 254
Exile Stead 451
Expanse of Prostration 667
Exploricatum of Alfosios 66
Expulsion Walk 687
Extra Full Moon Year 177, 187, 329
Extraordinarily Fair Feminine Legalists 272
Eyebrow 451, 452
Eyebrow peak 452
Eye of Worlds 382
Eyes Rise 451
Eye that Pierces the Veils 239
Ezdali 531
Ezdene 218, 220
Ezel 235, 237, 241, 244, 249, 251, 254, 255, 257, 710
Ezelveztay 670, 673
Ezkankekko 234, 235, 696, 698, 707, 708, 710, 720
Ezkoro Roko 395, 708
Ezokite School of Alchemy 417

F

Faceless cults 302
Faceless Statue 445, 451
Fading Lands 643
Fagamalo 488
Faithful Dragon 264, 271
Faladje 553, 554, 565, 568, 569, 573, 623
Falama 415
Falangian Diamond 17
Falangian Diamonds 13
Falani 397
falcata 306
Falling Ruins 184
Fallow Deer People 283, 397
Falorzala 508
Falorzala Island 508
False Dragon 139, 264, 272, 284
False Dragon Ring 272, 284
False Dragons 76
False Emperor 264
False Gods 135, 622
False Gods Revolt 135, 622
False Sun 357, 360
Falskit 432

Falsoretus 115, 672
Family Bison Grassland 452
Fandranosta 565
Fanjosi 565, 569
Fankrios Unlaba 741
Fan of the Shallows 411
Fanzai 268, 285, 286
Fanzali 451, 452
Fanzali and the Hyena 451
Fanzali and the Ostrich Grasslands 451
Fanzali's Own Grassland 451
Fanzali's Place 452
Faralinthor 687, 691
Faralinthor Sea 691
Faranar 25, 151, 648
Faranazor's Tower 417
Farangold 299
Faranstonal 483
Faranvogath 483
Fargahutsk 483
Farnwith 605
Far Pent 283
Far Place 160, 170, 171, 179, 184, 185, 188
Farthest East 158
fastships 465
Fatal Screaming 120
Fat Boy's Eating Contest 304
Father Lion 348
Father Ocean 115
Father of Waves 463
Faulani the Horned One 205
Fay Jee 357, 360
Fazzur 12, 168, 169, 170, 171, 172, 177, 189, 240, 241, 247, 249, 329, 730, 731, 734
Fazzur Wideread 12, 168, 169, 170, 171, 172, 177, 189, 240, 241, 247, 249, 329, 730, 731, 734
Feathered Eye Woman 309
Feathered Horse Queen 12, 141, 168, 170, 171, 172, 175, 177, 187, 188, 241, 257, 329, 338, 730, 739, 750
Feathered Ones 307
Feat of Thunder Mountain 710
Feethos River 426, 432
Feiquan 272
Felata Sea 482, 483
Felatu 481
Feldichi 712
Feleor 206
Feleta 482, 484
Feletalash 484
Feleta Sea 484
Feliest 412
Fenaldevu 304, 723
Fences 314, 368, 519, 521
Fenderian Parade 728
Fen Feru 503
Fengsheng 275
Fengtian 281
Fengwal 633
Fenquorr the Turning Goddess 537
Fentalu 533
Fenvalo 474
Fen Watha Too 533
Feofaxia 67, 543, 546, 608
Feofaxian 546, 547, 607
Ferendalo 476, 484, 498
Ferendel 485, 492
Fereva 476, 484, 487, 498
Feroda 133, 445, 452
Ferry 281, 313, 337, 357
Ferryman of the Dead 162
Fertility 9, 33, 67, 97, 111, 112, 162, 340, 376, 378, 652, 653, 654, 656, 672, 673
Fertility Week 67
Festatu 153
Festival of Lights 434
Festival of the Shark and the Crocodile 482
Fethlon 62, 69, 144, 264, 269, 283, 355, 426, 427, 432, 433, 435, 439
Fethlon Jungle 69, 435
Feverlast 452
Fever Trees 432, 433, 452, 453, 456, 458
fibulae 36
Field of Purity 702
Field of Purple Orchids clan 533, 537, 539
Field of Stars 637
Field School of Magic 13, 171, 247, 259, 295, 296, 318, 329, 730
Fields of Plenty 119, 120
Fields of the Seeds of Doubt 682
Fiesive 144, 379, 387, 388, 392
Fifth Season War 641
Fifth Wane 179, 294, 298, 307, 313, 316, 317, 318, 319, 325, 744
Fifty Lost Fish 384
Filichet 189, 321, 330, 335, 339
Filth-that-Walks 576, 583, 693
Filth Which Flies 649
Filth-Which-Walks 642, 704
Finelvanth the Flyer 237
Finganvar 247
Finger Goddesses 675, 676, 677, 679
Fingers of the Goddess 742
Finho 231
Finval 415
Finzalvo 487, 498
Finzalvo the Fisherman 487, 498
Firbolks tribe 208
Firdans 206
Firebergs 499, 748
Fire Ceremonies 555
Fireday 112, 649, 652, 653, 654, 655
Fire Dragon 264
Firefall 582, 615, 642, 690, 691, 692, 693, 696
Fire Fens 519
Fire God 21, 215, 216
Fire Lord 567
Fire Mountain 681, 682
Fire Palace 727, 728
Fire Parrots 499, 695
Fire Rune 16, 45, 236, 428, 432, 442
Fire Season 13, 112, 234, 241, 293, 440, 456, 538, 561, 569, 589, 620, 651, 653, 657, 663, 666, 741
Firesword 375
Firetower of Ban Yow 277
Fire Wars 258
Fire Wren People 589
Firshala 197
First Age 31, 61, 66, 76, 78, 83, 84, 85, 86, 87, 89, 112, 125, 168, 171, 177, 188, 189, 191, 193, 197, 199, 208, 211, 216, 222, 228, 231, 292, 310, 313, 322, 325, 334, 337, 339, 342, 344, 345, 357, 361, 368, 372, 375, 383, 384, 385, 387, 388, 392, 393, 395, 397, 411, 414, 417, 422, 431, 443, 465, 477, 478, 479, 480, 493, 494, 498, 502, 513, 515, 518, 543, 546, 588, 595, 598, 605, 646, 649, 667, 672, 716, 721, 723
First Battle 205, 317, 325, 329, 413
First Battle of Asgolan Fields 413
First Battle of Chaos 317, 325, 329
First Being 725
First Blessed 5, 294, 295, 298, 306, 307, 309, 311, 314, 318, 744
First Brothers 203, 205, 211
First Brothers of the Golden Banner of Flame 205
First City 683, 686
First Container 81
First Council 61, 73, 131
First Drinker 22, 576
First Dryad 680
First Family 681
First Hundred 99, 389, 393, 721
First Imperial House 531
First Inspiration of Moonson 298, 318
First King 211, 249
First Landing of the Artmali 597
First Migration 451, 629
First of the Quivini 172
First Principle 352
First Reward 109
First Scholar of the Brotherhood of the Swallow 205
First Sorcerer 211, 528, 717
First Temple of Rebirth 723
First Theyalan War 131, 335, 714, 720
First Torrent 685, 686
First Tree 68, 388
First Tribe 182
First Victory 307, 316
First Volunteer 512
First Wakeup 229
First Wane 298, 675, 725
Fiscal Anarchists 299
Fish 41, 52, 103, 104, 171, 206, 249, 251, 254, 257, 284, 313, 329, 384, 487, 589, 599, 678
Fish Eagle People 589
Fish People 103, 104, 589
Fish Road 249, 251, 257
Fish Roads 254
Five Armed Shepherd 228
Five Chains 477
Five Defender Heroes 498, 687
Five Dragon Warriors 260, 261, 275
Five Elements 573
Five Girls of Araksang 439
Five Great Tribes 27
Five Harmonies Pagoda 282
Five-Pointed Diviners 569
Five Star Standard 302
Fiwan 543, 544, 561, 589
Flamal 59, 62, 66, 67, 150, 162, 182, 259, 321, 335, 373, 384, 417, 643, 650, 685, 687, 691, 692, 708, 722
Flamal's Day 67
Flamal's Forest 685, 687, 691, 692
Flame Dragon 742
Flame Kings 410
Flame of Ehilm 205, 740
Flame of Light 236
Flame of Sartar 169, 174, 177, 179, 182, 734, 738
Flaming Pillar 271
Flaming Sword of Gerlant 410
Flanch 483, 525, 546, 550, 559, 566, 569, 600, 602, 603, 605, 608, 609, 624
Flanchite 569
Flari 21, 229, 233
Flaurine 624, 633, 641
Fleet of Blind Fishermen 251
Flesh Man 121, 150
Flight of the Firebirds 17
Flintnail the Dwarf 451
Fliswal 633
Floating City 561, 565, 566
Floating Island 281, 643
Floating Markets 417
Flood 105, 125, 216, 309, 312, 451, 458, 531, 667, 683, 685
Flood Age 685
Floodings of Danmalastan 686
Florencia-Sillinhalia 713
Flower Mountain 433
Flower Poem 307
Flower Princess Island 485
flying bird machine 277
Flying Dragon Castle 280
Flying Land 643
Flying Swallow clan 533, 539
Flying Swallow princes 539
Fo 476, 484, 565
Fodalor 352, 361
Fod-Ariam 743, 749
Fo Dolla 476, 484
Fogarth Toothaxe 134
Fog Pirates 537, 538
Followers of the Golden Chain 569
Fongolon 577
Fonrit 11, 13, 17, 18, 43, 45, 46, 47, 61, 69, 112, 133, 135, 137, 138, 141, 144, 151, 403, 470, 502, 513, 514, 515, 523, 527, 528, 540, 550, 552, 553, 554, 555, 559, 560, 561, 562, 564, 565, 566, 568, 569, 572, 573, 576, 577, 583, 588, 600, 603, 620, 621, 623, 628, 629, 632, 633, 636, 641, 642, 647, 664, 665, 701, 706, 726
Fonritian 5, 18, 43, 45, 46, 47, 69, 135, 467, 468, 511, 513, 526, 546, 547, 550, 552, 553, 558, 560, 561, 564, 568, 572, 620, 623, 633, 637, 641, 652, 666, 704
Fonritians 8, 43, 45, 46, 47, 513, 544, 550, 552, 553, 559, 561, 564, 573, 621, 629, 632, 633, 637, 640, 641, 652
Footprint 177, 234, 235, 247, 251, 255, 258, 731, 738
Footstool 42, 313, 318, 657, 667, 677, 681, 683, 684, 727, 729

Footstool of the Sun God 657
Footstool of Yelm 42, 313, 318, 657, 681, 683, 684
Forang Farosh 171
Forantin River 334, 710
Forbidden Secret 138
Foreign Legion Pass 565, 633, 636
Forest Council 628
Forest Dynasty 685
Forest Gardeners 65
Forest Judge 628, 633
Forest Market 361
Forest of 100 Lights 158
Forest of Disease 562
Forest of Glass 433
Forest of Jorestl 411
Forest of Wondrous Beasts 184
Forge Mountains 508, 511
Formigar 225
Form Rune 116
Form Runes 116
Formst 566
Formstosi 561, 566
Fornalor 415
Fornals 529
Fornao 373, 385
Forng 478, 499, 690, 692, 695, 697
Fornoar 413, 414, 415, 417, 422, 423
Foronsopis 566
Forosvuli Tribe 710
Fort Digger 357
Fort of Spears 728
Fort People 576, 577
Fortress of Dusk 121, 123
Fortress of Logic 685
Fortress of Roses 641
Fortunate Succession 304
Fort Wrath 343, 344
Forty-Two Hidden Temples 532
FoShan 263, 531, 532
Foulblood Woods 109, 117, 255, 258
Foundchild 30, 120, 151, 197, 650
Foundchild the Hunter 30, 197
Founder 30, 52, 151, 169, 172, 179, 193, 197, 245, 295, 347, 348, 376, 408, 443, 456, 502, 692
Founder of the Tribe 347
Founder's Cycle 179
Fountain of the Nymphs 206
Fount of Chaos 162
Four Beauties 280
Four Companions 21
Four Deadly Curses 281
Four Directions 10, 744
Four Esrolian Virtues 244
Four Grandfathers 284
Four Hands 476, 746
Four Hands of Evil 476, 746
Four Horrors of the Long Night 702
Four Occupations 54
Four Origins 702
Four Other Worlds 160
Four Rights 54
Four Rivers 292, 295
Four Seas Merchants 538
Fourteenth Imperial House 532
Fourth Brithos Army of Law 414
Fourth Family 680
Fourth Hell 311, 678, 718
Fourth Inspiration of Moonson 15, 301, 743, 749
Fourth Season War 623
Fourth Wane 316, 318, 319, 325, 327
Four-Tusk Elephant People 283
Four Weapons Heroquest 156
Four Winds 345, 741
Four Winds of Pent 345
fox-woman 280
Foyalfine 382
Fozeranto 478, 480, 495, 685, 687, 692, 695, 697, 698
Fragrant City 559
Fral Angor 230
Fralos 415
Fraltigern 224
Framanthe 103, 467
framara trees 633
Frandal 560, 566
Frantic Ground 301
Frasl Isles 231
Fratom 65, 633
Free Army 329, 738
Free Father 258
Free Inquiry 259
Free Men of the Sea 133, 136, 502, 503, 511, 621
Free Regiments 408
Freezeday 112, 649, 652, 653, 654, 655
Frenzypeace 492, 498
Frenzypeace cult 492
Friendlies 517
Friendly Silkworms 275
Frilan 388
Frive 388
Froalar 126, 131, 408, 409, 410, 411, 412
frogosaurus 76
Frog People 589
Frona 216, 224
Fronela 5, 13, 15, 18, 19, 31, 36, 37, 39, 41, 48, 49, 51, 53, 61, 63, 67, 68, 69, 84, 89, 90, 98, 99, 102, 125, 128, 129, 131, 133, 135, 137, 138, 141, 142, 144, 145, 150, 152, 166, 167, 199, 200, 201, 202, 203, 204, 205, 206, 208, 211, 212, 216, 218, 220, 222, 224, 228, 229, 230, 231, 232, 233, 298, 301, 316, 322, 325, 327, 347, 385, 386, 388, 389, 392, 414, 421, 423, 424, 465, 466, 470, 647, 702, 738
Frontem 133, 200, 206, 208, 211
Frontemite 225
Frontem Road 206
Frontier City 521
Frowal 373, 408, 411, 415, 423, 512
Frowalkel 508, 512
Frozen Ocean 685
fruit fish 313
Fudaru 142
fufang 271, 275, 277, 278, 281
Fuknama 272
Fulfillment of Forms 725
Full Half 648, 649
Full Moon 177, 187, 296, 306, 329, 397, 648, 649, 728
Full Moon Corps 296, 306, 728
Full Priest 73, 75
Furalor 426, 431, 433
Furthest 12, 168, 175, 184, 185, 189, 240, 292, 310, 328, 339, 740, 744
Furthest East 604
Fyllich Kwan 335, 739

G

Gabaryanga 553, 562
Gadaringer dynasty 193
Gadmus 712
Gadmusland 712
Gagark Evil Mouth 247
Gagarth 364, 651, 666
Gagarth winds 666
Gagix Twobarb 255, 731
Gaiseron 205
Gakala 484
Galagorib 555, 564, 572
Galagorib the Woman of the Dawn 572
Galana 384
Galanin 373, 382, 383
Galanini 373, 382, 384
Galaskol 17
Galastar 199, 202, 216, 220, 221
Galeros 249
Galeros Highpeak 249
Galgarenge 675
Galin 375, 379, 382, 383, 384
galleys 258, 310, 379, 466, 468, 501, 511, 559, 572, 665
Galvosti 53, 151, 382
Galvosti School 382
Gamara 679
Gamble Islands 681
Gamble Sea 682
Gambling Contests 681, 682
ga-metal 16
gami 76
Gamma Yellow 85
Gamol 383
Ganbarri 307, 339, 724
Ganbarrin Mystery School 307, 724
Ganderland 107, 108, 681
Ganesatarus 324, 325, 725
Ganesatarus the Evil One 324
Ganestos 225
Gan Hills 347, 348
Ganjeeb Crowquill 93
Gantor 633
Ganvaktakarn 651
Garan 710
Garangordos 43, 46, 47, 133, 553, 554, 555, 560, 566, 568, 573
Garangordos the Cruel 43, 553, 573
Garangrapha 46, 47
Garanian Auroch 719
Garanmador 643
Garanvuli Tribe 710
Garazaf Hyloric 388, 719
Garbulia 67, 543, 546, 602, 605, 608
Garbulian 546, 605, 606, 609
Garbulian Jungle 546, 605
Gar Crystal 17
Gardener 65, 543
Garden of Karantes 325
Garden of the Golden Valley 274
Gardens of Karresh 68
Gardint 335, 742
Gardufar 247
Gargandite 43, 572, 573
Gargandites 553, 566
Gargankot Broke Tooth 504
Gargos 566, 640
Gargosganda 559, 560, 566
Gargos River 566, 640
Gargron 299
Gargulla 633
Garguna 13, 468, 555, 558, 566, 569
Garhound 452
Garindath 129
Gark 47, 572, 642, 703, 706
Gark the Calm 47, 572, 703, 706
Garlic Place 525
Garrote of the Gods 162
Garstal Shavetop 70, 78, 79, 80
Garsting 191, 336, 347, 364, 368, 712
Garthemius the Wise 317
Gartog 288
Garundyer 228, 387, 388, 393
Garundyer of the Seven Storms 387, 393
Garusharp 426, 429, 433, 435, 439
Garushevara the Victorious 439
Garvang Hostro 590
Garzanz 628, 633
Garzeen market 335
Garzeen merchants 342
Garzeen's Bridge 255
Gash 99, 182, 183, 447, 452, 459, 687
Gash Land 182, 447, 452, 459
Gash Tribe 182, 452
Gaskallia 67, 543, 546, 547
Gaskallian Empire 547
Gaskallian Yellow Elf Empire 607
Gata 66, 115, 373, 643, 676, 681, 682, 722
Gate of Banir 222
Gate of Dawn 158
Gate of Four Beasts 318
Gate of the East 646
Gate of Time 123
Gates of Dawn 10
Gates of Dusk 10, 158, 162, 692
Gates of Henjarl 314
Gates of Yaan 431
Gavaga 485
Gayagrong 284
Gbaji 19, 37, 53, 61, 68, 73, 83, 87, 91, 98, 99, 102, 125, 128, 129, 130, 131, 153, 156, 157, 191, 197, 199, 200, 216, 222, 235, 247, 249, 311, 313, 329, 335, 337, 342, 344, 351, 352, 361, 373, 374, 376, 382, 383, 384, 386, 389, 395, 397, 398, 410, 421, 422, 424, 555, 622, 637, 675, 700, 702, 703, 704, 713, 716, 717, 718, 719, 720, 721, 722, 725, 726, 737, 743
Gbaji Secret 716
Gbaji's Empire 247
Gbaji the Deceiver 130, 131, 156, 222, 410

Gbaji the Evil One 311
Gbaji the Liberator 719
Gbaji the Taker 722
Gbaji War 37, 128, 386
Gbaji Wars 19, 53, 61, 68, 73, 83, 87, 99, 125, 249, 313, 335, 337, 342, 344, 351, 361, 373, 389, 398, 410, 422, 424, 622, 675, 704, 716, 720, 722, 743
Gebel 429, 430, 562
Gebkeran the Mother of the Antigods 478
Gemborg 90, 235, 237, 242, 255, 357
Gendara 687
Genderatha 479, 487
Genderatha the Priestess 487
General Guide for the Lunar Way 328
General of Procurement and Disbursement 328, 329
General of the Provincial Army 328, 329
General Priestess of the Provincial Church 329
Genert 59, 70, 119, 120, 156, 166, 167, 443, 447, 451, 452, 453, 455, 456, 457, 458, 676, 681, 682, 685, 687, 688, 689, 690, 692, 693, 694, 695, 696, 702
Genertela 4, 5, 7, 9, 11, 12, 13, 16, 17, 31, 48, 52, 53, 54, 61, 62, 67, 68, 69, 80, 89, 90, 92, 93, 94, 102, 103, 106, 107, 108, 109, 110, 114, 125, 126, 127, 128, 130, 131, 132, 145, 150, 151, 152, 154, 158, 163, 165, 166, 167, 168, 198, 199, 206, 212, 227, 232, 234, 235, 241, 244, 256, 258, 283, 292, 296, 297, 316, 322, 342, 350, 355, 361, 362, 384, 386, 387, 388, 392, 397, 411, 417, 421, 429, 462, 468, 473, 498, 501, 502, 518, 540, 544, 564, 566, 568, 588, 621, 637, 642, 643, 647, 650, 652, 661, 663, 664, 665, 666, 676, 687, 688, 689, 690, 696, 698, 701, 706, 708, 711, 713, 720, 722, 726, 740
Genertela Coastal 462
Genertelan 61, 86, 108, 119, 138, 466, 541, 565, 640, 662, 664, 698
Genertelans 501, 649
Genert's Garden 59, 443, 451, 452, 453, 456, 681, 682, 685, 687, 688, 689, 690, 692, 696
Genertsket 417
Genesis of the Perfect One 128
Genjeganda 632
Genjera 542, 690, 692, 693, 695
Genushan River 269, 271
Geo 35, 179
Geogana 729
Gerak Kag 456
Geras Shag 443
Gerendetho 313, 676
Gerfaunz 544
Gerlant 51, 410, 412, 637
Gerlant Flamesword 410, 637
gerontocracy 560
Gerra 298, 317, 327, 678, 679, 728
Gerra's Pit 728
Gerruskoger 304
Gethor 373
Gevarved 633
Ge Yong Li 275
Gharkor 212
Ghelotralas 672
Ghenisk 530, 533, 536, 537, 538, 539
Ghenisk Island 533
Ghevengus 115, 672
Ghostdirt Plain 344
Ghost Islands 471
giant armadillos 620
Giant Beaver People 397
Giant Horned Okapi People 544
Giant (mountain) 227, 392, 393
Giant Revolt 193
giants 84, 135, 162, 175, 177, 188, 190, 191, 193, 197, 198, 205, 211, 228, 264, 268, 342, 347, 362, 393, 443, 445, 450, 454, 455, 456, 457, 483, 515, 516, 519, 580, 588, 613, 635, 638, 639, 659, 704, 709, 728, 734, 737, 738
giant slarges 615
Giant Sloth People 544
giant sloths 620
Giants Pass 191
Giant's Tomb 321, 711
Giant's Tomb of Cafol 321
Giant Top Mountain 338
Giant Troll 547
Giant Trolls 92
Gift Carriers of the Sending Gods 138
Gift of the Sun Crystal 257
gigantopithecus 544, 546
Gilboch 405, 407, 415
Gillam De Estau 503
Gillamdestau 267
Gina Jar 150
Ginmuz Mountains 452, 453
Ginorth 258, 415
Gio 429, 433
Githyo 533, 539
Githyo clan 533
Githyo warrior clan 533, 539
Glacier 21, 99, 102, 105, 142, 158, 159, 166, 199, 200, 230, 231, 232, 233, 293, 461, 666, 690, 692, 693, 695, 696, 698
Gladfield 220, 221, 744
Gladiatorial Contests 298
Glamour 13, 39, 171, 296, 297, 298, 301, 302, 306, 318, 324, 329, 336, 338, 339, 340, 648, 727, 729, 744
Glass Beach 206
Glass Butterfly 205
Glassmakers' Guild 385
Glass Man 629
Gleaming City 555
Glimdrung 519
Gloomshark 138, 703
Glorantay 670, 672
Glorantha 1, 4, 5, 7, 8, 9, 10, 11, 12, 13, 14, 16, 17, 18, 19, 27, 31, 38, 43, 47, 48, 53, 59, 61, 66, 68, 69, 70, 74, 75, 77, 79, 83, 87, 89, 90, 94, 97, 99, 100, 101, 104, 105, 106, 108, 111, 112, 113, 114, 115, 117, 119, 121, 124, 125, 126, 128, 130, 135, 137, 138, 139, 140, 141, 142, 145, 150, 151, 152, 154, 155, 156, 158, 159, 162, 163, 164, 165, 166, 168, 171, 177, 183, 229, 232, 233, 244, 249, 254, 255, 256, 257, 268, 278, 285, 292, 295, 296, 298, 311, 321, 325, 327, 329, 348, 368, 372, 376, 385, 388, 395, 401, 403, 404, 405, 408, 409, 417, 418, 423, 429, 430, 460, 465, 466, 467, 468, 469, 470, 471, 472, 478, 492, 503, 508, 511, 517, 521, 525, 540, 541, 546, 601, 605, 607, 609, 632, 641, 642, 643, 644, 646, 648, 649, 652, 655, 656, 661, 662, 663, 664, 665, 666, 667, 680, 682, 687, 692, 694, 699, 702, 703, 704, 721, 722, 730, 731, 732, 734, 740, 743, 752
glorantha incognita 615
Gloranthan 4, 8, 9, 11, 12, 13, 16, 17, 18, 19, 21, 48, 65, 77, 79, 84, 113, 120, 128, 129, 135, 136, 138, 145, 150, 154, 162, 165, 171, 200, 232, 309, 382, 403, 404, 406, 460, 463, 469, 470, 471, 646, 649, 652, 661, 663, 664, 680, 699, 751, 752
Gloranthans 11, 162, 397
Glorious Ones 43, 45, 46, 47, 133, 552, 553, 566, 572, 573
Glorious Seven 458
Glory 184, 267, 695, 728, 729
Glowline 141, 175, 187, 190, 240, 293, 296, 297, 310, 316, 318, 321, 324, 327, 648
Glugel 536, 537, 538
Glyptodon People 544
glyptodons 620
Glyptus 193
Gnow Chang Hia 260, 275
Gnydron 103, 465
Goakstart 671
Goam 433
Goan 46, 553, 561, 566, 572, 737
Goat-Bird 208
Goat Mother 314, 711, 712
Gobblers 84, 89
Goblins 62, 597
God-Cleaver 128, 373
Goddess of Animals of the Above 681, 682
Goddess of Compassion and Sacrifice 472
Goddess of Dawn 477
Goddess of Dreams 477
Goddess of Dusk 121, 123
Goddess of Night 98, 373, 644, 678
Goddess of Six Arms 740
Goddess of the Reaching Moon 151, 297, 318, 741
Goddess of Waters 681, 682
Goddess Switch 135, 137, 237, 352
Godfather 347
God Forgot 5, 53, 136, 235, 236, 239, 241, 242, 243, 247, 248, 249, 251, 257, 258
God Killer 119
God-King 17, 141, 167, 234, 237, 239, 240, 241, 242, 245, 247, 248, 249, 251, 254, 257, 301, 339, 353, 356, 467
God Learner 21, 58, 61, 71, 78, 108, 133, 135, 136, 137, 138, 157, 200, 208, 211, 212, 237, 259, 264, 272, 352, 357, 361, 374, 375, 379, 383, 392, 408, 412, 414, 415, 417, 428, 433, 457, 502, 508, 511, 513, 514, 533, 547, 553, 555, 559, 561, 572, 573, 577, 610, 622, 623, 633, 637, 641, 646, 668, 680
God Learnerism 48, 405, 412
God Learner Maps 680
God Learners 8, 31, 37, 48, 52, 53, 54, 61, 76, 77, 79, 83, 91, 103, 104, 107, 112, 113, 114, 121, 132, 133, 134, 135, 136, 137, 138, 145, 150, 154, 157, 200, 202, 208, 211, 233, 236, 237, 248, 255, 256, 259, 260, 264, 269, 278, 281, 283, 329, 350, 352, 357, 360, 361, 362, 376, 393, 397, 407, 408, 411, 412, 417, 421, 428, 429, 432, 433, 434, 445, 457, 463, 465, 472, 480, 493, 494, 502, 503, 511, 513, 514, 515, 544, 553, 560, 565, 566, 567, 568, 572, 573, 582, 588, 615, 622, 629, 632, 636, 637, 641, 642, 644, 655, 662, 680, 745
God Learners Collective 135, 503
God Learners' Doom 361
God Machine 248
God of Fire and War 479, 482
God of Pleasure 317, 327, 675
God of the Silver Feet 145, 200, 201, 216, 230
God of What 433
God of Winter 155, 158, 231, 650, 663
God Project 304, 710, 714, 720
Godquest 15, 301
Gods Age 9, 15, 27, 38, 46, 62, 109, 126, 128, 140, 154, 160, 167, 177, 182, 189, 192, 247, 257, 269, 295, 317, 319, 321, 345, 348, 352, 384, 393, 466, 469, 471, 481, 502, 527, 531, 539, 547, 553, 559, 561, 642, 695, 714, 730
Gods' Age 111
Gods' Blood 384
gods' blood crystals 13
Gods Cycle 154
Godsday 111, 112, 649, 652, 653, 654, 655
Gods' Dust 718
God's Finger 504
Gods of Above 674, 676
Gods of the Below 678
Gods of the Earth 676
Gods Time 97
Gods Wall 152, 318, 349, 403, 667, 668, 669, 670, 672, 674, 675, 676, 678
Gods War 16, 17, 21, 27, 30, 37, 43, 52, 53, 59, 61, 65, 70, 73, 79, 80, 81, 83, 86, 94, 106, 108, 111, 114, 116, 125, 128, 154, 168, 183, 206, 227, 241, 274, 285, 295, 309, 313, 317, 321, 335, 368, 384, 387, 408, 429, 447, 454, 456, 457, 458, 459, 465, 502, 527, 528, 541, 544, 569, 583, 623, 646, 647, 672, 676, 684, 686, 687, 689, 690, 692, 699, 702, 708, 713
god-talkers 33
God Time 27, 36, 41, 43, 53, 55, 65, 66, 80, 87, 90, 91, 98, 109, 111, 114, 120, 125, 150, 151, 156, 160, 162, 171, 182, 185, 188, 189, 193, 198, 205, 206, 211, 215, 244, 249, 262, 272, 274, 279, 281, 284, 286, 292, 295, 316, 317, 318, 321, 335, 342, 348, 349, 357, 362, 376, 395, 426, 427, 428, 429, 433, 434, 435, 439, 446,

447, 451, 453, 456, 457, 458, 459, 465, 488, 492, 498, 499, 517, 518, 527, 530, 539, 542, 559, 566, 572, 577, 582, 588, 589, 590, 595, 596, 597, 610, 615, 621, 642, 643, 647, 648, 661, 667, 680, 704, 710, 717
Godunya 54, 55, 57, 58, 79, 141, 144, 153, 260, 262, 264, 267, 268, 271, 272, 277, 278, 283, 284, 286, 287
Godunya Rune 57
Godunya's Flower 271
God-Who-Burns-Water 136
God World 77, 111, 136, 138, 151, 158, 160, 162, 472, 573, 643
Going Westward 577
Gokomaru 597
Golad 249
Golaros River 224, 225
gold 12, 13, 16, 29, 41, 45, 46, 47, 51, 65, 66, 73, 80, 83, 119, 123, 158, 168, 172, 197, 204, 250, 251, 256, 265, 268, 271, 278, 288, 290, 306, 309, 317, 320, 321, 330, 339, 340, 350, 354, 355, 378, 387, 412, 417, 426, 428, 432, 433, 442, 485, 489, 498, 508, 544, 558, 564, 566, 568, 572, 595, 603, 625, 637, 641, 657, 664, 699, 727
Gold Dwarf 81, 83, 89, 90, 517
Gold Dwarves 83, 90, 517
Goldedge 66, 184, 328
Goldedge Foot Regiment 184
Golden Age 21, 38, 70, 73, 108, 116, 117, 120, 125, 130, 134, 150, 151, 152, 154, 248, 260, 304, 313, 348, 443, 451, 455, 476, 478, 479, 481, 482, 488, 493, 499, 531, 536, 668, 669, 680, 682, 685, 687, 700, 723
Golden Archer Dojo 483
Golden Archer Prince 476, 481, 483, 487
Golden Bow 314, 364
Golden Bow cult 314
Golden Box 288
Golden Boy 533, 538
Golden Cave 434
Golden Dome 251
Golden Dragon 133, 135, 272, 324, 725
Golden Dragon Movement 725
Golden Dragon Society 135
Golden Elixir Monks 284
Golden Emperor's Bridge 310
Golden Fleet 478, 480, 495, 498, 697, 698
Golden Gate Palace 208
Golden Hall Temple 539
Golden Harbor 278
Golden Horde 135, 137, 170, 190, 237, 304
Golden Horse Men 739
Golden Island 498
Golden Kareeshtu 45, 46, 511, 550, 552, 560, 568, 572, 573
Golden Mokato 476, 480, 488, 493
Golden Necklace of Life 376, 382
Golden Palace of Archidomides 560
Golden Palace of Mokato 487
Golden Rival Archer Prince 531, 538
Golden Ruins 536
Golden Spear of Alda-Chur 171
Golden Temple 278, 283, 335, 439, 481, 483
Golden Temple of Brilliant Light Dispelling Darkness 283
Golden Temple of the Brilliant Pillar 335
Golden Temple of Vayobi 278
Golden Temple of Vith 483
Golden Temple to Vith 481
Goldentongue 235, 257, 710
Goldentongue merchants 235
Golden Tower 481, 482, 488
Golden Tower Mountain 481, 482
Golden Tyrant 222
Golden Vijaya 537
Gold-Griffin 123
Gold Mostali 83
Goldtooth 642
Gold Wheel 189, 234, 696, 707, 708, 713
Gold Wheel Dancer 234
Gold Wheel Dancers 189, 696, 707, 708, 713
Golunza 433
gomphotheres 620
Gongji 279
Gonn Orta 84, 192, 193, 197, 452
Gonn Orta's Pass 197, 452
Good Canal 441, 451, 452
Good Empire 739, 741
Good God's Time 128
Good Hunting Lands 708
Good Place 446
Good River 443, 447
Good Shore 318
Good Wife 42, 57, 311
Gopher People 372
Goraint 375
Gorakiki 98, 182, 633
Gorangi Vak 37
Gordius Silverus 171
Gord-un 372
Gore 99, 183, 184, 290, 687
Gorger 542
Gorgers 542, 690, 692, 695
Gorgops 605
Gorgorma 42, 679
Gork's Hills 197
Gorlok the Voyager 719
Gormoral 329
Gorolfstead 710
Goropheng 269, 278
gorp 120, 344, 701
Gorpgod 120, 702
Gorphing 244, 255, 256, 350, 357, 361, 711
Gorphing River 255, 357, 711
Gors Land 182, 184, 447, 659
Gothalos 258, 508
Gothalos Island 508
Gourd of Tears 583
Goventainer Shadowshirt 389, 415
Governor-General of Dragon Pass 12, 170, 171, 329, 731
Governor of the West Reaches 322, 324, 342
governors 48, 54, 224, 241, 247, 294, 339, 362, 384, 553
Govgulla 633
Govmeranen 153, 476, 481, 488, 681, 682, 684, 687
Govmeranen's Empire 476
Govmeranen's Justice 687
Govmeranen the Radiant Emperor 488
Graceful Yu 278
Grachamagacan the Iron Vampire 373, 414, 720
Graclodont 302, 311
Grain Contests 318
Grandfather 22, 116, 117, 136, 188, 236, 382, 388, 583, 669, 679, 719
Grandfather Loon 382
Grandfather Mortal 116, 117, 136, 188, 236, 388, 669, 679
Grandfather Salmon 22
Grand Harbor 560, 603, 609
Grand Mine 452
Grand Monk of Stillness 277
Grandmother 21, 25, 37, 115, 244, 250, 561, 568, 577, 589
Grandmother Earth 21, 561, 568, 589
Grandmother Mortal 115
Grandmothers 21, 237, 242, 244, 249, 255, 674, 710, 732
Grand Sable Conversion 338
Grand Steward 476, 487
Grand Steward of the Divine Lord 476, 487
Grand Vizier of the Soul Pearl 136
Granite Man 313
Granite Phalanx 313
Granny Keeneye 193
Grantlands 440, 452, 456
Grargol Aks 363
Graveen 385
Grazelander 169, 171, 177, 179, 241
Grazelanders 5, 141, 168, 170, 171, 175, 177, 179, 184, 187, 446, 732
Grazeland Horse Army 249, 731
Grazeland Pony Breeder 178
Grazeland Pony Breeders 171, 175, 329
Grazelands 141, 169, 170, 175, 177, 184, 187, 188, 732
Grazer 169
Grazers 169, 446
Great Advisor to Moonson 172, 329
Great Anteater 588
Great Arkat 12, 376, 379
Great Boat 559, 573, 693
Great Bog 452
Great Bridge 336, 688, 692
Great Cable 502
Great Canal 318
Great Caravan of the Uz 94, 385
Great Caves 97, 182, 184, 188, 447
Great Caves of Dagori Inkarth 97
Great Changer 736
Great City 528
Great Compromise 38, 61, 111, 112, 121, 123, 124, 125, 126, 140, 153, 157, 655, 693
Great Conqueror 368
Great Contest 364, 372
Great Crocodile Man 721
Great Dance 311
Great Darkness 29, 46, 53, 59, 91, 93, 94, 108, 109, 119, 120, 121, 123, 125, 126, 153, 154, 162, 166, 168, 177, 185, 189, 200, 277, 283, 288, 289, 317, 324, 352, 364, 368, 386, 387, 408, 417, 452, 453, 456, 465, 471, 476, 477, 519, 527, 532, 601, 642, 652, 679, 693, 695, 696, 698, 701, 702, 704, 706, 707, 711, 712, 722
Great Devourer 243
Great Devouring King Janadi 472, 476, 698
Great Dragon 133, 134
Great Earth Mother 227
Greater Archipelago 248
Greater Gods 152
Greater Hydra 543
Greater Islands 471
Greatest Sable Khan 443
Great Fear 119, 703
Great Fisherman 576
Great Flood 312, 451, 458, 531
Great Forest 373, 387, 623
Great Forests of Genertela 69, 232, 388
Great Goddess 97, 121, 241, 244, 314, 672, 676, 680
Great Golden Dragon 272
Great Golden Horde 190
Great Green Lady 376, 382, 383
great hawks 191, 197
Great Hill of Um 577, 598
Great Horde 364
Great Horned Dragon 272
Great Horned Serpent 25
Great Horned Spirit 25
Great Hospital 257
Great House 407, 415, 421, 423
Great Household 531
Great Houses 295, 322, 407
Great Jungles 67
Great Killer from Beyond 596
Great Kindreds 103, 104
Great Library of Lhankor Mhy 251, 383
Great Library of Nochet 257
Great Lords 233, 397
Great Monastery of Wabanaking 498
Great Mother of Dagori Inkarth 94, 183
Great Mountain 261
Great Mystery 25, 113, 156, 680
Great Night 27
Great Ones 610
Great Outrigger 601
Great Raid 353
Great Rebel Gem 267
Great Rhino 456
Great River Ocean 686
Great Road 566, 599
Great Sacred Mountain 296
Great Sacred Mountains 249, 251, 258, 281, 296
Great Sacred Peaks 187, 258, 331, 335, 342
Great Sage 264, 268, 274, 281
Great Seal 232
Great Self 481, 498, 729
Great Serpent 255, 411
Great Sex Hunt of Dorkath 309
Great Shake 667

Great Sister 295, 297, 302, 311, 312, 313, 318, 750
Great Sleep 59
Greatslough Flats 519
Great Spirit 21, 25, 160, 447
Great Spirits 160
Great Spirit Trick 25
Great Statue of Raibamus 318
Great Swamp 598
Great Temple of Ezel 251
Great Temple of Idovanus 325
Great Temple of the Red Moon 306
Great Temple to Orlanth 397
Great Traitorous Drama 268
Great Tree 59, 62, 65, 66, 197, 321, 547, 708
Great Tree of Arakon 708
Great Tree of Rist 321, 708
Great Trees 62, 67, 68, 69, 355, 388, 543
Great Trek 362
Great Tribes of Prax 26, 27, 440
Great Troll 97
Great Trolls 92
Great Tsunami 479, 532, 533, 536, 538, 539, 695
Great Tumulus 633
Greatway 87, 89, 90, 184, 185, 190, 191, 192, 197, 198, 708, 722
Greatway Mountain 198
Great Winter 177, 189, 249, 650
Great Wolf 222
Greatwood 68, 688, 692, 695, 696, 697
Great Ziggurat 318
Green Age 59, 70, 116, 150, 154, 327, 457, 700, 722
greenberry 583
Green Canyon 572
Green City 313, 347, 687, 697
Green Dragon 78, 185, 255, 278
Green Dragon Vale 185, 255
green elves 59, 61, 62, 63, 65, 67, 68, 69, 187, 199, 206, 230, 231, 232, 415, 417, 456, 458, 473, 487, 543, 615, 620, 621, 623, 628, 632, 637, 640
Greenfields 220
Green Forest 680, 682, 685
Green Heron People 589
Green Lake 519
Green Lions Tower 388, 389, 415
Green Pyrohydra 515, 543
Green Sea of the Jabbi Islands 478
Green Star 734
Green Temple 205
Green Well 615
Green Woman 339, 711
Greenwood 67, 692, 696, 697
Greenwood Forest 67
Green Woods 687
Gregoria of Yumitos 723
Grex 388
Grey Age 154, 316, 327, 487, 492, 646, 647, 696, 698, 708
Greydust 452
Grey Hills of Dread 121
Greymane 240, 241, 244, 251, 255, 258, 350, 352, 353, 355, 356, 357, 362, 732
Grey Mountains 347
Greyrunner Runefang 193
Greystone Fort 216
Greystone Hills 216
Greystone Mountains 200, 347
Greystone Well 452
Grief Island 728
griffin 675
Griffin Mountain 198
griffins 110, 198, 736
Grigdom 68, 508, 511
Grimcity 573
grimoires 51, 203
Grisly Portions 458
Grizzly Peak 144, 169, 171, 175, 177, 179, 185, 658, 731
Grodnin 383
Grola 227
Grombul 288
Gronkalg the Accelerator 504
Ground Land 719
Ground of Evil Challenge 692, 693
Grove of Kings 632
Grower 49, 59, 116, 135, 722
Grue 565
Grywl Gontath 459
Gualal 351, 357
Guardian Forest 692
Guardian of Secrets 338
Guardian of the Flame of Virtue 172, 329
Guardian of Thought 649
Guardians 123, 162, 203, 205, 211, 285, 667
Guebelle 415
Guests Pastures 452, 453
Guhan 94, 99, 131, 183, 373, 375, 376, 379, 382, 383, 385, 387, 388, 389, 393, 412, 415, 422, 423, 721, 732
Guiching 275
Guilder 12
Guild of Chaos Monks 379, 382, 383, 385
Guilmarn 12, 384, 385, 407, 412, 413, 414, 415, 421, 422, 423, 424
Guilmarn the Fat 12, 412, 413, 421, 423
Guilong Qiao 285
Guiyayee 484
Guiyu 269
Gujelmre 107, 598
Gullin Kan 363
Gunada Dangi 476, 484, 498
Gunda the Guilty 228, 329, 738
Gundreken 205
gunpowder 84, 87
Gunpowder Gobbler 84
Guruch Tomoni 615, 636
Gusiku 484
Gustbran 31, 258
Gwaloring 410
Gwalynkus 712, 713
Gwalynkus the Good 712, 713
Gwelenor 415
Gwelenorwal 415
Gwythar Grimwise 330
Gwythar Longwise 320, 330

H

Haar Zaal 316
Hachrat Blowhard 137
Hachuan Mountains 89, 431
Hachuan Shan 260, 269, 271, 282, 427, 429, 433, 439, 696
Hadalin 417
Hadestolids 407, 415
Hadilon of Peresk 512
Hadrumal 633
Hagu 317, 324
Hagu and Gerra's Pyramid 317
Hahl 605
Hahlgrim 329, 344, 700
Hahlgrim Ironsword 329, 344
Hahlgrim's War 344
Haichao 279
Haicheng 284
Hairun 484, 537, 539
Hairun Castle 539
Hairun Clan 537
Hairunin Jotomin 533
Hairunin Vando 533, 537
Hairunin warrior clan 533, 536
Hairun warrior clan 484, 539
Hairy Broo with the Scorpion Arm 343
Hairymen Lake 452
Hakon 329, 342, 344
Hakon the Swimmer 329, 344
Halaru 433
half-men 41, 363, 368
Half Moon nights 187
Half Moon Phase 297
Half-Troll King 189
Half-Trolls 93
Hali 288
Halifitoor 184
Halifor 137
Halikiv 34, 94, 99, 183, 330, 331, 334, 373, 375, 376, 379, 382, 384, 385, 393, 395, 397, 468, 680, 698, 708, 732
Halisayan 54, 57, 153, 263, 264, 279
Halkomelem 212
Halkomelemites 212
Hall 4, 121, 123, 126, 249, 250, 274, 297, 435, 539, 656, 740
Hall of Husbands 250
Hall of Perfect Civilization 274
Hall of the Dead 121, 123
Halls of Genert 156
Halmahera 484, 487, 495
Halwal 51, 200, 211, 375, 383, 414, 417, 680
Hamados 672
Haman 206
Haman Head 206
Hama Tsa 590
Hammerhead Hills 519
Hancheros 686
Handal Faarman 533
Handra 13, 142, 144, 239, 350, 353, 354, 355, 356, 357, 360, 361, 385, 414, 467
Handra Liv 354, 355
Handsome Guardians 667
Handsome Horseman in the Dawn 311
Hand-Waving Dance 283
Hanfarador 473, 476, 478, 479, 480, 481, 482, 483, 484, 485, 487, 488, 492, 494, 498, 537, 538
Hanfarador Archipelago 487, 488, 494, 498
Hanfarador Islands 473, 478, 479, 480, 481, 484, 485, 492
Hangalor the Pretender 385
Hanging Tombs of Lingpan 280
Hanging Tower 411, 415
Hangofey 610, 615, 636
Hangyanth 531, 539
Hanjan 5, 268, 272, 274, 284, 287
Hanjan Province 5, 272
Hanjethulut 573
Hanroo Field 117, 288
Hantafla 750
Han-Yuan 275
Happy Conquerors 476
Happy Conquests 471, 483, 492, 532, 539
Haqatat 589
Haradangian 713, 714
Haradastu Valley 433, 434
Haradlaro people 255
Haragala 145, 153, 158, 466, 467, 473, 474, 476, 479, 480, 484, 485, 492, 493, 498, 525, 526, 560, 666
Haragala Island 492
Haragalan 145, 426, 461, 466, 468, 473, 475, 477, 479, 482, 483, 484, 485, 487, 494, 498, 515, 525, 526, 537, 745, 746
Haragalan Commonwealth 461, 477, 479, 482, 485, 487
Haragalan Islands 473, 479
Haragalans 482, 487
Harajallenburg 643
Harana llor 115
Harandash 327
Haranding Tribe 711
Harandros 388
Harang 713
Harangot 720
Harangvat fisherfolk 322
Harangvats 222, 322
Harano 711
Haranshold 309, 310
Harantara 105, 153, 531, 533, 536, 538, 539, 692
Harantara the Goddess of the Kahar Sea 533, 536
Harasaran 235
Harasarl Hills 244
Harastos of the Salmon 22
Harau 536
Haraxalur the Bald 324, 327
Harbor Market 256, 257
Hardral 342, 355
Hardral the Flying Urox 342
Hardrinor 713
Hardros 132, 133, 235
Hardros Hardslaughter 132, 235
Hargoth 313
Hargovan clan 387, 388, 389
Harian 206
Harian Road 206
Hariij 316
Harivion the Wizard 232
Harkazon 728
Harlophine Lastros 138
Harl Ying 363

Harmast 37, 123, 129, 131, 156, 199, 200, 216, 224, 235, 244, 249, 374, 388, 393, 394, 414, 668, 710, 713, 720, 741, 743
Harmast Barefoot 37, 123, 129, 131, 156, 199, 249, 393, 394, 414, 710, 743
Harmastings 720
Harmast Lightbringer 374, 388
Harmast's Narrative 668, 720
Harmast Sons 720
Harmast the Kodigvari 244
Harmony 33, 34, 111, 112, 115, 160, 205, 250, 265, 282, 340, 378, 386, 487, 625, 652, 653, 654, 732, 734
Harmony Rune 160
Harmony Week 386, 652, 653, 654, 734
Harnafador Islands 495
Harna Gamoon 78
Haronzangal 344
Harooli clan 25
Harram Wall 206, 211
Harrek 14, 177, 215, 228, 229, 232, 233, 241, 249, 258, 309, 329, 413, 424, 430, 459, 502, 525, 558, 562, 568, 730, 732, 736, 737, 738, 739, 742, 749, 750
Harrek the Berserk 14, 177, 215, 229, 232, 233, 241, 249, 258, 309, 329, 413, 424, 430, 459, 558, 562, 730, 732, 736, 738, 742
Harsad 415
Harsaltar 172
Harsta Orindori 175
Harstar 429, 432, 433, 434
Harstar of the Sea 429
Harvar Ironfist 171, 179
Harvest Queen 211
Has Hiso 531
Hastatus 673
hat cult 473
Hate Kills Everything 695
Hat Festival 482
Hathal 417
Hathinelthor 511, 512
Hathwal 417
Haunted Fields 321, 361
Haunted Lands 244, 368
Haunted Shore 288
Hawi Kange 576, 588
Hawk of Jarsen 347
Haxamu 544, 546
Haxamu Jungle 544, 546
hazars 322, 324, 325
hazia 350, 447, 470
Hazkartem 304
Head Acres 452, 459
Head and Hind Grazing 452
Head Grazing 452
Headman Fort 519
Headmen 38
Healing Goddess 362, 675
Healing Temple 228
He'an Du 281
Hears the Suffering Cries of the World 271, 275, 277
Hearth Mother 197
Heartland 5, 41, 175, 240, 292, 293, 295, 297, 298, 299, 301, 302, 304, 306, 307, 309, 310, 311, 313, 314, 316, 317, 318, 319, 322, 325, 327, 329, 345
Heartland Corps 41, 295, 299, 316, 327
Heartlanders 311
Heartlands 306, 321, 325
Heartland Satrapies 295, 310, 329
Heartland Satraps 307, 309, 311, 313, 314, 317, 319
Heartland Satrapy 319
Heart of Weakness 73
Heaven and Hell Dojo 537
Heavenly Jade Mountain 54, 277
hecher ama 283
Hegian River 536
Hegua 546
Hegufar 485
Heicidik 536, 537, 538, 539
Heicidik Island 539
Heirs of Jesenurus 724
Heisinoket 212
Hekaos 422
Helby 373, 375, 382, 383, 384
Helel 633
Helemshal 304, 723
Heler 37, 151, 160, 234, 255, 256, 352, 357, 362, 673, 686, 688, 739
Helerdon 255
Helerela 688
Helerings 465
Helering Sea 686
Heler's Water 739
Heliacal the Sun 711
Hell 91, 111, 119, 123, 152, 156, 162, 170, 172, 237, 278, 302, 307, 311, 313, 314, 368, 456, 500, 508, 511, 531, 537, 544, 573, 659, 678, 679, 682, 700, 704, 718, 719, 740, 743, 749, 750, 752
Hellcrack 368
Hell Demons 573
Hell Fount 511
Hell Gate 313
Hell Hounds 162, 456
Hellmouth 123
Hellwood elves 322
Hellwood Forest 344
Helmbold 452
Helmeted Goddess 277
Helmet of Perides 330
Helm of Defense 347
Helper 81
Helpwoman 30
Henan Dapunta 476
Hendenvelds 407, 421
Hender's Ruins 441, 453
Hendira 12, 247, 249, 731
Hendrakos 175
Hendrik 235, 247, 720
Hendrikar 247
Hendriki 31, 85, 137, 188, 237, 240, 241, 247, 339, 720, 730, 731
Hendrikiland 240, 247, 255, 731, 732
Hendriking 235, 240, 247, 255, 259, 355
Hendrikings 177, 235, 237, 240, 241, 247, 249, 250, 255, 258, 259, 298, 331
Hendriki Road 188
Hendrik's Great Leap 720
Hendrik the Free 235
Hend Valindsson 741
Henereel 179
Henjarl 292, 313, 314, 676, 711
henotheist 53, 216, 247, 350, 379, 383, 629
Henotheist 51, 151
henotheists 640
Hensarava 476, 477, 481, 483, 487, 492, 538
Hensarava the Golden Archer Prince 476, 481, 483, 487
Hensarava the Golden Rival Archer Prince 538
Henshie 536, 539
Henshie's Forge 536
Henshivelica 536, 539
Henso Bushu Sha 610, 615
Heort 121, 168, 177, 234, 245, 652, 707, 708
Heortland 76, 101, 109, 141, 144, 169, 171, 172, 177, 188, 234, 235, 236, 237, 239, 240, 241, 242, 243, 245, 247, 249, 251, 254, 255, 256, 257, 258, 259, 298, 329, 338, 339, 731
Heortlander 241
Heortland Plateau 234, 254, 255, 256, 258, 259
Heortlings 31, 127, 128, 154, 177, 235, 247, 393, 646, 668, 698, 708, 711, 713, 714, 716, 717, 718, 720, 752
Heort the Founder 245
Heort the Swift 708
Herd Goddess 452
herd-men 26, 27, 453
Herd Mother 30, 443, 458
Heredesh 304
Herele 307, 309
Herendus 729
Herespur 429, 476, 494
Heretics of Vitality 299
Herilia 351, 352, 357
Herilia the Sweet City 352, 357
Herjan 408
Herlaning 352
Herlanings 352
Hermalorings 637
Hermat 351, 361
Hero City 272, 727, 728
Herolal 351, 352, 361
Heron Goddess 42, 309, 310
Herongreen 80, 185, 187
Heron Hegemony 681, 682
Hero of the Seven Storms 388
Hero Path 37
Hero Plane 130, 136, 145, 154, 156, 157, 459
Hero Planes 5, 154
Heroquest 65, 131, 140, 141, 154, 155, 156, 157, 229, 230, 720, 731, 734
Heroquester 15, 98, 121, 129, 156, 170, 171, 177, 249, 345, 388, 710, 713, 734
Heroquesters 79, 111, 121, 135, 136, 137, 155, 156, 157, 447, 622, 637, 649, 734
Heroquesting 129, 130, 137, 154, 156, 157, 162, 342, 385, 424, 503, 552, 723
Hero's Run 666
Hero's War 25
Hero Treasures 583
Hero Wars 4, 9, 14, 15, 69, 79, 89, 90, 94, 105, 111, 112, 129, 145, 157, 164, 166, 168, 177, 182, 183, 185, 187, 189, 192, 202, 222, 228, 232, 249, 254, 278, 287, 289, 294, 298, 318, 325, 329, 344, 355, 368, 385, 395, 414, 415, 418, 424, 430, 458, 487, 499, 502, 525, 528, 529, 537, 544, 555, 562, 583, 588, 590, 623, 633, 637, 642, 644, 649, 730, 731, 734, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 747, 749, 750, 752
Hero Wars Wane 112, 294
Hertustus 723
Herustana 42
Heruvernalda 185, 339
HeseroonMarn 262, 264, 271, 272
Hesez 478, 485
Hesez Isle 485
Hesmol 383
Hessa Mevala 471, 476, 483, 494, 498, 531, 538, 539
Hestach 566
Heswal 383
Hetath of Subasa 629
Hevduran Dege 258
Hewga the Hot 742
Heynoona the Swimmer 98
Hezel Darong 395
hezelli 573
H'har as Jing 368, 372
Hialor's River 411
Hida 383
Hidden Castle 325
Hidden Castles 327
Hidden City 558
Hidden Dragon 267
Hidden Greens 453, 643
Hidden King 738
Hidden Kings 247, 637
Hidden Wind 141
Hideous Saints 382
Hierophant 324, 325
Hierophant of Carmania 324
High Admiral of the Boats 248
Highbridge 198
High Council 69, 127, 128, 131, 199, 203, 222, 235, 334, 547, 633, 713, 714, 720, 722
High Council of Dorastor 334
High Council of the Lands of Genertela 127, 199, 235, 713, 722
High Crown 670, 671
High Elven Council 69
Higher Message 622
Highest Priest 294, 429, 553, 568
High Flyer 193, 307, 673
High Fort 225
High Gardener 65
High God 153, 476, 477, 686
High Gods 154, 261, 262, 316, 317, 475, 476, 477, 487
High Gods Cycle 154
High Gods of Pelanda 317
High Holy Day 112, 229, 296, 309, 458, 459, 652, 719, 721

High Holy Day of the Red Goddess 309
High Holy Days 652
High King 12, 59, 65, 66, 68, 81, 121, 129, 141, 150, 169, 179, 185, 232, 243, 247, 249, 543, 691, 692, 720, 738, 742, 750
High King Elf 59, 65, 66, 68, 81, 121, 150, 232, 543, 691, 692
High King of the Hendrikings 247, 249
high llama 11, 442, 712
High Llama Pass 13, 84, 90, 129, 224, 225, 227, 228, 388, 389, 392, 393
High Llama Rider 29, 442
High Llama Riders 13, 29, 440, 442, 452
High Llamas 457
High Llama Tribe 26
High Ones 233, 397
High Priestess 188, 218, 249, 319, 330, 354, 355, 376, 378, 382, 409, 476, 487, 543, 565, 590, 629, 632, 719
High Priestess of the One Hundred and Twenty-Four Earths 629
High Princess of Low Delight 382, 385
High Sea 251, 463
High Seas 424, 463
High Shamanic Ideal 25
High Stag Hearth clan 33
High Temple 255, 324
High Teshnan 426, 429
Highvale 255
High Vale 633
High Watcher 53, 200, 205, 211, 215, 412
Highwater 361
High Wood 198
High Worship 479
Hill of Gold 156, 339
Hill of Gold Quest 156
Hill of Orlanth Victorious 185
Hill of the Phoenix 275
Hillside Bison Secret Grasslands 453
Hills of Death 291
Hilltown 321, 330, 338
Himile 98, 102, 231, 633, 636
Himile's Pass 633, 636
Himtals 206
Hindala 172
Hind Foot Range 453
Hind Grazing 452, 453
Hinds of Pelanda 327
Hingol 220
Hingrili 206
Hingswell 206
Hino 536, 537
Hinter 492, 530, 533, 536, 537, 538, 539
Hinter Islands 492, 533, 537
Hinter Isles 530, 536, 537, 539
Hippoi 363, 364
Hippopotamus People 544, 561
Hira Sandakjawan 493
Hirazoto 537
Hirenmador 364, 711
Hisgoranstor of Gach 428, 429
Histipis the Star-seer 646
Hlwile Golo 615
H'narsh 553
Ho Adara 537
Hobimarong 153, 481, 488, 493
Hodaran Practice 537
Hofstaring 168, 740
Hofstaring Treeleaper 168, 740
Hogari 229, 233
Hojasinestel 335, 711
Holay 5, 31, 179, 189, 294, 321, 328, 329, 334, 335, 337, 338, 731, 739
Holay Fort 335
Holder 338
Holders of Death 596
Holders of Hell 123
Hollri 231, 233, 742
Holut 375, 383
Holvburg 219
Holy Country 5, 13, 17, 31, 34, 36, 37, 41, 49, 89, 99, 101, 104, 107, 108, 110, 117, 121, 126, 129, 131, 133, 134, 135, 136, 137, 141, 142, 144, 152, 154, 166, 167, 169, 171, 175, 177, 179, 183, 184, 188, 229, 234, 235, 237, 239, 240, 241, 242, 243, 244, 245, 247, 248, 249, 250, 251, 256, 257, 258, 285, 298, 301, 324, 331, 339, 350, 352, 353, 355, 356, 361, 362, 431, 440, 446, 447, 456, 459, 462, 467, 470, 482, 526, 555, 732, 736, 737
Holy Day 112, 160, 229, 296, 309, 433, 447, 458, 459, 652, 719, 721
holy days 42, 154, 254, 721
Holy Estorex 373, 718
Holy Goddess Temple 434
Holy Mountain 393, 408, 502, 508
Holy Mountain Refuge 502, 508
Holy Mountain Temple 393
Holy Ones 233, 397
Holy Turmoil 662
Holy War 352, 373, 720
Holy War of Law Against Chaos 373
Holy Week 112, 661
Homago 153, 479, 485, 489
Homagon Islands 479
Hombori Tondo 141, 144, 554, 555, 560, 566
Home Cave of the Great Monsters 582
Home Island 494
Home of the Dragonewt King 525
Homerot 546, 547
Homeward Ocean 166, 234, 241, 460, 461, 462, 471, 525, 540, 600
homotherium 620
Hon-eel 15, 112, 151, 168, 169, 170, 171, 175, 177, 240, 294, 298, 299, 311, 314, 315, 316, 317, 318, 319, 335, 340, 368, 730, 749
Hon-eel's Wane 112, 294
Hon-eel the Artess 15, 175, 177, 240, 298, 311, 315, 316
Hon-eel the Dancer 317
Hongguan 269
Hongle Bongle 577
Hong Malagum 476, 492
Hon Hoolbiktu 135, 576, 577, 583, 588
Honilian 68
Hooafting 352
Hoofcrack 453
hoolars 605
Hoom Jhis 525, 600
Hoom Krae 525
hoons 637
hoplite 41
hoplites 13, 322, 340, 446, 734
Horal 384, 680, 682
horali 49, 52, 384, 405, 407, 408, 414, 415, 417, 423
Horatio Hostilius 171
Horned Man 21, 150, 151
Horned Snake King 561
Horngate 453
Horn Gate 451, 459
Hornilio 62, 65, 68, 93, 518, 589, 610, 615
Horn Mountains 452, 453, 458
Horse Barbarians 347
Horse Goddess 364, 679
Horse Grave 453
Horse Lords 716, 747
Horse on the Table 304, 711
Horse People 133, 175, 177, 314, 335, 363, 364, 445, 446, 711, 738, 750
Horse Queen 12, 141, 168, 170, 171, 172, 175, 177, 187, 188, 241, 257, 315, 329, 338, 372, 730, 739, 750
Horse Society 415
Horse Throne 329
Horshassu 708
Hortalixi 478, 485
Hortugarth 338
horundu 576
Hosar 453
Hosar Mountain 453
Hosfori 577
Hospital 257, 728
Hot Lake 372
Hot Point 243
Hot Spot 255
hotstone 480
hotstones 480
Hot Storm 663
hot trolls 93
housecarls 33, 34, 37
House Delaeos 249
House Norinel 249
House of Anomaly 317
House of Black Arkat 249
House of Errinoru 61, 137, 543, 546, 602
House of Jorst 385
House of Lordship 262
House of Sartar 169, 171, 179, 188, 240, 259, 456, 459
House of Ten Thousand Transitory Pleasures and Fifteen Thousand Regrets 485
House of the Nose Ring 728
House of the Rising Sun 487
House of the Women 566
House of Warriors 35, 387, 389
Hou Shi 277
hovoni 573
Howler Volcano 362
Howling Rage 702
Hredmorinos 511, 512
Hrelar Amali 199, 373, 374, 383, 384, 417
Hrenseneso 680, 682, 685
Hrestol 51, 53, 125, 126, 127, 131, 151, 156, 199, 202, 203, 205, 208, 210, 211, 361, 408, 409, 410, 411, 412, 413, 414, 529
Hrestoli 49, 51, 53, 127, 129, 131, 151, 202, 203, 205, 208, 210, 211, 215, 249, 374, 376, 408, 410, 415, 417, 421, 529
Hrestolism 48, 51, 201, 203, 205, 215, 216, 411
Hroarilli tribe 461, 560
Hrodar Grizzlebeak 342, 668
Hrunth vi Osbonn 726
Hsa 18, 260, 271, 282, 283, 429, 439, 459, 478, 483, 484, 492, 561
Hsa Shan 260, 282, 283, 459
Hsiang Wan 264, 279
hsin tu 54, 57
Hsin Yin 284
Hso Shan 260, 274, 283, 284
Hso Shan Mountains 284
Hsunchen 5, 8, 18, 19, 21, 22, 27, 48, 55, 58, 67, 68, 109, 131, 150, 163, 199, 200, 208, 212, 221, 229, 230, 231, 233, 260, 268, 269, 271, 272, 274, 279, 282, 283, 284, 286, 290, 361, 363, 365, 372, 373, 375, 382, 389, 393, 394, 397, 398, 426, 429, 431, 433, 439, 446, 453, 458, 459, 478, 543, 544, 546, 547, 550, 555, 561, 564, 566, 576, 589, 590, 600, 607, 609, 610, 647, 685, 693, 697, 700, 702, 703, 713, 714
Hsunchen Pantheon 150
Hua 262, 263, 278, 477, 532
Hua Lowchu 262, 263, 278, 477, 532
Huamaz 69, 521, 620, 628, 629, 632, 633, 636, 637, 640
Huang Is the Cauldron Maker 271
Huan Nushen 277
Huan Shan 281
Huan Shan Monastery 281
Huanshiyue 274
Huan To 139, 271, 272, 279, 280, 282, 289, 291, 364
Huanwan 271
Huck Sheng Hills 453
Hudaro 460, 461, 462, 685, 686
Hudaro Ocean 460, 461
Hudaro Sea 461, 685
Hu Du 271
Huge Dynasty 685
Hujin Jalgo 494
Humakt 30, 33, 35, 37, 47, 117, 119, 121, 127, 128, 129, 152, 156, 190, 224, 225, 227, 228, 322, 324, 325, 328, 364, 374, 384, 389, 441, 458, 552, 573, 637, 650, 652, 653, 654, 675, 702, 703
Humakti 120, 130, 242, 732
Humakt of the Two Faces 637
Humakt's Sword 702
Humaktus 669
Human Cycle 154
Human Mythos 59
Humat 373, 384
Hum Chang 5, 54, 79, 260, 264, 268, 275, 277
Hum Chang Island 79
Humct Garlo 633

hu-metal 16
Hunai 433
Hundred Lakes 361
Hungpu 511
Hungry Fleet of Adlanari 492
Hungry Goddess 47, 558, 559, 566, 572
Hungry Hills 636
Hungry Islands 577
Hungry Ones of Hariij 316
Hungry Plateau 30, 307, 309, 313, 314, 316
Hungry Sables 295
Hungry Sable Tribe 313
Hunralki 576, 737
Hunter 21, 25, 30, 98, 99, 151, 171, 197, 311, 362, 443, 649, 651, 676, 678, 710, 727
Hunter's House 727
Hunt (constellation) 646, 649
Huntwood 208
Huocheng 57, 274, 279
Huradabba 304
Hurela Ivar 478, 485
Hurelalvin the Great Seductress 485
Hurlant tribe 254
hurler 76
Hurran Bor 372
Hurricane Zone 665
Hurtplace 91, 92, 687, 689, 692, 693
Hurvisos 311
Hush Hill 453
Hutan Erron 543
huvenvu 640
Hwarin 151, 298, 319, 320, 321, 330, 331, 335, 338, 339, 340
Hwarin Dalthippa 151, 298, 319, 320, 321, 330, 331, 335, 338, 339, 340
Hwarin-ony clan 319
Hwarin's Well 330
Hyalor 188, 335, 710
Hyalorings 364, 711
hydra 317
Hydra Mountains 185
hyenas 451, 577, 598
Hykim 21, 70, 227, 283, 373, 384, 397, 685, 686
Hykim Forest 685, 686
Hykimi 14, 199, 208, 233, 410, 685, 687, 688, 690, 692, 697
Hykimi Alliance 199
Hylokoth 316
Hymns of Chal 426, 431
hypaspists 340
Hyrafos 512
Hyrafos of Piskosol 512
Hyraos 674, 675
Hytaspes 311
Hythloday 485, 495

I

iachigrous 610
Iano 485
Ia Rawthi 577
Ibanasu Mountain 533, 537
Ice Age 53, 210, 231, 406, 408, 414, 528, 693, 695, 696, 698
Ice Bay 347
icebergs 460, 461, 500, 527, 665, 696, 747
Icebreak 232, 695, 696
ice demons 158, 191, 205, 211, 231, 232, 654, 696, 698
Ice Hurricanes 203, 210
Ice Lord 393
Ice Palace 650, 651
Ice Peak 356, 357, 361
Ice Serpent 229
Ice Summer 137
ice trolls 311, 687
Icilius Overholy 329
Idomon 317
Idovanus 42, 317, 322, 324, 325, 725
Idovanus the Wise Lord 322
Ienawal 208
Iertand 175
I Fought 119, 121, 168, 177, 655, 696, 708
I Fought We Won 708
Igalo Olagi 69, 523
Ignifer 295
Ignorance 5, 13, 54, 55, 80, 93, 98, 99, 101, 102, 150, 153, 260, 262, 264, 267, 268, 274, 283, 286, 287, 288, 289, 290, 291, 364, 368, 661, 662, 687, 691, 695, 698, 745
I Hill 729
Ikadz 45, 47, 153, 514, 550, 552, 566, 568, 573, 703
Ilanga Inhlanzi 589
Ililbervor 259
Ilkarnet 288, 290
Illadarga 304
Illaro 141, 179
Illaro Dynasty 179
Illuminated 301, 704, 710, 722, 725, 726
Illumination 151, 175, 292, 316, 679, 699, 703, 719, 722, 723, 724, 725, 726
Illumination Examiners 726
Illusion 45, 111, 112, 115, 652, 653, 654
Illusion Rune 45
Illusory Time 111
Imarja 244
Imin 537
Imindera 539
Immanent Mastery School 503
Immolation 128, 131, 334, 710, 713, 714, 720
Immolation of Rastalulf 128, 334
Immolation of Rastalulf Vanak Spear 334
Immolation Song 128, 713, 714
Immortality Pill 263
Immortal Pact 123
Immortal Realm 132
Immortals and Heroes of the Red Goddess 728, 729
Imolo Wen 268
impala 11, 442, 470, 712
Impala Bone Clan 453
Impala Bone Grasslands 453
Impala People 446
Impala Rider 442, 446
Impala Riders 13, 440, 442, 446
Impala Tribe 26
Imperial Adept of Kerestus 725
Imperial Age 132, 133, 135, 137, 138, 468, 488, 489, 553, 572
Imperial Army of the West 316
Imperial Bodyguard 294, 295, 296, 301
Imperial Court 294, 313, 723
Imperial Cult 310
Imperial family 295
Imperial Guard 306
Imperial High Sorcerer 414
Imperial House 531, 532, 536, 537, 538, 539
Imperial Kralori Catalogs of Foes 279
Imperial (language of Vormain) 12, 26, 38, 55, 57, 117, 132, 133, 135, 137, 138, 168, 170, 171, 175, 189, 208, 211, 264, 275, 279, 285, 294, 295, 296, 299, 301, 302, 306, 310, 313, 316, 318, 324, 329, 331, 335, 344, 411, 414, 415, 421, 423, 468, 488, 489, 492, 530, 531, 532, 533, 536, 537, 538, 539, 553, 572, 670, 717, 723, 725, 729, 736
Imperial-One-Lands 531, 538
Imperial Palace 275, 318, 533
Imperial Provincial General 170, 171
Imperial Seshnela 411, 415
Imperial Tax Collector 302, 329
Imperial Temple 285
Imperial Train 301
Imperial Warlord 302, 329
Impests 650
Imther 5, 31, 90, 294, 321, 328, 329, 330, 336, 337, 338, 339, 647, 708
Imther Mountains 330, 338, 339, 708
Incorruptible Sons of Damolsten 511
Indagos 453, 457
Indarthrad 671
Independent Tribes 27
Indeward 499
Indigo Conqueror 577, 582, 588, 642, 687, 689
Indigo Mountains 182, 184, 185, 188, 659
Indigo Mountain Tribe 182
Individualism 87, 89, 184
Ineffable Thirteen 531
Infithtelli 710, 720
Infithtelli Tribe 710
Infradwal 417
Ingakotum 319, 321
Ingareens 236, 248, 711
Ingini 347
Ingkot 330, 338
Ingkot Axe-and-a-half 330
Ingoldstown 225
Ingolf 397, 737
Ingwenyama 577
Ingye 379, 382, 383
Inhuman King 75, 76, 134, 171, 172, 183, 184, 239, 277, 285, 361, 362, 392, 525, 669, 708, 716, 717, 730
Inhuman Occupation of Dragon Pass 188
Inire the Red 443
Injerina 676
Inkarne 747, 750
Inkvazzi 589
Inland Sea 572
Inner Arstola Forest 708
Inner Circle 73, 386
Inner Circle of Wisdom 73
Inner Dragon 37, 133, 742
Inner Glamour 318
Inner Prax 440
Inner Ring 33
Inner Sea 566
Inner Seas 229, 737
Inner Waterway 138
Inner World 7, 268, 429, 500, 643, 664
Innocents' Band 242, 251
Inora 156, 393
Inrana 329
Inside the Wall 90, 517, 521
Inspirations of Moonson 302
instamiru 576
Instiggi 600
Inti Pardo 721
Invincible Golden Horde 237
Invisible Exarch 272
Invisible Fleet 565, 566
Invisible God 12, 31, 37, 47, 48, 51, 52, 53, 127, 129, 131, 135, 151, 187, 200, 202, 203, 204, 205, 210, 211, 216, 218, 224, 225, 228, 230, 247, 322, 325, 350, 352, 362, 378, 379, 382, 383, 387, 408, 410, 412, 414, 415, 417, 423, 465, 467, 501, 502, 552, 623, 629, 633, 640, 641
Invisible Nail 111
Invisible Orlanth 322, 324, 325
Invisible Wind 141
Iothaka 318
Iphara 105
Iphigios 321, 330
Iraval 314
Irayal 316
Irdagi 233
Iren 487
Irensaval 200
Irensavalism 203, 205, 208, 215, 216
Irensavalist 216
Irensavalists 203
Irenstos 511, 512
Irenstos University 512
Irn 17, 384
iron 13, 14, 16, 51, 66, 83, 86, 87, 90, 94, 100, 119, 139, 157, 205, 212, 222, 227, 235, 255, 256, 264, 316, 330, 338, 342, 350, 383, 386, 395, 411, 413, 417, 422, 453, 470, 471, 494, 508, 511, 521, 632, 640
Ironbreaker 341, 700, 712, 713
Iron City 471, 737
Iron Council 387
Iron Crown 334
Iron Door 511
Iron Dwarf 83, 89, 90
Iron Dwarves 83, 84, 86, 87, 185, 227, 466, 517, 521, 640
Iron Fort 255
Iron Forts 264, 282, 364, 453
Iron Gate 212
Ironhoof 106, 171, 172, 730, 742
Ironhoof the Centaur 172
Iron Mountains 90, 405, 411, 417, 470
Iron Ring 388, 732, 737, 738

Ironseed 543
Iron Vrok 129, 131, 156, 235, 352, 357, 374, 714, 718
Iron Wars 248
Iron Wolf 228
ironwood 69, 628, 632, 633
Irrilio 566
Irrippi Ontor 151
Isalatha 729
Isarnos 417
Isefwal 208, 211
Isgangdrang 133, 134, 135
Isgangdrang Dragonspeaker 133
Isidilian 85, 171
Isidilian the Wise 171
Isidros the Dancer 712
Iskisdar 525
Island Beast 471
Islanders 142, 241, 249, 255, 258, 473, 474, 477, 479, 485, 530, 536
Island of Birds 471
Island of Cooks 495
Island of Dusk 471
Island of Pabrade 598
Island of the Flute 487
Island of Virtue 471
Isle of Delights 417
Isle of Pines 485
Isles of Fog 471, 479
Islith 566, 572
Issaries 13, 33, 37, 121, 123, 150, 152, 156, 197, 225, 231, 236, 255, 257, 328, 338, 342, 352, 357, 468, 636, 640, 641, 647, 675, 711
Issaries Desert Tracker 156
Issaries Pathwatcher 357
Istakax 395
Iste 153, 485
Isten 566
Istharan 566
Istilinpio 566
Istval 433
Itagaki 485, 533
Itarmago 485
Iti 569
Itlanmorango 485
Ivamali 702
Ivaro 531, 681, 683
Ivaro's Pool 681
Iverlanthus 668
Iverlanthus Swenithsson 668
Ivex Devouring Dog 302, 329
Ivi Kange 144, 576
Ivory Palace 435
Ivory Plinth 185, 189, 711
Ivory Throne 739
Ixtilian Fields 61
Izish 101, 511
Iznagrli 433

J

jabberers 49
Jabbi 104, 478, 479, 487, 537
Jabbi Islands 104, 478, 479, 487
Jab Hills 255
Jabia 606
Jack O'Bear 701
Jack O'Bears 289, 701
Jaculi clan 588
Jadarenasa 337, 711
Jadarenasa the Mother Loon 711
Jade Altar 278
Jade Monastery 272
Jade Mounds 281
Jadenonto 598
Jade Warriors 281
Jadnor 100, 361
Jadnor Temple 100
Jaganatha 729
Jagrekriand 34, 458, 647, 669, 672
Jagrekriand the Binder 647
Jaguar People 544, 561
Jahiz the Learned 421
Jahobbi 479, 480, 485
Jahobbi Island 479
Jailers of the Dandarath 742
Jairn 394
Jajagappa 335, 337, 338, 678, 711
Jajalaring Dog People 335, 711
Jajalarings 335
Jakaleel the Witch 151
Jakamath 485
Jalan 415
Jalans 512
Jalanswal 511, 512
Jaldon 137, 185, 443, 445, 446, 453, 737
Jaldon Goldentooth 185, 443, 446, 453, 737
Jaldon's Rest 185, 453
Jaldon Toothmaker 137, 445, 453
Jalk Dekol 730, 736
Jambi 485
Janadi 472, 476, 532, 698
Janamal 636
Janan Vartool 230
Janelosp 103
Janerndal 200, 208
Janerndal's Rebellion 208
Janeta 485, 487
Janfusu 566
Jang Bogo 539
Jangi-Shar 288
Jangros 225
Jankley Bore 288, 291
Jan Motoujo 533, 538
Jan Motoujo the Shining 538
Jann 43, 45, 137, 141, 144, 550, 552, 553, 554, 555, 560, 566, 569, 572, 573, 633
Jannisan Galvannius 716
Jannisor 298, 314, 325, 329, 336, 338, 339, 648
Jannisor Moonchaser 329, 339
Jannisor's Triumph 336
Jannisor's War 336, 338
Jannisor the Hero 336
Jann of Afadjann 43, 45, 137, 141, 550, 552, 553, 554, 555, 566, 572, 573, 633
Jann of Thieves 553, 572
Jansholm 236, 255
Janube 5, 11, 145, 167, 199, 200, 202, 205, 210, 212, 215, 216, 218, 219, 220, 221, 222, 225, 227, 228, 229, 233, 468, 690
Janube River 5, 145, 167, 199, 205, 210, 212, 215, 216, 219, 220, 222, 225, 228, 229, 233, 468
Janubian 216, 218
Jarabolos 383
Jarabuli 309
Jarani Stones 249
Jaranpur Fields 692
Jarasan Gulf 633, 636, 640
Jarasans 347
Jaraz 356, 361
Jardonroste the Horse King 177
Jar-eel 14, 15, 175, 177, 299, 301, 302, 316, 317, 318, 329, 368, 443, 730, 738, 739, 741, 749, 750
Jar-eel the Razoress 14, 15, 301, 302, 316, 317, 318, 368, 443, 730, 738, 739
Jarinsland 208
Jarkanita Ab 171
Jarkaru 577, 642, 687, 689, 690
Jarkaru Pictures 577
Jarkaru the Indigo Conqueror 577, 687, 689
Jarn 78, 79
Jarnandar 172
Jarngror the Killer 224
Jarolar 172, 175, 732
Jarosar 172, 175
Jarsandron Tenherds 171
Jarst 292, 316, 336, 347, 368, 712
Jasafrazzi 62
Jaskali 90, 517, 519, 521
Jasmine Festival 435
Jasper Phalanx 318
Jast 566
Jastmansh 566
Jaubon 5, 264, 268, 279, 281
Jaubon Province 5, 279, 281
Jawdar Mansyur 553, 568
Jayangar 487, 533, 538, 539
Jayangar clan 487, 533, 539
Jayangar Nombo 533, 538
Jegaan Jaai Juuf 572
Jelelawal 417
Jelenkev 247, 254
Jelenkev School 254
jelmre 59, 107, 547, 598, 607, 683
Jemeke River 281
Jenarong 304, 349
Jenet-aror 307
Jenju the Father of the Parts and the Center 531
Jerem 267
Jerema Madoon the Liberating Bolt 498
Jeren Darow 553
Jernotian Ring 317
Jernotius 316, 317, 679
Jernotius the Liberator 317
Jeron 182
Jeru the Staff 321
Jesederet 311
Jesenurus 724
Jeset 162
Jesgetti 668
Jesolo 478, 480, 495, 498, 697, 698
Jester King 138
Jewel-Chained Azmurad 553
Jeweled City 572
Jeweled Island 488
Jeweled Vault 310
Jewel of Quang Yuang 515
Jewel of the North 206
Jewelry of Liberation 727
Jhor 294, 324, 327, 348
Jhostrobbios 67, 543, 546, 547
Jianshan 271
Jia Yu Guan 282
Jibboo Sarn 288
Jiinalyalf dynasty 629
Jiklinn 511
Jillaran racers 321
Jillaro 38, 292, 321, 322, 328, 330, 335, 338, 339, 739
Jillaro-of-the-Prince's Green 321
Jillaro Stelae 330
Jinggang 271
Jingu Yuan 274
Jisonel 537
Jmijie 25, 576, 647
Joat 310, 311, 318
Joat River 311, 318
Jobar 142, 356
Joboro 566
Jodadilili 695
Jofrain 387, 389, 393
Jofrain Confederacy 389
Jogrampur 622, 641
Joh Mith 182
Jojoami 525, 526
Jokaru the Indigo Conqueror 582
Jokbazi 679
Joker Prince of Worian 327
Jokotu 47, 553, 566, 569
Jolar 18, 22, 23, 25, 61, 89, 135, 144, 403, 470, 541, 543, 553, 558, 561, 573, 576, 577, 583, 588, 589, 590, 591, 599, 610, 615, 687, 737, 743, 749
Jolaty 364
Jolin 606
Joloi Maskoss 368
Jomes Wulf 171, 190
Jomor 601
Jonat 99, 137, 204, 222, 224, 225, 227, 228, 648
Jonat Big Bear 99, 137, 204, 222, 224, 225, 227, 228
Jonatela 5, 31, 37, 144, 199, 202, 204, 211, 219, 222, 224, 225, 227, 228, 229, 393, 642
Jonating 145, 199, 224, 225, 227, 228
Jonating Dynasty 224
Jonatings 202, 215, 224
Jonat's Hill 225
Jon Barat 258, 711
Jondalaring tribe 255
Jonstown 93, 182, 185, 188, 730
Jonstown Library 185, 730
Jonstown Temple 93
Jora 208
Jorad Sideburn 171
Joranit 311
Jorazzi Redhands 286

Jord 85, 90, 294, 299, 313, 322, 334, 338, 339, 708
Jord Mountains 85, 90, 299, 313, 339, 708
Jord's Eye 313
Jorglaban 385
Jorilland 411, 421
Jorjar 25
Jorkandros Blinder 241, 247
Jorkar Ironclaw 461
Jorkar's Sea 461
Jormar Four-Bowstrings 62
Jornan 327
Jorri 199, 203, 208
Jorri Bull 208
Jorsh 255
Jorstland 375, 385, 422
Jorst of Tarasdal 375
Joserui 530, 531, 532, 537
Jostisan 172
Jostran 615
Jotimam 555, 700, 702, 703
Jotomo 533
Joy 51, 53, 203, 208, 318, 319
Joy Rest 318, 319
Jraktal 43, 46, 47, 553, 573, 623, 702
Jraktal the Tap 43, 46, 47, 553, 573
Jrustela 52, 86, 90, 92, 93, 101, 104, 113, 133, 135, 136, 137, 138, 139, 144, 151, 152, 157, 227, 229, 258, 405, 408, 412, 428, 429, 432, 460, 461, 465, 468, 470, 471, 501, 502, 503, 504, 508, 511, 512, 513, 517, 559, 562, 621, 637, 641, 663, 666, 701, 702, 721, 737
Jrusteli 8, 19, 48, 63, 68, 86, 89, 99, 104, 113, 114, 133, 135, 136, 144, 157, 200, 206, 219, 235, 236, 237, 248, 255, 261, 342, 361, 374, 375, 385, 394, 403, 405, 412, 415, 417, 428, 429, 431, 432, 433, 434, 435, 445, 452, 457, 461, 465, 466, 471, 477, 501, 502, 503, 508, 511, 512, 519, 525, 527, 528, 553, 566, 622, 637, 666
Jrusteli Confederation 133, 502, 503, 512
Jrusteli Empire 48, 200, 219, 375, 405
Jrusteli Islands 63, 68, 86, 89, 99, 104, 144, 471, 501, 508, 528, 666
Jubal 17, 361
Juborantanga 487, 498
Judge of the Dead 123, 162
jugfish 62
Jugger 646, 651
Juggernaut 9, 643, 651
Juguyiri 566, 569
Julang Hombondol 272
Julin Marsk 363
Jumo 274
Jumo the Archer 274
Jumpers 650
Jungle Cat People 439
Jungle Hen People 283
Jungle Trolls 93, 101, 543
Jungozaro the Monster Slayer 484, 498
junk 372, 467
junks 261, 267, 468
Junora 5, 199, 202, 205, 211, 212, 215, 216
Junora Hills 215
Junoran 199, 215, 224

K

Kaanilland 411, 423
Kabalt 153, 483, 489, 494
Kabalt the Great Bolt 483
Kabalt the Liberating Bolt 489
Kabalt the Mystic Bolt 153
Kachasti 682, 683, 685
Kachisti 528, 685, 688, 689, 690
Kachisti Minor 685, 689
Kachuti 478, 487
Kachuti Island 478
Kadatheron 288
Kaddam 45
Kadeniti 528, 681, 682, 685, 686, 689
Kadesos 384
Kadian 636
Kadijalif 474, 482
Kadiola 561, 565, 568
Kaemis 389
Kafeamoro 555, 566
kafl 350, 375, 378, 384, 387, 470, 633
Kahar 57, 79, 105, 153, 158, 166, 461, 468, 471, 472, 479, 498, 533, 536, 538, 539, 643, 690, 692, 698
Kahar Sea 57, 79, 105, 153, 166, 461, 471, 479, 498, 533, 536, 539
Kahar's Fog 468
Kahar's Sea 158, 471, 472, 538, 643, 698
Kahar's Sea of Fog 158, 471, 472, 643
Kaisen 78, 268, 275, 277
Kaisen Province 78
Kajabor 119, 120, 121, 123, 555, 695, 702, 703
Kajabor God-Killer 702
Kajakab Hendsson 230, 742
Kajoba 577
Kakorian Strait 511
Kalabar 567, 569
Kalabar Pass 567
Kalali 576, 577, 582
Kalali beads 577
Kalali Erok 577
Kalali Labuhan 576
Kalanth the Plow Priest 712
Kalasmas 712
Kalasmas the Settler 712
Kalaymya 480, 481, 487
Kaldar 162
Kalikan Lights 651
Kalikos 117, 155, 230, 293, 313, 650, 651, 666, 741
Kalikos Boat 155
Kalikos Heroquest 155
Kalikos Icebreaker 230, 293, 741
Kalikos Icebreaker Heroquest 230
Kalikos (star) 650, 651
kalku 552, 558, 561, 564, 568
Kallima 69, 620, 629, 632, 633, 636, 641
Kallyr 168, 171, 177, 730, 731, 732, 734, 735, 736
Kallyr Starbrow 168, 171, 177, 730, 731, 732, 734
Kalostor 385
Kalvostos 318
Kamboli 487, 685, 687
Kamborstang 567
Kami 567
kamoteng kahoy root 23
Kanawa 687, 688, 690
Kanem Dar 567, 572, 573
Kanenaga Xu 537
Kang 274, 283, 284, 433, 471, 479, 498, 537, 538, 719, 721
Kanganjodun Mountains 636
Kanganjodun Peaks 632, 633
Kangharl 171, 732
Kang Islands 471, 479, 498
Kang Luway 433
Kang peoples 471, 479
Kang's Palace 433
Kani-na 568
Kaniwal 417
Kansilung 433
Kanthor's Forest 423
Kanthor's Islands 68, 405, 417, 418, 423, 462, 471
Kanvulvretan 36, 349
Karaköse 288, 289
Karalur Eyrie 708
Karan River 547
Karantes 317, 325
Karasal 5, 294, 295, 307, 311, 348
Karash'arll 338
Kardalo 141
Kardganthos the Monster Lord 80
KarDuria 311
Kareeshtan 25, 43, 46, 513, 514, 550, 552, 553, 555, 559, 568, 569, 573
Kareeshtans 513, 514, 573
Kareeshtu 43, 45, 46, 47, 135, 466, 467, 501, 511, 513, 514, 541, 550, 552, 553, 554, 555, 558, 559, 560, 561, 562, 566, 568, 569, 572, 573, 624, 642, 666
Kareikiki Ru 610
Kareiston's Temple 338
Karfonstead 710
Kargan Ilargor 610, 615
Kargano Bor 372
Kargan Tor 114, 117, 120, 693
Karganzag 636
Kargzant 121, 177, 314, 316, 345, 363, 364, 372, 646, 647, 711
Kargzant the Sun Horse 372, 711
Kargzant the Wanderer 372
Kargzikitor 347
Karhend Province 255
Kari 713
Karia 387, 393, 395, 397, 731
Karilokan Sea 351
Karkal 476, 479, 482, 485, 487, 492, 494, 498
Karkal the Burning Lord 494
Karkal the War God 498
Karkudja 711
Karlan's Ring 386
Karmadon River 208
Karmadon Valley 208
Karmadori 208
Karmadori Cattle Fair 208
karmanoi 322
Karmexdros 304
Karput 537
Karresh 68, 299, 317
Karrg 98, 185
Karsdevan 304
Karsdevesus 304
Karse 172, 188, 235, 241, 247, 251, 255, 329, 331, 339, 447, 711, 732
Karstall 199, 221, 224, 227
Kartolin 128, 129, 131, 156, 200, 224, 342, 344, 374, 386, 395, 397, 712, 713, 718, 720
Kartolin Fort 713
Kartolin Pass 128, 129, 131, 200, 224, 342, 344, 374, 395, 712, 713, 720
Karur Benvekara Dastoga 708
Karur Elar Taras 708
Karvanyar 304, 723, 724
Karvanyar Dragonslayer 304
Karvendal 227
Karvisti 309
Kashis 316
Kastok 304
KataMoripi 647
Katchari 311
Katchpidi 317
Katele 550, 568
Katele Purists 550
Kat tribe 681
katurang 414
Kaufan 298, 322, 324, 325
Kaufan Destrino 298, 322, 324, 325
Kau Lung 285
Kawar Karshe 576, 582
Kaxtor 361
Kaxtorplose 351, 352, 361, 720
Kayumana 481
Kazkurtum 667, 679
Keanos 31, 375, 393, 395
Kebor Island 568
Kediri 542, 687
Keener Than 170, 750
Keeper of Crystal Wisdom 429, 434
Keeper of Kartolin 713
Keeper of the Clams 21
Keeper of the Secret Bridge 311
Keeper of the Whole 153, 261
Keepers of Creation 373
Keepers of the Dead 257, 710
Keepers of the White Moon 298, 301
Keeps the Children 177
keet 108, 476, 480, 484, 485, 492, 495, 498, 746
Keetela 681, 682
keets 108, 473, 476, 477, 478, 485, 492, 495, 498
Kelafu 533, 537
Kelastan 670
Kelsitin 421
Kemar the Seed Father 711
Kemparana 558, 568, 569
Kencom 208
Kendaramin the Celestial Sage 274
Kendesos 317

Keniryan Sea 38, 67, 98, 99, 102, 167, 187, 216, 292, 293, 311, 344, 347, 368, 461
ken majee 76
Kenman Imo 476, 480, 498
Kennet 348
Kenstrata 310, 311, 677
Kephas 487
Kerandaruth 477, 689, 692, 693, 695, 696
Kerantos 225, 227
Keratora 711
Keraun 25, 644, 665
Keraun Winds 665
Keravero 313
Kerende 729
Kerenth 460, 461
Kerenth Sea 460, 461
Kerestus 725
Kero Fin 17, 70, 160, 168, 172, 178, 179, 185, 187, 189, 190, 234, 296, 441, 658, 661, 681, 682, 685, 689, 690, 692, 695, 698, 710
Kero Fin Mountain 658, 710
Kerunebbe 304
Keselia 311
Keshwal 636
Kesium 309
Kestinaddi 673
Kestinendos 304
Kestinoros the Bird-lover 304
Ketha 235, 251, 255, 711
Kethaela 68, 132, 177, 234, 235, 236, 237, 239, 240, 244, 245, 248, 249, 251, 254, 256, 257, 259, 267, 339, 352, 356, 357, 361, 467, 472, 525, 560, 707, 708, 720, 732, 738
Kethaelan 239, 240, 285, 357, 429, 432, 466, 468, 738
Kethaelans 356, 431
Ketil Kingslayer 344
Ketil White Eye 329
Ketreseus 648, 675, 720, 723
Ketreseus the Sage 648, 723
Ketstick 671
Kev 255
Kevrinth 317
Kewetdesh 304
Kewetdevsus 304
Kewetdron 307
Keydaladi 473, 479, 483, 487, 498, 537, 538
Keydaladi Island 483
Keydaladi Islands 473, 479, 487
Keye 382
Khan 27, 347, 443, 447, 453, 458, 744
Khan of the Paps 453
Khans 26, 27, 446, 744
Kheldon 171, 732
Kheldon tribe 171
Khordavu 128, 131, 304, 347, 349, 670, 713
Khordavu's script 349
Khorkestinus 307
Khorst 356, 361
Khorventos 304
Khorviramaka 304
Khorzanelm 304, 714, 716, 723
Khorzanelm the Magnificent 304, 714, 716, 723
Kikina 216
Killer of Chaos 129
Killing Hand of Doctor Bad 719
Kilwin 394, 395
Kimantorings 242
Kimiv 382
Kimos 540, 542, 543, 555, 692, 695
Kimotian 542
Kimotians 542
King Bear 197, 675
Kingdom of Demons 695
Kingdom of Dragon Pass 133, 235, 320, 364
Kingdom of Ignorance 13, 54, 55, 80, 93, 98, 99, 101, 102, 150, 153, 260, 267, 268, 286, 287, 288, 289, 364, 368, 661, 662, 687, 691
Kingdom of Imther 90, 337, 338
Kingdom of Isefwal 208, 211
Kingdom of Lakrene 342
Kingdom of Logic 53, 220, 384, 528, 529, 682, 683
Kingdom of Loskalm 5, 11, 52, 137, 141, 199, 200, 201, 202, 203, 205, 206, 208, 211, 220, 222, 468
Kingdom of Marganstí 600
Kingdom of Mondator 561
Kingdom of Perfection 680, 682
Kingdom of Ralios 375
Kingdom of Rathori 230
Kingdom of Sartar 29, 172, 179, 184, 187, 237, 239, 240
Kingdom of Seshnela 68, 127, 135, 379, 385, 405, 407, 408, 413, 415, 418, 421, 423
Kingdom of Splendor 264, 271, 698
Kingdom of Tarahorn 572
Kingdom of the Uncolings 230
Kingdom of War 144, 145, 199, 200, 202, 211, 212, 215, 216, 218, 219, 220, 221, 222, 227, 229, 731
Kingdom of Wisdom 287
King Griffin 21, 123, 150
King of Above 21
King of Animals 285
King of Below 21
King of Dragon Pass 171, 172, 175, 179, 239, 404, 739, 741, 742, 752
King of Lakrene 322, 342
King of Men 236, 747, 748
King of Tarahorn 566
King of Tarsh 141, 171, 175, 240, 301, 329, 330, 331
King of Tenel 598
King of the Arbennan 22
King of the Broos 343
King of the Demons 532
King of the Ghouls 706
King of the Gods 234, 236, 658, 673, 689, 730
King of the Living 257
King of the Mermen 600
King of the South 25, 744
King of the West 424, 744
King of the Wings 368, 749
King of Waters 236
King Rump 686
Kingsu 568
King's Walk 553
Kingtroll 99, 130, 329, 362, 719, 721
Kingtroll cult 362
King Under the Hill 388
King Violent Wind 284
Kintaem 208
Kiona 680
Kistium 321
Kithma 255
Kitor 42, 235, 307, 322, 325, 327, 368
Kitori 235, 242, 247, 259, 696
Kitori tribe 247, 259, 696
Kituo River 636, 640
Kiu-Chau 282
Kiu-Chau Bamboo Forest 282
Kivitti 712, 713
Kivoinids 407, 423
klanth 76
Kloisari 18, 229, 233
Knights of the Wood 134
Knockdown Machine 740, 741
Knowing Companion 668, 742
Knowing Priest 720, 743
Knowledge Assassins 622
Knowledge Duels 555
Knowledge Temple 17, 25, 62, 66, 70, 79, 80, 512, 555, 699
Kobri Flapear 712
Kochilaslak 636
Kocholang 228, 388
Kodigvari 244, 710, 713
Kodigvari Tribe 710
Kodor 636
Kodzant 289
kohl 33, 34, 36, 45, 57, 354, 378, 511
Kokrand 553, 568
Kolarmoli 553, 577
Kolarmoli expeditions 553
Kolat 137, 251, 553
Kolatsfange 636
Kolmala Hin Mado 494, 532, 538
Kolmala Jan Daru 532
Koltaxi clan 388, 389
Konnos Khaite 561, 589
kopis 41, 306, 340, 442
Koraru 558, 561, 565, 568, 569, 572
Koraru Bay 558, 561, 565, 568, 569, 572
Korasting 97
Korasting Amulet 97
Koravaka 257, 710
Kordros Island 184, 187, 710
korff 76
Korgatsu 21, 150, 272, 283, 285
Korgatsu Spirit Magic 21
Korgatsu Tradition 21
Korion 387
Korioni 373, 384, 388
Koripi 544
Korlaman 172
Kormani 568, 572, 573
Kormarkan 69, 620, 625, 628, 629, 632, 636, 637, 640, 641
Koro 553, 568, 573
Korola-ator 313
Korolan Games 479
Korolan Isles 479
Korol Sandford 699
Korolstead 710
Koroltes Tribe 710
Koromondol 102, 267, 268, 283, 287, 289
Koros 227
Koro Salofar 553, 568, 573
Korudel 488
Koru Kor 720
Korzant Tribe 182
Kosh 255
Koso 636
Kostaddi 5, 294, 295, 298, 310, 313, 318, 319, 324, 336, 676, 711, 713
Kostarankarujahobbi Sea 479
Kostjahobbi 104
Kostorl the Ram 339
Kost the Tracker 443
Kothar 18, 22, 23, 141, 144, 403, 541, 547, 561, 583, 589, 590, 591, 595, 598, 599
Kotor 352, 361
Koveria 674
Kozkal Snarl 97
Kozrof's Army 636
Kraljiid 417
Kralorela 5, 13, 15, 17, 18, 54, 55, 57, 58, 69, 70, 75, 76, 78, 79, 101, 102, 109, 112, 114, 121, 128, 131, 135, 137, 138, 139, 141, 144, 145, 152, 153, 165, 166, 167, 240, 260, 261, 262, 263, 264, 265, 267, 268, 269, 271, 272, 274, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 289, 316, 363, 364, 368, 372, 427, 433, 434, 437, 439, 443, 445, 446, 453, 456, 458, 467, 470, 471, 482, 483, 484, 503, 511, 525, 532, 533, 537, 538, 555, 560, 642, 646, 647, 649, 651, 652, 661, 666, 695, 696, 700, 721, 726, 731, 745
Kralorelan 9, 11, 12, 18, 54, 55, 57, 58, 76, 77, 78, 145, 152, 260, 261, 262, 263, 265, 267, 271, 278, 283, 285, 287, 289, 290, 316, 364, 368, 426, 459, 467, 484, 525, 533, 538, 661, 745
Kralorelan Cash 12
Kralorelan Emperor 54, 364, 368
Kralorelan Empire 9, 11, 54, 57, 58, 145, 260, 261, 426
Kralorelan navy 271
Kralorelans 8, 54, 57, 69, 76, 153, 260, 264, 267, 269, 271, 283, 285, 288, 298, 363, 372, 432, 433, 646, 661
Kralori 5, 30, 54, 55, 57, 58, 76, 113, 137, 144, 145, 158, 239, 260, 261, 264, 268, 269, 271, 274, 278, 279, 280, 282, 283, 284, 286, 363, 397, 426, 429, 446, 453, 473, 511, 532, 647, 661, 682, 698, 700, 726
Kralori Empire 700
Kranaeia Spring Blossom 628
Krarsht 85, 90, 117, 120, 153, 255, 313, 694, 699, 703
krarshtkid 701
krarshtkids 153, 458, 701
Kratapol 681
Kree Mountain 331

Kresh 22, 23, 25, 141, 144, 468, 469, 541, 544, 576, 577, 583, 590, 591, 595, 598, 599
Kresh Allies 590
Kresh Empire 541, 598, 599
Kresh Matriarch 25
Kresh River Route 598
Krisa Yor 78
Krjalk 376, 642, 695, 703
krjalki 129, 130, 202, 208, 373, 386, 407, 415, 423, 458, 669, 720
Krjalki Bog 120, 440, 446, 447, 451, 453, 455, 457, 458
Krjalki Lord 386
Krofapto 568
Krothering 487
Krotnon Bullrider 215
kruus 481
Kuang Brang 277, 533
KuanKal 263, 532, 698
Kuchawn 273, 274
Kuchawn Astronomical Clock Tower 273
Kuchawn Observatory 274
Kudja the Ancestor 243, 711
Kufow 271
Kui Hui 264, 267, 268, 282, 287
Kui Hui the Giant Hero 264
kujang 484
Kuku Roridak 485
Kulebras 712
Kultain 251
Kumankan 513
Kumankans 513, 514
Kumanku 403, 460, 471, 508, 513, 514, 525, 559, 568
Kumanku Islands 403, 460, 471, 513
Kumanti Lun 263, 477, 532, 537
Kumanti Lun Dojo 537
Kumardesh 304
Kumardroni 307
Kumardros 307
Kuma river 482
Kumarstyu 304
Kunayan 487
Kungatu 689
Kuochilinglishen 279
Kuoyudau 537
Kuranits 307
Kura River 434
Kurfilli Dala 487
Kustria 375, 379, 382, 383, 384, 385, 412
Kustrian Great Tournament 384
Kuvalal 636
Kuwai Tan Kang River 274, 283, 284
Kuwai Tan Kang River Valley 284
Kuyaku 531
Kuyinas 208
kuzhe 265
Kwaratch Kang 719, 721
kygerlith 395, 687
Kyger Litor 91, 95, 97, 98, 99, 102, 121, 123, 128, 129, 130, 131, 135, 150, 171, 182, 183, 187, 395, 443, 504, 632, 659, 678, 686, 687, 707, 708, 720, 722
Kylera 471, 643
Kylerela 158, 461, 471, 643
Kynnelfing Alliance 330, 335
Kyowkuk 589
Kyrmon's Scroll 222
Kythra Menna 553

L

Labuhan 576, 577, 582
Labuhanbajo 487
Ladaral 216, 219
Ladaral the Fire God 216
Lady of the Wild 335, 677, 710
Lake Akku 637, 640
Lake Baikal 481
Lake Banini 576, 582
Lake Felster 68, 373, 375, 379, 384, 385, 393, 395, 413, 423
Lake Helby 373, 375, 383, 384
Lake Invaress 330, 335
Lake of the Viceroy of Day 280
Lake of the Viceroy of Night 280
Lake Oronin 141, 292, 311, 322, 324, 325, 327, 471
Lake Rapu 227
Lake Tondu 598, 599
Lakistalia 347
Lakrene 294, 322, 329, 330, 339, 340, 341, 342, 344, 668, 714
Lakrene Council 341
Lalia 375, 388, 389, 392
Lalja Vanemuine 230
Lall-Posh 291
Lalmor 235, 352
lamellar 57, 155, 265, 267, 378, 409, 530
Lamsabi 43
Lanbansi 568
Lanbril 241
Land of Balance 725
Land of Dawn 158, 159, 477
Land of Doom 342, 383, 386
Land of Dusk 159, 423, 692
Land of Enlightenment 264, 427, 682
Land of Innocence 685
Land of Ru'agh 519
Land of Seven Rhinoceros 596
Land of Shadows 725
Land of Splendor 260, 261, 262, 263, 264, 269, 689, 692
Land of the Altinae 158
Land of the Goddess 311
Land of the Setting Sun 423
Land of the West 37
Land-Raising 689
Lands of Dusk 123, 418
Lands of Innocence 642
Lands of the Dawn 145, 473
Lands of the Dead 695
Lands of the Silence 633
Lands of the Silenced 623
Land World 537
Lanetara 736
Lang 431
Langamul 25
Lankinda 572
Lankst 31, 35, 228, 375, 379, 387, 388, 389, 392, 393
Lankstite 379, 382, 388
Lankst River 392
Laonan Tao 264, 268, 282
lapis lazuli 13, 288, 290, 470
Laprido 385
Laraloori 479, 481, 487, 493
Laraloori the She-Mother-Beauty-Goddess 487
Laraloorivash 481, 487
Laralwaf 417
Laramite 336, 338
Laramite tribe 338
Laraness 417
Larastrimo 494
Laravenderain 153
Larnste 114, 117, 168, 190, 234, 247, 251, 255, 258, 393, 681, 682, 731, 738
Larnste's Footprint 234, 251, 255, 258, 731, 738
Larnste's Print 738
Larnste's Table 168
Larnste the Mover 234
Larnsting 247, 673
Larnstings 247
Larnsti Seven Group 247
Lartuli 384
La Ru 277
Lasadag 327
lascerdan 621
lascerdans 133, 621, 622, 640
Laskal 43, 133, 135, 144, 543, 550, 553, 555, 558, 559, 561, 562, 564, 566, 568, 573, 577, 588, 589, 642, 688, 737
Lasrotal 392
Lassana City 559
Last Chance 134
Last Drop 162, 453
Last Drop of Darkness 162
Last Rebel King 249
Last Royal Betrayal 244, 693
Last Word 503
Late Golden Age 682
Late Storm Age 690, 692
Late Storm Ages 154
Lath Eskan 615
Laufol 142, 417
Laughing Son 386
La-ungariant 335
Laurmal 329, 331, 411, 417, 422
Lavika 433
Law Rune 45, 51, 204, 376, 378, 412
Laws of Malkion 212, 408, 686
Laws of the Dashomo 624
Lawspeaker 34
Lawspeakers 249
Lawstaff 249
Layazdros 637
Lead Dwarves 84
Leaden Pot 84
Leader of the Egi 294
Lead Hills 245, 255
Lead Mostali 81, 83
lead (metal) 12, 13, 16, 17, 84, 97, 231, 247, 271, 283, 456, 468, 659
Lead Plates 383
Leadwood Club 458
Leafy Plant 677
League of Monsters 129, 373
League of Traders 43, 555, 566
Leaping Place Falls 453
Ledareeshata 670
Leftarm Islands 248, 711
Left Hand Trade Ground 286
Leftward Seas 480
Legged Folk 248
Legion of Infants 301
Legion of Red Bones 272
Legros 356, 361, 362
Legros tribe 362
Legros Valley 361
Leika 735
Lendarsh 316, 317, 324
Lenesterings 708
Lenshi 364
Lens of Manurden 481, 487
Lentasia 372
Leonardo the Scientist 249
Leplain 382, 408, 412, 413, 417
Lesilla 307, 674, 728
Lesillic 727
Leskos 255
Lesser Archipelago 248
Lesser Darkness 59, 91, 117, 121, 126, 288, 690
Lesser Dragon Kings 54
Lesser Elder Races 5, 59, 106, 110, 485
Lesser Hydra 546
Lesser Hydras 185, 576
Lesser Islands 471, 538
lesser slarges 615
Lesson Day 595
Lestakus the Hunter 649
Levane 417
Leviathan 471, 487
lex talionis 41
Lhankor Mhy 31, 33, 36, 37, 38, 78, 93, 100, 121, 123, 142, 150, 152, 236, 241, 251, 256, 257, 258, 328, 334, 383, 388, 392, 529, 640, 652, 653, 654, 661, 668, 711, 719, 720, 749
Lianghe 279
Liang Qiao 277
Liberating Obedience 275, 277
Library of Lorthal 434
Library of Orsdanor 210
Library of Thanmor 228
Library of the Ivory Tower 215
Life 8, 9, 18, 19, 22, 29, 30, 31, 34, 37, 38, 43, 45, 47, 48, 54, 61, 65, 69, 74, 85, 94, 106, 109, 115, 120, 121, 123, 151, 153, 160, 162, 172, 204, 250, 262, 284, 288, 304, 349, 364, 373, 376, 382, 446, 461, 462, 472, 521, 523, 568, 625, 647, 656, 670, 673, 676, 677, 685, 704, 719, 723, 751
Life Rune 38, 160
Lifuren 274
Light Bird of Freedom 727
Lightbringer 123, 126, 131, 152, 198, 199, 200, 216, 328, 374, 388, 673, 676, 708, 720, 740
Lightbringer Heroquest 131, 720

Lightbringer religion 708
Lightbringers 15, 30, 37, 111, 119, 121, 123, 129, 130, 156, 162, 168, 185, 199, 234, 235, 236, 245, 247, 379, 384, 388, 402, 414, 622, 650, 652, 673, 675, 678, 692, 713, 720, 734, 740
Lightbringers' Quest 37, 121, 123, 129, 156, 185, 199, 234, 235, 247, 379, 414, 650, 713, 720, 740
Lightbringers Temple 236
Light Captain 171
Lightfore 152, 372, 644, 646, 647
Lighthouse 243, 255
Lighthouse Volcano 255
Light Mountain 681
Lightning Boy 453, 456
Lightning Revolt 374, 720
Light of Life 723
Light of Truth 734
Light Protector 339
Light Twin 269, 271
Li Gu 284
Likarnos 487
Likstrandros 123, 668, 669, 676, 720, 743
Likstrandros of Slontos 668, 676, 743
Lilnth 208
Limmer 604
Lineal Time 111
Lingerers 690
Lingjiao 279
Lingnao Qiao 274
Lingpan 280
Lingsting Sun Dome Temple 342
Lingsting tribe 342
Lingting 271
linothorax 168
Linstings 341
Lion God 27, 327, 423
Lion King 241, 251, 353, 355
Lion King's Feast 241, 353
lion men 414
Lion of Brass 325
Lion People 589, 690, 696
Lion Shahs 324
Lionskin Cloak 458
Lion Society 414, 417
Liornvuli Tribe 710
Lismelder tribe 120
Little Cafol 322
Little Fish 487
Little Morishdo 623, 633
Little Spike 471
Little Sun 647
Liu Bei List 281
Liu Weishi 285
Livia Tarinda 267, 476
Li Xenxum 285
Llama People 225
Loara 216
Lobster Demon 267, 268, 282
Locsil Island 237, 256
Lodik 373
Lodiya 537
Lodril 38, 42, 114, 115, 116, 117, 125, 152, 156, 299, 309, 313, 318, 327, 328, 347, 518, 650, 667, 670, 674, 678, 681, 682, 683, 686, 696
Lodril Cults 42
Lodrilela 386
Lodrilli 38, 39, 41, 42, 293, 299, 302, 309, 310, 311, 321, 322, 327, 346, 349, 686, 741
Lodril's Mountain 681, 682
Lodril's Spear 650
Lodril the Earthmaker 518
Lodril the Shaper 667
Lodvero 348
Lo-fak 18, 274, 280, 283, 284, 459
Lofting 393, 407, 412, 415
Lofting II 412, 415
Lofting III 393, 412
Lofting IV 407, 412
Logic 53, 208, 220, 384, 528, 529, 681, 682, 683, 685
Logical Realm 162
Logic Beats Spirit Duel 208
Lohanasen the White Pearl 568
Lokak 434
Lokamayadon 128, 129, 131, 235, 710, 713, 714, 716, 718, 720
Lokarna 647
Lokarnos 42, 310, 646, 647, 674, 675, 679
Lokow 264, 280
Lolon 339, 711
lo-metal 16
Lomsor 199, 224, 225, 227
Lonegburch 637
Lonely Cry 651
lone trolls 98
Long Beards 681
Long Descent 121
Long Dry 453
Longhsa Shan 269, 271
Longhsa Shan Mountain 271
Long Leiji 57, 153, 262, 274
Long-runners 17
Longsi 251, 255, 256, 361
Longsi Land 251, 255, 256, 361
long-tusk elephants 620
Long Way Home 177
Look Hill 198
Lookout 255, 511
Lookout Volcano 255
Loolgoro Crater 598
Loon Island 237
Loons 379, 382
Loper People 352, 427, 429, 686
Lopers 352, 429, 689
Loquelor 637
Loral 139, 403, 461, 471, 515, 543, 568
Loral Pass 568
Loral Sea 461
Loranaga 537
Lord Death On A Horse 218
Lord Gan 274
Lord Light 115
Lord Lurker in the Shadows 98
Lord of Despair 162
Lord of Nightmares 476, 477
Lord of the Dark Face 357
Lord of the Four Quarters 294, 670, 744
Lord of the Palace 555
Lord of the World's Knowledge 137, 622, 633, 637
Lord Phoenix and Eldest-Present God of Finite Compassionate Rule 531
Lord River Listor 292
Lords of Light 433, 702
Lords of Terror 218, 700, 702
Lords of the White Bull 736
Lords of True Destiny 724
Lord Watcher 721
Lorick clan 588
Loricon 172, 732
Lorion 151, 642, 644, 646, 648, 650
Lorion (constellation) 644, 646, 648, 650
Lornstal 175, 331
Loro 537
Loronaga 417
Lorthal 434
Lorthensket 208
Losers 382, 443
Loskalm 5, 11, 48, 51, 52, 53, 103, 135, 137, 141, 142, 144, 145, 151, 167, 199, 200, 201, 202, 203, 204, 205, 206, 208, 211, 215, 216, 220, 222, 228, 229, 230, 231, 232, 233, 258, 318, 414, 466, 468, 503, 529
Loskalmi 13, 48, 51, 52, 138, 142, 145, 200, 202, 203, 204, 205, 206, 208, 211, 212, 215, 414
Lost Brithos 643
Lost Rocks 646, 651
Lostrum 512
Lost Workroom 121
Lotara 233
Lotari 229, 233
Lovdam the Green 211
Love Falcons 739
love nymphs 63
Love Stars 646
Lower Air 644
Lower Peloria 292, 299
Lowfires 120
Low Temple 249, 255, 362
Low Teshnan 426
Low Warm One 583
Loyal Stone 227
Luatha 68, 121, 137, 138, 139, 158, 405, 408, 410, 412, 414, 417, 418, 423, 471, 692
Luathan 142, 471
Luathan Islands 471
Luathans 139, 503, 702
Luathela 104, 142, 158, 159, 418, 500, 666
Lucan 502, 503, 514, 620
Luck Rune 188
Lucky Island 277
Ludoch 103, 104, 239, 248, 251, 259, 356, 361, 362, 461, 462, 463, 465, 473, 476, 477, 478, 479, 480, 485, 493, 495, 554, 559, 569, 572, 600, 605, 708
Lugash 487
Lugumbu-tree 546
Lujiao 284
Lukae 361
Lukarius 304, 674, 689
Lukarius the Lawmaker 304
Luma 487
Lumavoxoran 153, 485, 492
Luminous Stallion King 171, 175
Lunar 5, 9, 11, 12, 13, 14, 15, 18, 26, 27, 29, 31, 34, 37, 38, 39, 41, 48, 52, 61, 63, 68, 74, 79, 89, 90, 94, 99, 102, 112, 114, 128, 129, 141, 144, 145, 150, 151, 155, 157, 160, 162, 163, 165, 166, 167, 168, 169, 170, 171, 172, 175, 177, 178, 179, 182, 184, 185, 187, 188, 189, 190, 191, 193, 197, 198, 200, 202, 218, 219, 221, 222, 225, 229, 230, 239, 240, 241, 247, 249, 251, 255, 257, 259, 267, 287, 288, 292, 293, 294, 295, 296, 297, 298, 299, 301, 302, 304, 306, 307, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 324, 325, 327, 328, 329, 330, 331, 335, 336, 337, 338, 339, 340, 341, 342, 344, 345, 346, 347, 348, 349, 350, 355, 363, 364, 368, 372, 440, 442, 443, 446, 447, 451, 452, 453, 454, 456, 458, 459, 466, 468, 470, 471, 476, 642, 643, 648, 649, 651, 652, 653, 654, 655, 661, 666, 667, 677, 678, 699, 700, 716, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 749
Lunar Allies 5, 295, 344, 345
Lunar Army 13, 79, 144, 168, 171, 172, 177, 187, 240, 247, 249, 259, 294, 295, 296, 302, 311, 313, 318, 322, 325, 329, 446, 447, 730, 731, 732, 737, 738, 739, 740, 741
Lunar Cavalry Corps 345
Lunar College of Magic 187, 306, 311, 730
Lunar Deer 27, 336, 453
Lunar Empire 5, 11, 13, 14, 15, 18, 26, 27, 29, 31, 34, 37, 38, 39, 41, 48, 52, 61, 63, 68, 74, 79, 89, 90, 99, 102, 128, 141, 144, 145, 150, 151, 155, 157, 160, 163, 165, 166, 167, 170, 171, 172, 175, 177, 178, 179, 184, 187, 188, 190, 193, 200, 202, 219, 225, 229, 239, 240, 241, 247, 249, 257, 259, 267, 287, 288, 292, 294, 296, 297, 298, 299, 301, 302, 306, 307, 310, 311, 315, 316, 318, 320, 322, 324, 325, 327, 329, 335, 338, 339, 340, 341, 344, 345, 346, 348, 349, 350, 355, 363, 364, 368, 372, 443, 446, 447, 452, 454, 456, 458, 459, 466, 470, 471, 476, 648, 651, 652, 661, 666, 667, 677, 700, 723, 725, 726, 730, 735, 736, 737, 738, 739, 740, 741, 742, 743
Lunar Field School of Magic 171, 247, 329
Lunar Field School regiments 736
Lunar Glow 336
Lunar Goddess 307
Lunar Governor 168, 325, 443
Lunar Heartland 5, 41, 175, 295, 299, 302, 304, 306, 307, 322, 325, 345
Lunar Heartland Corps 41
Lunar Heartland Satrapies 295
Lunar Hell 302, 307, 368
Lunar Illuminate 302
Lunar Immortal 172, 307, 329, 726

Lunar Immortals 295, 726
Lunar Imperial 12
Lunar Magic 9, 171, 329
Lunar magicians 13, 155, 179, 190, 287, 296, 318, 338, 649
Lunar Occupation 172, 247
Lunar Pantheon 150
Lunar Provinces 5, 11, 79, 129, 170, 175, 295, 298, 319, 321, 324, 328, 329, 335
Lunar Provincial Army 169, 170, 171, 177, 240, 247, 249, 259, 295, 316, 339, 735
Lunar Provincial Commander 193
Lunar Provincial Government 193, 328, 335
Lunar Provincial Overseer 175
Lunar Religion 221
Lunars 15, 112, 144, 162, 169, 170, 171, 175, 177, 185, 193, 197, 219, 239, 240, 241, 249, 255, 288, 307, 313, 317, 321, 322, 325, 331, 337, 339, 341, 345, 346, 443, 446, 648, 655, 672, 674, 677, 679, 726, 728, 730, 731, 732, 734, 735, 737, 738, 739, 750
Lunar Trade Expedition 342
Lunar Way 41, 157, 168, 293, 295, 298, 307, 315, 316, 320, 325, 328, 330, 331, 339, 340, 345, 348, 648, 699, 726, 728, 737
Lunar Wood 727, 728
Lungren Men 271, 275
Lung Ta 280
Lupasgu 606
Lurker on the Veil 150
Lur Nop 13, 54, 260, 267, 268, 285, 525
Luster of the Dragon Temple 58
Luwan 280
Luwan Dragon Boat Races 280
luxa fruit 523
Luy Wi 264, 280
Lu Zhe 280
Lyceum of Yelm 723
Lying Devil Dynasty 200
Lying Plateau 290
Lyksos River 244, 255, 257, 259, 656
Lylket 256
Lynelsian Council of Elders 133, 543

M

Mabakarrisaro 327
Mabodinarne 375, 383
Mabyla delta 605
Mabyla River 606
Mace of Authority 347
Machine God 137, 237, 248
Machine Ruins 256
Machine Wars 137
Madana Gorge 637
Madana Gorges 632
Madman of Hargeel-Idea 368, 372
Madman of Sky Crater 615
Madness College 292
Madostar Passage 511
Mad Sage of Heisinoket 212
Mad Sultan 329, 344
Mad Sultanate 141, 179, 318, 329, 330, 339, 342
Mad Sultanate of Tork 318
Mad Sultanates 179, 292, 321, 336
Mad Sultans 179
Magasta 10, 103, 104, 105, 120, 123, 135, 151, 158, 232, 249, 258, 458, 460, 461, 462, 463, 465, 467, 471, 472, 544, 555, 566, 641, 648, 649, 650, 662, 663, 665, 666, 675, 695, 696, 698, 703, 736, 748, 749
Magasta's Pool 10, 105, 120, 135, 158, 232, 458, 460, 461, 462, 465, 471, 472, 544, 555, 648, 649, 650, 662, 663, 666, 698, 736, 748, 749
Magi 42, 324, 325
Magical standing stones 292, 348
Magic Bridges 268, 277
Magic Man 483, 487
Magic Men 53, 480, 483
Magiki 487
Magikin 487
magisaurs 80
magistrate-judge 57, 265
Magnetic Mountain 89, 502, 681, 685, 689, 694
Magnificus 295, 325
Mahaquata 349, 648, 678
Mahlor 417
Mahzanelm 304, 339, 714
Mahzanelm the Usurper 304
Maiden (mountain) 227, 392, 393
Maidstone Archers 68, 231
Maidstone Mountains 68, 219, 231
Mairnali 472, 487, 488, 489
Mairnali the Merciful Goddess 488
maize 38, 41, 168, 315, 328, 337, 340
Majestic Queen's Parrot 508
Makan 203, 216, 384, 411, 415
Make Me a Duke 722
Maker of Earthquakes 456
Makiling 604
Mako Hino 537
Makoi 537
Makoi Castle 537
Malange of Malange 583
Malaskan Phillippe 414
Malasp 103, 104, 461, 462, 501, 504, 511, 513, 555, 560, 569
Malasp Zone 511
Maldros 361
Malgo 487
Malisk 101, 511
Malki 52
Malkion 48, 49, 52, 53, 127, 151, 156, 158, 203, 212, 256, 361, 386, 387, 405, 407, 408, 412, 414, 424, 465, 502, 527, 528, 565, 573, 623, 641, 648, 680, 681, 682, 685, 686, 687, 689, 690, 692, 695
Malkioni 47, 48, 49, 51, 52, 53, 108, 112, 113, 125, 126, 127, 129, 131, 133, 135, 136, 138, 145, 151, 156, 157, 199, 202, 203, 208, 211, 212, 215, 216, 225, 227, 231, 233, 236, 239, 240, 241, 352, 356, 375, 379, 382, 383, 405, 407, 408, 410, 413, 414, 417, 421, 423, 424, 479, 480, 528, 529, 620, 623, 624, 628, 629, 633, 640, 641, 646, 683, 696, 698, 706, 711, 731
Malkioni Liberation 480
Malkioni Schools 151
Malkionism 48, 49, 52, 53, 131, 136, 151, 228, 241, 247, 350, 379, 383, 405, 408, 413, 414, 417, 421, 565, 620, 621, 623, 633, 637, 641
Malkion's Laws 685
Malkion the Founder 52, 408, 502
Malkion the Prophet 151, 414
Malkion the Seer 465, 680
Malkonwal 31, 35, 240, 247, 249, 256, 687, 689, 692
Mallia 9, 106, 107, 119, 120, 153, 446, 447, 453, 690, 699, 702, 703, 704
Malthin 244, 255, 256, 257
Malthin of the Green Skirts 256
Malthin River 256, 257
Malubadou 47
Malusoll 101, 508, 511
Mammal Mother 21
Mammoth People 233
mammoths 229, 233, 331
mana 112
Managar 512
Manakofio 568, 573
Manarlavus the Roofer 304
Manathiro River 351
Mandakusour 47, 568, 569
mandarin 54, 57, 265, 271, 275
mandarins 54, 57, 76, 153, 260, 261, 267, 268, 269, 271, 273, 285, 287, 288, 289, 290, 291, 745
Mandarins of the Silver Key 291
Manday 417, 422, 423, 468
Manelarpanan 598
Mangi Daya 598
Manimat 304, 309, 667
Manimati kings 309
Manimat the Last 304
Maniria 5, 13, 18, 31, 36, 49, 53, 63, 68, 69, 75, 76, 90, 99, 107, 108, 131, 133, 135, 137, 142, 152, 166, 167, 237, 239, 240, 251, 257, 350, 351, 352, 353, 355, 356, 360, 361, 362, 383, 385, 395, 445, 470, 508, 621, 649
Manirian 13, 259, 350, 352, 353, 356, 357, 361, 362, 468, 732
Manirian Islands 361
Manirian Road 13, 350, 352, 353, 356, 357, 362, 468
Manirians 355
Maniski 736
Maniski the Sight Seer 736
Manjusor 487
Man-of-All 51, 151, 156, 376, 410
Man Rune 103, 116, 485
Manthi 463, 467, 476, 479, 600
manticores 106
Manusuko 537
MaoTzen 267
Mara 485, 583
Marafoleo 498
Maran 37, 150, 187, 188, 244, 257, 710
Marana 43, 550, 555, 565, 567, 568, 573
Maranaba 710
Marana hills 555
Maran Gor 37, 150, 187, 188, 244, 710
Marazi 439
Marble Phalanx 317
Marcher County 256
Marching Desert 582
Mardron 417
Marernalda 34
Marganstí 104, 461, 600
Marganstí Confederacy 461
Margins 724, 725
Margor 329
Marilion Varstanos 138
Mari Mountains 90, 150, 541, 572, 573, 576, 577, 582, 588
Markalor 172
Markorth 720
Markorth of Nochet 720
Marmody 537
Marofdul 184, 187
Maroflo 750
Marof's House 187
Maromonkotro 473, 478, 487
Maroroi Plateau 547
Marost 384
Marriage Festival 583
Martaler of the Blazing Forge 235
Marthino 103, 104, 137, 138, 144, 461, 462, 500, 559, 568, 569, 573, 600, 601, 603, 608, 642
Marthino Sea 103, 104, 137, 138, 144, 462, 559, 568, 569, 573, 600, 601, 603, 608
martial arts 57, 262, 263, 268, 271, 277, 278, 281, 282, 429, 475, 476, 480, 481, 483, 485, 487, 492, 494, 498, 531, 532, 537, 538
Martial Beast 49, 407
Martial Games 385
Martinavo 142
Marzeel River 245, 256
Masarin 45, 564
Masassakar 334
Masdoumari 600
Mashunasan 473, 477, 489, 499, 531, 693
Mashunasan's Blessing 473
Mashunasan the Great Mystic 531
Mask 197, 290, 302, 309, 312, 314, 318, 325, 386, 458, 750
Masked Spirit Dancers 284
Mask of Cottel 314
Mask of Magnificus 325
Mask of the Emperor 318
Mask of the Red Emperor 302, 309
Mask of Venerablis 309
Mask of Votank 197
Masks of the Emperor 295
Maslo 18, 43, 67, 135, 138, 144, 145, 403, 461, 462, 466, 468, 470, 482, 500, 513, 525, 541, 543, 544, 546, 547, 555, 568, 569, 600, 601, 602, 603, 605, 609, 661, 665, 666
Maslo Sea 67, 135, 144, 462, 544, 555, 600, 601, 603, 605, 609, 665
Massos 310
Mastakos 393, 433, 646, 647, 648, 673, 680

Mastakos' Journey West 680
Mastakos the Mover 647
Mastalabark 569
Master Cloud Dragon 267
Master General 260
Master Lord-Prince of the Four Jewels 73
Master of Battle 242
Master of Tides 600, 605
Masters of Luck and Death 120, 239, 240, 241, 248
Master Two-Weapons 73
Mastery Rune 45, 160, 236, 239
Master Zirong 273, 274
mastodon 227
mastodons 229, 233
Matajab 487
Materialists 725
material plane 53
Mathanatork 669
Matkondu 426, 429, 434
Matter 203, 725
Mausoleum of Verenmars 321
Maw of Mallia 447
Ma-Yood-SuShai 288
Maytan 598
Mazan 417
Maze 271
Meadows of Petal Jewels 636
Mebestan 415
Mecharsten Valley 208
medicine men 30, 443
Meditations of Numidos the Skeptic 722
meditators 261
Mee Vorala 62, 66, 98, 633
megafauna 620, 698
megalith 498
megaliths 348, 483, 498, 710
Megapolis Necropolis 257
Meglardinth 311
Meime 382, 383
Melekaros 216
Melib 426, 427, 428, 429, 431, 432, 433, 434, 435, 642, 695
Melibic 426
Melib Island 434
Melibite 430
Melibites 427, 434
Mellon 434
Melsorkorth 313
Memb 499, 685, 689, 692, 693, 698
Memenari 677
Memkoth 309
Menaka 565
Men-and-a-Half 27
Mendalan 142
Menena 407, 641
Menena caste 407
menhirs 206, 208, 321, 455
Men-of-All 13, 48, 51, 53, 125, 129, 199, 201, 203, 205, 206, 210, 211, 409, 411
Men of Darkness 91
Mephos 311
Merabids 407, 415
Meranos 227
Mera River 384, 397
merchant-prince 476, 555, 628
Merchant's Guild 361
mer-chief 239, 248, 249
merfolk 8, 57, 59, 103, 104, 105, 151, 167, 199, 241, 251, 254, 279, 280, 350, 361, 362, 421, 461, 470, 478, 493, 504, 521, 538, 539, 569, 656, 695, 745, 746
Meriatan 202, 204, 205
Meriatan the Swallow 204
mer-king 138, 468, 559, 624, 628, 641
mermaid 465
Merman's Isle 485
mermen 8, 79, 101, 103, 104, 105, 138, 210, 242, 260, 271, 461, 462, 463, 465, 478, 479, 480, 487, 495, 503, 511, 515, 521, 544, 554, 559, 560, 600, 628
Mernita 312, 346, 672, 673, 674, 685, 689, 728
merpeople 104, 527
merqueen 239
Mesavos 42, 317
Meskavayah 555
metamynodon 632
Metsyla 57, 153, 262, 264, 275, 427, 682
Metsyla the Eagle Phoenix Emperor 682
M'Gokokchun Island 514
Mhy Magic Is 17
Miapora the Mountain Goat Mother 711
Middle Air 10, 42, 117, 129, 141, 154, 158, 239, 240, 295, 296, 297, 321, 387, 644, 648, 672, 730, 734
Middle Kingdom 621
Middle Sea 52, 112, 135, 136, 137, 157, 200, 208, 211, 212, 235, 236, 247, 248, 256, 351, 352, 361, 379, 408, 411, 412, 428, 434, 435, 465, 468, 477, 503, 513, 553, 555, 561, 566, 573, 620, 641, 752
Middle Sea Alliance 157, 352, 503
Middle Sea Empire 52, 112, 135, 136, 137, 200, 208, 211, 212, 235, 236, 247, 248, 256, 351, 352, 361, 379, 408, 411, 412, 428, 434, 435, 465, 468, 477, 503, 513, 553, 555, 561, 566, 573, 620, 641, 752
Middle Storm Age 680, 687
Middle World 5, 10, 112, 142, 154, 156, 158, 159, 160, 162, 164, 197, 296, 430, 499, 518, 544, 642, 681, 704, 708, 731, 734
Midget Slashers 92, 101, 610
Midsummer's Day 112
Midtasker 208
Midwinter's Day 112
Mighty Ones 719, 721
Mighty Pillar 114
Miglos 135
Miirdek 601, 602, 698
Miju 274
Mikaday 55, 57, 153, 262, 263, 271, 280
Mikyh 21, 70, 384, 397
Militaris 295
military dukes 242
Milk Antelope 561, 589
Milk Antelope People 561, 589
Millet Goddess 558, 560, 566
Million Jewels of God 473
Milran 737
Mi Nao regiment 285
Minaryth Purple 171, 734
Mind of Jrustela 512
Mingzho 280
Minister of Fire 57, 262, 279
Minister of War 274
minotaur 110
minotaurs 106, 134
Mintinus 327
Mint of Kevrinth 317
Mintol River 203, 208, 211
Mios 384
Mirelos 543, 547, 607
Miri Nela 476, 479
Miringite Cave 311
Mirin's Cross 12, 169, 175, 292, 320, 322, 328, 330, 335, 337, 726, 730, 744
Mirintha 251
Mirivarea 13, 487, 488
Mirroreyes 729
Mirror Lakes 598
Mirror of the Blue Spirits 583
Mirrorsea 137, 138, 234, 235, 237, 241, 244, 245, 251, 257, 259, 656
Mirrorsea Bay 137, 138, 234, 241, 244, 245, 251, 257, 656
Mishigami 488, 498
Mishigami Island 498
Misk 101, 511
Mislari 163, 350, 356, 357, 361, 394, 395, 397
Mislari Mountains 163, 350, 356, 361, 394, 395, 397
Mislari River 357
Misrotmol 384
Mistress of Compassion 279
Mistress Race 92, 94, 95, 97, 99, 101, 102, 171, 182, 183, 245, 267, 288, 345, 388, 395, 397, 632, 689, 692, 707, 716, 732
Miyo 57, 262, 271, 274, 281
Moboti Baru 395
Mockery Conquests 487
Modaings 55, 268, 275, 277
Modu 476, 487
Moeket 384
Mo Faming 277
Mo Gui Valley 280
Mohaskolon 582
Mohenjar 674
moieties 513
Moino 546, 547, 559, 573
Moino Jungle 559, 573
Moirades 172, 175, 177, 739, 741
Mokatan 489, 746
Mokatans 493
Mokato 153, 465, 473, 474, 476, 477, 479, 480, 481, 482, 485, 487, 488, 489, 493, 498, 745
Mokatoan 493
Mokatoans 493
Mokato Dozens 477, 479
Mokato Empire 474
Mokwaha Hearthand 443
Molakku 514
Molari-sor 295, 299, 314
Molarisor City 741
Molari-sor clan 314
Molari-sor family 295
Molene 215, 216
Mole People 544
Molibasku 576, 577, 582
Molorios 137
Molucca 519
Monastery of Perfect Stillness 277
MonBu 615
Mondator 561, 689
Mondoran 46, 550, 558, 569
Mondoro 43, 550, 553, 558, 566, 569
Monkey Empire 433
Monkey Exarch 277
Monkey Islands 479
Monkey Ruins 453
Monks of the Celestial Masters 274
Monomotapa 569
Monomyth 702, 722
Monros 241, 257
Monster Army 121, 347
Monsterback Island 577
Monster Empire 742, 743
Monster Girl King of the Starless Night 513
Monster Island 485, 515
Monster Land 695
Monster Man 10, 311, 678
Monster Men 453
Monthly Stew 85
Monto Alafio 569, 573
Mon Verlo 262, 263, 477, 483, 487, 532
Moon Boat 294, 301, 310
Moon Boats 145, 200, 219, 222, 295, 310
Moonbroth 26, 443, 446, 453, 454
Moonburn 319, 321, 322, 325, 726
Moon Eagle's Eyrie 728
Moonfire 744
Moon Goddess 15, 168, 206, 306, 314, 315, 675, 685
Moon Night 724
Moon Rune 12, 45, 160, 168, 649, 724, 726
Moonson 15, 151, 172, 294, 298, 301, 302, 317, 318, 329, 559, 743, 744, 749
Moon Stone 734
Moonsword 301
Moonsword cult 301
Moon-Tower 588
Moon Wall 318
Moon Wind 742
Moon Wood 727
Moorgaki People 689, 693
Moorgarki 98, 99, 689
Moose People 397
Morain 208
Moralatap of the Anger 324, 328
Mora Muradu 434
Morasoma 493
Morkardo 615
Morkartos 674
Mormol 384
Mormortishamto 577, 582
Morning Star 456
Mornth anCubori 632
Morokanth Tribe 26, 27
Moroskolon 583
Mortasor 31, 220, 221
Morurder 674

Mosgarni 615
Moskalf 647
Mosquito Marsh 454
Mostal 81, 83, 84, 86, 87, 89, 114, 116, 151, 227, 348, 504, 518, 675, 681, 682, 685, 686, 689, 693, 698
Mostali 5, 8, 59, 81, 83, 84, 85, 86, 87, 89, 90, 121, 151, 169, 171, 227, 235, 348, 386, 393, 415, 417, 421, 447, 451, 454, 468, 483, 502, 517, 518, 519, 528, 529, 681, 683, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 696, 698, 702, 707, 708, 719, 722
Mostali Graveyard 454
Mostali Gutter 415, 421
Mostali ships 90, 502
Mostal's Mountain 681, 682, 685, 686, 689, 693, 698
Mostal's Seventh Workroom 504
Mostal the Maker 81, 116
Most Grand Diamond and Sky Temple of Tsankth 536, 537
Most Grand Tournament of All History 412
Most Grand Tournament of History 141
Most Respected Elder 452
Most Reverend Mother 314, 316, 368
Mother Earth 115, 471
Mother Goat 348
Mother of Aldrya 640
Mother of Beasts 29, 692, 693
Mother of Disease 9, 107, 699
Mother of Lands 177
Mother of Monsters 9, 103, 105, 462, 600, 601, 602, 604, 605, 606, 607, 608, 609, 748
Mother of Roe Lake 22
Mother of Sea Animals 463
Mother of Strength 313
Mother of the Forest 347
Mother of the Jungle 606
Mother of the Universe 124
Mother of the Wheel 141
Mother of Trolls 97, 102, 182
Mother of Uz 632
Mother of Wagons 590
Mother of Zaramaka 162
Mother's Hill 227
Motumobabi 489
Mouladehas the Strong 569
Mount Aerlit 417
Mountain Goat People 397
Mountain of Light 136
Mountain People 680, 681
Mountains of Bronze 633
Mountains of Shadow 395, 397
Mountains of the Dwarves 543
Mountain Trolls 93, 102
Mount Fire 292, 327
Mount Jalardo 327
Mount Jernotius 317
Mount Lyran 185
Mount Matu 342
Mount Passant 257
Mount Penataran 494
Mount Thunder 342
Mount Vedra 621, 633
Mount Visku 342, 393
Mournsea 71, 142, 144, 356, 357, 361, 362, 385, 467
Mournsea Isles 144
Mouse Tower 212
Movement 37, 80, 111, 112, 117, 160, 190, 250, 298, 315, 340, 378, 382, 383, 385, 429, 433, 442, 467, 503, 644, 652, 653, 654, 680, 708, 725, 749
Movement Rune 160, 442, 749
Movement Week 37, 112, 383, 652, 653, 654
Mover of Heaven 263, 742
Mozishall Bay 511
Mpofuzwe 589
Mralani Kingdom 433, 439
Mralot 17, 352, 361
Mralothenyi 711
Mralot Hills 17, 361
Mraloti 18, 21, 142, 361
Mreli 59, 61
Mrelikala 637
Mrizlajam 637
Mr. Raccoon 136, 137
Mrs. Flint 345
Mubashi 434
Mularik 413, 739
Mularik Ironeye 413
Mularik the Cruel 739
Mulliam 413, 414, 421, 424
Mulliam of Estau 414
Mulliam the Generous 421
Mundane World 158
Murdjaguya 555, 568, 569
Murdjaguya Island 555, 569
Murharzarm 38, 41, 115, 125, 292, 304, 317, 318, 327, 347, 348, 667, 668, 672, 673, 674, 678, 683, 723
Muri 93, 101
Murnulvretan 36
Murthdrya 63, 66
Murthoi 62, 65
Mur Vandero 532
Muse Roost 170, 179, 187, 743, 750
Mushroom Woods 189
Musk-Spray charm 233
Mutharmus 669
Muxia 284
Mu Xin 285
Muzasu 537
Muzasu Castle 537
Myandsich 569
Mylagos 257
Myrmidon 503, 508, 514
Mysticism 9, 475
Mystic of Vustria 398
Mythic Age 680
Mythical Synthesis Movement 503, 680
Mythic History 154, 460
Myths 154, 156, 751

N

Na 511
Nachor 417
Naga 702
naginata 485, 533
Naiad 103
Naiads 103, 251
Nak 531, 532
Nakala 115, 228, 373, 384, 415
Nakala Caves 384
Nala the Creatrix 531
Nameless Man 211, 222
na-metal 16
Namoda Command Staff 583
Nang Aranash 583
Nangtali Plateau 344
Nanguan Pass 271
Nanithir 512
Nan-Matal 478, 489
Naraji 583
Naraji Fadar 583
Narasi 537
Narasi Temple 537
Nardain Society 36, 393, 397
Nardain Society of Fliers 393, 397
Narensaval 200
Nargan 540, 541, 576, 577, 582, 583, 588, 610, 615, 663, 664, 696, 698, 731
Nargan Desert 540, 541, 576, 577, 582, 583, 588, 610, 615, 664, 696, 698, 731
Narilor 351, 637
Narkast 511
Narrow Land 281
Nasakos 673
Naskorion 375, 379, 382, 383, 384, 387, 393, 397, 398
Natchland Shadow 187
Natea 463, 467
Natha 10, 298, 311, 317, 678, 728, 729
Natha's Fortress 728
Natha's Well 317
Natha the Defender 729
Natha the Sacrificer 317
Nathic 727
Nature 17, 21, 25, 124, 125, 137, 337, 476, 503, 676, 723
Navala 489
Navars 317
Navel Stone 257
Naveria 311, 314, 317, 674, 676
Naverian 42, 317, 318, 319
Naverian Goddesses 317
Navestos 674
Navigationalism 408, 414
Navigationalist 421
Neb Nmochek 62
Necklace of Garangordos 43
Necklace of Life 47, 376, 382
Necklace of Radiance 329, 335
necromancy 200, 327
Necropolis 257, 710, 732
Nectar River 219, 225, 227, 228
Nedurant 375, 384
Neechen 231
Negalla the Green Woman 711
Neimengu 607
Nelarrina 232
Nelat 123, 151, 463
Neleos 411, 417
Neleoswal 409, 411, 417
Neleswal 342, 637
Neliom 685, 686, 689
Neliomi 67, 104, 125, 126, 138, 166, 167, 200, 201, 203, 205, 210, 232, 256, 258, 408, 411, 422, 461, 462, 466, 527, 528, 665, 686, 687, 689, 691, 692, 695, 696
Neliomi Current 462
Neliomi Sea 104, 125, 126, 166, 167, 200, 203, 205, 210, 232, 256, 258, 408, 411, 422, 462, 466, 527, 528, 665, 686, 687, 689, 692, 695, 696
Nemabu 569
Nemalipaya 492
Nemarthshar 671
Nemarthshasam 439
Nemb Hills 637
Nenanduft 208
Nerica 637
Nesili 637
Nest 108, 190, 429, 682, 708, 728
Nestentos Serpent 115
Nesthasalos 729
Net of Time 693
Netta 10, 678
Neutebum 547, 604, 605, 607
Nev Mountains 208
Nevs 199, 203, 205, 208
New Archons 750
New Artmali Empire 562
New Bog 454
New City 321
New Coast 356, 362
New Crystal City 257
New Dangim Alliance 375
New Dragon Empire 503
New Dragon's Ring 76, 79, 264, 287
New Fens 108, 142, 352, 356, 357, 361
New Fire of the Lunar Way 320, 330
New Fonritian 46
New Forest 544, 747
New Fort 728
New Fourth City 307
Newfroswal 637
New Frowal 512
New Gobros 637
New God 301, 716, 719
New Green 321
Newhome 288, 687
New Hrestoli 51, 53, 151, 203, 205, 211, 215, 529
New Hrestoli High Watcher 215
New Hrestoli Idealism 53, 203, 205, 215
New Hrestoli School 205, 211
New Hrestoli School of Irensavalism 205
New Hrestolism 48, 51, 203, 205, 215, 216
New Idealists 53, 203
New Jungle 590
New Light of Denesiod 313
New Lolon 339
New Lunar Temple 79, 177, 187, 329, 339, 731, 732, 734
New Malkonwal 256, 687, 689, 692
New Market 227
New Moon 318, 741, 744
New Moon Emperor 744

New Moon Empire 741
New Mud Laboratory 84
New Neighbor Lands 532, 536, 537, 538, 539
New Neighbors 532
New Orphalsket 512
New Pasos 417, 421
New Pavis 144, 187, 447, 454, 456, 752
New Pelorian 41, 169, 294, 299, 322, 345, 349
New River 245, 255, 257
New Seed 69, 325, 355
New Seeds 65
New Seed Travelers 69, 355
New Selkos 212
New Seshnela 421
New Star 267, 271
New Sun 25, 477, 483
newtling 108, 142, 440
newtlings 59, 61, 108, 110, 241, 251, 350, 361, 446, 447, 642, 708
New Unity Council 248
New Vadeli Isles 529
New Water Fields 271
New Wind 710
New World 716
New Wyrmish 355
New Year's Day 199
Ngwena 544, 561, 589
NiangMao 55, 264, 281, 282
NiangMao the Great Sage 281
Niang Rea 268, 743, 745
Nida 90, 199, 205, 212, 216, 225, 227, 382, 387, 392, 415, 421, 521, 681, 683, 686, 689, 692, 696, 698
Nidan 83, 84, 86, 87, 89, 90, 162, 163, 199, 216, 222, 224, 225, 227, 228, 392, 393, 415, 421, 422, 423, 517, 518, 722
Nidan Decamony 86, 87, 517, 518
Nidan Mountains 84, 86, 90, 162, 163, 199, 216, 222, 224, 225, 227, 228, 392, 393, 415, 421
Nidan River 415, 421, 423
Nidan River Valley 415
Night Eagle 679
Nightlight 314, 316
Nightmare Sorcerer 382, 385
Nightriders 92
Nights of Horror 294, 298, 309, 311, 314, 316, 317, 325, 347, 363, 368, 372
Nightstalkers 641
Niiadic depths 105
Niiadic Sea 463
Niiads 708
Nikosdros 13, 620, 624, 625, 628, 629, 632, 637, 640, 641
Nikumbila 484, 492
Nikumbila Island 484
Nikumbilans 492
Nimble Hen 289
Nimistor 31, 239, 351, 356, 361
Nimistor River 351, 361
Nimistor Valley 361
Nine Brilliances Mountain 280
Nine Dragons 285
Nine Good Giant Mountains 453
Nine Good Giants 454
Nine Great Gods 373, 384
Nineteenth Imperial House 531, 536, 537, 538
Nipple Stone 17
Nisaro the Great Purifier 374
Nislan 384
Nisos 384
Nist Hills 257
Nisumpur 435
Nivorah 335, 672
Njenaguya 553, 559, 566, 568, 569
Njenaguya Island 559, 566, 569
Nk korakku 610, 615
Nk korakku River 615
Noastor 90, 339
Nobai River 539
Noble 38, 48, 49, 52, 71, 211, 406, 408, 413, 432, 603
Nobub 536, 537, 538
Nochet 12, 13, 17, 25, 31, 62, 110, 133, 137, 182, 235, 236, 237, 239, 240, 244, 247, 249, 250, 254, 255, 256, 257, 353, 468, 511, 512, 656, 710, 711, 720, 731, 732, 752
Nochet Knowledge Temple 17, 25, 62, 512
Nodnor 335
Nogatend 711
Nogatendites 335, 711
No-Go 454
Noise of the Jungle 546
Nolos 52, 142, 144, 229, 356, 361, 405, 407, 412, 413, 414, 415, 418, 421, 422, 423, 424, 501, 666
Nolosior 423
Noloswal 353, 385, 406, 415, 421, 422, 423, 468, 503, 737
No Man's March 446
No Mara Fadar 583
Nomia 53
No-Mind technique 278
Nomis 334
Nongjia 280
nonhumans 59, 440
Non-time 111
Nontraya 706
Noonlight 314, 316
No Print 330
Norakusk 538
Norans 199, 203, 208
Norlorian Passage 511
Norri's Hill 221
North Academy 283
North and South Head Acres 452
North Arm islands 478
North Camp 117
North Dona 221
North Elamle Jungle 607
Northern Argrath's Saga 743
Northern Islands 477
Northern Kareun wind 577
North Fork 219
North March of Esrolia 259
Northmen 415, 508, 511
North Peninsula 208
North Pent 365, 372
North Plains 198
Northpoint 203, 208
North Post 187
North Run 666
North War Wind 364
Noruma 25, 151
Nosehorns 728
nose lopers 93
Noshain 350, 357, 361, 385
Noshain River 357
Nothium 321
Not-to-be-called 394
Novarooplia 67, 543, 547, 602, 604, 607
Novarooplian 601, 609
Nowhere Land 471, 472
Now Period 154
Noyaling 208, 218, 231
Noyalings 220
Noyelle 405, 407, 417, 421, 423
Nralar 133, 412, 502, 512, 621
Nralarites 512
Nralar the Old 133, 502, 512, 621
Nshenyi 538
Nukalofa 607, 608
Nungarings 341
Nusa 384
Nusatell 384
Nyanka 25, 151, 576, 610
nymph 66, 197
nymphs 63, 66, 599, 636
Nysalor 19, 37, 61, 83, 128, 129, 130, 131, 151, 191, 199, 304, 312, 324, 344, 373, 374, 376, 383, 386, 398, 410, 679, 700, 703, 704, 710, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726
Nysalorean 307, 382, 719, 720, 722, 723, 724, 725, 726
Nysalorean Illumination 723
Nysalorean Riddle 726
Nysalorean Riddles 726
Nysalorean Rites 723
Nysalorism 723
Nysalor's Way 719

O

Oabil 561, 687, 689, 692, 693
Oakfed 13, 120, 443, 446, 453
Oak Spirit 21
Oarz-upon-Joat 311
Oasis People 447, 451, 453
Oath Guardian 162
Oath of Elamle 547, 601, 602, 604, 606, 607
oats 36, 203, 311, 316, 328
Obash Broos-Smasher 249
Obduran 133, 135, 235
Obduran the Flyer 133, 235
Obelisk of Chaiya 482
Obodas 583
Obrana 354, 355
Obrana of Handra 354
Obscure Plinth 454
Observatory of Vathek 566
Observatory Pillar 271
Occluded Sea 727, 729
Ocean Dragon 77
Ocean of Despair 727
Ocean of Fire 644
Ocean of Gems 629
Ocean of Terror 463
Ochlo-molari 314
Ocolobor 521
Octagony 81, 83, 87
Octagony of Ancient Minerals 81, 87
Octamo 153, 530, 539
Octamonism 87, 89, 431
Octamonist 87
Ocular Palace 727, 729
Odalya 331
Odayling people 321, 711
Odaylings 319, 321, 711
Oddi the Keen 344
Odenades 319
Odendva Golden Diamond Dwarf 518
Odonatite 503
Odonatites 503
Odosomil Naru 498
Oenriko Rocks 46, 144, 528, 555, 569, 603, 624, 632, 737
Officers 38
Ogisu Empire 572, 573
ogre 702
Ogre King 272, 314
ogres 59, 80, 153, 193
Ogun the Great 573
Oils of Chaos 701
Oja Radwen 495
Ojedneps 205
Oju Oran 569
Oka 729
Okarnia 227, 228
Okerio 57, 153, 280, 282, 285
Oktani 531
Olaraoshay 495
Olarians 63
Olatha 227
Old 16, 21, 25, 39, 42, 46, 49, 65, 68, 75, 81, 90, 101, 116, 125, 132, 133, 134, 136, 137, 138, 139, 141, 142, 150, 154, 157, 179, 187, 189, 206, 208, 210, 211, 221, 227, 234, 235, 237, 244, 245, 247, 248, 249, 251, 255, 257, 258, 288, 295, 311, 316, 319, 321, 327, 334, 342, 344, 348, 379, 382, 386, 405, 410, 411, 412, 414, 415, 417, 421, 422, 423, 441, 454, 455, 456, 471, 472, 477, 478, 479, 499, 500, 502, 512, 515, 529, 533, 536, 537, 538, 539, 547, 553, 560, 577, 583, 621, 632, 633, 636, 640, 643, 670, 674, 676, 678, 679, 683, 686, 690, 691, 696, 698, 707, 710, 719, 723, 731, 732, 735, 738
Old Arkat Kult Alliance 379, 382
Old Carmania 42, 348, 679
Old City 321
Old Day Traditionalists 133, 134
Old Dendulag 499, 500
Old Earth Alliance 249, 732
Old Earth faction 731
Old Elf Trail 334
Old Empire 319
Oldest People 544, 561, 589

Old Fonritian 46
Old Fort 227
Old Gods 16, 25, 141, 157, 288, 295, 327, 577, 643, 683, 686, 691, 698
Old Good Shadow 311, 723
Old Good Shadow cult 311
Old Horse Road 321
Old Imperial Highway 208, 421, 423
Old Imperial Road 211
Old Jillaro 321
Old Law 81
Old Malkioni 125
Old Man 21, 116, 136, 150, 386, 477
Old Man's Sacrifice 477
Old Men's War 25
Old Ocean 411
Old Ones 560, 583, 632
Old Pasos 417, 421
Old Pelanda 316
Old People Period 154
Old Pure Land 479, 533, 536, 538, 539
Old Pure Land of Fothalor 479
Old Pure Lands 478, 533, 537, 538
Old Road 636
Old Ruins 221
Old Seshnegi 640
Old Seshnela 49, 68, 90, 138, 139, 142, 405, 410, 412, 414, 415, 417, 421, 422, 423, 471, 502, 633
Oldster 45, 550, 555
Oldsters 43, 45, 550, 568
Old Sylila 321
Old Tarsh 179, 189
Old Temple Island 421
Old Top 735
Old Trade 206, 472, 529, 643
Old Vadel 210
Old Vadeli Isles 529
Old Wind 187, 441, 455, 738
Old Wind Temple 441
Old Wolf Fort 342, 344
Old Woman 21, 136, 150
Old Woman's Man 136
Old Woods 244, 251, 257
Olikastos 719
Olmakau 544, 561
Olodo 502, 512
Olo Garanga Vichi 515
Olyn 608
Omathe River 583
Omatskit 435
Omboodi the Two-Headed Dragon 492
Ompalam 43, 46, 47, 153, 552, 553, 560, 566, 573, 703
Omphis 210
Omukuru 598
Onakalom 640
oncorhynchus rastrosus 636
One Emperor 725
One Hundred Deities 318, 667
One Hundred Rice Islands 260, 275
oneiromancers 492
Onelisin 172
One Night Wish 650, 651
One Pot Rice 46
One Sky Pavilion 280
One Sun 725
Onfray 492
Ongafi Tribe 182
Onjur 171, 177, 189, 739
Onlaks 66, 67, 543, 546, 547, 600, 602, 603, 604, 605, 608, 609
Onlaks Jungle 546, 605, 608
Onlaks Peninsula 547, 600, 609
Only Old One 75, 101, 132, 141, 234, 235, 237, 244, 245, 247, 248, 251, 255, 258, 696, 698, 707, 710
Only Safe 455, 459
Onstheus 338
oophages 604
Oorduren 498
Oorsu Sara 478, 498
Ooto 538
Opand 342
Openhandism 87, 89, 184, 722
Openhandist 87, 708
Openhandist Movement 708
Openhandists 87
Opening 43, 46, 54, 142, 144, 145, 208, 239, 249, 257, 258, 260, 268, 350, 413, 415, 423, 461, 465, 467, 468, 486, 508, 511, 515, 527, 533, 560, 572, 604, 643
Opening of the Seas 239, 249, 257, 350, 467, 468
Opi 478, 489, 492, 498, 664
Opi highlands 489
Opi Island 498
Opili 141, 187, 347, 348, 364, 368, 446
Opili Nation 368
Opili tribe 187, 347, 348
Opiruss River 636, 640
Oracle of the Dead 384
Oradaros 421, 422, 468
Oralanatum 679
Oral-ta 68
Oral-Ta 231, 702
Oran 216, 569
Orana 257
Orandaliel 476, 484, 485, 492
Orandaliel Island 484, 485
Orange Guild 501, 508, 511
Orange Guilds 501, 508
Orange Palace 393
Orange Pyrohydra 543
Orani 447, 455
Orani's Mistake 455
Orani's Tongue 447, 455
Oranmadar 720
Oranor 31, 199, 205, 208, 211, 215, 216, 228
Oranoran 224
Oranor lands 216
Oranstal 455
Oranstal's Own Grasslands 455
Orastler 327
Orathorn 316, 363, 365, 372
Oravaty 480, 492
Oravinos 304
Oraya 5, 41, 294, 295, 298, 301, 307, 314, 316, 317, 318, 346, 368
Orayan 41, 299, 314, 316
Orayan House 299
Orayan Over-Goddess 314
Orayans 41
Orb of Authority 668, 670
Orb of Rulership 236
Ordanal 428, 429, 434
Ordanesto 720
Ordanestyu 720
Order of Day 307, 725, 726
Order of Illumination 723, 724
Order of Kerestus 725
Order of Spiritual Purity 414
Order of the Red Garter 215
Order of the Rising Sun 484, 487
Ordruvela 640
Oreanor 216
Orenair 334
Oreno 476, 479
Orenoar 115, 233
Oreno Ludoch 476
Orgethite sorcery school 393
Orggee Snake Caves 397
Orgovaltes 710, 720
Orgovaltes Tribe 710
Orgrol the Fat 345
Orgwaha Blue Llama 737
Oria 42, 152, 311, 313, 314, 317, 324, 328, 335, 676
Oria of the Hundred Lovers 313
Original Acts 115
Original Law of the Creator 237
Original Peoples 53, 681, 682, 683, 685, 689, 690, 693
Orik 69, 620, 632, 633, 640
Orindori clan 170
Orios the Fool 179
Orjethulut 573
Orlalanatum 673
Orlanth 10, 12, 33, 34, 35, 36, 37, 38, 42, 47, 52, 70, 80, 110, 117, 119, 121, 123, 124, 127, 128, 131, 133, 135, 137, 141, 150, 152, 156, 157, 158, 160, 162, 167, 168, 170, 175, 177, 179, 185, 187, 193, 215, 216, 220, 224, 227, 228, 231, 234, 235, 236, 237, 239, 240, 241, 244, 245, 247, 248, 249, 251, 255, 257, 258, 259, 292, 295, 296, 298, 304, 307, 322, 324, 325, 328, 331, 335, 337, 342, 344, 350, 352, 361, 362, 364, 373, 379, 383, 384, 387, 388, 392, 393, 394, 397, 410, 441, 443, 455, 459, 473, 492, 500, 523, 552, 572, 573, 621, 629, 637, 640, 642, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 658, 661, 663, 664, 665, 666, 667, 668, 673, 674, 675, 676, 682, 684, 685, 686, 687, 689, 690, 692, 693, 702, 704, 707, 708, 710, 711, 712, 713, 716, 718, 720, 722, 730, 731, 732, 734, 736, 738, 739, 740, 742
Orlanth Dragonfriend 133
Orlanthi 5, 8, 13, 14, 15, 18, 21, 27, 31, 33, 34, 35, 36, 37, 38, 48, 53, 70, 93, 107, 121, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 152, 154, 167, 168, 169, 170, 171, 172, 175, 177, 178, 183, 184, 185, 187, 188, 189, 190, 198, 199, 200, 204, 215, 216, 218, 220, 221, 222, 224, 225, 227, 228, 230, 235, 237, 239, 240, 241, 242, 243, 244, 245, 247, 249, 251, 256, 257, 258, 259, 292, 293, 294, 298, 304, 315, 319, 321, 322, 324, 327, 328, 329, 330, 331, 334, 335, 337, 338, 339, 341, 342, 344, 347, 349, 350, 351, 352, 354, 355, 356, 357, 361, 362, 373, 374, 375, 378, 379, 383, 385, 387, 388, 389, 392, 393, 394, 395, 397, 440, 442, 443, 447, 455, 456, 458, 459, 501, 620, 621, 622, 623, 624, 625, 628, 629, 632, 633, 636, 640, 641, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 667, 672, 675, 676, 680, 686, 696, 699, 703, 708, 713, 716, 718, 720, 722, 726, 728, 730, 731, 732, 734, 741, 752
Orlanth in the Underworld 388
Orlanthi Pantheon 107, 501
Orlanthland 133, 235
Orlanth of the Flaming Bolt 215, 216
Orlanth Rex 344
Orlanth's Great Sacred Mountains 296
Orlanth's Ring 10, 644, 649, 650, 651, 675, 730, 731, 732, 734
Orlanth's Stead 686
Orlanth's Storm 473
Orlanth's Wooing of Ernalda 35
Orlanth the Hunter 710
Orlanth the King 692
Orlanth the Rebel 249
Orlanthus 669
Orlanth Victorious 185, 459
Orlaront Dragonfriend 171, 734
Orlaront Dragonman 737
Orlentos 313
Ormbalak 569
Ormfang 187
Ormsland 392
Ormsword 736
Orninior 421, 422
ornithopters 248
Ornore 335
Orogeria 310, 677, 729
Orogeria's Camp 729
Orogeria the Divine Moon Huntress 310
Orogeric 727
Orogoro 304
Oron 569
Orongo 608
Oronin 5, 38, 141, 292, 294, 295, 299, 311, 316, 317, 322, 324, 325, 327, 348, 443, 471, 674
Oronin River 292, 311, 316, 317, 325
Oronin Valley 292, 322, 324, 327
Oropum 673
Oroypsus 675
Orphalland 411
Orphalsket 411, 421, 512
Orphalsketkel 511, 512
Orpota 569
Orpotastang 569
Orsalikos 615
Orsdanor 210
Orstohra 708
Ortango 569
Orval 200

Orvananst of Boldhome 730, 736
Orvandil 492
Orvandil Dream Seers 492
Orvmat 211
Osarha 539
Osboropo 119
Osdero 531, 533, 536, 538, 539, 682, 684, 687, 689, 692
Osdero's Palace of Eternal Light 536, 539
Osdero the Lord Phoenix 533, 536
Osdero the Wise 682, 684
Osentalka 89, 90, 126, 128, 131, 679, 714, 717, 719, 723, 725
Osentalkan Age 723, 725
Osentalka Point 719
Oslir 38, 41, 128, 133, 167, 170, 175, 179, 187, 189, 197, 292, 299, 307, 309, 310, 311, 318, 319, 320, 321, 322, 328, 330, 334, 335, 337, 338, 339, 342, 348, 667, 708, 710, 713, 739, 740, 741
Oslira 42, 152, 292, 314, 319, 676, 678, 682, 683, 686, 689, 708, 711
Oslira River 682, 711
Oslir Crocodiles 292
Osliria 668, 669
Oslir River 38, 41, 128, 167, 170, 175, 179, 187, 189, 197, 292, 299, 307, 309, 310, 318, 320, 321, 322, 328, 330, 335, 337, 338, 339, 342, 348, 667, 708, 710, 713, 739, 740, 741
Os Mountains 727, 729
Osorosh 511
Ostaliz 569
Ostevius 674
Osthens 327
Ostorion the Sage 68
Ostorious 414
Ostorious Archmagus 414
ostorolf 739
Ostrich Tribe 451
Other clan festival 610
Other Life 69, 523
Other Side 138, 154, 156, 157, 171, 239, 713, 730
Otherworld 47, 130, 133, 135, 157, 160, 162, 177, 205, 211, 239, 280, 447, 453, 483, 503, 542, 641, 725, 734
Otherworlds 160, 447
Other Worlds 160, 162
Otkorion 31, 144, 375, 379, 384, 387, 388, 392, 714
Otkorion Confederation 388
Otomala 538
Otomfuo 569
Otomfuo Bonesmith 569
otters 335, 361, 640
Ouori 103, 104, 105, 199, 210, 405, 417, 418, 461, 527
ouranekki 42, 317, 329
Ourania 644, 645, 649, 673
Our Lady of Credit 251
Ouroboros 73, 75, 77
Oushikz 533, 537, 538
Out 483, 588
Outer City 318, 336, 338
Outer Ocean 500
Outer Seas 261
Outer Visitation 680
Outer World 154, 158, 518, 519
Outlaws of the Moon 729
Outside the Wall 90, 517, 518
Oveltor 68
Ovgormangis 553
Ovon 569
Ovosto 304
Owderia 257
Owenreth 720
Own clan festival 610
Oxhead 342, 344
oxhide ingots 13, 469
Oxnos 242, 257
Ozarkos 348
Ozur's Bay 142
Ozur Sound 138, 200, 203, 206, 208, 210, 211, 216

P

Pabrade 598
pachycephalosaurs 519
pachyderms 13
Pagoda of the Seven Dreams 280
Pah-Peh-Rheo 476, 484
Painted People 683
Painted Temple of ViTuros and Daroria 316
Painted Wall 455
Paint Faces 546
Pai Raow 272
Pairing Stone 455, 456
Pakara 431, 435
Pakodimairo the Kindly Swan 492
Palace Grasslands 455, 456, 458
Palace of Black Glass 234, 235, 237, 244, 696, 698, 707
Palace of Eastern Light 262
Palace of Eternal Light 531, 536, 539
Palace of Flowers 321, 322
Palace of Gardens 208
Palace of Govmeranen 481
Palace of Kalikos 741
Palace of Lesilla 728
Palace of Natha 729
Palace of Orogeria 729
Palace of Palachath 537
Palace of Pentacles 414, 421
Palace of Rashorana 728
Palace of Sails 498
Palace of the Black Pearl 728
Palace of the God of Winter 158
Palace of Verithurusa 729
Palace of Vith 477, 686, 690, 693
Palaces of Wind 636
Palachath 531, 537, 539
Palakadluur 708
Palamtales 324, 327
Palangio 129, 131, 156, 235, 352, 357, 374, 714, 718, 720
Palangio the Iron Vrok 129, 131, 156, 235, 352, 357, 374, 714, 718
Palarkri Jungle 546, 608
Palarkri Mountains 107, 546, 547, 595, 598, 607
Palashee Longaxe 169, 175, 177
Palasper 316
Palau 621, 640
Palau River 621, 640
Palbar 314, 315, 316
Paliros 421
Palramanttenbara 569
Pamalt 22, 25, 47, 93, 107, 151, 159, 461, 540, 569, 573, 576, 577, 582, 583, 588, 590, 596, 598, 599, 610, 615, 642, 648, 650, 663, 681, 683, 685, 687, 689, 690, 691, 692, 693, 696, 698, 702, 704, 742
Pamaltela 7, 11, 13, 15, 17, 18, 23, 25, 27, 31, 46, 51, 61, 62, 67, 68, 69, 79, 80, 86, 89, 90, 92, 93, 99, 102, 106, 107, 114, 126, 128, 131, 137, 144, 150, 151, 152, 158, 165, 227, 229, 403, 421, 429, 439, 459, 466, 470, 472, 499, 501, 503, 517, 519, 523, 533, 540, 543, 544, 546, 547, 550, 553, 561, 566, 567, 569, 582, 588, 589, 590, 599, 600, 607, 615, 620, 621, 636, 637, 641, 642, 648, 652, 662, 663, 664, 665, 685, 686, 687, 698, 704, 731
Pamaltelan 22, 25, 61, 62, 93, 133, 135, 151, 153, 154, 468, 508, 542, 568, 577, 583, 589
Pamaltelans 112, 501, 650, 651
Pamalt Pantheon 151
Pamalt Rune 25
Pamalt's Fields 681, 683, 685
Pamalt's Footsteps 598
Pamalt's Plains 590, 696, 698
Pamalt's Spear 650
Panaxles the Architect 711
Pan Chaku 597, 598
Pang Bi 285
Pang clan 285
Pang Falls 280
Panishi 347
Panj Mao Valley 274
Panofey 547, 598
Pan of Silver 84
Panosket 208, 211
Papringan Forest 485, 492
Paps 30, 441, 443, 445, 446, 447, 451, 452, 453, 455, 456, 457
Paps Oasis 441
Parach 224, 227, 228
Paradise of Karresh 317
Parantikor Bel 711
Parche 206, 210
Parinstora 511
Parloth 475, 476
Parlothadi 474
Parolarian 65
Parrot Keets 499
Parrot People 478, 690, 692, 695, 697
pars ang golok 576
Partan 384, 385
Partanian 385
Partan League 384
Partobas 193
Partobas the Bold 193
Paruzal 357, 362
Paruzal the Impaler 362
Paslact 640
Pasos 144, 229, 356, 375, 405, 407, 408, 411, 413, 414, 415, 417, 421, 422, 423, 424
Pasos Island 423
Pasos Islands 414, 415, 417, 421, 422, 423
Pass Giant 739
Pastures of Syranthir 135
Path of Immanent Mastery 57, 58, 135, 153, 285
Path of Right Action 70
Path of Silence 622, 641
Path of the Three Blows 669
Paths of Illumination 726
Patriarch 69, 620, 624, 628, 632, 637, 672
Patriarch of Cerngoth 69, 632
Patriarch of Nikosdros 620, 624, 628, 637
Pavis 16, 25, 27, 30, 31, 65, 80, 135, 137, 141, 144, 171, 187, 190, 331, 440, 443, 445, 446, 447, 451, 453, 454, 455, 456, 457, 459, 652, 736, 737, 738, 751, 752
Pavis County 451, 453, 456
Pavis Road 187, 453
Pavis Survivors 27, 446, 459
Pavis Zebra 27
Peace and Tranquility River 536
Peaceful Woods 547
Peacock Throne 532
Peandla 386
Pearl Islands 479
Pearl Lovers House 525
Pearl of Mokato 487
Pearl Throne 318
pedalcopter 249
Pedestal 257
Peelo 361
Peidin 421
Pela 676
Pelanda 316, 317, 324, 327, 364, 723, 725
Pelandan 292, 311, 317, 322, 327, 348, 349
Pelandan Empire 317
Pelandans 38, 322, 324, 347, 674, 676, 677
Pelandre 317
Pelaskites 711
Pelaskos 249, 255, 258, 259, 708, 711
Pelaskos the Fisher 249
Peloria 13, 30, 31, 34, 36, 38, 39, 41, 42, 61, 68, 69, 76, 89, 102, 109, 112, 121, 126, 127, 128, 130, 131, 133, 134, 135, 137, 140, 141, 150, 152, 179, 185, 187, 189, 222, 228, 267, 283, 291, 292, 293, 294, 295, 298, 299, 304, 309, 311, 313, 315, 317, 318, 320, 321, 322, 324, 325, 328, 330, 335, 339, 342, 344, 345, 364, 368, 372, 383, 395, 445, 468, 646, 647, 648, 652, 666, 676, 697, 698, 707, 708, 711, 713, 717, 721, 726, 741, 742
Pelorian 5, 13, 18, 30, 37, 38, 39, 41, 42, 48, 80, 90, 127, 131, 157, 169, 191, 197, 292, 294, 298, 299, 307, 313, 320, 321, 322, 328, 339, 345, 346, 348, 349, 364, 440, 678, 698, 711, 721, 724
Pelorian Basin 348
Pelorian Bowl 38
Pelorian Pantheon 42

Pelorians 8, 38, 41, 42, 131, 191, 267, 311, 347, 363, 429, 452, 717
peltasts 13
Pelt Post 231
Peltrag 632, 640
Pelushi 356, 361
Pelushi Volcano 361
Pendali 133, 408, 410, 411, 412, 414, 423, 502, 696
Pendant 728
Penentelada 710
Penentelli Tribe 710
Penentel's Camp 335
Penglai 271
Penitent Discipline 268
Penkranthos 321
Pennel 249, 257, 732, 736
Pennel Ford 732
Penraltan 750
Pent 5, 13, 18, 19, 41, 99, 102, 127, 131, 135, 137, 139, 141, 150, 152, 166, 167, 175, 264, 274, 283, 286, 291, 292, 301, 316, 318, 325, 330, 345, 348, 363, 364, 365, 368, 372, 443, 445, 446, 447, 457, 458, 470, 642, 646, 661, 662, 666, 700, 713, 723, 739, 742
Pentan 13, 38, 41, 57, 169, 260, 264, 271, 281, 283, 287, 302, 304, 309, 316, 321, 345, 346, 348, 363, 364, 368, 372, 646
Pentan Desert 646
Pentan horse archers 13
Pentans 8, 30, 282, 288, 291, 347, 363, 364, 368, 372, 445, 453, 646, 647, 700
penteconter 466
penteconters 205, 218, 295, 322, 468, 620
Penthea 205
Peol Jagganoth 289
People of Artmal 43
People of the Dawn 707
Peralam 339
Peranal the Protector 134
Perandos 674
Perdondaros 435
Pererlotil 674
Peresk 511, 512
Perfe 202, 205, 216, 221
Perfect Bowl 114
Perfect City 680, 690
Perfection 57, 262, 680, 681, 682
Perfect One 126, 128, 131
Perfect Palace 116, 702
Perfect Reason 623
Perfect Sky 114
Perfect Stillness 277, 532, 539
Perfumed Island 484
Pericippus of Mirin's Cross 726
Perides 319, 330
peripatuses 636
Perkos 313
Permitted Cults 42, 302
Petela 317
Petera Jen 538
Petrified Army 185
Petronel's Bridge 421
Phandaros 335
Pharandros 171, 172, 175, 329, 734, 735
Phargentes 172, 175, 184, 189, 240, 329, 331, 739, 741, 750
Phargentites 171
Phargon 251
Philigos 175
Philosopher Wizard 53
Phirmax 330, 338
phoenix 499, 745, 746
phoenix eggs 745, 746
Phoenix Isle 498
Phoenix Throne 530, 532
Phorbant 608
Phoronestes 175
pictoglyphs 182, 747
Pier 683
Pikat Yaraboom 98, 172, 730
Pilgrimage and Commentary 743
Piliros 421
Pillar 114, 117, 155, 262, 271, 294, 335, 372, 432, 646, 670, 725, 744
Pillar Goddess 670
Pillar Lore 646
Pillars of the Gods 271
Pillars of Water 553
Pillini 311
Pimper's Block 456
Pimtalasta 569
Pirate Isle 493
Pirate King 493
Pirate Prince 533
pirates 11, 143, 144, 167, 211, 222, 229, 258, 259, 271, 285, 356, 361, 421, 430, 433, 435, 437, 439, 460, 475, 476, 482, 485, 487, 493, 498, 501, 525, 530, 531, 533, 536, 537, 538, 539, 544, 565, 573, 697, 737, 745
Pirate Town 493
Pir the Lawmaker 322
Piscoi 103, 104, 521
Piskosol 511, 512
Pithdaran 51, 414, 421
Pithdarans 51, 421
Pithdaros 51, 405, 406, 414, 421, 422, 737
Pit of Gerra 728
Pit of Sorrow 728
Pit of Tamalior 228
Pivot 728
pixies 66
Piyassili Elf-friend 629
Place of Cloth Trading 525
Place of Tears 327
Place Where Men Always Fart 25
Plague Island 471, 472
Plain of Jars 318
Plain of Stones 335, 711
Planet of Virtue 324
Planet Rise 125, 647
plant-men 59, 702
Plant Mythos 59
Plant of Good Digestion 583
Plant Rune 116
Plateau of Statues 447, 454, 456, 457, 458
Pleasant Hill 211
Pleasant Island 566
Plentonic Debates 667, 673, 674
Plentonic Truth 667
Plentonius 349, 667, 668, 669, 671, 673, 675, 677, 679
plesiosaurs 372, 375, 467
plinth people 348
plutocracy 45, 550
Pocharngo 153, 642, 704
Poet's Exchange 280
Pointed Hat Dancers 284
poison metal 66, 94
Poison Shore 361
Poisonthorn Forest 344
Pol 27, 30, 31, 141, 187, 392, 440, 446, 451, 454
Polaris 42, 152, 295, 645, 673
Pole Star 10, 152, 171, 364, 372, 458, 644, 645, 646, 647, 648, 649, 651, 702, 730, 742
Polestar Mountain 372
Politean the Bright 750
Pol-Joni 27, 30, 31, 141, 187, 440, 446, 451, 454
Pol-Joni March 187, 446
Pollen Expedition 544
Polol 511
Polostan 569
polyandry 29
polygyny 29
Pomon 203
Pomona 206, 211
Pomonikara 485
Pomons 199, 206, 211
Poo-Yang 277
Poralals 348
Poralistor 216, 222, 292, 299, 310, 311, 316, 322, 325, 327, 328
Poralistor River 216, 222, 292, 311, 322, 325, 327, 328
Porcupine People 233, 439
Porent 230, 231, 232, 233
Porfain 414, 421, 424
Porfain of the Roses 414, 421
Porlaso 65, 68, 90, 517, 518, 521
Porlaso Yoma 521
Portage Fort 583
Porter to Hell 162
Porthomeka 242, 243, 249, 257, 258
Porthramentos 478, 492
Pot-Bellied Monk school 277
Potential Curse 267, 271
Poverri 255, 258
Power Runes 114
Power Spots 22
Poysida Strait 558, 559, 569, 572
Pralorela 239, 352, 356, 361, 375, 383, 385, 397
Pralorelan Toll 361
Pralori 18, 19, 131, 235, 283, 350, 351, 352, 354, 361, 385, 397
Prax 13, 17, 18, 19, 26, 27, 29, 30, 31, 41, 51, 80, 106, 121, 131, 135, 141, 150, 151, 167, 169, 171, 175, 177, 179, 183, 187, 188, 189, 197, 237, 239, 247, 255, 258, 267, 314, 329, 331, 339, 364, 429, 440, 441, 442, 443, 445, 446, 447, 451, 452, 453, 454, 455, 456, 457, 458, 462, 650, 652, 707, 711, 731, 732, 736, 737, 738, 740
Praxian 5, 11, 13, 18, 26, 27, 29, 30, 31, 57, 127, 131, 135, 151, 170, 185, 222, 256, 260, 282, 313, 364, 439, 440, 441, 442, 443, 445, 446, 447, 451, 452, 453, 454, 455, 456, 457, 458, 459, 470, 533, 643, 713, 737
Praxian beasts 13, 26, 29, 31, 440, 470
Praxian Pantheon 151, 443
Praxians 8, 26, 27, 29, 30, 131, 133, 151, 313, 363, 440, 443, 445, 446, 447, 451, 452, 456, 458, 459, 647, 649, 651, 720
Prayer Ghetto 566
Precious Pool 740
Predictions of Impending Doom 298
Pregezora 493
Pregezoran 493
Prialor River 411, 421
Priest-King 428
Priest (mountain) 267, 392, 393
Priina 422
Primal Chaos 701, 704, 721
Primal Dark 379
Primal Plasma 162, 702
Primal Sea 162
Primal Water 461
Prime Mover 290, 702
Prime Objects 680, 682
Prin 325
Prina 640
Prince Argrath 329, 730, 736, 738, 743
Prince Argrath's Entry into Boldhome 730, 736
Prince of Cherry Blossoms 533
Prince of Sartar 169, 172, 177, 330, 339, 732, 738
Prince of the Sartari 172
Prince of Timms 202, 224, 225, 227, 228
Prince's Green 321
Prince's Green of Jillaro 321
Prisa Fort 227
Prodigious Island 260
Prodox 521, 641
Profit Run 666
Promampango 569
Promised Song 583
Prophecies of the Suns to Come 288
Prophet of the Nameless Man 211
Prophet Rock 583
Prosandaran Archipelago 485
Prosandaran Islands 479
Prosendara 479, 480, 485, 493
Protectresses 447
Proven Appearance of Arkat 379, 382, 385
Provincial Army 169, 170, 171, 177, 184, 240, 247, 249, 259, 295, 316, 328, 329, 339, 735
Provincial Army Staff 169, 171
Provincial Government 193, 328, 331, 335
Provincial Governor 171, 172, 175, 240, 295, 329
Provincial Overseer 169, 171, 172, 175, 328, 329, 331
Pseudocosmic Egg 716
Psychic Zoo 641

pteranosaurs 168, 170
pteruges 15, 41, 306, 409
Pubnashap 426, 429, 439
Puchai 5, 54, 264, 268, 281, 282
Puchai Province 5, 281
Puchai River 282
Pujaleg 18, 144, 283, 432, 439, 544, 552, 555, 558, 561, 564, 565, 566, 567, 568, 569, 572, 573, 647
Pujaleg Empire 144, 552, 555, 558, 561, 564, 565, 566, 568, 573
Pulsing House 727, 728
Puna 435
Pungar Vees 290
Pure-Blooded 523
Pure Bright Festival 279
Pure City 568
Pure Doctrine Freedomists 553, 568
Pure Hand School of Sivolic mysticism 498
Pure Harbor 483
Pure Horse Founder 456
Pure Horse People 133, 175, 177, 335, 363, 364, 445, 446, 711, 738, 750
Pure Horse Speech 169
Pure Horse Tribe 364
Pure Lands 478, 532, 533, 537, 538
Pure One of the Sweet Water 568, 573
Purity in Innocence 285
Purple Flowers Grassland 456
Purple Monks 285
purple saltweed 615
Purple Scepter of Serpent Sentience 382, 383
Purple Seer 738
Purple Ship 68, 417, 418, 471
pygmies 17, 26, 67, 283, 442, 540, 543, 546, 547, 561, 607, 609, 708
pygmy 26, 190, 372, 443, 446, 543, 544
Pyjeemsab 315
Pynehot the Mute 629
Pyralla 636, 640
Pyramid Island 493

Q

Qaphqa 493
Qa-ying 109, 274, 283, 284
Qa-ying People 109
Qingshi 284
Qingshou mystical school 285
Qingtong Quan 268
Qingyuan 277
Qitung Zant 290
Quail's Nest 728
Quake Beasts 168, 170
Qualyorni 93, 98
Qualyorni the Cold One 93
Quáouauh 588
Quarash 514
Quarni River 640
Quarry Pastimes 566
Quartz Phalanx 317
Queendom of Jab 255, 731
Queen Father 311
Queen La 357
Queen of the Gods 236, 244, 672
Queen of the Kiss 228
Queen's Barge 485
Queen's Guard 485
Queens Post 187
Queen's Regiment 324, 325
Quel Alarazin 363
Quest of Er 538
quicksilver 16, 62, 273, 274, 470, 498, 536
Quicksilver Alembic 84
Quicksilver Dwarf 83, 89
Quicksilver Dwarves 84, 85
Quicksilver Mostali 81, 83
Quinpolic League 405, 407, 408, 413, 421, 422, 468
Quinscion the Patient 171, 329
Quintus' Vale 141, 187
Quivin Gap 710
Quivin Mountain 187, 441, 661
Quivin Mountains 73, 187, 188, 441, 661
Quombs 530, 536, 539
Quontang Marn 363

R

Rabbit (island) 498
Raccoon Guardian 136
Raccoon People 19, 233
Rachami 561, 589
Radaidavu 304
Rafelios 327
Rage Bellower 30, 152, 443
Raging Storm 447, 451, 452, 453, 456, 458
Ragnaglar 106, 119, 120, 342, 458, 649, 688, 689, 690, 704
Ragnaglar's Land 688, 689
Ragnaglar's Remains 649
Raibamus 42, 318
Raibanth 39, 42, 135, 152, 187, 310, 313, 318, 319, 329, 330, 657, 667, 668, 711, 713, 720, 729
Raibmesha 304, 723
Raider Khan 443
Rainbow Fleet 525
Rainbow Hydra 576
Rakenveg 678
Ralankif 569
Ralarvos 392
Ralian 283, 383, 384, 397, 412, 415, 417, 423, 724, 750
Ralians 722
Ralios 5, 13, 15, 18, 19, 21, 27, 31, 34, 36, 48, 49, 53, 63, 68, 75, 76, 84, 90, 94, 99, 128, 129, 130, 131, 133, 134, 135, 137, 141, 144, 150, 152, 156, 163, 166, 167, 170, 200, 224, 225, 227, 228, 233, 235, 239, 283, 342, 344, 350, 351, 352, 353, 354, 357, 361, 373, 374, 375, 376, 379, 382, 383, 384, 385, 386, 387, 388, 389, 393, 395, 397, 398, 412, 413, 414, 415, 417, 422, 423, 424, 429, 468, 470, 503, 633, 712, 713, 714, 716, 717, 718, 719, 720, 721, 723, 726, 731, 742
Ralzakark 302, 329, 342, 343, 344, 395, 723
Ralzakark's Face 343
Ramalia 17, 138, 142, 239, 350, 351, 352, 356, 357, 361, 362
Ramalian 361
Ram Mountain 342
Ramona 211
Ram People 313
Ranganiran 598, 599
Ranthalor 211
Rapang 615
Rascius 329, 331
Rascullu 106, 589
Rashoran 119, 316, 721
Rashorana 679, 725, 728
Rasout 25, 610
Rastagar 234
Rastalulf Vanak Spear 128, 131, 334, 710, 713, 714, 720
Rastari-ining clan 311
Rastari-ining family 295
Rastoron 172, 732
Ratahan 610, 615
Rathmorasomangon 478, 493
Rathor 233
Rathorela 14, 68, 199, 202, 219, 229, 231, 233, 347
Rathori 18, 19, 21, 22, 68, 144, 145, 199, 202, 222, 229, 230, 231, 233, 258, 283
Ratite Empire 681, 683
Ratslaf 115, 117
Ratuki 487, 495
Rausa 121, 123, 158, 159, 471, 644, 692
Rausa (jumper) 650
Rausa's Castle 159
Rausa's Gate 644
Rausa's Island 471
Raus of Rone 456
ravenkaaz 42
Raven of the Sunset Isles 137
Ravin 351
Rays 152, 364, 670
Reaches All 750
Reaches Farthest 177
Reaching Moon Temple 175
Real Sun 725
Rebel God 42
Rebel Gods 39, 117, 125, 151, 295, 298, 304, 329, 339, 670, 672, 744
Rebellus Terminus 673, 722, 724
Rebirth Chamber 729
Reclusus 295
Recognized Isles 537
Reconstruction 185
Reconstructionalist Movement 680
Red and Green Toucan 508
Red Art-Making Tool 583
Redaylda 335, 710
Red Badger 392
Red Bat goddess 561
Red Blue Eagle clan 537
Red Butterfly clan 537
Red Camp of Innocence 681, 683
red caste 49
Red City 317, 347
Red Dancer of Power 329
Red Door 216
Red Dragon 78, 79, 133, 135, 170, 188, 268
Red Dragon Vale 78, 133, 135, 170, 188
Red Earth Alliance 249, 731, 732
Redelos 227
Redel's Home 227
Redel the Bear 227
red elves 63, 66, 68, 517, 518, 521, 610, 615
Red Emperor 15, 38, 39, 41, 42, 141, 151, 152, 167, 169, 170, 171, 172, 179, 187, 189, 240, 241, 247, 294, 295, 296, 297, 298, 301, 302, 304, 307, 309, 310, 311, 312, 313, 315, 316, 317, 318, 319, 321, 325, 327, 328, 329, 330, 336, 337, 339, 341, 342, 344, 345, 346, 347, 364, 368, 402, 651, 675, 679, 725, 727, 728, 730, 738, 739, 740, 741, 742, 743, 744, 750
Red Feather Skirts 546
Red Fields 640
Red Fish 171, 313, 329
Red Fish City 171, 329
Red Flag Fleet 533
Red Flower Benevolent Association 265, 268, 272
Red Gates 215
Red God 428, 572, 732
Red Goddess 15, 39, 41, 42, 99, 112, 140, 141, 150, 151, 157, 160, 162, 167, 168, 171, 219, 240, 293, 294, 295, 296, 297, 298, 299, 301, 302, 306, 307, 309, 310, 311, 312, 315, 317, 318, 322, 324, 325, 327, 329, 336, 338, 340, 345, 346, 364, 368, 651, 675, 704, 719, 723, 725, 726, 728, 729, 730, 731, 740, 742
Red Gold Knife 737
Red Hair Place 363, 372
Red Hair Tribe 316, 363
Red Isles 529
Red King 317, 674, 677
Red Lacquer King 281
Redlanders 345, 346
Redland Horse Tribes 315
Redlands 41, 191, 295, 301, 302, 314, 316, 318, 345, 346, 347, 348, 363, 368, 372, 741, 744
Red Men 643
Red Moon 4, 10, 13, 15, 27, 41, 61, 83, 84, 150, 158, 160, 185, 189, 218, 295, 296, 297, 298, 302, 306, 307, 310, 314, 315, 318, 320, 321, 329, 344, 346, 368, 429, 529, 553, 569, 573, 623, 644, 648, 656, 657, 658, 661, 704, 727, 728, 729, 730, 732, 736, 737, 739, 742, 743, 747, 748, 749, 750
Red Moon Goddess 306, 315
Red Moon Seer 553
Red-Needle Elves 628
Red Palace 211, 271, 291, 569
Red Planet 116, 152, 228, 426, 429, 498, 672
Red Ravaal 513
Red River 264, 282, 290
Red-Robes 291
Red Ruins 422
Red Sands of Time 112
Red Seal People 103
Red Shift Servants 251
Redsmith Guild 258
redsmiths 16, 31, 258, 423, 566, 569
Red Spear Dojo 498
Red Spear Legion 481, 498

Redstone 184, 188
Red Stone 216
Red Sun 302, 623, 743
Red Sword 211, 427, 428, 429, 430, 562, 598, 642, 689, 745
Red Sword of Tolat 427, 428, 429, 430
Red Sword of Victory 429
Red Sword Temple 429
Red Temple of Octamo 539
Red Throat 66
Red Tiger Island 485
Red Tiger Islands 478
Red Tongue of Ekurbenyow 569
Red Vadeli 53, 142, 461, 468, 501, 527, 528, 529, 554, 624
Red Vadeli Isles 142, 461, 528
Redwood Forest 187, 456, 458
Red Wyrm River 335, 338
Refuge 251, 257, 502, 508
Regal Broo 343
Reha Manari 489, 498
Reign of Peace 681, 682
reindeer 18, 21, 220, 229, 231, 316, 346, 348, 363, 695, 702
Reindeer People 229, 232, 233, 348
Reladivus 115, 672
Relain 342
Relemorket 422
Relimav 392
Renativity rites 309
Renewed 43, 45, 550, 552, 553, 555
Ren Golan 538
Resistance in Weakness 73
Respectful Harmony 487
Retrint 212
Retter 395, 397
Retter the Stalker 395, 397
Return Path of the Storm 388
Return to Rightness Army 135
Return to Rightness Crusade 135, 385
Reversed Air Rune 38
Rhianoos 397
Rhigos 237, 242, 249, 255, 256, 257, 357
rhinoceroses 13, 229, 473, 641
Rhinoceros People 589
Rhinoceros Riders 29, 440
Rhinoceros Rocklands 456
Rhino People 447
Rhis 417, 422
Rhogo 348
Rhojan 538
Rhun 493
Ribs of Ostodaka 322
rice 38, 43, 46, 48, 52, 54, 260, 262, 271, 275, 277, 278, 279, 280, 281, 284, 292, 307, 309, 310, 313, 314, 319, 375, 405, 431, 433, 434, 435, 439, 481, 482, 484, 487, 494, 566, 569, 620, 676, 711
Rice Festival 311
Rice Goddess 262, 271, 274, 281
Rice Harvest Festival 439
Rice Mother 57, 279
Rich and Die Young Grasslands 456
Rich Eating Bowl 558
Riches Without Tears 177
Rich Post 188
Rich Twins 57, 153, 272, 285
Richu Xuan 284
Riddler Monsters 739
Right Action 54, 70, 73, 75
Right and Left Hands of the Invisible God 387
Rightarm Islands 239, 248, 351, 467
Right Arm Islands 234, 239, 708
Right Concentration 275, 277, 285
Right Duty 54
Righteous People 262
Right Eye 729
Right Footpath 25, 582
Right Footpath of Pamalt 582
Right Hand Speaker 239
Right Ritual 54
Right Speech 54
Rigsdal 649
Rikalra 711
Rikard 240, 241, 242, 247, 249, 256, 329
Rikard the Tiger-Hearted 240, 241, 247, 249, 256, 329
Rikas Sea 566
Rilan 208, 385
Rinalket 412, 422
Rindland 49, 388, 405, 412, 413, 422, 423
Ringing Bridge 338
Rinka 577, 583
Rinkoni 229, 233
Rinliddi 41, 112, 140, 294, 299, 307, 309, 317, 318, 349, 364
Rin Ta 268, 287, 290
Riogache 629, 632, 633, 636, 637, 640
Riogache River 629, 632, 633, 636, 637, 640
Riomava river 487
Ri-si 283
Rising Day 324
Rising Orb 286
Riskland 344
Risk Run 666
Rist 68, 319, 321, 322, 325, 330, 338, 339, 708, 711, 717, 719, 722
Rist Forest 711
Rite of Cleansing the Streets 433
Rite Separating Wisdom from Ignorance 283
Rites of Shavaya 54, 55
Ritual Return of the Blue Vadeli 528, 529
River 107, 160, 182, 183, 188, 237, 244, 245, 255, 256, 257
Riverjoin 145, 199, 202, 216, 218, 219, 221, 222, 227
River Mother 311
River of Cradles 26, 440, 443, 445, 447, 451, 452, 454, 456, 457
River of Swords 123
River People 325
River Styx 162
River Waves 553
Rivuvallan 493
Riyesta 335, 337, 711
Riyestan 335
Riyestans 711
Riyesta the Earth Mother 711
Roaranivo 493, 494
Roaranivoans 494
robbuck 583
Robcradle 135, 445, 457
Robustus 295
Rock Bowl 84
Rock Dwarf 83
Rock Dwarves 83, 84, 85, 466
Rock Eaters 92
Rock Mostali 81
Rock of Isten 566
Rock of Oron 569
Rockwood 66, 78, 90, 94, 107, 110, 133, 145, 168, 182, 183, 184, 188, 191, 197, 198, 227, 292, 321, 328, 331, 342, 344, 368, 372, 385, 397, 457, 459, 659, 708, 718, 736
Rockwood Mountains 66, 78, 90, 94, 107, 110, 133, 145, 168, 183, 184, 188, 191, 197, 198, 227, 292, 321, 328, 331, 342, 344, 368, 372, 385, 397, 457, 659, 708, 718, 736
Rockwoods 163, 170, 183, 187, 188, 193, 197, 198, 200, 292, 330, 334, 335, 342, 344, 393, 395, 713, 732
rocs 499, 569
Rodard of Neleswal 342
Rod of Talar 412
Rodtakmar the Lion 412, 414
Rohir Oaklimb 65
Rokar 408, 417
Rokari 48, 49, 51, 52, 53, 112, 151, 167, 383, 405, 406, 407, 408, 412, 413, 414, 415, 417, 421, 422, 423
Rokari School 49, 383, 407, 408, 413, 414, 415, 417, 421
Rokarism 48, 52, 53, 382, 408, 413, 417, 423, 424
Rokar of Leplain 408
Rolfasland 411
Romal 93
romanak 322, 325
Romance of the Four Heroes and the Five Gallants 271
Rombotongans 494
Rombotongo 478, 494
Ronalim 422
Ronance 456
Ronance Well 456
Rondo Bundo 494
Ronegarth 456
Ronthal Bay 138
Ronthal Strait 211
Rope of Red Harkenkarth 546
Roskoth 257
Rostakos the Admiral 739
Rostand the Speaker 132, 133
Rothor 351
Roundlake Mountains 456
round ships 258, 468, 529
Round Tower 482
Royal Fleet 485
Royal Fleet of Hanfarador 485
Royal Roads 11, 188
Rozgali Sea 251, 259, 440, 458, 462
R'sfard Ayfo 583
Ru'agh 519, 521
Rubai River 280, 281
Ruby City 727, 729
Ruby Crown 729
Ruby Harbor 716
Ruby Sea 727, 729
Ruby Tower 481, 488
Ruby Tower Mountain of Mokato 481
Rufelza 728
Ruins of the Sun 595, 599
Rulat 392
Rulers of the Eight Worlds 373
Ruling Ring 133, 135, 235, 236
Ruling Ring of Dragon Pass 135, 235, 236
Runaway Woman 172
Runegate 188
Rune Magic 9
Rune Metal 16
Rune of Rausa 123
RuneQuest Sight 135, 136
Runes 25, 45, 48, 52, 53, 112, 114, 116, 120, 135, 150, 160, 162, 178, 204, 208, 306, 340, 378, 408, 442, 474, 682, 721, 749
Runes of Creation 682
Runestone 749
runners 17, 62, 66, 76, 100, 608
running bears 620
Running Nose 600
Ryzel 76, 350, 356, 361, 362

S

Sabadari 229, 233
Sabaki Gorge 561, 572, 573
Sabaki River 569, 572
saber-toothed cats 311
saber-tooth salmon 636
saber-tooth tiger 193
sable antelope 11, 29, 269, 320, 442, 470, 712
Sable dynasty 313
Sable Folk 336
Sable High Queen 336
Sable Nation 648
Sable People 298, 313, 336, 338
Sable Rider 27, 29, 442, 443
Sable Riders 29, 30, 440, 442, 446, 453, 459
sables 443
Sable Tribe 26, 27, 313, 443
Sabzevar 435
Sacred Alphabet 349
Sacred City 257
Sacred Ground 451, 452, 453, 456, 457
Sacred Kings 172
Sacred Lord 409, 411, 529
Sacred Mountain 296, 316, 495, 537
Sacred Peaks 187, 227, 258, 331, 335, 342, 392
Sacred Peaks of the Orlanthi 187, 227, 258, 331, 335, 342, 392
Sacred Prax 445
Sacred Road 244, 257, 411
Sacred Square 254
Sacred Time 22, 38, 111, 112, 154, 160, 224, 241, 268, 314, 318, 385, 386, 431, 471, 498, 514, 523, 569, 573, 607, 633, 647, 648, 652, 655, 661, 664, 665, 666, 704, 716, 719, 729

Sacred Warlord 410
Safa 384, 385
Safelster 5, 34, 48, 127, 135, 141, 167, 373, 374, 375, 376, 379, 382, 383, 384, 385, 386, 387, 388, 389, 397, 412, 413, 415, 423
Safelstran 13, 48, 52, 53, 375, 376, 378, 379, 382, 384, 385, 386, 387, 397, 412, 423
Safelstrans 375, 376, 379, 423
Safe Prayers of the Pentans 368
Safety Patrol 527
Sagittus 677
Sailing Out and Back Route 483
Saint City 729
Sai Rangyi 285
Saird 135, 137, 184, 321, 322, 328, 334, 335, 337, 386, 713, 718, 720, 723, 739, 741, 742, 749, 750
Sairdite 335, 337, 676
Sairdites 334
Sairdite School 676
Sakkar 311, 678
Salantor 334, 335
Salantor Hills 334
Saligor 153, 485
Salinarg 172, 240
Salisor 215, 216
Salmoxis 538
Salona 205, 211
Salonar Tamaskil 702
Salonmanad 572
Saltcastle 362
Salt Harbor 483
Saluptar 560, 572
Samastina 249, 250
sa-metal 16, 640
Samita Lake 227, 228
Samm Twicelow Carb-owned 523
Samoagey Forest 538
Samukidra 539
Sanama 678
Sandrya tribe 394
Sandstorm Hills 447, 457, 458
Sanfotsi 494
Sankenites 713
Sanlanth 720
Sanlingta 284
Sapidi River 583
Sapphire Earring 728
Sapphire River 572
Sapphire Tower 481, 488, 493
Sapphire Tower Mountain 481, 493
Saranko 324
Sarantavli 640
Sarantavli Cave 640
Saraskos 172
Sarenesh 304, 724
Saresangk 288, 290
sargasso seas 461
Saronil 171, 172, 738
Sarono 461, 482, 683, 684, 686, 687, 689, 690, 692
Sarono Sea 683, 684, 686, 689, 692
Sarotar 172
Sarro 552, 553, 555, 569, 572, 573, 629
Sarroganda 572
Sartar 5, 11, 12, 29, 31, 34, 35, 36, 70, 73, 74, 78, 79, 80, 120, 141, 144, 168, 169, 170, 171, 172, 174, 175, 177, 179, 182, 183, 184, 185, 187, 188, 189, 190, 229, 237, 239, 240, 241, 249, 255, 257, 259, 295, 296, 307, 329, 330, 331, 338, 339, 443, 446, 447, 451, 454, 456, 459, 653, 661, 706, 726, 730, 731, 732, 734, 735, 736, 738, 740, 742, 744, 749, 752
Sartarite 12, 34, 79, 144, 168, 169, 171, 175, 177, 183, 185, 188, 241, 247, 301, 329, 397, 440, 443, 452, 456, 459, 669, 730, 731, 736
Sartarite Free Army 329
Sartarite Guilder 12
Sartar Knowledge Temple 70
Sartar Magical Union 730, 736
Sartar Rises 177
Sartar Rising 730
Sartar Royal Roads 188
Sartar the Founder 169, 172
sathya 533, 537
Satoi Vasek-Owned 546
Satrap 299, 307, 311, 313, 321, 322, 324, 325, 327, 328, 330, 342, 345
Satrapies 295, 307, 310, 329
Satrap of the Spear 345
Satraps 295, 307, 309, 311, 313, 314, 317, 319, 322, 324
Satrap's Citadel 321
satyrs 106, 134, 485
Saug 31, 375, 393, 394, 397
sauropods 615
Savage Northern Forest 284
Savala 412, 414
Savaronabhumy 494
Scabbed Islands 494
Scar 727
Scarlet Enerian 734
Scepter of Creation 667
Scholar Riots 236
Scholar Wyrm 76
School of Magic 13, 171, 247, 259, 295, 296, 318, 329, 483, 730
scimitar-toothed cats 620
Scintillating Bush Runners 547
Scorched Earth 576
scorpion men 59, 108, 109, 153, 255, 440, 731, 738
Scorpion People 446
Scorpion Queen 109, 446, 702
scorpion-things 458
Scritha 451, 457
Scritha River 457
Sea Alliance of Old Seshnela 422
Sea Cup Bay 414
Sea Eagle Crown 513
Sea Eagle Dynasty 499
sea elves 62, 65, 607
Sea Goblins 597
Sea Gods 451, 467, 604, 687, 688, 694, 696
seal-people 104
Sea of Brithos 467, 529, 643
Sea of Fire 158, 159
Sea of Fog 105, 158, 424, 471, 472, 530, 537, 643
Sea of Ice 344
Sea of the Dead 137
Sea of Worms 518, 521, 615
Sea Pantheon 151
Seapolis 249, 251, 254, 257
Sea Season 30, 42, 67, 111, 112, 191, 234, 255, 357, 386, 458, 461, 525, 567, 568, 599, 620, 632, 633, 636, 649, 651, 652, 656, 662, 664, 666, 737
Season War 623, 633, 641
Season Wars 141, 554, 555, 566, 569, 573, 621, 623, 624, 633, 636, 637, 641
Sea Tribe 685
Sea Trolls 93
Sechkaul 427, 429, 434, 686, 689, 692, 693, 696, 698
Second Age 5, 8, 37, 43, 46, 48, 52, 53, 61, 66, 73, 76, 80, 83, 86, 87, 89, 90, 91, 92, 99, 104, 113, 123, 132, 144, 152, 167, 170, 177, 182, 189, 191, 192, 193, 197, 200, 205, 206, 208, 210, 211, 219, 222, 225, 227, 228, 237, 244, 248, 255, 256, 257, 258, 261, 262, 272, 279, 281, 289, 304, 309, 311, 313, 314, 318, 319, 320, 321, 327, 329, 334, 335, 337, 338, 339, 342, 347, 348, 350, 351, 352, 356, 361, 362, 364, 383, 385, 387, 392, 393, 394, 397, 398, 405, 407, 408, 411-415, 417, 421, 422, 424, 428, 429, 432, 433, 435, 439, 443, 445, 446, 447, 452, 456, 457, 458, 461, 465, 466, 471, 474, 477, 479, 480, 483, 484, 487, 488, 493, 494, 498, 511, 512, 513, 515, 517, 518, 525, 533, 547, 555, 561, 568, 569, 572, 573, 577, 588, 602, 604, 605, 620, 633, 636, 637, 641, 643, 644, 646, 648, 649, 651, 661, 662, 680, 734, 752
Second Battle of Asgolan Fields 414
Second Council 127, 128, 131, 191, 304, 313, 364, 395, 710, 713, 714, 719
Second Dari Alliance 131, 373, 714
Second Family 681
Second Formula 133
Second Migration 621
Second Migrations 459
Second Son 121, 234, 708
Second Theyalan War 131, 334, 720
Second Wane 298, 325, 345, 725
Second Wind 17
Secret Doctrines 723
Secret Light of the Sun 314
Secret of Life and Death 719
Secret Paths 156
Secret Powers 316
Secret Register of the Boristi 382, 383
secret rites 154
Secret Traditions of Life Temple 284
Secret Waters 263, 267
Sect of the Eight 228
Sedalpist 53, 620, 621, 623, 633, 637, 640
Sedalpists 53, 151, 621, 623, 637
Sedalpist School 621, 623, 633
Sedalpist Temple 633
Sedenorshill 710
Sedenorvuli 710
Sedenya 150, 346, 674, 675, 685, 689, 704, 727, 728, 729, 749
Sedenya's Footstool 727, 729
Sedlazam 251
Sedlazam Current 251
Sed Seddi 25
See Anews 725
Seedplace 650
Seeds of Creation 622
Seeing Stones 212
Seekers of Knowledge 384
Seer Society 289
Sees Bananjarb 577, 588
Segurane 417, 421, 422, 423, 424
Segurane of the Walls 422
Seikihi 539
Sekever 121, 262, 263, 274, 427, 476, 692, 696
Sekever the Black Sun 476
Seksos 311
Selarn 46, 47
Selbamanapur 572
Seldanu 476, 494
Seldanu Island 476, 494
Selelaloon 272
Selelmal 247
Selenteen 429
Selenteen of Alampish 429
Selerops 572
Selfdrill 17
Self Plateau 727, 729
Selgos 362
Seliset 211
Selon 362
Selshena 677
Semple 212
Senbanth 685, 689
Senbanth Sea 689
Senbar 137, 139, 364, 372
Sendak 511
Sendereven 499, 500, 601
Send Valu 302
Sengsta 572
Sen Horo 278
Senmara 588, 687, 689, 690
Sen Senrenen 258
Sentanos 12, 144, 379, 382, 383, 384, 385, 388, 393, 642
Sentanos Ducat 12
Senthoros 670, 672
Sentry Mountain 185, 659
Seolinthur 119
Seraba 321, 711
Sera Bo 539
Serartamal 47, 553, 648
Serata 205
Serd Marnad 489, 498
Serelaloon 57, 281
Serelazam 566, 685, 686, 690, 693
Serenela the Lover 737
Serene Victory 348
Serengmanapur 572
Serenity 498, 672, 681, 682, 684, 729
Serenity of Detachment 498
Serfo 494
Sergalis Manlanth 512

Serias 710
Seriasdova 259, 710
Serid Yarkassa 708
Serlas the Blue 572
Serlastor 555, 572
Serosthilla 494
Serpent Beast Dancers 387
Serpent Beasts 397, 713, 714
Serpent-Beast shamans 397
Serpent Beast sorcerers 352
Serpent Crown 12, 49, 407, 412, 748
Serpent Dancer 362
Serpentine Fence 519
Serpent King 409, 410, 411, 529
Serpent King Dynasty 410
Serpent Kings 127, 131, 409, 410, 411
Serpent Ring 409
serpents 80, 447, 451, 628, 637, 678
Serternas 172
Serternas the Bright 172
Seseine 47, 153, 302, 553, 562, 566, 569, 642, 704
Seseine Kallig 553, 562, 569
Seseko 567
Seshna 127, 131, 408, 409, 410, 411, 421, 529
Seshna Likita 131, 409, 410, 421
Seshneg 125, 411
Seshnegi 13, 19, 48, 52, 128, 133, 222, 227, 374, 375, 384, 385, 386, 387, 405, 407, 409, 410, 411, 413, 417, 423, 429, 502, 503, 512, 621, 640, 641, 720
Seshnela 12, 13, 15, 43, 48, 49, 51, 52, 63, 68, 89, 90, 106, 126, 127, 128, 129, 131, 133, 135, 136, 137, 138, 139, 141, 142, 144, 151, 156, 157, 166, 167, 199, 222, 227, 229, 235, 240, 258, 267, 342, 350, 373, 374, 375, 379, 383, 384, 385, 386, 387, 389, 393, 403, 405, 407, 408, 409, 410, 411, 412, 413, 414, 415, 417, 418, 421, 422, 423, 424, 435, 465, 470, 471, 502, 503, 512, 525, 528, 529, 621, 633, 637, 713, 726
Seshnelan 12, 52, 126, 131, 133, 138, 139, 142, 242, 373, 374, 379, 384, 393, 407, 408, 412, 421, 423, 468, 512, 720
Seshnelan Islands 142, 423
Seshnelans 49, 131, 373, 429, 726
Sesre 478, 495
Sestarto the Artist 711
Sethtalar 239
Setoringaragon 479, 495
Sevasbos 685, 686, 690, 691, 692, 693
Sevasbos Sea 685, 686, 693
Seven Dragon and Wisdom 260, 268
Seven Dragons 742, 743
Seven Explorers 135, 508, 512
Seven Families 349
Seven Granddaughters of the Red Moon 742
Seven Great and Seventy Lesser Islands 538
Seven Great Houses 407
Seven Great Isles 478, 533
Seven High Gods 316
Seven Hurricane Years 135
Seven Immortal Bridges 277, 278
Sevening Rites 726
Seven Lightbringers 15, 111, 123, 162, 673, 675, 678
Seven Mothers 30, 42, 151, 171, 175, 182, 184, 295, 296, 297, 307, 309, 329, 340, 652, 675, 716, 726
Seven Picture Walls of Artash 457
Seven Righteous and Harmonious Brothers 284
Seven Sages of Vibrant Music 274
Seven Spear Secrets 230
Seven Taboos 559
Seven Tailed Lieutenants 277
Seventeen Allies of the Fire Lord 567
Seventeen Glorious Ones 47
Seventeen Lessons 57, 262, 275
Seventeen Lessons to Perfection 57, 262
Seventh Malkioni Council 424
Seventh Pleasure Seeker 158
Seventh Wane 240, 298, 724, 725
Seven Twinships of Haragala 158
Seven Worlds 295
Sevid 686
Shadow Cancer 263, 267
Shadow Dragon 267, 742
Shadowlands 129, 135, 235, 236, 245, 707
Shadowlord 235, 249
Shadow Moon Empire 741
Shadow of the Spear 229
Shadow of the Storm 286, 290
Shadow Plateau 5, 101, 234, 235, 237, 239, 241, 242, 243, 244, 245, 249, 251, 254, 255, 258, 259, 468, 656, 707, 732
Shadows Dance 172, 183, 187, 445, 456, 457, 458, 659
Shadow's Good Shadow 742
Shadowspeech 94
Shadow Tribute 235, 698, 707
Shadzorings 711
Shafesora 673
Shagpat 569
Shah of Shahs 294, 744
Shaker Goddess 190
Shaker Priestesses 750
Shaker's Temple 141, 183, 188, 189
Shakh of Njenaguya 553, 566, 569
Shakhs 566
Shallow Sea 267, 277
Shaman 25, 66, 372, 595
Shamanko River 572
shamans 7, 9, 13, 14, 18, 19, 22, 23, 25, 30, 98, 101, 105, 107, 150, 151, 160, 177, 193, 222, 230, 232, 233, 269, 272, 296, 345, 346, 348, 361, 363, 368, 372, 383, 385, 397, 445, 446, 447, 456, 513, 559, 561, 577, 582, 598, 604, 650, 690, 736
Sha Ming 269, 271
Shanassee 62, 187, 388, 456, 680
Shanassee Tree(s) 62, 187, 388, 456
ShangHsa 55, 262, 264, 267, 268, 289
ShangHsa-may-his-name-be-cursed 267
Shannu 280
Shan Shan 19, 55, 109, 110, 150, 260, 264, 268, 281, 282, 283, 284, 439, 664, 681, 695
Shan Shan Mountains 19, 55, 109, 110, 264, 282, 283, 284, 439, 695
Shardash 325
Shargash 41, 42, 115, 116, 117, 152, 156, 292, 295, 313, 321, 342, 429, 644, 645, 646, 647, 671, 672, 676, 682, 683, 687, 697, 711, 720, 732, 734, 744
Shargash's Necklace 313
Shargash the Destroyer 682, 711
Shariya 487
Shark Men 487
Sharp Abiding Book 408
Sharzu 609, 687
Shattering of Seshnela 138
Shavaya 54, 55, 57, 153, 262, 269, 279, 280, 286, 692
Sheafgore 334
Sheep King 447
Shell Harbor 257
Shenari 539
Shengdao 285
Sheng Seleris 15, 54, 141, 260, 264, 267, 268, 271, 272, 278, 280, 281, 282, 291, 295, 297, 298, 307, 311, 313, 314, 316, 318, 319, 322, 325, 327, 330, 338, 339, 363, 364, 368, 372, 402, 439, 453, 651, 725, 729, 740, 741, 742
Sheng Seleris' First Discipline 364
Sheng's Scars 729
Shenilstos 511, 512
Shenza 530, 533, 537, 539
Sheshan 280
Shevayo River 431
Shewamanda 572
She Who Has Come 140
She Who Waits 151
Sh'harkazeel 183, 649, 742
Shibberacavarack the Obsequious 572
Shidan 309
Shining River 242
Ship Inlet 525
Shipwright's Guild 421
Shi Ren Yan 278
Shirkassa 481
Shirt of Blessing 347
Shisheng 280
Shixingjiu 274
Shiyang 5, 55, 268, 283, 287
Shiyang Province 5, 55, 283
shi yaole 283, 284
Shorenti Chain 477, 480
Short Lightbringers' Pilgrimage 734
Shoumandi Highlands 271
shovel-tuskers 13, 46, 566, 620
Shrine of Black Stone 384
Shrine of the Eternal Flame 439
Shshorg Ocean 103
Shun Mun 572, 706
Shushz 309
Siah-Posh 291
Sianassa 480, 495
Sibilant Tongue of Ouroboros 75
Sibyls of Enervi 255
Sidara 711
Sidarsi 708, 711
Sidarsi people 708
Sidar the Horned Goat Father 711
Si Di 282
Siege of Kaxtorplose 720
Siglat 51, 141, 144, 201, 202, 203, 205, 208, 211, 648
Siglat's Dream 203
Siglat's Way 203
Siglolf Cloudcrusher 379, 388, 393
Sigur 200, 208
Sikkanos 25, 559, 567, 583, 610, 615, 663, 664
Sikkanos Winds 663, 664
Silbentus of Herele 307
Silence 78, 114, 141, 162, 285, 546, 553, 569, 572, 622, 623, 629, 633, 637, 641, 650, 702
Silent Monks 641
Silonia 649
Silubra Mountains 633, 640
silver 12, 16, 41, 45, 46, 51, 62, 63, 65, 73, 168, 189, 236, 250, 251, 271, 282, 285, 291, 296, 301, 306, 310, 318, 329, 340, 350, 354, 378, 383, 407, 442, 487, 498, 508, 568, 569, 595, 633, 640, 682, 700
Silver Age 31, 154, 235, 696
Silver Bridge 318, 729
Silver Deer 650
Silver Dog 251
Silver Dwarf 83, 89
Silver Empire 131, 208, 211, 373, 410, 417
Silver Fish 206
Silver Gate of Halfway 318
Silver Imperial 12
Silver Lord 200, 205
Silver Lords 208, 211
Silver People 189
Silver Shadow 5, 294, 295, 307, 310, 313, 317, 318
Silver Shields 340
Silver Shields regiment 340
Silverstone 339
Simova 495
Sindpaper 237, 249
Singing and Dancing Contest 513
Singing Hen 36
Singing Mountain 471, 643
Singing Road 321
Singing Stones 205
Singing Sword 205
Single Matron Woman 171, 177
Sinjon 22, 598
Sinjon River 598
Sinjota 162
Sinking of Slontos 350
Sipuni 435
Sircintos 598
Sirdars 322
Sirdaryo 372
Sirdaryo River 372
Sironomandidi 480, 495
Sisterhood of New Consciousness 312, 725
Sister of Chaos 15, 150
Sister Philosopher 552
Sister's Army 295, 313
Sisters of Freedom and Liberation 251
Sisters of Mercy 257

Sith 351
Sitting Llamas 457
Sivis 465
Sivoli 685, 687
Sivolic disciplines 285
Siwafu Army Ant People 544
Siwah El 572
Six Beasts 257
Six Cities of Silver 547
Six Draconic Guardians 285
Six Elements 257
Six Fingered lineages 595
Six Forms 257
Six Great Woods 66, 67, 68, 206
Six Lands 576, 577
Six Legged Empire 25, 135, 553, 573, 577, 583, 589
Six Portions of Yelm 667
Six Revenge Mountains 729
Six Selective Indulgences of Kamboli 487
Sixteen Families of Thinobutu 683
Sixteenth Imperial House 537
Sixths 234, 239, 241, 242, 243, 245, 257
Sixths of the Holy Country 234
Sixth Wane 298, 299, 310, 345
Six Virtues 35
Si Yangren Fortress 285
Skal 712
Skalsland 344, 712
Skanthi 294, 339, 341, 342, 344, 710
Skanthiland 344
Skanthings 341
Skanthi Wilds 341, 342
Skiapods 485
Skilfil Heartpiercer 193
Sklar 258
skullbushes 440
Skullport 258
Skull Ruins 188
Skunk People 233
Skut 211
Skut Island 211
Sky 7, 10, 16, 25, 37, 41, 42, 48, 114, 115, 116, 117, 125, 138, 151, 152, 154, 155, 158, 159, 160, 184, 185, 188, 227, 228, 263, 280, 281, 284, 297, 304, 306, 309, 311, 317, 318, 324, 362, 368, 372, 373, 439, 447, 458, 471, 476, 477, 478, 479, 481, 487, 500, 503, 532, 536, 537, 544, 553, 569, 573, 583, 598, 615, 642, 644, 645, 646, 647, 648, 649, 650, 651, 656, 657, 658, 661, 670, 671, 672, 673, 677, 680, 681, 682, 684, 685, 687, 691, 692, 694, 695, 698, 702, 704, 714, 722, 727, 731, 732, 734, 742, 746, 749
Sky Bear 185, 306, 651
Sky Bulls 37, 447
Skyburn 68, 325, 345, 347, 726
skyclad 36
Sky Crater 615
Sky Dome 7, 10, 155, 158, 159, 227, 362, 439, 458, 476, 479, 598, 644, 646, 647, 648, 649, 650, 651, 661, 670, 672, 680, 682, 694, 722, 727, 731, 732, 746
Sky Dome Movement 644
Sky-down temple 317
Sky Dragon 284
Skyfall Lake 80, 182, 184, 188
Sky Gorp 138
Sky King Mountain 372
Sky People 158, 160, 644, 649, 670
Skyreach Mountains 244, 255, 256, 258, 357, 395, 656, 708
Skyreach Peaks 78
Sky Realm 281, 650
Sky River 227, 228
Skyriver Titan 182, 646
Sky Ship 649
Sky Spear 650
Sky Spot 372
Sky Storm 651
Sky Tyrant 263, 476, 477, 478, 481, 704, 749
Sky Wars 362, 642
Sky Water 48, 503
Sky World 7, 16, 114, 151, 154, 158, 309, 500, 532, 537, 644, 649, 651, 685, 727, 734
Slabimili 536, 537, 539
Slarelos 685, 686
Slarelos Sea 686
Slargeland 615
slarge(s) 541, 561, 588, 610, 615, 683, 692
Slave Bracelets 536, 539
Slave God 514, 568
Slavelord of Arawan 555
slaves 22, 29, 33, 38, 43, 45, 46, 47, 54, 55, 80, 87, 92, 97, 101, 108, 117, 128, 137, 151, 157, 162, 170, 175, 179, 185, 224, 227, 258, 267, 290, 291, 297, 299, 322, 327, 329, 347, 350, 362, 363, 376, 386, 417, 426, 446, 451, 455, 466, 470, 479, 517, 521, 525, 528, 537, 538, 539, 541, 550, 553, 555, 560, 561, 564, 565, 566, 567, 568, 569, 572, 573, 588, 595, 633, 642, 687, 703, 708, 713, 717
Slavewall 171, 188, 189, 328
slavocracy 45, 511
Sleeping City Hills 457, 458
Sligo River 615
Slimestone 344
Slon 68, 83, 86, 87, 89, 90, 227, 403, 461, 468, 471, 501, 502, 508, 517, 518, 519, 521, 529, 623, 640, 641, 662, 698
Slona 518
Slon Decamony 86, 90, 227, 518
Slontan 133, 357, 361, 502, 512
Slontos 71, 125, 128, 129, 131, 133, 135, 137, 138, 139, 157, 235, 237, 247, 350, 351, 352, 356, 357, 360, 361, 362, 385, 428, 429, 503, 508, 668, 676, 707, 718, 719, 720, 743
Slor 66, 521
Slorifing 63, 683, 686
Slorifing Marsh 683, 686
Slorifings 59, 63
Slow Planet 42
Smelch 356, 362
smilodon(s) 191, 197
Smith and Tinker 212, 215
Smithstone 258
Smokers 546
Smoking Ruins 188
Snake Ancestors 439
Snake Festival 439
Snake Hill Island 280
Snake Masters 233, 397
Snakepipe Hollow 109, 129, 175, 177, 189, 713, 738
Snake Society 417
Snang 93, 640
Snang Mountains 640
Snodal 51, 141, 144, 145, 158, 200, 201, 202, 203, 205, 206, 208, 648
Snodal's Vision 203, 206
Snow Bison 446
Snow Leopard Gorge 284
Snow Leopard People 283, 284
Snow Line 372, 457, 458
Snow Trolls 93, 98, 232
Soaratta the Reddest 172
Sodal 375, 383, 385, 412, 415, 423
Sodal City 383
Sodal Marsh 383, 385, 423
Soe 577, 582, 588, 599
Sofali 18, 19, 21, 69, 138, 286, 426, 435, 439, 472, 600, 609
Sofali Islands 69, 426, 435, 472
Sofali Isles 138
Sog 13, 53, 73, 138, 199, 200, 202, 205, 211, 212, 215, 216, 222, 229, 417, 458, 467, 686, 690, 744
Sog City 13, 53, 73, 138, 199, 200, 202, 205, 211, 212, 215, 216, 222, 229, 417, 467, 686, 690
Sog Marsh 458
Sogolotha 212, 216, 686
Sogolotha Mambrola 212, 216
Sog's Ruins 458
Sokazub 519
Sokota 539
Solace 53, 408, 413
Solanthi 31, 241, 255, 350, 353, 354, 355, 356, 357, 362
Solanthi Confederation 355
Solanthi Valley 362
Solanthos lronpike 443
Solar 38, 41, 57, 94, 111, 112, 131, 145, 150, 151, 152, 167, 177, 183, 187, 218, 221, 267, 286, 292, 294, 299, 302, 306, 314, 324, 327, 335, 337, 363, 364, 365, 368, 384, 426, 484, 553, 657, 670, 672, 682, 683, 686, 687, 732
Solar Calendar 294
Solar Court 670, 672
Solar Emperor 57, 657
Solar Empire 38, 187, 292, 324, 327, 682, 683, 686, 687
Solar Eye 657
Solar Pantheon 150, 151, 152
Solar Storm 267, 286
Solar Time 111, 112, 145
Soldiers' Ferry 337
Solf 426, 431, 432, 433, 435, 439
Solkathi Sea 350, 422, 462
Solo River 487
Solo River Valley 487
Solthi River 258
Solumdar 476, 487
Solung 237, 243, 258, 711
Solung Plateau 237, 243, 258, 711
Somalz 90, 517, 518, 693, 696
Somash 426, 427, 429, 431, 433, 435, 439, 646, 696
Sonan River 257
Songs of Fog and Sea 280
Sonmalos 529
Son of Chaos 633
Son of Heaven 426, 428
Son of Orlanth 392
Son of the Devil 200, 382
Son of the Moon 294, 321
Son of the Morning 307
Sons of Genert 452
Sons of Sun 364
Sons of the Bolt 262, 477, 494
Sons of the Storm Bull 445
Sons of the Sun 38, 127, 128, 713
Sons of the Tiger 271
Sons of Yelm 116, 117, 672
Sor 171, 443, 572
Sorana 172, 178, 179
Sorana Millstone 172
Sorana Tor 178, 179
Soravatoor 426, 428
sorcerer 45, 48, 138, 142, 170, 171, 172, 190, 200, 212, 215, 220, 228, 271, 306, 329, 331, 344, 382, 388, 389, 394, 405, 414, 415, 446, 495, 503, 531, 560, 680, 695
Sorcerer's Ban 749
Sorcerers' City 615
Sorcerer's Isle 480
Sorcerer Supreme 121, 414
Sorcerer War 417
sorcery 37, 48, 80, 84, 87, 89, 129, 139, 179, 215, 216, 317, 327, 334, 355, 375, 384, 393, 407, 414, 421, 428, 429, 451, 468, 485, 502, 511, 512, 527, 528, 542, 554, 588, 633, 696, 717, 721, 736, 748, 751
Sor-eel 171, 443
Sor-eel the Short 171, 443
Soren Mountain 334, 335
sorns 485
Sortum 263, 476, 477, 532, 681, 683, 686, 689, 693, 696, 698
Sortum Legion 477
Sosokjenu 615
Sosokjenu River 615
Soster 351
Sothenik 304
Source of Compassion 264
Southbank 199, 202, 216, 219, 221
South Bog 458
South Elamle 544, 608
South Elamle Jungle 608
Southern Barbarians 723
Southern Cactus Desert 447
Southern Jumper 650
Southern Thelayan 750
Southgrowing Road 553
South Mountain 533
Southpath 644, 646, 647
South Peloria 185, 189, 292, 321, 330, 335, 339, 364

Southpoint 206, 211, 215, 222, 232
South Rage Wind 363, 364
South Wood 198
Sozganjio 65, 68, 596, 597, 598, 599
Sozganjio Marsh 597, 598, 599
Spada 211
Sparra clan 588
Speakers to the Small Red Rivers 546
Speaking Beast Event 546
Speaking Tour 685
Spearbirds 261
Spear of Domination 347
Spear People 681, 683
Special Meeting 504, 511
Spell Forbidden by Urostio 407
Spengatha 307
Spider Dance 487
Spider Web Island 511
Spider Woods 344
Spike 26, 81, 83, 89, 102, 116, 117, 120, 121, 153, 234, 255, 348, 373, 384, 414, 443, 447, 451, 453, 471, 476, 518, 632, 642, 643, 649, 680, 681, 682, 683, 685, 686, 687, 689, 690, 693, 695, 696, 702, 703
Spinning Island 495
Spirit Magic 9, 21
Spirit Mountain 453, 458
Spirit of Aldrya 67, 543
Spirit of Peace 504
Spirit of the Jungle 543
Spiritual Fathers 324
Spirit World 21, 25, 135, 136, 137, 157, 158, 160, 284, 383, 445, 576, 643, 650
Splendid Among the Proud 177
Splendid Yamsur 119
Spoken Word 294
Spol 294, 306, 324, 327, 328, 348
Spolite 135, 302, 311, 324, 327, 723
Spolite Empire 135, 324, 327
Spolites 347, 723
Spolite System 723
Sporebore 693, 696
Spore of Immortality 189
Sporewood 99, 189, 447
Spotless City 347
Spring Equinox 112, 655
sprites 487, 712, 728
Spruce Woods 362
Spurred Deer People 283
Square 254, 679, 681
Sramak 10, 158, 159, 373, 384, 460, 461, 463, 499, 500, 680
Sramak's River 10, 158, 159, 460, 461, 463, 499, 500, 680
Sreborket 423
Srodos 228
Srodosites 228
Sroket 385
Srotolinae 387, 388
Srvualela 386
Srvuali 52, 53
Srvuela 386
Ssar On Gror 327
Sshorg 427, 429, 434, 462, 463, 479, 495, 499, 682, 683, 685, 686, 687, 692, 693, 695, 697
Sshorg Sea 462, 463, 479, 499
Sshorgside 477, 480
Staff and Pillar to God 294
Staff of Arinsor 222
Stag Monarch 184
Stag Riders 344
standard-bearers 242
Standing Rainbow 577
standing stones 38, 76, 179, 183, 190, 292, 335, 347, 348, 388, 658, 695
Standing Waves 477
Starbrow 168, 169, 171, 177, 185, 240, 329, 730, 731, 732, 734, 742
Starbrow's Rebellion 168, 169, 185, 240, 329
Star Captain 311
Star Captains 120, 154, 364, 368
Star Crystal Mountain 458
Star Dragon 649, 732, 734
Star Eater 138, 477
Stargazers 372, 725
Stargazers Ephemerus 725
Star Heart God 267
Star Husbands 693
Starlight Ancestors 364, 368, 372
Starlight Tribe 368
Starlight Wanderers 121
Star Manual 274
star-marking 35
Star Permutor 263, 267
Stars 274, 364, 637, 646, 648, 649, 650, 670, 732
Star Towers 42, 308, 309
Star Tribe 649, 710
Star Tribes 710
Star Twins 338, 648
Starvdyke 221
Star Watch Hills 372
Stasis 48, 111, 112, 162, 652, 653, 654, 675
Stasis Rune 48
Staton 355, 357, 362
steadfast 15, 33, 318, 632, 667
Steal Forest 247
Steel Swords Legion 318
stegodon 633
stegomastodon 511
stegosaurs 79
Stella Draconis 77, 649, 734
Stellar Palaces 727
Stellar War 298
Steward of Heaven 732
Stillness 277, 475, 489, 532, 537, 539, 661
Still Place 498
Stinking Dynasty 532
Stinking Forest 94, 183, 189, 190, 335, 731, 732
Stomble 199, 224, 225, 228
Stomble Vale 225, 228
Stone Crab Island 484
Stonefort 224, 228
Stone Heap 290
Stone Llama clan 457
stonemen 59
Stone Men 184, 748, 749
Stone Palace of the Mostali 483
Stone Plains 640
stone scratching 36
stone ships 89, 90, 501, 502, 518, 529
Stonewall Regiments 313, 317, 318
Stonewood 258
stoorworms 80
Storal 327
Storm Age 25, 31, 80, 89, 117, 120, 154, 177, 427, 451, 458, 461, 476, 483, 492, 495, 518, 561, 597, 642, 675, 680, 684, 685, 687, 690, 692, 700
Storm Bull 21, 26, 30, 37, 119, 120, 121, 151, 152, 179, 228, 234, 247, 258, 325, 327, 328, 364, 388, 440, 441, 443, 445, 446, 447, 451, 452, 453, 455, 456, 457, 458, 652, 653, 654, 662, 663, 664, 675, 704, 712
Storm Bull and Vrak Kargh Vozh Mountain 458
Storm Bull Spirit Society 30
Storm Bull Winds 662, 663, 664
Storm Dragon 134, 137, 334, 742
Stormfall 690, 693, 696
Stormgate 644, 651, 731, 732, 734
Storm God 34, 37, 47, 123, 141, 160, 240, 296, 298, 373, 386, 458, 642, 658, 661, 685, 686, 730, 739
Storm Gods 231, 621, 633, 685, 716
Storm Khans 446
Storm King 115, 150, 342, 393, 640, 716, 748
Storm Mountains 187, 234, 237, 245, 247, 255, 256, 258, 339, 441, 708
Storm Pantheon 152
Storm Season 112, 383, 453, 530, 561, 569, 589, 654, 661, 665, 666
Storm Serpent Path 452
Storm Temple 257
storm tiger 283
Storm Tribe 52
Stormwalk 37, 187, 234, 235, 247, 258, 441, 455
Stormwalkers 187, 455, 734
Stormwalk Mountain 37, 187, 234, 235, 258, 441, 455
Storos 237, 242, 258
Stravuli Tribe 710, 712
Stravulstead 710
Stream 107, 182, 188, 237, 244, 245, 255, 256, 257, 267
Street Judges 212
Strephon 362
Stricort 233, 439
Strombos 162
Strostan Sea 572
Stultan 55, 260
Stygian Basement 251
Stygian Empire 374
Stygian Heresy 387
Stygianism 379
Styracosaur tribe 517
Styx 162, 258, 704
Styx Grotto 258
Suam Chow 137, 260, 261, 262, 264, 267, 268, 269, 271, 275, 277, 278, 279, 280, 281, 285, 289, 467
Subasa 629, 640
Subasa Red 640
Subere 98, 101, 102, 150, 182, 288
succubus 566
suckerbunnies 546
Suckerbunny Plague 546
Suckerbunny Tree 546
Suda 322
Su Hui 278
Suicide Cult 537
Sulanbari 572
Sulayz 620, 629, 632, 637, 640, 641
Su Lo Cha 290
Sultan 298, 329, 344
Summer Land Heaven 57, 263, 264, 267, 287
Summer Solstice 112, 644, 646
Summer Tribes 710
Summer White Society 382
Summer Wife 455
Sunbat 641
Sunbiter 162
Sun County 172, 404, 440, 443, 451, 458
Sunda Castle 538
Sunda Kalapa 533, 537, 538, 539
Sunda Kalapa Clan 537
Sun Daughter 647
Sun Disk 152
Sun Dome 168, 170, 184, 189, 221, 222, 322, 328, 329, 334, 335, 337, 338, 342, 347, 348, 397, 458
Sun Dome County 168, 170, 189
Sun Dome Templars 189
Sun Dome Temple 184, 221, 334, 335, 337, 338, 342, 347, 348, 397, 458
Sun Dome Temples 184, 329, 335, 337
Sun Dragon 135
Sun Emperor 236
Sunface 724
Sun Fish People 589
Sun God 25, 34, 37, 38, 41, 47, 98, 111, 116, 123, 128, 150, 152, 175, 188, 261, 267, 302, 315, 363, 364, 372, 373, 383, 432, 644, 646, 649, 657, 682, 713, 732, 741
Sun Goddess 153, 384
Sun Horse 177, 372, 373, 711
Sunken Lands 696
Sunken Temples 502
Sun King 177
Sunpath 644, 646, 647
Sun Path 10
Sunrise Pavilion 284
Sunscope 461, 466, 482, 484, 487
Sunscopes 487
Sunspear Hero 673
Sun Stallion 236
Suns to Come 286, 288
Sunstop 128, 152, 162, 278, 373, 647, 648, 651, 713, 717, 720
Sun Storm 288
Sun Temple 385
Suntoe 17
Sun Wheel Dancers 189
Sun Wheel Ruin 189
Supernatural Council 729
Supreme Commander of the Great Waves 527, 528

Supreme Creator 247
Supreme Deity 379
Surabaya Castle 537
Surabaya clan 533
Surantyr 144, 379, 382, 384, 387, 388, 392, 393
Surantyr the Non-Heretic 144, 379, 384, 387, 388, 392
SurEnslib 42, 309, 310, 677
Surface Darkness 101
Surface World 61, 77, 87, 91, 92, 93, 99, 114, 182, 294, 297, 307, 311, 345, 372, 460, 664, 672, 678, 680, 682, 684, 687, 692, 698, 706, 727, 728
Surkenirnero 348
Surkorian 31, 388, 392, 393
Surmemero 348
Surutrans 519
Survilistor Dragonslayer 342
Survival Covenant 27
Suspended in Air City 572
Suvarian gods 311
Suvarians 347
Svagad 135, 351, 352, 503
Svalak's Bridge 423
Svalakswal 435
Svalanigos 412
Svalwal 502, 511, 512
Svenlos 200, 208, 211, 648
Swak 609
swamp goblin 68
Swamp People 590
Swarm 94, 183, 385
Swarz 356, 357, 362
Swaying Stalks of Yellow clan 583
Swems 519
Sweet Sea 145, 167, 200, 201, 205, 216, 221, 222, 292, 316, 322, 325, 327, 468
Sweet Sea Alliance 325
Sweet Valley 362
Sweet Water Sea 484
Swenstown 188, 189
Swermela Sea 461, 462, 521, 641
Swiftover Weeds 583
Sword and Helm 234, 244, 247, 249, 693, 730
Sword and Helm of Vingkot 247, 730
Sword Hill 322, 736, 738
Sword (constellation) 645, 650
Sword of Five Dooms 643
Sword of Gerlant 410, 412
Sword of Tolat 427, 428, 429, 430, 686
Sword Smiths of Daxia Jia 285
Sword Stars 650
Sworn Regiments 408
Syanor 199, 222, 224, 228
Syanoran 224
Sylila 5, 171, 175, 294, 295, 313, 319, 321, 322, 325, 329, 330, 331, 334, 335, 338, 339, 341, 342, 642, 711, 713, 720, 723
Sylilan 184, 319, 330
sylphs 109
Sylthi 258
Symbaoe 566, 567, 569, 572
Syndics Ban 51, 99, 141, 144, 145, 200, 201, 202, 203, 215, 219, 220, 225, 228, 230, 233, 298, 316, 318, 324, 325, 327
Syphon River 249, 254, 255, 258
Syran 375, 379, 385
Syranthir 133, 135, 200, 324, 327
Syranthir Forefront 133, 200, 324, 327
Szech Mun Baru 583, 588

T

taboo 27, 30, 62, 151, 157, 440, 494
Tada 27, 119, 455, 457, 458, 459, 659, 689, 693, 694, 695, 696
Tadafall 696
Tadarida 47, 599
Tada's High Tumulus 458
Tada's Land 689, 693
Tadeniti 528, 683, 686, 689
Tadeniti Island 689
Taigang 284
Tailed Priest 71, 73, 75
Takenegi 295, 310, 743, 744
Taksatar 439
Talada 335
Talar 11, 126, 248, 258, 405, 407, 408, 409, 410, 412, 414, 417, 421, 680, 682, 690, 750
Talar Hold 258
talars 48, 49, 52, 405, 407, 415, 421, 689
Talarwal 528, 693
Talastar 5, 31, 102, 134, 137, 141, 294, 318, 321, 328, 330, 339, 341, 342, 344, 397, 668, 700, 707, 708, 710, 720
Talastari 339, 341, 342, 344
Talastaring 169, 340, 341, 342, 711, 714
Talastarings 340, 716
Talastar Spine 341
Talfort 189
Tall Bird of Power 347
Tall Birds 347
Tallcastle 362
Tallgreen Forest 61
tallship 461, 479, 484, 485, 487, 525
tallships 466, 484, 485, 525
Taloned Countess 324
Talor 19, 51, 129, 131, 199, 200, 203, 205, 208, 210, 216, 222, 224, 227, 393, 397, 398, 648, 713
Talor of Loskalm 199
Talor's Mound 210
Talor the Laughing Warrior 19, 129, 131, 199, 203, 205, 208, 210, 216, 393, 397, 398, 713
Talsardia 199
Talsardian Kingdom of the High Council 222
Talst 327
Taluk Mormadak 133, 543, 544, 576, 577, 588
Taluk Tabanos 615, 633
Taluk Tatudarang 595, 598
Taluk Tumaru 576, 588
Tamalior 228
Tamalziland 641
Tamave 498
Tamenjary 495, 533
Tamer of Humans 518
Tamolea 547, 598, 599
Tanewal 422
Tang Lata 439
Tangle 258
Tanian 48, 133, 136, 465, 503, 511
Tanier River 52, 375, 383, 385, 387, 393, 395, 405, 413, 414, 415, 417, 421, 422, 423
Tanier River Valley 385
Tanisor 49, 52, 125, 128, 129, 131, 151, 156, 249, 361, 373, 375, 376, 382, 385, 387, 405, 410, 412, 413, 414, 415, 417, 421, 422, 423, 720
Tanisorian 136, 379, 384, 533
Tanuku 22, 561, 589
Tanyen 55, 474, 530
Tap 43, 46, 47, 48, 53, 553, 573
Tapping 48, 53, 131, 137, 151, 157, 212, 362, 382, 408, 415
Tara 375, 397
Tarahorn 43, 550, 553, 562, 566, 567, 568, 572, 573
Tarakolos 325
Tarandor Ironsword 329, 344
Tarangolnin Olon 588
Taran-il 295, 307
Taran-il clan 307
Taran-il family 295
Taran-ish 290
Tarans 203
Tarasdal 375, 379, 385
Tareos 397
Targosia River 309
Tarien 18, 21, 22, 23, 69, 403, 541, 561, 589, 596, 610, 615
Tarins 199, 208, 211
Tarint 23
Tarinwood 68, 131, 351, 354, 361, 362, 373, 375, 385, 421, 423
Tarjinian Bull 222
Tarkala 172
Tarkalor 12, 144, 169, 172, 177, 185, 189, 247, 259, 738, 750
Tarkalor Trollkiller 172, 247
Tarmo Mountain 102, 636
Tarmo Mountains 69, 92, 93, 99, 102, 541, 558, 576, 589, 610, 615, 620, 621, 632, 633, 636, 640, 641
TarnGatHa 54, 153, 261, 278, 282
Tarnwall 211
Tarpit 101, 255, 258
Tarsel Hills 216, 225
Tarsh 5, 13, 14, 31, 73, 74, 94, 141, 144, 168, 169, 170, 171, 172, 175, 177, 179, 183, 184, 187, 188, 189, 190, 239, 240, 255, 294, 301, 314, 315, 317, 328, 329, 330, 331, 335, 338, 339, 446, 658, 720, 731, 732, 734, 735, 739, 740, 749, 750
Tarsh Exiles 170, 175, 188, 189, 190
Tarshford 190
Tarshite 129, 168, 169, 170, 175, 179, 184, 321, 731, 734
Tarsh Road 189
Tarul 641
Tarvel 355, 393
Tarvel Peg 355
Tastolar 202, 229, 230, 232, 233
Tatius the Bright 171, 172, 177, 187, 240, 241, 247, 249, 296, 302, 311, 329, 339, 730, 731, 732
Tattis Clayshaper 338
Tavos 393
Tavu eb Teba 555, 572
Tawalimnu 615
Tawari 199, 208, 211, 222
Tawari Bull People 199
Tawars 199, 203, 208, 211
Tawenos 311
tax collectors 49, 198, 345
Tax Demons 294, 302, 307, 314, 317, 321, 700
Taxmen 362
Tax Slaughter 132, 133, 235
Tayana 615
Tayana River 615
tea 13, 278, 286, 568, 632, 641
Teelo Norri 151, 324
Te Huantal 544, 561
Telaga 598
Telask 153, 530, 537, 539
Telask the Defender God 537
Telebos 495
Teleon 525
Teleono 17, 475, 523, 525
Teleos 63, 66, 68, 69, 75, 76, 136, 137, 138, 139, 144, 145, 151, 267, 285, 403, 434, 462, 470, 471, 476, 484, 523, 525, 526, 642, 663, 666, 737
Teleos Sea 462
Teleremo 498
Teljen Strait 482
Tellem 572
Telmor 150, 222
Telmori 18, 19, 21, 129, 168, 170, 171, 190, 228, 294, 334, 342, 344, 374, 389, 393, 397, 398, 734
Telmoria 19, 374, 375, 386, 389, 393
Temertain 169, 172, 330, 732
Temissrah 555, 572
Temple 409, 411
Temple Keepers 710
Temple Mountain 435
Temple of Bodkartu 279
Temple of Compassion 279
Temple of Emptiness 278
Temple of Golden Varama 566
Temple of Illuminating Truth 338
Temple of Jewels and Thorns 539
Temple of Knowledge 637
Temple of Peace 362
Temple of Reason 203
Temple of the Bloody Tusk 185
Temple of the Celestial Crane and the Underworld Snake 285
Temple of the Conquering Daughter 321
Temple of the Great Green Lady 383
Temple of the Guardian Divinities 388
Temple of the Lord of Four Quarters 313
Temple of the Master of Transcendence 278

Temple of the Reaching Moon 175, 187, 189, 190, 240, 297, 307, 316, 321, 327, 330, 335, 339
Temple of the Reaching Storm 14
Temple of the Serpent 411
Temple of the Steel Sword 318
Temple of the Three Step God 393
Temple of the Truth of Lhankor Mhy 334
Temple of the Virtuous Daughters 280
Temple of the White Heart 316
Temple Of Unknown Predecessors 316
Temple of Victory 307
Temple of War 211
Temples of the Reaching Moon 175, 296, 297, 339
Temple to Strife and Love 383
Ten Arrows 363, 368, 749
Ten Cities 347, 683, 744
Tendarsha 729
Tendarshan Forest 729
Tenel 598, 687, 689, 690
Tenenku Island 514
Tengainzya 537, 539
Tenlings 341
Ten Minerals 86, 517
Ten Mortal Races 261
Tenoarpesas the Golden One 553, 565
Ten Planets 672
Tenrala 251
Tentacule 47, 514, 568
Ten Tests 699, 744
Tenth Container 83
Ten Thousand Goddesses 244, 752
Terarir 128, 319, 322, 335, 339, 672, 710, 720
Terasarin 172, 179
Terrifying Black Cloud 687, 689
Terror and Eater 338
Terthinus 90, 104, 138, 144, 461, 468, 502, 624, 629, 633, 641
Terthinus the Voice of the Deep 104, 461
Teruvians 725
Teshan River 281, 282
Teshan Valley 282
Teshna 433
Teshnan 426, 429, 431, 439, 452, 561, 745, 746
Teshnans 695, 696
Teshnite 426, 428, 431, 432, 434, 437, 562
Teshnites 283, 298, 427, 428
Teshnos 13, 17, 18, 54, 63, 69, 87, 89, 112, 135, 144, 145, 166, 167, 233, 262, 267, 268, 269, 271, 283, 285, 364, 403, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 437, 439, 443, 445, 452, 453, 456, 458, 470, 472, 482, 484, 525, 526, 533, 537, 538, 572, 646, 647, 661, 696, 737, 739
Tesho Marsh 435, 439
Teshvashoros 552, 572
Teskum 539
Tessele 243, 258, 711
Tessele the True 243, 711
Tetlor 216
teulel pren 493
Tevan 539
Tezdere Chain 480
Thakinda 686, 690
thalassocracy 422, 468, 479, 503, 620
Thalurzni 57, 153, 263, 280
Thambet 568, 572
Thamor the Serpent King 411
Thanagern 224
Thanatar 700, 703, 706, 726
thane 33, 34, 646, 649, 668
thanes 13, 33, 37, 170, 242, 700
Thang Chow 278
Thang How 272
Thanmor 224, 228
Thanmor Jonatsson 228
Thanmorn 224
Thanor 351, 352, 362
Thantom 211
Than-Ulbar 446, 458
Thapsos 641
Thardenero 313
Tharkarn 90, 502, 528, 686, 689, 690, 693, 694, 698
Tharkarn Isle 686, 689
Tharkrar 561, 569
Thaw 144, 145
The Block 404, 441, 447
The Blue Book 53, 215
The Brak 569
The Brown Book 53
The City of Virtue 203, 208
The Crater 141, 296, 317, 318
The Cryptic Verses of the Yellow Calendar 745
The Cursed Ones 397
Thed 106, 107, 119, 120, 153, 443, 458, 700, 704
The Dark Age Collection 719
The Depths 463
The Families Book 53
The Great Boar Hunt 189
The Great Orange 485
The Invisible Tanisorian 533
The Invocation and Curse 53
The Islands 242, 248
theism 9, 751
Thella 278, 477, 480, 487, 492
Thella's Net 480
Thellini 478, 481, 485, 492, 494, 495
Thellini Republic 478, 481, 485, 492, 494, 495
Thelos 258
The Movements of Heaven 284
Theoblanc 385, 407, 412, 414, 424
The Original Peoples 53
The Preserver 642
The Pure Ones 397
The Red Book 53
The Right Way 52
Thernan 337
Therophis of Jrustela 702, 721
The Sabbas 521
The Three Magics of Creekstream Ford 720
The Twelve Commands 322
Theuz 423
Thevestos 641
The Wall 521
Theya 31, 236, 564, 644, 650
Theyalan 30, 31, 33, 36, 37, 38, 52, 58, 61, 75, 91, 112, 126, 127, 131, 150, 154, 169, 177, 191, 199, 215, 222, 224, 229, 230, 241, 294, 304, 328, 334, 335, 350, 352, 373, 376, 384, 387, 393, 395, 397, 440, 573, 620, 647, 649, 652, 661, 710, 714, 720
Theyalan calendar 112, 652, 661
Theyalan Council 61, 75, 91, 126, 373
Theyalan culture 31
Theyalans 31, 61, 66, 111, 112, 127, 131, 361, 373, 385, 647, 650, 651, 696, 707
Theyalan War 131, 334, 335, 714, 720
Theyalan Wars 710
Theya (jumper) 564, 650
Theya the Dawn Goddess 236
Thieves Ridge 659
Thigh Pox spirit 22
Thilla 42, 673, 677
Thinobutu 43, 513, 559, 572, 573, 600, 683, 685, 686, 690, 693, 698
Thinobutu Isle 686, 690, 693
Thinokan 550
Thinokos 43, 550, 559, 568, 569, 573
Thinokosians 690
Third Age 5, 9, 13, 41, 61, 83, 91, 102, 140, 141, 144, 157, 164, 182, 225, 228, 255, 271, 316, 317, 319, 321, 330, 349, 364, 395, 408, 414, 417, 424, 446, 458, 468, 480, 493, 503, 561, 569, 590, 636, 642, 650, 713, 725, 726, 743, 745
Third Council 192, 193, 324
Third Eye 97, 232, 290, 322, 325
Third Eye Banner 290
Third Eye Blue 232, 322, 325
Third Family 681
Third Hand Illumination Town 292
Third Inspiration of Moonson 317
Third Migration 621, 641
Third Theyalan War 720
Third Wane 294, 321
Thirt 498
Thirteen 212, 512, 531
Thirteen Confederated Cities 512
Thirteenth Imperial House 532
Tholaina 151, 463
Tholm 307, 669, 673
Thonble 243, 255, 258
Thonburi 495
Thorgeir's Cow 661
thornbushes 576
Thoskal 426, 431, 439
Thousand Delights 569
Thousand Dragon Cliff 285
Thousand Pillars 633
thralls 33
Threats and Milk Place 525, 526
Three Ancestor Goddesses 284
Three-Bean Circus 446
Three Brothers Who Divided the World 137
Three Crewmen 573
Three Dragon Pagodas 284
Three Elders 81
Three-Eyed Piku 327
Three Fifth Families 311, 317
Three-Frond Crown 628
Three Generations of Peace 724
Three Good Brothers 114
Three Horned Society 25
Three Invasions of Janadi 532
Three Little Giant Mountains 197, 458
Three Lovers 393
Three Planks Ferry 281
Three Questions Contest 680
Three Rival Schools 274
Three Sacred Scripts 36
Three Sages 488, 489, 498
Three Sky Witches 573, 647
Three Step Islands 229, 239, 240, 258, 468, 472
Three Teeth 228
Three Virtuous Husbands 284
Three Weapons of Talor 222
Thrice Blessed 294, 311, 313, 345, 346, 348
Thrice Blessed People 345
Thrice Blessed Peoples 311
Throne 190, 445
Throne Mountain 227, 392, 393
Throne of Horns 227
Throne of Sight 729
Thrunhin Da 57, 77, 79, 153, 269, 280, 281, 746
Thuba Mleen 291
Thubana 319, 322, 342
Thunder Beast Staff 583
Thunderbird 456, 458
Thunderbolt 160, 236
Thunderbolts 364
Thunder Brothers 33
Thunder Butte 372
Thunder Delta 292, 344, 345, 347, 348
Thunder Delta Slingers 345, 348
Thunder Man 158
Thunder Mountain 342, 710, 712, 721
Thunder Mountain Jump 721
Thurkeros 313
Tianshangmu 285
Tien 120, 458, 695, 703
Tierre of Caskall 417, 422
Tiger Grasslands 458
Tiger People 271, 283, 429, 439, 561
Tiger's Nest Monastery 429
Tiger Son Guard 484
Tiger's Rise 539
Tigronior 350
Tilas 641
Tilnta 373
Time 5, 15, 22, 27, 36, 38, 41, 43, 45, 53, 55, 65, 66, 73, 75, 76, 80, 83, 87, 90, 91, 97, 98, 107, 109, 111, 112, 114, 116, 120, 123, 125, 127, 128, 131, 145, 150, 151, 152, 154, 156, 158, 160, 162, 164, 171, 182, 185, 188, 189, 193, 198, 200, 205, 206, 208, 211, 215, 224, 241, 244, 249, 262, 268, 272, 274, 275, 279, 281, 283, 284, 286, 292, 294, 295, 306, 311, 314, 316, 317, 318, 321, 324, 335, 342, 348, 349, 357, 362, 363, 376, 385, 386, 395, 398, 414, 417, 426, 427, 428, 429, 431,

433, 434, 435, 439, 443, 446, 447, 451, 453, 456, 457, 458, 459, 465, 471, 488, 492, 498, 499, 504, 514, 517, 518, 523, 527, 528, 530, 539, 542, 547, 553, 559, 566, 569, 572, 573, 577, 582, 583, 588, 589, 590, 595, 596, 597, 607, 610, 615, 621, 633, 642, 643, 646, 647, 648, 651, 652, 655, 661, 664, 665, 666, 667, 668, 669, 680, 693, 696, 698, 703, 704, 710, 713, 716, 717, 719, 726, 729, 740
Timekeeper 647
Time Of Limits 668
Timinit 503, 514
Timinits 501, 503, 513
Timisthos the Golden 629
Timms 199, 202, 222, 224, 225, 227, 228
tin 85
Tinaros 375, 384, 385, 387
Tin Dipper 84
Ting Shui 78, 267, 278
Tink 171
Tin Portal 258
Tishamto 577, 582, 588, 687, 689, 690
Ti Shan 439
Tiskos 375, 379, 382, 383, 385
Titoldi Bay 415
Tiva Tadarida 599
Tjaratananna 480, 495
Tloenist priests 216
Tobosta Greenbow 335
Tobros Mountains 342, 344
Tog 99
Togarma 641
Togaro 103, 105, 145, 462, 463, 499, 540, 597, 598, 662, 682, 683, 685
Togaro Ocean 103, 145, 462, 463, 499, 540, 597, 598, 662
Tokala 615
Tokan 533, 536, 539
Tokombe 498
Tolat 426, 427, 428, 429, 430, 431, 434, 437, 439, 472, 561, 642, 647, 672, 686, 689, 692
Tolin 385
Tolket 423
Tolodofeamoro 555, 573
Tomaris 51, 208, 211
Tomb of the Copper King 637
Tomb of the Old One 547
Tomisk 101, 511
Tomohrit Mountain 290
Tondiji 45, 47, 550, 552, 566, 568, 573
Tongtain River 281, 282
Toolmaker 81
Too Tall Battle 135, 445
Toothstone Grass 458
Top of the World 296, 327, 342, 379, 388, 393, 397, 681, 683, 690, 693, 728
Top of the World Mountain 327, 342, 379, 388, 393, 397, 693, 728
Topside 727
torab 45, 564
Torabs 43, 550, 573
Torang 140, 297, 307, 309, 314, 345, 368
Tor Balur 711
torc 168, 236, 239, 250, 315
Torch 187, 456, 458
Torfang 502, 521
Tork 318, 336, 339
Tornado 664
Tororo Mountains 588
Torphang 90
Torphing 417
Tortrica 554, 573, 623, 624, 632, 637, 640, 641
Tortrican 573
Tortugax Archipelago 472, 604, 609
Tortun 12, 375, 382, 383, 385, 386, 387
Tortured Victims 679
Torva Island 599
Tor Vara 711
Tosti Runefriend 730
Totemic Ancestors 150
Tournament King 379, 382, 383, 384
Tournament of the Masters of Luck and Death 120, 239, 240, 241, 248
Tourney Altar 441, 447, 456, 458
Tova 471, 498, 537, 538
Tower of Blue Sorcery 588
Tower of Bones 311
Tower of Day and Night 205, 211
Tower of Dreams 130, 374, 722
Tower of Eyes 211
Tower of Heaven and Earth 313
Tower of Introspection 205
Tower of Justice 713
Tower of Lassana 559
Tower of Lead 344
Tower of Reason 690
Tower of Rilan 208
Tower of Sankendavu 313
Tower of the Falcon 573
Tower of the False Sun 357, 360
Tower of the New Sun 483
Tower of Xud 384
Tower of Yelm 657
Towers of Water 251
Trachodon Marsh 362
trachodons 168, 170
Trader Jadilulo 476, 484
Trader Prince 350, 352, 355, 356, 357, 361, 362
Trader Princes 142, 167, 239, 242, 251, 350, 352, 353, 355, 356, 357, 361, 362, 383, 467
Trader's Tanyen 474
Tradetalk 13, 52, 169, 212, 241, 328, 350, 407, 620
Traditional 16, 98, 363, 661
Traditionalists 133, 134, 137, 341
Traditional Kralori Calendar 661
Tragic Lovers of Bai Fu 280
Transetan Ridge 729
Tranthos 322
Traveling Jungle 596
Traveling Stone 190
Treason Island 211
Treasured Home 539
Treasuries of Asrelia 255
Treaty of Eol 346
Tree 59, 61, 62, 65, 66, 68, 172, 197, 321, 388, 529, 546, 547, 568, 636, 637, 646, 650, 675, 677, 680, 708
Tree Chopper 172, 636
Tree Chopping Song 636
Tree (constellation) 646, 650
Tree of Life 568
Tribal Founders 445
triceratops 73, 79, 168, 170, 615
Trickster 21, 25, 34, 36, 37, 121, 123, 132, 152, 175, 227, 233, 351, 352, 361, 362, 417, 471, 487, 600, 615, 643, 678, 741
Trickster Temple 361
Trihorn 596
trilithons 348
Trilus 193, 197, 198
Triolina 104, 105, 151, 467
Triolini 8, 59, 105, 142, 143, 144, 232, 248, 249, 251, 255, 257, 356, 361, 460, 465, 467, 478, 499
Triple Beast Goddess 498
Triple Beast Islands 478, 498
Triple Lands 532
Tripolis 39, 141, 298, 299, 304, 307, 309, 313, 318, 330, 336, 338, 561
Tripolis of Tharkrar 561
Tripolis Revolt 307
trireme 248, 418, 466
triremes 242, 249, 350, 408, 439, 467, 468, 656
Tritons 105, 251, 708
Triumphal Way 318, 667
Trollbiter 395
Troll Channel 248
Troll Death God 97
Troll Hills 198
trollkin 69, 91, 92, 93, 94, 95, 97, 98, 100, 101, 102, 175, 182, 183, 188, 191, 242, 245, 260, 268, 287, 291, 345, 389, 393, 394, 397, 468, 511, 622, 633, 636, 641, 700, 707, 721, 732
Trollkin Curse 91, 92, 128, 131, 171, 182, 720, 721
Troll Marshes 372
Troll Mountain 362
Troll Ruins 190
Trolls 66, 68, 81, 86, 91, 92, 93, 94, 95, 97, 98, 100, 101, 102, 131, 170, 182, 191, 232, 239, 245, 268, 289, 294, 299, 311, 316, 345, 346, 347, 356, 365, 372, 373, 375, 379, 389, 397, 398, 412, 447, 501, 508, 511, 543, 610, 615, 620, 654, 689, 690, 691, 695, 696, 698, 703, 707, 713, 743
Troll Strait 251, 259
Troll Straits 255
Troll Woods 241, 247, 259
Trowjang 285, 426, 427, 435, 437, 439, 472
Trowjangi 426
True Abiding Book 408
True Arkat 375, 414
True Beings 52
True Dragon 70, 77, 78, 79, 80, 133, 153, 170, 183, 185, 188, 261, 267, 285, 329, 398, 465, 643
True Dragons 70, 74, 76, 77, 78, 79, 80, 133, 153, 182, 237, 255, 278, 465, 708
True Dwarves 90, 227, 392
True Elves 61
True Giants 84
True Golden Army 197
True Golden Horde 135, 137, 304
True Hrestol Way 131
True Mostali 696
True Power 76
True Prophet 555
truestone 89
Truth 37, 111, 112, 115, 123, 265, 304, 334, 338, 376, 408, 424, 478, 652, 653, 654, 667, 675, 720, 734
Tryensaval 51, 200, 211
Trymir 502
Tsagamia 498
Tsang 290
Tsankth 138, 153, 530, 533, 536, 537
tsanyano 45, 141, 550, 553, 568, 572, 573
Tserlag Alarorg 363
Tshukudu Marsh 598, 599
Tualon 224, 225
Tualon IV 224
Tui Opi 498
Tuk Guru 483
Tulufan 290
Tulufan Pyramid 290
Tulukali enlolfi 523
Tumasikit 439
Tung Shui An 271
Tunneled Hills 440, 458
Tunoraling 339, 711
Tunoraling people 711
Turandot 216
Turan II 224
Turning Power 736
Turos 317, 324, 327, 676
Turos the Shaker 327
Turquoise Earring 729
Turtle Boats 248
Turtle God 121
Turtle People 268, 269, 283, 426, 439
Turvenost 427, 434, 692
Turvoy the Foreigner 342
Tusk Rider 731
Tusk Riders 13, 93, 94, 170, 175, 189, 375, 393
Tusunimmi Ford 136
Twenty-Two Districts 532, 538
Twice Blessed 134, 345
Twilight 314, 316
Twin Fire Demons 742
Twin Gods of Kalaymya 481, 487
Twin Gods of War and Healing 572
Twin Lights Temple 316
Twin Mountains 681, 683, 686
Twin River Goddesses 269, 281
Twins 57, 73, 153, 179, 243, 272, 285, 338, 648
Twins Dynasty 179
Twins of Tarsh 73
Twinstar 313, 314, 648
Twinstars 298, 646, 647, 648, 679
Twinstar Sisters 314

Twisted Horse 642
Twixt 455, 458
Twixt Grassland 458
Two Brothers 47, 552, 573
Two Brothers of War 47
Two Elms Castle 537
Two Ridge Fort 190
Two Righteous Golden Lion Dragons 136
Two Towers City 313
Two Year Winter 137, 237
Ty Kora Tek 37, 66, 150, 152, 244, 654, 678
Tylenea 115
Tyloque 637
Tymarg River 629, 641
Tynops 327
Typhoon Season 523, 525
Tyram 702, 704
Tyram the Sky Horror 702
Tyrannosaur tribe 517
Tzu Ling 284

U

Ualu 588
Udayankos the Music Lover 569
Udraya 710
Udraystead 710
Uele Oline 384
Uilinve 393
Ukos 423
Ulaninstead 710
Ulawar 317
Ulemor 375
Uleria 63, 114, 117, 119, 222, 317, 647, 672, 673, 693
Ulianus II 412
Ulianus III 141, 375, 384, 412, 413
Ulianus IV 412
Ulifilas 310
Ulikarelm the Just 304
Uliverus Analysis 719
Ulkamoon 675
Ullmal 421
ul-metal 16
Ulrana 690, 693
Ulredings 341
Ulros 216
Uludorus 724
Umath 16, 21, 81, 115, 116, 117, 158, 342, 458, 621, 622, 636, 642, 647, 672, 682, 683, 686
Umathela 11, 13, 17, 31, 36, 37, 46, 48, 49, 52, 53, 62, 63, 69, 90, 112, 133, 135, 137, 138, 141, 144, 151, 165, 403, 461, 468, 470, 502, 512, 527, 528, 541, 553, 554, 555, 566, 572, 600, 603, 620, 621, 623, 624, 628, 629, 632, 633, 637, 640, 641, 652, 706
Umathelan 48, 53, 133, 138, 503, 521, 555, 569, 615, 621, 623, 624, 625, 633, 641
Umathelan Coalition 503
Umath's Crater 683, 686
Umath's metal 16
Umath's Rock 458
Umath's Throne 621, 636
Umath the Destroyer 81
Umathus 669
Umatum 125, 667, 671, 673
Umbala Ingadi 599
Umbarism 723, 725
Umfarazzi ississdoko 523
Um Mountain 683, 686, 690
Unbreakable Sword 128, 129, 156, 373, 724
Unchangeable Principles 57
Uncoling 21, 222, 702
Uncolings 18, 21, 199, 211, 229, 230, 231, 232, 233
undead 47, 170, 190, 279, 299, 372, 684, 692, 694, 704, 706
Undead Army 710
Undead Emperor 706
Underling Conquers the Overlord wars 537
Underworld(s) 7, 10, 91, 97, 101, 111, 117, 121, 123, 124, 129, 131, 132, 150, 151, 152, 154, 156, 158, 159, 160, 162, 165, 170, 182, 186, 189, 199, 216, 225, 228, 234, 236, 239, 258, 262, 263, 264, 268, 271, 285, 288, 289, 313, 317, 318, 338, 372, 373, 384, 385, 388, 395, 415, 417, 432, 434, 447, 459, 460, 465, 471, 472, 478, 481, 485, 511, 531, 533, 538, 544, 553, 561, 568, 598, 599, 622, 632, 633, 644, 646, 647, 648, 649, 651, 659, 665, 676, 678, 681, 682, 685, 687, 688, 689, 690, 692, 695, 696, 697, 702, 704, 706, 711, 725, 730, 731, 740, 741, 747, 750
Undragon Land 292
Undranda 344
Undying Spear of the Ground 583
Unfailing Oracle 729
Unfathomable Palace 262
Unheard of Wind 741
Unholy Land 386
Unholy Trio 106, 119, 120, 153, 690, 699, 704, 743
unicorn 330, 343, 397
Unicorn Emperor 343
United Foresters of Genertela 544
Unity Battle 73, 75, 91, 121, 234, 235, 696, 698, 706, 707, 708
Unity Council 61, 75, 90, 128, 171, 189, 234, 235, 248, 352, 696, 698, 707, 708, 710, 711, 712, 716, 720
Universal Silence 633
University Guards 296
University of Sog 200
University of the Seven Phases 296
University of Yoranday 135, 622
University President 215
Unknowable 9
Unknown God 434
unlife 704
Unliving Army 706
UnLo 285
Unnabanda 573
Unnatural One 750
Unreachable Waters 463
Unrealization 499
Unrecognized Isles 537
Unstanos 747
Untoothed One of the Onyx Court 750
Upland Marsh 120, 141, 160, 168, 170, 182, 188, 190, 735
Upper Air 644
Upper Arcos River 348
Upper Peloria 292, 293, 294, 295, 328
Upper Sky 645, 649, 651
Upper Tanier River 387, 393
Upright Turtle Clan 286
Upriver 222, 257
Up Side 727
Upward Crack 458
Uralda 335
Urar Baar 335, 708
Ur-Argrath Saga 736
Urash 539
Uraso 539
Urban Principles 680, 682
Urder 674
Urdera 674
Urengeri 677
Urfane 423
Urfenoswal 423
Urfenthos 412, 415, 417, 423
Urfenthos II 412, 423
Urgzant 290
Urkist 387
Urland 342
ur-metal 16
Urnandle 342
Urnvoreth the Red 498
Urox 33, 37, 152, 224, 225, 227, 234, 258, 324, 327, 342, 695, 704, 742
Uroxi 247, 251, 255, 344, 386
Uroxi Bullmen 247
Uroxus 669
Urstornos of Alkoth 713
urutkuru 576
Urvairinus 304, 317
Urvairinus the Conqueror 304
Uryarda 677, 712
Uryarda the Goat Mother 712
Urz Kalamok 393
Usdaros the Impatient 134
Utheneos 317
Utik 387, 388
Utnar Vesh 291
Uton 375, 382, 387
Utoni 373, 384
Utorost 387
Utriam 373
utuma 76, 263, 264, 267, 271, 287, 742
Uuuuraffu-Rrz 722
Uz 5, 8, 59, 91, 92, 93, 94, 95, 97, 99, 101, 105, 162, 385, 393, 412, 610, 632, 636, 686, 689, 690, 693, 695, 720, 722, 742, 747, 749
Uzdo 92
Uzdom 99
Uz Eats Wizards 393, 412
Uzgor Mountains 393
Uzgor Peaks 389, 415
Uzhim 93
Uzko 92, 747, 748
Uz Queendom 632, 686, 689, 690, 693
Uztagor 93
Uzuz 92, 747, 748

V

Vadel 210, 528, 686
Vadela 528
Vadeli 46, 48, 52, 53, 90, 112, 142, 144, 151, 210, 211, 229, 258, 384, 403, 408, 461, 468, 471, 501, 502, 508, 511, 514, 527, 528, 529, 550, 554, 555, 560, 561, 566, 569, 572, 603, 620, 624, 629, 632, 633, 637, 640, 641, 642, 652, 666, 685, 686, 687, 688, 689, 690, 691, 692, 693, 696, 698
Vadeli Empire 46, 527, 528, 555, 629, 633, 687, 689, 690, 691, 693, 696, 698
Vadeli Island 471
Vadeli Islands 698
Vadeli Isles 142, 258, 403, 461, 471, 527, 528, 529
Vadeli Judges 529
Vadeli People 688
Vadeli Quarter 566, 620, 624
Vadeli Quarters 550, 633
Vadeli Wars 53
Vadj 523
Vadomar 224
Vadorlon 34
Vadrudings 231, 693
Vadrus 231, 686, 689, 691, 693, 696
Vadrus' Frozen Land 686
Vajaccek and his Hundred Spells 511
Vak 37, 573
Vakarunan 222
Vakthan-ilart 316, 317
Vakthan-ilart clan 316
Valadon 259
Valakuri 615
Valantia 379, 388, 393
Valararriano 104, 480
Valararriano Sea 480
Valasa Mountain 458
Valastos With Seven Pens 135, 137
Valekos 362
Vale of Broken Glass 433
Vale of Flowers 182, 187, 190, 447, 659
Valind 21, 98, 99, 102, 105, 142, 145, 158, 159, 166, 199, 200, 203, 210, 230, 231, 232, 233, 293, 363, 461, 663, 665, 666, 687, 690, 692, 693, 695, 696, 698, 702, 741
Valind's Glacier 21, 99, 102, 105, 142, 158, 159, 166, 199, 200, 231, 232, 233, 293, 461, 690, 692, 693, 695, 696, 698
Valind Storms 203, 210, 666
Valind's Wastes 98, 363
Valind's Winter Wastes 158
Valind Winds 665
Valira 142
Valispur the Conquering General 512
Valkalta 702, 704
Valkarism 480
Valkarist Malkioni 479
Valkarists 53, 487
Valkaro 480, 483, 487
Valkenth 311
valkyrie 738
Valley of Hammers 198

Valley of Pinnacles 458
Valsburg 205, 211
Valzain 138, 153, 530, 531, 539, 649
vampire 129, 156, 190, 197, 566, 706, 726, 741
Vampire Bat clan 561, 564
Vampire King 131, 422, 720
Vampire King of Tanisor 422, 720
vampire kings 156
Vampire Kings 410, 412
Vampire Legion 129, 726, 738, 742
vampires 153, 293, 704, 706
Vampire Town 292
Vanak Spear 128, 131, 188, 334, 710, 713, 714, 720
Vanarthurd 671
Vanaskar 498
Vanayev 573
Vanch 5, 31, 294, 313, 321, 328, 329, 330, 338, 339, 707, 714, 750
Vanchites 339
Vando 533, 537
Vanganth Breath 36
Vanganth Hill 374, 397, 720
Vangono 25, 151, 576, 577, 583, 590, 591, 599, 647
Vangono Recruitment Speech 583
Vani 681, 682, 683, 686, 690, 693
Vania 193
Vanishing Hills 452, 458
Vannamatcha the Golden 476, 479
Vanntar 189, 713, 720
Vanstal 327
Vanstan the Elder 730
Vantaros tribe 171, 179
Vantestos 317, 674, 676, 677
Vanus Credo 704
Vanyoramet 304
Vapor Pits 259
Varama 25, 47, 553, 566, 573, 646
Varanswal 641
Varatchu the Bold 158
Varburch 622, 641
Varchep 641
Varchulanga 103, 105
Vardavanad 615, 642, 687, 689, 690
Varganthar 199, 206
Varganthar the Unconquerable 199, 206
Vargartyr Too Big 230
Vargast Redhands 710
Vargast the Red 235
Vargulf 393
Vargulf River 393
Varknathendar 711
Varlanth 375
Var Loralng 515
Varnaga 310, 678
Varn Aks 363
Varnarn 339, 340, 668
Varnaro of Riverjoin 218
Varsellintown 643
Varskolin 415, 423
Varstapoor 179, 187
Varstari 355
Varthulwal 423
Varvachain Diggers 577
Varzor Kitor 235
Vashanti 57, 153, 264, 271, 274, 284, 646
Vashpolis 336
Vaska Long 54, 260, 277, 279, 281
Vaskoli 310
Vaskolin Island 422
Vastolf 669, 720
Vastolf of Quivin 720
Vast Teeth Hills 458
Vathek Hills 291
Vathmai 235, 352, 357
Vatofeneg 477, 479, 498
Vatofeneg Island 477
Vatolagorinor 478, 498
Vaybeti Isles 686
Vayobi 55, 57, 121, 153, 260, 262, 263, 264, 278, 280, 696, 698
Veakmal 351, 352
Vebaslan 393
Vedi 480, 498
Vedi Chain 480
Veevee 79
Vegetarianism 89, 90, 582
Veiled Prophet 633
Velan 387
Veldang 17, 43, 47, 151, 544, 550, 553, 555, 559, 572, 573, 577, 590, 595, 596, 597, 598, 599, 648
Veldara 25, 598, 648
Veldarahab 642, 685, 686
Veldru 153, 473, 475, 489, 492, 498, 644, 664, 665, 666
Veldru's Gift 473
Veldru's Seat 489, 498
Veldru Wind 665
Veldru Winds 664, 666
Veleda 498
Vele Unnikanan 476, 484, 498
Velociraptor People 521
Velthil 307, 309, 316
Vendara 647, 648
vendref 175, 177
Venerabilis 295
Venfornic masters 685
Vengorokte 539
Venperhan 103, 463, 483, 484
Venperhan Sea 103, 463, 483, 484
Vensket 409, 411
Vent 139, 234, 235, 237, 241, 243, 255, 258, 259, 350, 361, 362, 708, 711
Venurtera 674
Veralur Eyrie 708
Verapur 669
Veredth 104, 151, 463
Verelia 314, 648, 679
Verenmars 321, 335, 337
Verenmars' Golden Coffin 321
Vergenari 676
Vergundali 485
Vergutomy 480, 498
Verhil 338, 711
Verithuritic 727
Verithurus 115, 672
Vernkor 318
Vertical Worlds 683
Vesgarings 341
Veshtargos 364
Veskarthan 37, 234, 237, 241, 243, 244, 254, 255, 258, 259, 352, 362, 711
Veskarthan's Spear 234
Veskarthan the Deep 234, 243
Veskarthan the Devourer 241, 259
Veskerele 678
Vesmonstran 5, 373, 378, 384, 385, 387, 388, 397, 414
Vessel of Light 426, 429, 433
Vessel of Tondiji and Ikadz 550, 552, 566, 568
Vestantes Tribe 710
Vestenbora 179
Vestralp II 224
Vetagane 423
Vetagi Alliance 375, 422
Viceroys of Day and Night 264
Victorious Assembly 388
Victorious Zenith 286
Victory Brook 392
Vieltor 373
Vijaya 153, 531, 537
Vikard 141, 385, 412, 413, 415
Vikard of the Games 141, 385, 413
Vilazoros 641
Vile Thaws 662
vilgars 740
Villeblaine 351
Villeblaine of Wesluk 351
vimble 583
Vimorn 528
Vinavale 243, 255, 257, 258, 259
Vindoket 222
Vindorhall 397
Vinga 34, 35, 257
Ving Ichi 478, 498
Vingkot 34, 37, 80, 177, 185, 234, 244, 247, 249, 250, 259, 455, 686, 693, 696, 710, 720, 730
Vingkotling 182, 188, 244, 247, 249, 334, 335, 688, 693, 708, 737
Vingkotlings 234, 244, 248, 249, 685-690, 692, 693, 695, 710, 732
Vingkot Rune 250
Vingkot's Heir 730
Vingkot the Victorious 37, 80
Vininna 172
Vinyartyu the Valiant 307
Violet Forest 471, 643
Violet Yahkarya 590
Viramakradda 304
Viridian God of Curses 153, 531
Virishi 319
Visitor's Collar 439
Visitors Gate 316
Vison 362
Vistikos Left-eye 133
Vistur 318
Vit 408
Vith 153, 473, 476, 477, 478, 479, 481, 482, 483, 493, 499, 686, 690, 693
Vithalash 463, 476, 477, 478, 686, 690, 693
Vithela 104, 139, 152, 158, 159, 476, 477, 492, 499, 664, 693, 702, 745
Vithelan 55, 105, 112, 152, 154, 260, 261, 474, 476, 493, 530, 661
Vithelan Pantheon 152
Vithelan Ruling God 476
Vithelans 17
Vith's Breath 473
Vithside 477, 478, 479
Vithside Islands 477
ViTuros 316
Vivamort 120, 153, 344, 704, 706, 726
Vivamort Creed 704
Viymorni 682, 683, 686, 690
Viymorni judges 682
Vizel 259
Vizel Inlet 259
Viziers 324
Vizkinni clan 193
Vlakvarki 561, 589
Vogai 405, 407, 421, 423
Vogarth Big Man 251, 255, 710
Voi 405, 413, 423
Voice of the Deep 104, 144, 461, 468, 624, 629, 633, 641
Void 58, 114, 123, 260, 261, 262, 264, 277, 278, 280, 281, 287, 386, 460, 555, 682, 695, 696, 699, 700, 702, 703, 722, 726, 744
Volcano God 255, 352, 428, 566
Volcano Priests 259
Volendaru 153
vol ini 576, 582
Volior 350, 361, 362
Volior River 361, 362
Vollios 632, 640, 641
Vollios River 641
Volohror Island 511
Volonne 417, 423
Volsaxar 247
Volsaxi 240, 241, 243, 247, 254, 259, 338
Volsaxiland 242, 245, 247, 259, 329
Volusus 356
Vonlath 319, 711, 713
Von Mountains 314, 316
vonsay 576
Vontabu 553, 572
Voracius 295, 314
Voralan 65
Voralans 62
Vorandevu 304, 723, 725
Vorandevu Process 723, 725
Voranel 339, 342
Voran's Hill 397
Voranstagos 397
Vor Farga Zel 482, 484, 487
Vorganstor 573
Vorgetala 679
Voria 34, 37, 59, 66, 150, 236, 653, 674, 676, 722
Vorios the Lightning Ram 129
Vorios the Ram God 710
Vorlarian 65
Vormaghisk 539
Vormain 17, 54, 55, 112, 121, 131, 137, 138, 144, 151, 152, 153, 262, 263, 264, 267, 277, 285, 403, 433, 470, 471, 476, 477, 478, 479, 482, 484, 485, 492, 498, 530,

531, 532, 533, 536, 537, 538, 539, 649, 662, 695, 696, 698
Vormain Empire 478, 479, 485, 498, 530
Vormaino 138, 153, 264, 271, 473, 475, 478, 485, 487, 492, 495, 498, 530, 531, 533, 536, 537, 538, 539, 698, 745, 746
Vormaino Pirates 533
Vormundar 641
Vornops 327
Vorthan 224, 227, 228, 647
Vorthan's Hill 228
Vorwaha Bisonlord 319
Vosdalings 339, 341
Voshfrei 387, 394
Voshfrei clan 394
Vostels 632, 641
Votank 191, 197, 677, 711
Votanki 133, 191, 192, 193, 711
Votankiland 677
Vothena 319
Vovisibor 553, 559, 576, 598, 599, 642, 691, 692, 693, 696, 704
Vovousa River 572, 573
Voyan people 597
Voyans 590, 597
Vralan 555, 620
Vralos 46, 62, 69, 133, 135, 144, 152, 502, 553, 554, 555, 561, 565, 566, 569, 573, 620, 621, 622, 624, 628, 632, 633, 636, 640, 641, 726
Vralos Forest 69, 561, 632, 636, 641
Vrimak 21, 309, 667, 669, 673, 679
Vrimakus the Eagle God 307
Vronkal 65
Vronkali 59, 61
Vrop 615
Vulture Country 26, 443, 445, 453, 457, 458
Vulture People 561, 589
Vulture's Peak 393
Vuranostum 304
Vustri 373, 713, 714
Vustria 384, 397, 398
Vustrian 384, 392, 395, 397, 398
Vustrian Mountains 395
Vustrians 393
Vyrope 712

W

Wabanaking 488, 498
Wachaza 103, 104, 105, 136, 151, 463
Waertag 138, 216, 462, 465, 644, 683
Waertagi 17, 48, 112, 125, 126, 133, 136, 137, 138, 199, 200, 202, 212, 215, 216, 255, 264, 351, 423, 424, 458, 460, 463, 465, 467, 468, 477, 498, 499, 502, 503, 512, 515, 525, 529, 533, 572, 604, 605, 621, 652, 666, 683, 685, 686, 690, 711
Waertagi Beacon 423
Waertag's Banks 462
Waertag's Ship 138
Wagapi 414, 423
Wagon People 577
Waha 26, 27, 30, 80, 151, 167, 441, 443, 445, 446, 447, 451, 452, 453, 455, 456, 458, 459, 471, 652, 653, 654, 698, 711, 712
Waha Covenant 711
Wahafanzali 453, 458
Wahalstorana 458
Waha's Blessing 455, 458
Waha's Blessing Grasslands 458
Waha's Rocks 471
Waha the Butcher 167, 443, 453, 456
Waha the Founder 30, 443
Wah Hua 278
Wah Hua School of Calligraphy 278
Wahoranstol 459
Waiting Place 421
Wakboth 119, 120, 376, 404, 457, 555, 645, 693, 694, 695, 699, 702, 703, 704
Wakboth the Devil 119, 693, 702
Walalash 483
Walim 383, 387
Walindum 679
Walking Corpses 170
Walking Fort 643
walking hands 127, 713
walktapi 701, 724
walktapus 182, 489, 699, 701
Wallburg 211
Wall of Rock 386
Walls of Hell 508
Walor 476
walrus-folk 104
Waltzing and Hunting Bands 133, 134
Wane 112, 179, 240, 294, 295, 297, 298, 299, 307, 310, 313, 316, 317, 318, 319, 321, 325, 327, 336, 345, 675, 724, 725, 744
Wangbiao 284
Wang Yuanmao 525
Wanzow 5, 267, 268, 285
Wanzow Province 5, 285
War Against Silence 141
war barges 261, 264, 271, 468
Warden of the Fourth Hell 718
War Dragon 57, 263, 696, 698
War Dragons 134
Wardrobe 729
war elephant 432
war elephants 45, 46, 564, 566
Wareran 17, 283, 299, 363, 375, 397, 405
war gangs 97, 388, 415
War Gods 14, 42
War Horse of Power 347
War in Heaven 141, 264, 268, 271
War Islands 479
Warlord of the Alda-Churi 172
Warlord of the Last Orlanthi 172
Warlords 202, 242, 249, 347, 713
Warm Earth Alliance 249, 731
Warmed 364
Warmwood 698
Warnings Land 577
War of Castle Blue 327
War of the Gods 112
War of the Middle Air 730
War of the Shield and Helm 710
War of the Suns 298
War of the Trees 590, 684
Warring Ford 287
Warrior Society 406
warsails 47, 467, 550
War Stars 646
Warthog People 561, 589
Wasalmissi 483, 487, 498
Wasps Nest 190
Wastelands 11, 16, 18, 19, 26, 27, 31, 109, 110, 131, 133, 135, 137, 141, 144, 151, 166, 167, 187, 241, 274, 403, 429, 433, 440, 443, 445, 447, 451, 452, 453, 455, 456, 457, 458, 459, 643, 661, 664, 698, 736
Wastelands Plateau 447
Wastes 9, 29, 31, 98, 135, 152, 158, 166, 282, 298, 363, 372, 426, 429, 431, 432, 439, 440, 445, 446, 447, 451, 456, 457, 458, 470, 471, 652, 662, 663, 664, 698, 702
Wastes of Genertela 9, 663
Wasteworld 702
Watcher of the People 263
Watchers of the Plasma 273, 274, 289
Watcher Supreme 52, 382, 407, 408, 412, 413, 414, 417
Watchpost Mountain 225, 227, 392
water buffalos 421
Waterday 67, 112, 649, 652, 653, 654, 655
Water Dragon 264
Water of Darkness 162
Water Rune 16, 48, 236
Waters of the World 216
Waterspout Isle 498
Watertown 228
Waveshimmer 465
Way of Mostal 87, 227, 504, 518
Weak Vessel School 280
Weapon of Ghani 111
Weapon Taking 33, 35
We Are All Us 294, 296
Webliu 65, 632
Web of Righteous Knowledge 57, 264
Week of Squid 553
Weeping Emperor 123
Weeping Stone 280
Weeping Valley 459
Weiyanmiao Xulong 278
Well of Ease 729
Well of Knowledge 383
Well of Rising Dragons 281
Well of Wonder 114, 702
Wemaramand 573
Wemma 561, 573
Wemma Empire 561, 573
Wendaria 317, 679, 683, 686
Wendo 602, 604, 609
Wenelia 68, 241, 251, 351, 352, 361, 362, 397
Wenelian 350, 352, 362
Wenelian Islands 362
Wenshenshi 271
Wen Tao 280
were-hyena 590
were-lions 415
were-tigers 478, 483, 484, 492
werewolves 129, 342, 386
Wesluk 351
Westel 13, 603, 609
Western 5, 14, 18, 35, 38, 43, 46, 48, 49, 51, 52, 53, 67, 69, 104, 121, 123, 125, 126, 127, 128, 154, 157, 166, 167, 183, 199, 203, 206, 215, 222, 231, 241, 242, 243, 256, 258, 279, 281, 294, 295, 322, 325, 331, 350, 352, 373, 376, 405, 407, 421, 426, 429, 502, 540, 608, 620, 646, 652, 676, 686, 702, 717, 721, 732
Western Allies 243
Westerner 48
Westerners 8, 48, 52, 53, 130, 233, 373, 386, 429, 511, 620, 646, 650, 661, 718, 725
Western Gate 125, 646
Western God of Travelers 279
Western Ocean 104, 121, 166
Western Riverlands 281
Western Rockwoods 183, 732
Western script 46, 241
Western Sea 540
Western Tribes 258, 352
Westfaring 121
West Fork 219
West Gate 159
West Hills 356, 362
West King Wind 364
West Plain 198
West Reaches 38, 292, 298, 306, 311, 322, 324, 325, 327, 342, 744
Wexten 387
Whalebone Island 232, 472
wheat 36, 43, 46, 48, 55, 208, 211, 307, 314, 316, 322, 337, 350, 375, 385, 387, 392, 405, 421, 566, 620, 632, 633, 641, 658
Wheel of Life 262
Where the Rock Speaks 459
Whetstone 457
Whirlwind Bowl 251
Whisperers (consellation) 645, 650
White and Red Dart Warrior schools 347
White Bear 4, 14, 19, 200, 205, 206, 229, 230, 232, 233, 736, 748, 749
White Bear Empire 19, 200, 205, 206, 230
White Bear God 14
White Bull 442, 443, 459, 736, 737, 738
White Bull men 737
White Bull secret society 443, 459, 736
White Bull Society 442
White Bull spirit 459
White Camp of Wisdom 681, 683
White Canyon 280
White Deer Academy 274
White Dragon 742
White Exarch 279
Whitefall River 190
Whitefalls 228
White Forest 680, 682
White Heron Castle 533
White Horse Troop 361, 397, 750
White Lady 397, 718
White Light 61, 128, 717
White Mausoleum of Snodal 206
White Moon 298, 299, 301, 318, 648, 672, 726
White Moon Cult 298, 318
White Moon Rebellion 318
White Mountain 525

White Palace 279, 729
White Pillar God 155
White Princess 650
White River 372
White Sea 99, 311, 347, 461, 683, 686, 689, 690, 695, 696
White Sea Fleet 311
White Shadow 583
White Shirt Day 339, 340
White Spirit Tiger 283
White Sun Lords 723, 724
White Teeth Mountains 393
White Tiger Castle 484
White Town 421
Whitewall 171, 177, 237, 240, 241, 244, 247, 249, 255, 259, 295, 296, 298, 329, 331, 730, 731, 732
White Woods 521
Wicked Island of the Cannibal Witch 599
Wicked Writher 447, 457, 459
Widow of Jengu 533
Wildday 111, 112, 397, 648, 649, 652, 653, 654, 655
Wildebeest People 561, 589
Wild Fire 566, 698
Wild Healer 107
Wild Hunter 443, 651
Wild Hunt Storm 666
Wild Immortals 183
Wilding Hunters 727
Wild Man 57, 269, 271, 650
Wild Pig People 283
Wild Temple 124, 179, 190, 742
Wild Tribe 517
Wild Tribes 517, 518, 521, 641
Wild Women 183
Wilktar 336, 338
Willaz Ylfing 749
Willford 259
will-o-wisp 66
Wilmskirk 188, 190, 737
Wilot II 224
Wilstorite 342, 344
Wilstorite Kingdom 342
Wily Joker 642
Windberry tree 198
Wind Children 59, 106, 109, 110, 170, 188, 241, 242, 245, 249, 258, 260, 268, 283, 294, 350, 362, 433, 708
Wind Demon Fleet 539
Wind God 498
Wind King's Pathway 372
Windless Season 523, 525
Windless Typhoon 137, 237
Wind Sandals 458
Windsday 37, 111, 112, 296, 649, 651, 652, 653, 654, 655, 734
wind spirits 110, 247
Wind to Come 141
Windworn Range 459
Windy Season 523
Wind Zone 665
Winter Garden 206
Winter God 293
Winter Gods 650
Winter Grasslands 446
Winter Ruins 459
Winter Solstice 112, 644, 646, 654
Wintertop 183, 188, 189, 190, 732
Wintertop Fort 188, 189, 190
Winter Tribes 710
Winterwood 61, 67, 68, 199, 211, 231, 232
Winterwood Forest 232
Wiremwazi 547
Wirot's Fort 228
Wirot Wolfkiller 228
Wise Knowing Demigod 267
Wise Lords 324
Wise Women of the Sun 724
Within Sight 729
Witnesses 38, 39, 719
wizard 48, 49, 51, 53, 136, 137, 200, 203, 204, 205, 211, 222, 225, 322, 342, 361, 362, 375, 383, 387, 405, 406, 408, 412, 413, 414, 417, 527, 623
Wizard Children 99, 389, 393, 721
wizardry 9, 49, 53, 58, 75, 135, 160, 205, 208, 211, 212, 231, 247, 379, 384, 385, 413, 414, 417, 686
wizards 7, 13, 14, 21, 48, 51, 52, 53, 112, 128, 129, 131, 135, 138, 142, 156, 157, 167, 199, 200, 202, 203, 205, 206, 211, 212, 216, 227, 233, 248, 295, 324, 325, 355, 375, 376, 386, 393, 405, 406, 407, 408, 410, 412, 413, 414, 415, 417, 421, 423, 424, 503, 624, 633, 640
Wizards of Gore 290
Wizard's Stronghold 205
Wizpotket 211
woad 36
Woduridaz 749
Wokistan 426, 429, 434, 435, 439
Woki tribe 439
Wolfblood 387
wolf brothers 21, 398
Wolfhead 459
Wolf People 21, 222, 397, 398, 417, 738, 739
Wolf Pirate 177, 240, 249, 258, 350, 466, 468, 732, 743, 749
Wolf Pirates 11, 14, 144, 177, 205, 211, 228, 232, 239, 240, 241, 242, 244, 249, 251, 257, 258, 352, 356, 413, 424, 430, 466, 467, 468, 472, 502, 508, 525, 562, 568, 732, 736, 737, 738, 739, 749
Wolfrunners 398
Wolf Society 423
Wolverine People 233
Women of Seclusion 453
Women's Guard 439
Women's Revolt 553, 568, 573
Women Warriors 363
Wonderhome 162, 182, 395
Wonder Transfer 254
Wondrous Isles 686
Wondrous Mother of Many 70
Wonggarasi 610, 615
Woodland Council 629
Woodland Judgment 633, 640
Woodland Judgments 69, 622, 628, 632, 633, 636, 637, 640
Woodland Laws 633, 637, 641
Woodpecker People 283
Wool Cloaks 47
Worcha 530, 533, 536, 537, 538, 539, 686
Worcha Island 533
Worcha's Rage 686
Wordless Prophet 622, 623, 641
Worian 294, 324, 327
Workers 16, 38, 51, 52, 101, 674
Worlath 216, 408, 622
World Council 127, 131, 189, 235, 241, 707, 712, 713, 723
World Council of Friends 127, 131, 189, 235, 241, 707, 712, 713, 723
World Dragon 21
World Egg 700
World Machine 81, 83, 86, 87, 90, 121, 151, 185, 502, 517, 518, 692, 698, 708, 722
World of Forms 160, 162
World of Losers Movement 382
World Pillar 262
World's Edge 121
Worm Sea 68, 462
Worofey 547, 583, 588
Wowander 344
wraiths 66, 342, 615
Wulfsland 190
Wuta 280
Wylua-oor 295, 309
Wylua-oor clan 309
Wylua-oor family 295
wyrm 80, 170, 746
wyrms 76, 80, 133, 712
Wyrms Ghost Fortress 228
Wyrms High Pass 191
wyverns 80

X

Xamalk 702
Xangi 291
Xarjang Vash 172
Xarkarsh 102, 311
Xars Shung 515
xebecs 467, 550
Xeinar 423
Xem 228
Xemela 51, 408, 423
Xemstown 99, 228
Xentha 98, 102, 373, 384, 644, 711
xi 54, 283
Xiangguanghui 284
Xiaowei 280
Xie Dao 278
Ximan Pass 282
Xingshu 274
Xingshu Academy 274
Xin Miyoshi 271
Xiola Umbar 98, 150, 721
Xi Shi 280
Xi Shutian 271
Xi Ting 282
Xoranor the Green 208
Xuebai Mountain 271
Xunpu 281
Xun Yupi 284
Xuri Long 278

Y

Yaan 431, 439
Yaanek Mountain 285
Yaan River 431, 439
Yak House 459
Yak People 274, 280, 283, 284
Yalaring 193, 198
Yalaring Monsterslayer 193, 198
Ya Mon Wou 533, 536, 539
Yanafal Tarnils 151, 171, 295, 296, 301, 306, 322, 728
Yanaralow River 264, 282
Yanasdros the Sun 172
Yanchi 602, 605, 609, 737
Yanchi City 737
Yanchi dust 602
Yangku 54, 281
Yangongchun 265, 268
Yangshak Rockfist 80
Yanmorla 25, 583
Yanoor 131, 262, 264, 267, 268, 271, 284, 745
Yanoor Pagoda 271
Yanoriao Half-Fair 311
Yanoriao-ilart 295, 309, 311, 317
Yanoriao-ilart clan 309, 311, 317
Yanoriao-ilart family 295
Yao Fune 268
Yaoman Pass 272, 274
Yao Mendao 285
Yaquma 544, 589
Yara Aranis 151, 187, 190, 297, 316, 318, 741
Yarandros 179, 335, 446
Yarandros the Charge-Crazy 179
Yaransoar 172
Yarbur 573
Yardesh 314
Yardoni 189
YarGan 317, 671, 725
YarGan the Blue King 317
yarm 675
Yarm Plant 675
Yarsk Aks 363
Yavakadibo 498
Yazadar Gulf 633
Yazurkial Blue Llama 443, 742
Yederjalif 474, 481
Yederjalif runes 481
Yedidrya 641
Yelelket 641
Yeler 573
Yelertu 553, 555, 573
Yelertu Confederation 555
Yellow Bear 228, 642
Yellow Bear Hills 228
Yellow Camp of Enlightenment 681, 684
yellow caste 48
Yellow City 348
Yellow Crane Tower 280
Yellow Elf Jungle 686
yellow elves 61, 62, 63, 65, 66, 67, 69, 144, 269, 433, 435, 472, 523, 540, 541, 543, 546, 547, 559, 595, 600, 602, 604, 605, 607, 609

Yellow Emperor 261
Yellow Islands 263, 480, 483, 532
Yellow Mask Priests 290
Yellow Palace 291, 339
Yellow Palace of Can Shu 291
Yellow Quill Porcupine People 233
Yellowstamen 722
Yellowstone 362
Yellow Vadeli 527, 528
Yelm 8, 10, 21, 34, 38, 39, 41, 42, 59, 91, 111, 112, 114-117, 121, 123, 124, 125, 128, 131, 135, 150, 151, 152, 156, 158, 159, 162, 171, 172, 216, 221, 239, 261, 288, 294, 299, 302, 304, 309, 313, 314, 316, 318, 324, 329, 337, 347, 364, 372, 443, 446, 458, 644, 646, 647, 649, 650, 651, 657, 663, 664, 667, 668, 669, 670, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 692, 702, 704, 713, 722, 723, 725, 726, 727, 752
Yelmalio 17, 30, 37, 61, 66, 117, 120, 150, 152, 156, 170, 171, 179, 184, 189, 191, 193, 197, 221, 259, 320, 322, 328, 335, 337, 339, 345, 348, 452, 458, 647, 652, 653, 654, 722
Yelmalio's Seat of Judgment 339
Yelmalio's Toe Blood 17
Yelm Brightface 313
Yelmgatha 42, 307
Yelmic Rites 723
Yelmic System 125
Yelmites 722
Yelm's Enthronement 112, 125
Yelm's New Foot 316
Yelm's Throne 649
Yelm the Father 316
Yelm the Liberator 309
Yelm the Sun God 123, 128, 152, 364, 713
Yelorna 30, 397
Yendori 538, 539
Yepotli 498
Yestendos 309, 677
Yev 573
Yevannava 498
Yew Fort 228
Yezo 539
Ygg 142, 199, 229, 231, 232, 258, 415, 468, 508, 511, 665, 740, 749
Yggites 232
Ygg's Islanders 142, 258
Ygg's Islands 199, 229, 231, 232, 415, 468, 508, 511
Ygg's Isles 142, 258, 740
Ygg's People of the War Bear 229
Ygg's Winds 665
Yian 291
Yingar the Messenger 158
Yinkin 37, 160, 187
Yira 204, 224, 228
Yiskoz Mountain 458, 459
Ylream 131, 409, 411
Yngisn 348
Yngortu 552, 573
Yod 387
Yoke Clan 712
Yolanda 362
Yolanda of the Spruces 362
Yolanela 322, 324, 327
Yolp 99, 102, 292, 294, 299, 309, 310, 311, 330, 342, 345, 348, 707, 708, 722
Yolp Mountains 99, 102, 292, 299, 309, 310, 311, 330, 342, 348, 707, 708, 722
Yomat 162, 373
Yomat Burtae 162
Yomili 414
Yongmingcheng 285
Yongwushang 282
Yoptitpoea 498
Yoranday 135, 502, 622, 636, 641
Yoristina 172
Yothbedta 267
Yothbedta's Stream 267
Yothenara 153
Young Dancer 487
Younger Star Twin 336
Young Farmers of Peloria 304
Young Gods 116, 119, 120, 150
Youth (constellation) 112, 644, 646, 647
Youth (Star) 647, 649
Yrania 573
Yranian Leapers 141, 553, 554, 565, 568, 569, 572, 573
Yranians 554
Ysabbau 103, 105, 465
Ytarian 67, 543, 547, 605, 607, 609
Yuansou clan 284
Yuansou Ebeide 284
Yueyadao 282
Yugong 278
Yu-Kargzant 177
Yukorvikoth 313
Yumao the Jade Cat 271
Yu Mu 281
Yunirtos 310
Yushargos 310
Yuthmesha family 309, 311
Yuthubars 125, 318, 684
Yuthuppa 39, 42, 114, 307, 308, 309, 311, 330, 347, 646, 670, 673, 677, 716, 720
Yuthuppan 308, 646, 673, 723
Yuzo 539

Z

Zabdamar 57, 79, 103, 105, 271, 280, 471, 479, 531, 538, 539, 745, 746
Zabor the Leopard 484
zacarana 583
Zadeel 90, 502, 511
Zakarath 291
Zaktirra 153, 531, 539
Zalador Hills 337
Zalan Sun Dome 337
Zalasfan 573
Zalpa 641
Zamantak So 588
Zamindar 439
Zamokil 17, 22, 23, 544, 577, 588, 590, 591, 597, 598, 599, 642, 690
Zandorffo 573
Zangshi Kinool 291
Zanozar 428, 437, 439
Zaractoli 493
Zaramaka 115, 162
Zaranforis the Greedy 80
Zarangolo 588
Zaranistangi 352, 427, 428, 429, 430, 432, 642
Zargar 101, 511
Zarkos 347, 348, 677, 712
Zarkosing 347, 348, 677
Zarkosite people 712
Zarkos the Ancestor 712
Zarkos the Founder 348
Zaronger 348
Zatalum 476, 482
Zatalumlash 478
Zator 115
Zaytenaras 672
Zaytenera's Palace 729
zebra 11, 27, 443, 459
Zebra Graze 459
Zebra People 738
zebra rider 443
Zebrawood 373, 397, 714
Zedez 508
Zeedia 291
Zeedian hillfolk 291
Zei Shanhui 271
Zelmandili 573
Zemendarn 429
ze-metal 16
Zendamalthan School 208, 211
Zengmu River 269, 280, 281
zenrapanan 598
Zen Saru 539
Zeranos 314
Zereka 573
Zerendel 528, 689, 690, 691, 692, 693, 696
Zerendeli 689
Zern 328
Zernian Aselbos 719
Zero Wane 112, 294, 297, 307, 327, 336
Zevarn Straits 539
Zeven Islands 472
Zeven Isles 698
Zheng Guiren 286
Zhenjiang River 269, 271
Zhi Ti 291
Zhnaquafian 67, 543, 546, 547, 608, 609
Zhnaquafian Jungle 547, 609
Zhnaquafians 608
Zhongchao 278
Zhongshui 282
Zhuolu 281
Zhuzhe 271
ziggurats 42
Zilal 511
zinrin 512
Zirta 641
Zis 515
Zishu 539
Zistor 237, 248, 680
Zistorela 236
Zistor Experiment 680
Zistorites 136, 137, 237
Zistor the Machine God 237
Zitro Argon 426, 433, 439
Ziyu 274
Ziyu Academy 274
Zola Fel 197, 429, 445, 447, 451, 452, 453, 456, 457, 458, 737
Zola Fel River 197, 457, 458, 737
Zolan 373
Zolathi 725
Zon An 278
Zonati 229, 233
Zong 98, 99, 102
Zoo 259, 292, 641, 706
Zorakarkat 382, 398
Zorak Zoran 47, 97, 98, 99, 101, 102, 121, 127, 130, 150, 156, 172, 182, 191, 197, 289, 361, 511, 552, 573, 652, 653, 654, 692, 695, 706, 707, 719, 722, 747
Zorak Zorani 719
Zoria 199, 202, 216, 219, 222
Zrenthus 373
Zuama River 560, 573
Zugad 499
Zukonegi 589
Zulakana 439
Zulox 712
Zungari 291
Zuoshou Maodi 286
Zurna 573
Zutiandaxiyuan 286
Zuzu 598, 599
Zuzu River 598
Zys 215
Zzabur 53, 121, 138, 145, 200, 215, 216, 408, 414, 502, 527, 528, 529, 646, 680, 682, 686, 687, 690, 693, 694, 695, 696, 698, 717, 719
zzaburi 49, 52, 53, 216, 405, 407, 408, 413, 417, 423, 689, 750
Zzabur Lore 646
Zzabur's Blast 694, 696, 698
Zzabur's Real Script 686

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