

THE GLORANTHA SOURCEBOOK



Greg Stafford & Jeff Richard





By Greg Stafford and Jeff Richard

with Michael O'Brien and Sandy Petersen

This book is dedicated to Greg Stafford, who first discovered Glorantha.

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SPECIAL THANKS GO to those people who have contributed greatly or a little to Glorantha over the years: Dan Barker, Joerg Baumgartner, Rick Becker, Simon Bray, Nick Brooke, William Church, Ian Cooper, Robert Corbett, Gene Day, David Dunham, Christopher Gidlow, David Hall, Rob Heinsoo, Martin Helsdon, Jon Hodgson, Mark Galeotti, Janelle Jaquays, Kalin Kadiev, Daniel McCluskey, Rick Meints, Peter Metcalfe, Luise Perrene, Steve Perrin, Jan Pospíšil, Kevin Ramos, Neil Robinson, Ken Rolston, Harald Smith, Steve Swenston, Ray Turney, and Jonathan Tweet.

Our apologies to any who were unrecorded.

May Lhankor Mhy bless the Stories contained WITHIN and protect their Secrets

GLORANTHA SOURCEBOOK

A Chaosium Publication CHA4033

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Orlanth the Storm God.



IN 1966, GLORANTHA FIRST BURST into the consciousness of Greg Stafford. A unique fantasy setting, Glorantha owes far more to Bullfinch's Mythology and Joseph Campbell than to the epics of J.R.R. Tolkien. It is a Bronze Age world ruled by demigods and priest-kings; where horse-riders fight against those who ride bison, sable antelope, and even rhinos; a dangerous and exciting place where kingdoms are carved out by the brave; where strange non-human species older than humanity plot their return to power; and where the fate of the world is up for grabs.

Glorantha is the best-defined gaming setting there is, with over fifty years of material written for it. The details of the setting, its cultures, kingdoms and empires are described in the *Guide to Glorantha*. However, this book is not a gazetteer or an encyclopedia. The book is more mythological than materialist; within, lands are defined by their goddess and history is the deeds of kings, heroes, and prophets, not economics, agricultural output, or tax revenues.

Nor is it a "gaming book"—there are no game mechanics, rules, or scenarios contained within. Instead, this book contains a collection of Gloranthan texts on the following:

- **Geography:** A basic overview of the geography of Glorantha.
- **History of Dragon Pass:** A history of the central crossroads of Glorantha.
- **The Elder Races:** A short overview of the main non-human species that predate humanity and once dominated the world.
- **Theogony:** The story of the gods of Glorantha, primarily arranged by element (Darkness, Water, Earth, Fire, and Air).
- **Time:** A history of Glorantha since the first Dawn.

- **Gods of the Lunar Way:** The new gods of the Lunar religion.
- **Redline History of the Lunar Empire:** A comprehensive history of the Lunar Empire since its founding and going until the early Hero Wars.
- **Gloranthan Magic:** A short essay on the Gloranthan Runes, types of magic, and some theories about what is magic.
- **Gods and Mortals:** An overview of gods, mortals, and those who straddle both worlds.
- **Sartar Magical Union:** A list of the magical units that served Prince Argrath in his war against the Lunar Empire.



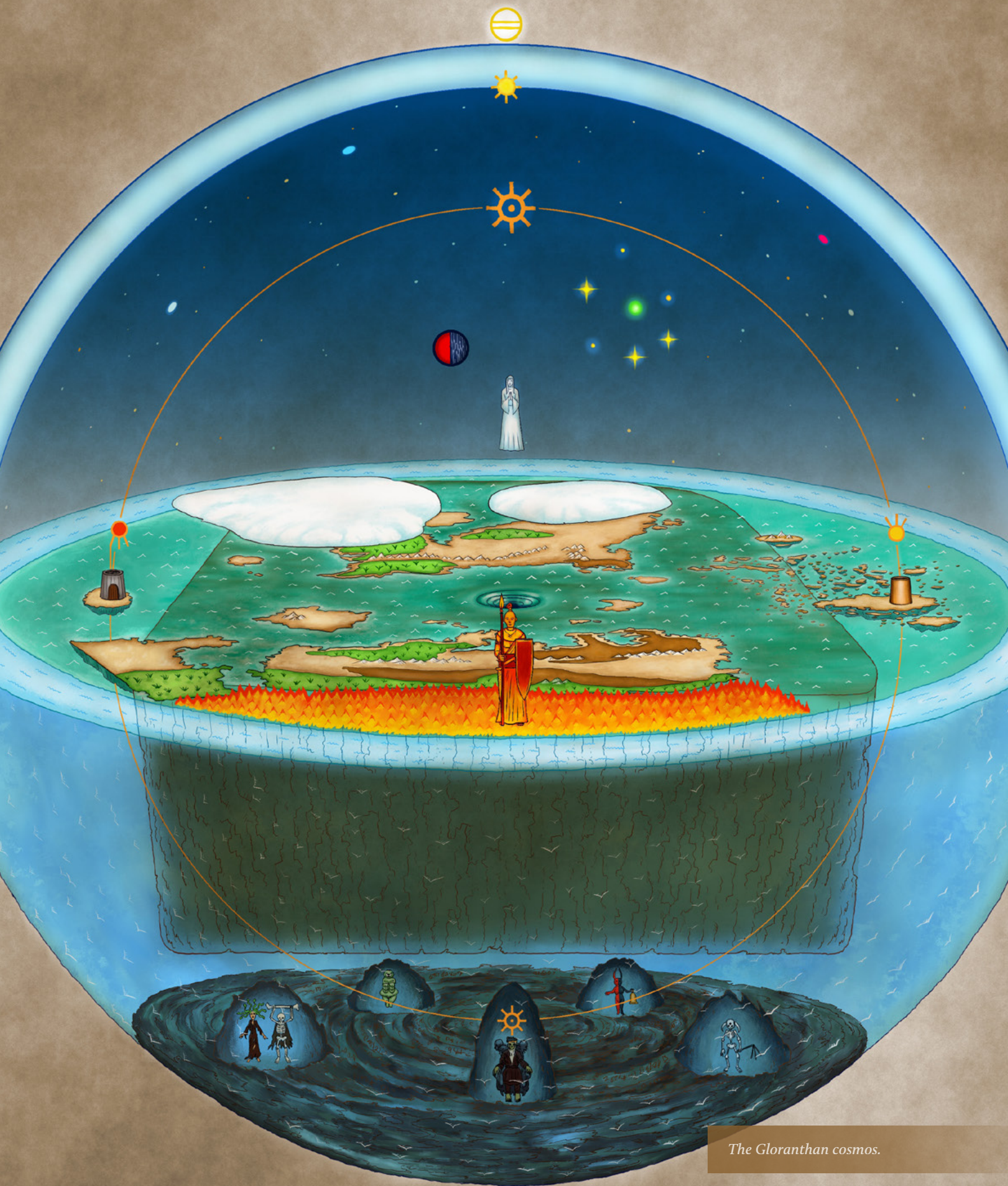
Glorantha is the best-defined gaming setting there is, with over fifty years of material written for it.



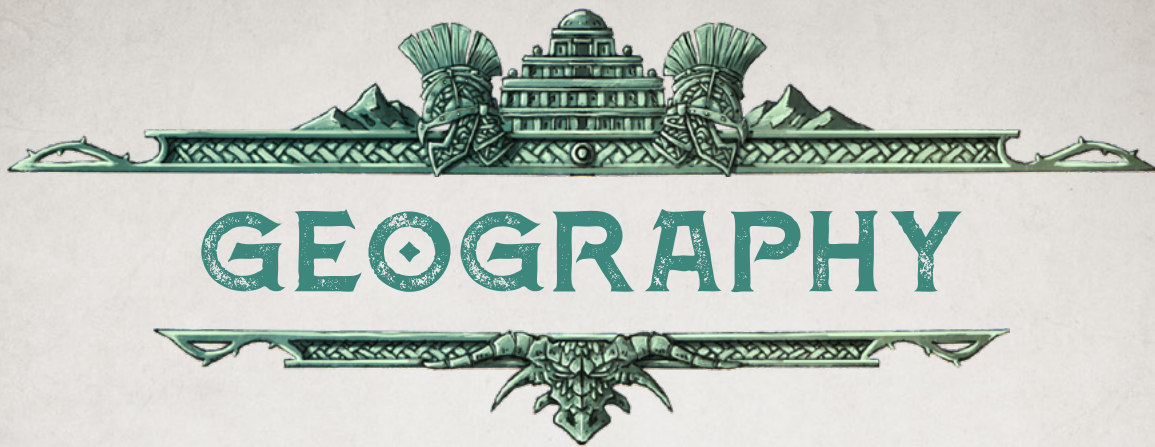
Some of this material appeared in a draft or partial form in the fourteen issues of *Wyrm's Footnotes* (1976 to 1982). Other material appeared in partial form in *King of Sartar* or the *Guide to Glorantha*. However, the material presented here is far more complete than ever published before.

For those readers who are new to Glorantha, it is our hope that these texts shall provide the start of your explorations into this rich and exotic world. For those of you who have already begun your adventures, we trust that you will find new secrets and unknown depths. ✨





The Gloranthan cosmos.



GLORANTHA IS A CUBE OF EARTH surrounded by and floating atop the endless Sramak's River. Waters, some very deep, cover much of the Earth, dividing its surface into two continents and many islands. In the middle of the cube is Magasta's Pool, a whirlpool that drains into the Underworld.

Above the surface is the Sun Dome, supported by the Four Directions. At the top of the Sky Dome is the Pole Star; above it is Dayzatar, the Pure Light. The Red Moon and Orlanth contest the Middle Air between the Sky Dome and the Earth. Beneath the Earth and the deepest waters is the Underworld.

THE MUNDANE WORLD

The Mundane World, where mortal beings exist, is atop the surface of the Earth cube. It is square, approximately 8000 kilometers on each side. It is divided into two continents, and countless islands. Here people live, learn, and die, and either earn their transfer to further realms or re-enter the cycles of Nature. Upon the borders lie magical lands, and beyond those lie the void, terrors, and the evil of Chaos.

The northern continent is the primary subject of this book.

GENERTELA

The Northern Continent of the Mundane World is called Genertela, which means Place of Genert, the Earth King that once ruled the land. Genertela is about 5000 km east to west and 1700 km wide north to south. It is bordered in the north by Valind's Glacier, a frozen land ruled by the god of winter where no mortal races live. To the south, east, and west all lie oceans: the Homeward, Kahar, and Neliomi. Many seas and bays invade the coastline.

A crude geography of the continent begins with the great Genert's Wastes. The Earth King was slain during the Great Darkness by Wakboth and so never returned to give life to his garden. This left a great arid desert across the continent, severing the East from the West.

Genert begat many daughters upon the Bountiful Earth, and they rule over the powers and wealth of the Earth in different regions of the continent. There are seven daughters who give their names to regions of the continent. They are:

1. Ernalda
2. Frona, who rules in the northwest;
3. Ralia, in the center-west;
4. Seshna, now called Island Mother since her sinking;
5. Pelora, in the north-center;
6. Teshna, the wife of the sun god and lover of the red planet; and
7. Kralora, who is the Mother of the Hsunchen.

Three great ranges of mountains, laid by the gods in their age, separate the daughters from each other.

Three great rivers drain lands in the center and west, plus many lesser ones drain the other lands.

ERNALDA

This goddess lived on the foothills of the Spike, which disappeared before Time began, but which left considerable Power in the lands nearby. Ernalda is the greatest and most powerful Earth Goddess throughout all the world, and her name is invoked in lands far beyond her body.

Her body includes the south coast of Genertela from Seshnela to Teshnos and north past Dragon Pass to Saird. The regions vary wildly from the dense forests of western Maniria to the lush farmlands of the Holy Country, from the hills and mountains of Dragon Pass to the bleak lands bordering upon Genert's Wastes.

Dragon Pass is where Ernalda's body crosses the continental divide. Ice-capped Mount Kero Fin, a needle of a mountain some ten kilometers high, dominates







DAGORI
INKARTH

Rockwood Mountains

The
Throne

Boathouse
Ruins

Grand Mine

Torch

Stump

SHADOWS DANCE

Adari

BISON PLAINS

NINE GOOD GIANTS

ROUND LAKE MOUNTAIN

DESOLATION HILLS

Where the
Rock Speaks

templative
Rest

INDIGO MOUNTAINS

THE BETTER
PLACE

TADA'S HIGH
TUMULUS

Pairing
Stone

Obscure
Plinth

THE GOOD
PLACE

Moonbroth

Jaldon's
Rest

HILL OF ORLANTH
VICTORIOUS

Swenstown

Pimper's
Block

Winter
Ruins

DEAD
PLACE

Copper
Caves

PRAX

THE LONG DRY

PAVIS
COUNTY

New Pavis

Big Rubble

Indagos

Garhound

Sun Dome
Temple

SUN
COUNTY

Eiskolli

Helmhold

VULTUR
COUNTY

ZOA FEL RIVER

SACRED GROUND

The Paps

CARAVAN ALLEY

Tourney
Altar

The Block

DEVIL'S
MARSH

GOOD CANAL

Exile
Stead

STORMWALK MT.

Monkey
Ruins

Cam's
Well

Sog's
Ruins

Dragon Pass

10 miles 30 miles 60 miles

0 20 miles 40 miles 60 miles

the region. Dragon Pass is one of the most militarily significant regions in Genertela, offering the only passage suitable for large armies through the Rockwood Mountains, which extend unbroken from roughly 1600 km to the west and about 1000 km to the east. Its warlike population and many magical entities make it a daunting region for any to try to conquer or pacify.

FRONA

This goddess is in the northwest and divided from her southern sister Ralia by mountains. To her forested north is Valind's Glacier, an icy waste. The Janube River runs from the Sweet Sea east of her to the Western Ocean.

Many city-states dot the Janube while her forested north is home to many primitive barbarians, such as the Rathori Bearwalkers and the Reindeer People. The hilly south is home to many barbarous tribes held together by ruthless kings.

The west of Fronela is home to the ancient Brithini stronghold of Sog City, ruled by immortal sorcerers. Beyond it is the Hrestoli kingdom of Loskalm, one of the mightiest kingdoms in Glorantha and ruled by meritoric wizards.

RALIA

This goddess is landlocked, and she has great fame among the Elder Races for giving them refuge. She is surrounded on three sides by mountains, with only one passage through each side. The southern route was lost or hidden before Time began. Most of the lands near the mountains are broken and hilly, leaving the center and southwest low and flat.

This lower portion centers on the Tanier River and Lake Felster, and is often called Tanisor or Safelster. These names were historically assigned to several kingdoms or confederations there.

The hilly regions of Ralios are thickly inhabited with Elder Races, including Aldryami, Trolls, Dragonewts, and several Mostali cities, as well as many tribes of crude barbarians and worshipers of the Lightbringers.

The lowland regions have been in human control since the Dawn Age. It is densely urbanized and consists of many feuding city-states.

SESHNA

Seshna is surrounded on three sides by ocean. She is the mother of the Pendali lion people, but was settled by Brithini before the Dawn. After the Dawn, the hero

DRAGON PASS

Dragon Pass is much referred to in this book. Narrowly speaking, Dragon Pass is a pass between two impassible mountain ranges that otherwise divide the vast grasslands of the north from the coasts of the south. More broadly speaking, it is the surrounding hill country that has been a cultural crossroads since Time first began.

Dragon Pass is the traditional heart of the Orlanthi civilization, one of the first human civilizations to rise in the Dawn Age. The Orlanthi revere Orlanth the Storm God (after whom they are named), and Ernalda the Earth Goddess. They have built several empires in their long history, only to tear them apart in fratricidal conflict. Their kingdoms tend to be ever-shifting kaleidoscopes of tribes, ruled by warlike priest-kings.

At the center of Dragon Pass is **Mount Kero Fin**, the mother of Orlanth the Storm King. Nearby is the **Shaker Temple**, the great temple of the Earth goddesses protected by dread Maran Gor.

Nestled south of Kero Fin are the hills and valleys of the Grazelands, ruled over by the Pure Horse People and their Feathered Horse Queen. The valleys are inhabited by farmers who pay tribute to the Pure Horse People and are under the protection of the Feathered Horse Queen.

To the west and north of Kero Fin is **Tarsh**, a powerful kingdom now ruled from the city of **Furthest** by a Lunar dynasty loyal to the Red Empire. That part of Tarsh closest

to Kero Fin refuse to acknowledge the Lunar kings and are called the Tarsh **Exiles**.

East of Kero Fin is Beast Valley and the **Upland Marsh**. Beast Valley is inhabited by the Beast Men, half-animal, half-men hybrids and ruled by the demigod Ironhoof the Centaur. The Upland Marsh is a cold and bleak wetland inhabited by the walking dead animated by the malign intelligence of Delecti the Necromancer.

Further east are the twenty-four tribes of the **Kingdom of Sartar**, united at its high capital at Boldhome. The struggle between Sartar and the Lunar Empire is the source of the Hero Wars that are fated to end the Third Age of Glorantha.

To the east of Sartar are the plains of **Prax**, an arid land of chaparral and animal herds. It is inhabited by the nomadic Praxian Animal Nomads. The River of Cradles is a thin ribbon of arable land east of Prax, and provides food for the only notable city in Prax—the Free City of Pavis.

South of Sartar is Heortland, home of the **Hendriki** tribal confederation centered on Whitewall. The settlers and ruling dynasty of Sartar came from among the Hendriki.

West of Heortland is the **Shadow Plateau**, the dark ruins of the palace of the Only Old One. It is a haunted place, inhabited by trolls and ghosts of the past.

To the southwest is the Queendom of **Esrolia**, the home of Ernalda the Earth Queen. **Nochet**, the richest and most populated city in Glorantha, dominates this rich land.

THE LUNAR EMPIRE

In the last century or so, Dragon Pass has come increasingly under the influence of the Lunar Empire. This powerful empire arose from the heartlands of the other great human civilization to recover at the Dawn—the Dara Happan civilization. Dara Happa was founded by the Fire Gods during the Golden Age but barely survived the Gods War. It recovered in Time and has long contested with the Orlanthi.

After Dara Happa was conquered and oppressed by foreign invaders, seven desperate individuals traveled forbidden paths and resurrected the Red Moon goddess slain in the

Gods War. This new goddess embraced Chaos and was not subject to the limitations that other gods had agreed to in order to begin Time. She sought to reclaim her place in the heavens, starting a mythico-magical feud with Orlanth the Storm God. She is the goddess of the Lunar Empire and her son, the ever-reincarnating Red Emperor, rules the empire in her name.

The feud between Orlanth and the Red Moon now threatens to destroy Glorantha. Dragon Pass is the main battlefield of this feud.

Hrestol slew her daughter and was exiled from Seshnela. To appease Seshna, Hrestol's father Froalar married the goddess and their children were the Serpent Kings.

The Serpent Kings founded a mighty kingdom that, in the Second Age, joined with city-states of Jrustela to become the all-powerful Middle Sea Empire. Her sorcerers dominated Glorantha and changed the very mythic landscape of the cosmos. But in their hubris, the God Learners went too far and were destroyed. Demigods from the Gates of the West sailed to Seshnela and shattered her. She still lives, but is now often called Seshna of the Islands.

PELORA

Pelora lies in the center of several of her sisters, and has no direct contact with any other sea except through the dangerous White Sea. Mountains ring the west, south, and east, which fill those regions with rocky and broken lands, thus forming the Pelorian Bowl.

The Sweet Sea dominates the western regions of Peloria, and from it forms the mighty Poralistor River, broad and fertile, which joins the Thunder Delta in the north. The Oslir River rises in Dragon Pass in Ernalda's lands, and flows to the Thunder Delta as well. The mighty Arcos, third of the great rivers, flows from the southeast.

Pelora has been home to many empires, from the Gods Age Solar Empire to the Dara Happan Empire of Time. It is now home to the Lunar Empire.

TESHNA

Teshna lies between Ernalda and Kralora. She is a wife of the Sun, but took his son Tolat as a lover. She is thickly populated with humans, yellow elves, and dwarves. She has taken many lovers, sometimes not entirely of her choice, but remains rich and lush.

KRALORA

Far to the east, Kralora has long been isolated from her sisters to the west in history and continuity. She is both the Mother of the Hsunchen, the savage Animal Tribes, and the dedicated supporter of the Dragon Emperor.

The center of civilization is around the Suam Chow, a shallow sea atop Kralora. The great Dragon Island called Hum Chang is to her east, and is the home the splendid Dragon Empire that rules all the lands around the Suam Chow.

PAMALTELA

The Southern Continent of the Mundane World is called Pamaltela, which means Place of Pamalt, the Earth King that still rules that land. Pamaltela is about 6700 km long east to west and 3300 km north to south. To its north is the Homeward Ocean. East lies the hot Togaro Sea, eldest of the great waters. South, past the Nargan Desert, lies a land and sea of unending fire, impossible to approach. West, past the lands of men, rolls the chill Western Sea, which has no bounds.

Pamaltela was also ravaged by Chaos, but recovered better than Genertela because Pamalt the Earth King survived. Relative peace and plenty continue in much of the land, so that many humans live a lush pastoral life. Many Elder Races are still powerful— innumerable Aldryami, Mostali, Uz, and a variety of isolated and obscure creatures. Human cities dot the northern coasts. ✱



Northern Esrolia as seen from the Choralinthor Bay. In the foreground is Esrola's Throne atop the Shadow Plateau. Beyond it, the Building Wall stretches to the foothills of the Skyreach Mountains.



HISTORY OF DRAGON PASS

Amstalli of Nochet humbly submits this gift to his most esteemed and noble queen, who has asked him to tell the story of this terrible feud between the House of Sartar and the Red Emperor. Jealousy, religious rivalry, political ambition, and ancient hatreds have erupted into a fury involving even the gods, upset the heavens, and broke the Cosmic Compromise that binds the world together. As I shall describe, great and terrible deeds—by both the people of Sartar and the Lunar Empire alike—have shattered the world and brought upon us these calamitous Hero Wars.

It seems that the Cragspider's Prophecy has come true:

"A mighty clash of heroes comes in the Last Days.

Kitchen-boy, poetess, warlord, lost soul, three-pronged king, and dragonlord battle for the fate of the universe.

The globe is dim, I cannot see who wins. But the battles are fierce and glorious. Hardly shall any inhabitant of the Pass escape."

Even as your ally Argrath has relit the Flame of Sartar in Boldhome, it is clear it is only a matter of time until the Red Emperor returns to Dragon Pass, with the moonlit radiance of Jar-eel the Razoress at his side. Understanding the events that led to these calamities may prove key to surviving them.

In answer to your request, gracious Queen, I have selected several scrolls from the shelves of the Great Library, amended and notated as necessary, for your perusal.

IN THE BEGINNING

In the beginning, before Dawn was born, was the Moment. It was the God Time, before the coming of Death. It was the Golden Age, when the world and all that dwelt in it existed in peace and ignorance. It was the Gods Age, when those divine beings created the world and their actions determined the ways that the cosmos would exist.

One of those gods was called the Soul Arranger. He was counted among the Celestial Court. He arranged the future populations of gods and men as he walked alone, spreading his seed and word to a Primal Earth fertile with anticipation.

He sowed to the east, to the south, and the west, and then stopped to view his work. It was not perfect, which pleased him greatly. Then he turned to the north, and began to contemplate what he would do with the last unplowed direction.

He reached into his ivory pouch and cast the largest of his seeds to make himself a seat while he meditated. The god's chair was the goddess Kero Fin. The Soul Arranger sat atop his daughter, and the place around his throne

was called Dragon Pass, after the Dragons that nestled around her feet.

The Dragons grew and matured, and left behind the Dragonewt civilization, their immature children who were tended to by the Inhuman King, a Dragon that voluntarily remained in this material world.

The birth into this world of Umath, the Primal Air, shattered the period of peace with crowding, confusion, and fear. This began the Gods War. The storm god, Orlanth, son of Umath and Kero Fin, slew Yelm the Sun, plunging the world into the Lesser Darkness.

The Gods War led to the Great Darkness, a time of horror for the cosmos, when life-giving potentialities turned to destruction and madness. Devils of entropy re-entered the world and tried to consume the universe back into the void of Chaos. Total destruction seemed near.

But Glorantha was not destroyed. Spurred on by Hope and Chance, the Seven Lightbringers traveled through the Chaos-ridden Cosmos and, after harrowing adventures, liberated the life-giving Sun God. The joyful god leapt to his rightful place in the sky and the Dark was banished. Chaos was devoured by the Cosmic Spider who gave birth to ungodly Time.

To keep entropic Chaos from coming to their realm again, the gods swore great oaths and compacts resulting in the Cosmic Compromise. Men call this Time. By altering the world, the gods saved it, and history began.

THE EMPIRE OF THE WYRMS FRIENDS

The mortals of Dragon Pass survived the Great Darkness in much better condition than in the rest of the world. By the Cosmic Compromise, the Dragons had agreed to restrain themselves and ignore the terrestrial world's events. The dragonewts, ruled by their Inhuman King, seemed to care nothing for the rest of the world as long as their nest cities were left in peace. The Dawn Age was a time of peace and growing, as the survivors rebuilt and taught themselves the way of the world inside Time. The ancient races, elves, dragonewts, dwarves, and trolls, were as healthy and proud as humans. Dragon Pass was home to the Unity Council, a union including humans and non-humans, men and women, mortals and divinities.

This age of innocence could not last. Ancient feuds were remembered and conflicts grew with peoples outside the council. Inside dissension and outside enemies forced the formation of the Second Council, a warlike empire, which grew in arrogance and power until they dreamed of bringing back the God Time. The experiment ended in the birth of Gbaji the Chaos God, whose reign of terror kept Glorantha at war with itself for 75 years. This was the end of the Dawn Ages and the diminishment of the inhuman races, which have never had the same stature in the world since then.

Out of this shattered world grew new political entities.

After centuries of war and turmoil, the humans of Dragon Pass persuaded the Dragonewts to speak to them of the Dragons. The humans became heir to a vast amount of Dragon power and knowledge. They formed the Empire of the Wyrms Friends. This empire, centered in Dragon Pass, was proud of and famous for their friendship with the dragons and wyrms of the pass. The peoples and places thrived, made contact with two other continents, and delved deep into spiritual byways.

The Empire of the Wyrms Friends lasted for five centuries and covered the land with a contented peace. Generations of misunderstanding and historical prejudice have heaped that time with rubble and abuse, but the Dragon I talked to said that it wasn't so. The fault of the empire was not in the misuse of its power but in misunderstanding the nature of it.

The end of the Empire of the Wyrms Friends began when Eriayalaia, called the Veil of the Blue Moon, met in the Dragon's Eye with the Inhuman King. They spoke of treasonous things and inhuman deeds, about death and genocide, euthanasia and the will of the gods.

The fringes of the empire collapsed first, wrenched with dissension and worship of new and foreign gods or

the return of old and vengeful ones. Barbaric civilizations rose and ate away at the borders. In 1042 ST, Dragonewts rose and crushed the heart of the once-mighty civilization. Corrupt remnants, like Delecti and the Tusk Riders survived, but the empire vanished.

Some generations later, the human allies aiding the destruction of the empire turned against the dragonewts. With few allies except for Kethaela, they seemed helpless before the destroying might of the Invincible Golden Horde. Dragonewt nests were scoured with wildfire, planted with seeds laid by Chaotic parasites, sealed by diseases unnamable, and cursed by fear and loathing for any that would mourn them.

Heartless and relentless, the humans crushed and plundered, but when they closed in upon Dragon Pass in 1120 ST, the assembled human armies met those who would mourn the loss of dragonewts. The dragons from across all Time and Space assembled in their ancestral home to preserve the purity of their birthplace. The Dragonkill War got its name from what the dragons did, not what they suffered. Humans have feared the dragons since that time, despite draconic indifference.

Dragon Pass was abandoned by humanity.

THE INHUMAN OCCUPATION

We have no written documents about the 150 years during which the Pass was closed to humans, though there are other non-literary relics that provide interesting and tantalizing clues to this period.

The races which survived the Dragonkill War were:

1. The **Dragonewts**, who had struck fear and awe into the other non-humans as well, and were initially the dominant race in the Pass.
2. **Aldryami**, mostly in the Stinking Forest, but also with rapid immigration from the south by Brown Elves. During the century and half of Inhuman Occupation, the Brown Elves covered much of what was later the Bush Range, Grazelands, and Beast Valley.
3. **Trolls** and trollkin, who had been hiding in their strongholds of Dagori Inkarth and Cliff-home, awaiting such an opportunity to retake their ancient lands. Their invasions were the biggest troubles of this period.
4. The **Beastmen**, of many different origins. Many had been held by the Empire of the Wyrms Friends as zoo specimens, pets, laboratory freaks, and demi-beasts.
5. Minor races, like the **ducks**, who were experts at fighting the undead of the Upland Marshes; the **Wasp Riders**, who carried on a long feud with the bee-riders of the Holy Country; and

the **Mostali** of Dwarf Mine, source of magical or cursed weapons and charms for mankind, but full of distrust and hatred for all Aldryami.

6. The immortal spirits of the region, who once again grew to flourish. Each spring again had its nymph to greet and entertain travelers; each trail was guarded by its Hospitality Hearths; and the Wild Women roamed the hills when the gods celebrated and magical beasts from other worlds came to graze up the rich fields.
7. The **Puppeteer Troupe** continued to perform in their traditional locations, albeit for immortals and non-humans.

THE BEASTMEN

The origin of the various Beastmen are many and colorful, and too numerous to list here. What they all had in common was a half-humanity, often overpowered by the animal-half of the creature. Creatures included centaurs, minotaurs, satyrs, manticores, fox women, ducks, bird women, bugheads, and more.

After the Dragonkill War, the Beastmen were neither powerful nor organized. But the vacuum left by the absent humans was a haven for the creatures to regain their natural states of communication with the wild.

Ironhoof was born then, and grew to maturity within a year. He was the son of Ner-jalari, sister to the Horse God, and Orlanth, King of the Gods. The Beastmen are reticent to tell their tales to humans, but there are many places about the Pass that bears marks of Ironhoof's deeds. Among them are Ironhoof's Wrestling Ground where he killed the troll king; his causeway upon the River; and the New Animals' Boundary (long lost, but not forgotten), both of which were made of stone plinths topped by crude carvings of animal heads.

The Beastmen, when led by Ironhoof, bore great friendship for the Grazelanders, and always sided with them during the first wars after humans had resettled the Pass. As politics became more complicated, Ironhoof became more reserved, and often commanded his subjects to avoid all human contact. Even the Grazelanders became suspect after a time.

When the Hero Wars period began, the general increase of magical energies seemed to attract the Beastmen from their hidden lairs again, and they could often be seen marching or scouting for any of the major combatants. Mercenary regiments of half-men were often hired, while Ironhoof himself would lead his armies in person where their interests were involved.



THE TROLL WARS

For a while there was peace again in Dragon Pass due to the influence of the dragonewts. During this time of peace, there was a rapid influx of other non-humans, especially trolls from Dagori Inkarth. Many expeditions went out from the Pass to raid human holdings in Peloria, Prax, or the Holy Country. The two biggest swarms were led by Kajak-Ab the Braineater, a Mistress Race troll who led the trolls from Dagori Inkarth, and her rival Vamargic Eye-necklace, who led the trolls from the Troll Woods in the Holy Country. He was unusual, first because he was a Great Troll, who are almost always of low intelligence, and second because his parents were both cave trolls. He worshiped Zorak Zoran.

Around 1180, the two Dark Troll swarms began their fighting. Troll unity only returned because of the threat posed by Karastrand Halftroll. Karastrand was leader of the giant boar-trolls of the Ivory Plinth, who formed the nobility of the trolls north of the Stinking Forest, and whose incessant war with the Aldryami gave the pleasant woods that unwholesome name. He claimed human ancestry and imperial rights over Dragon Pass as heir to the Empire of the Wyrms Friends. Karastrand attempted to seize all power in the Pass with the aid of non-troll allies. The trolls united to fight against a common foe, and Karastrand was killed.

The trolls then began raiding outside of Dragon Pass, threatening massive human intervention into the closed, sacred ground. The dragonewts were forced to react, and were strengthened by Aldryami, Delecti the Necromancer, and the Beastmen (already led by King Ironhoof), who made their first appearance in strength.

Around 1200, the elves and trolls met in the Battle of Cloaks and Fireclouds, resulting in the death of many Aldryami leaders. Most surviving elves fled back to the Stinking Forest or the Holy Country. Unattended, the vast forest which once crossed Dragon Pass began its long decline.

In 1222, the two troll armies met the dragonewts in battle and slaughtered them. Their victory seemed so complete that a huge and grotesque feast began, gorging on the foes and drinking intoxicating drinks. This debauch continued so intensely that no one noticed the small enemy force of Beastmen who assembled and launched a surprise attack with dragonewt allies. The trolls were unable to respond, and thousands of them were killed. The corpses were heaped up in nearby ruins and set afire as an insult to their beliefs. Ever since that time, the ruins have kept smoking, and are called the Smoking Ruins. No troll has been able to contact their ancestors who were burnt there.

Thwarted in one direction, the trolls of Dagori Inkarth seized another opportunity. An army marched south in 1237, led by Gerak Kag. At the Pairing Stones, the infantry army of trolls met a superior force of Praxian mounted troops, eager to do battle in the daytime. But the Hell-mothers released a stinking black cloud which made the

nomad mounts frightened, and then from it sprang hell monsters which caused terrible panic. The nomad shamans loosed their gods against the darkness, but successive attacks by Morning Star, Thunderbird, Lightning Boy, and the Pure Horse Founder all failed against the spectral troll spirits. Panicked and demoralized, the nomads fled.

In triumph, the trolls approached the walled city of Pavis. Gerak Kag had many magics, and he leapt over the mighty walls into the city. His army entered by the gates, then turned and sealed them closed with spells and lead. They remained closed for over three centuries and trolls became the dominant power in Pavis, hunting humans like animals.

THE RED GODDESS

After the Dragonkill War of 1120, old empires shook and the seas were utterly closed to human crossing. New kingdoms rose to fill the power vacuums and new magics and deities broke free from ancient shackles.

North of Dragon Pass is the land of Peloria, home of the ancient Dara Happan civilization founded by Yelm the Sun God in the Golden Age. After the fall of the Empire of the Wyrms Friends, the cruel Carmanian Empire conquered Peloria. The Carmanians threatened to extinguish the last lights of Peloria until seven desperate individuals conspired to restore the Red Moon in 1220 ST.

The Red Moon was a victim of the Great Darkness. She had been robbed of immortality and death at the same time, making her unique among the gods in existing equally in both worlds. The terrible shock had torn her asunder, scattering her through the worlds. After questing deep into the Underworld along lost or forbidden paths, she was reformed as the Red Goddess. In her were balanced Constancy and Change, Life and Death, Love and Indifference, and all the dichotomies of the Universe, including even Chaos. Her arrival in Time changed the face of the land. The Heartlands of Peloria submitted to the Red Goddess and threw down the rule of the Carmanian Empire.

After living in Glorantha a short time, in 1247 the Red Goddess ascended into the sky, where she remains in her cyclical beauty, viewing the land. She left her son, the ever-reincarnating Red Emperor, to manage her terrestrial matters. The Red Emperor founded the Lunar Empire, the heir and successor to Yelm's Solar Empire.

The Lunar Empire consistently expanded from its founding. When defeated, it rebounded stronger than ever. They went north to the icy wastes, east to the bounds of the horse barbarian lands, and west until they were halted by the magical Syndics Ban, a sorcerous conspiracy that closed off Fronela to further expansion. But in the south the empire continued to grow and grow.

THE HOLY COUNTRY

South of Dragon Pass is Kethaela. The people of Kethaela are kin to those of Dragon Pass and were members of the Unity Council and the Empire of the Wyrms Friends. The Earth Goddess Ernalda lives here in the land of Esrolia. The divine line of Vingkotling kings made their capital there, until kinstrife tore them apart and the Esrolian Grandmothers gave power to the queens.

Since ancient times Kethaela has been divided among six peoples: Esrolia, home of Ernalda; Hendrikiland, an Orlanthi kingdom sometimes called Heortland after the survival hero of the Great Darkness; the volcanic land of Caladraland; the atheist sorcerers of God Forgot; the fisherfolk and boat people of the Right Arm Islands; and the Dark Trolls of the Shadow Plateau. All paid tribute to the Darkness demigod called The Only Old One, who ruled the Shadow Plateau from his Palace of Black Glass.

After the Dragonkill War, Kethaela was rich in magic but isolated except for a circuitous, dangerous trade route, wending westwards through Maniria. Fear of the Only Old One maintained the ancient tribute and sacrifices, and Kethaela began to descend into barbarity.

In 1313, nearly two centuries after the Dragonkill War, a stranger arrived from the sea.

The stranger called himself Belintar, and was human. The oceans at that time were impassable to shipping of all types, but nonetheless Belintar came from there, swimming with calm and patient strokes to the land. He first befriended the fishermen who plied their trade upon the calm Choralinthor Bay and who were old enemies of the trolls who ruled the land.

Belintar spoke little of his own origin, claiming that the moment was more important than the past. His origins have remained unknown, though all Hell knows that the Only Old One tried. He proved himself to whoever demanded such proof, and then demanded something in return.

Belintar possessed great powers, and among other miracles that he performed was the summoning of the Silver Age Heroes of Kethaela. With their aid, Belintar finally confronted the Only Old One, son of Argan Argar who reigned over Kethaela. The struggle was fiercely intense, and although he was killed, Belintar rose again from the dead. The Hendriki fought stubbornly for their old ally, and so Belintar killed their king in 1317.

In 1318, Belintar met the Only Old One himself in direct combat and cast him down and cut him into pieces. Then he pulverized the Palace of Black Glass, covering all the Shadow Plateau with dense, heavy black sand which smothers most life. He made other changes in the land too: raising Loon Island and creating the City of Wonders in the center of the Mirrorsea, among others.

Belintar then began a great magical rite that apotheosized him, and afterwards he was called the God-King or Mangod. He accepted trolls into his rule, and even protected them from other enemies, integrating them into



his realm. Belintar was accepted by the Grandmothers of Esrolia, and gained the loyalty of that rich land. He even resurrected the Hendriki king, although that was never fully accepted by the Orlanth cult, and caused much dissension within that tribe.

Belintar called his land the Holy Country, and it soon gained a reputation for being a place of mystery and wonder.

THE GRAZELANDERS

The Grazelanders are one of the few remaining Pure Horse Peoples in Glorantha. Most of the horse-riding nomads in Pent continue to worship the Sun Horse, but have compromised the Old Way to include the enslavement of the Cow Goddess. Thus, most Pentans have lost much of their ancient power, and cannot contact Golden Bow directly, as the Grazelanders can.

Sometime in the First Age, the custom of herding cattle was adopted by many horse people. This may have been the adoption by farmers into a semi-nomadic way of life. Soon the Pure Horse People were the nobility of the horse tribes. When the horse lords were expelled from Peloria, only a few clans could maintain the pure ways.

One clan of Pure Horse People was hired by the Empire of the Wyrms Friends around 740 to aid in the conquest of Prax. The campaign was rough, but the long-term preparations of the Empire overwhelmed the Animal Nomads, and the Pure Horse People found a home in Prax. About this time Pavis was founded in Prax, and many Animal Nomads began their migration into the wastes of Genertela.

The Pure Horse People and Pavis dominated Prax for 200 years, before the appearance of Jaldon Goldentooth overthrew them. The Pure Horse People joined in the gleeful sack of the Empire of the Wyrms Friends after the dragonewts assassinated the Third Council and were present during the Dragonkill War that closed the Pass to human habitation.

The Pure Horse People maintained their customs and tribe among the other peoples of Prax for many years, and the council of deities in the Paps recognized the children of Golden Bow as distant wayward cousins. When an army of trolls began marching south from Dagori Inkarth in 1237, the Pure Horse People were among those that came to fight the darkness. Golden Bow was among the many spirits crushed by the magic of the trolls and their goddess, and his tribe was among those chewed up by the hell monsters. The army of trolls settled into the ruins of Pavis and sealed themselves off from the outside world.

The crippled Pure Horse Tribe, who lacked resources in nearby lands, proved too much of a temptation to the other Praxians. The Animal Nomads gathered and slaughtered the Pure Horse Tribe warriors at the Battle of Alavan Argay in 1250. The survivors, mostly women, children, elderly, and maimed or wounded warriors, were gathered

together as part of the spoils and given the option of death or slavery. They demanded a night's time to decide, and were placed under the Black Net to make their council.

The council of the people chose among themselves, and those who chose slavery were driven out, naked and bleeding. Those who chose death agreed among themselves to make it a death of their own choosing, and with desperate magics they left the elders to fight the Black Net, while they fled into the clean night with their relics and ritual goods. Afterwards, the spirit of the Old Man with the Black Net was always the friend of the Pure Horse Peoples that ventured into Prax.

The survivors fled upon magical pathways, and reached the edges of Dragon Pass with many difficulties. They entered the hills with their deaths upon their lips, penetrating the cursed and haunted lands for the first time in 130 years.

Instead of armies of vengeful dragonewts or grey lands haunted by ancient ghosts, the Pure Horse People found a pleasant and nearly abandoned territory. A Pure Horse poem tells of it:

*The land where the spirits dwell,
when they walk like men but shun the paths of men,
seeking peace, among the silver realms.*

There is another tale of Hiia Swordman, a Humakti who died in order to pass the Crossline and enter Dragon Pass even earlier. It was Hiia who met the Pure Horse People in the hills and guided them to Ironhoof. This swordsman returned in a cult of weapons masters in the time of the Feathered Horse Queen. He shunned the bow because he had lost his left hand, and made himself a breastplate of turtle-shell which was later copied in bone, bronze, and wood by the cult.

The demigod Ironhoof was pleased to greet worshipers of his uncle, the Great Horse. He purified them of their curse, and granted them all the flat lands north of Beast Valley. There they settled and grew quietly to strength, hiding amid the nonhumans and growing in the wisdom of the quiet earth of the Pass.

THE TOURNAMENT OF THE MASTERS OF LUCK AND DEATH

In 1336, Belintar "used up" his body the first time and the first of the Tournament of the Masters of Luck and Death was held, which resulted in his divine soul inhabiting a new body, formerly belonging to Sethtalar, his Right Hand Speaker.

When Belintar's mortal body expires, the next day select individuals, chosen by a means known only to the God-King, awake between dawn and day in a thoroughly magical Holy Country with the awareness that they are part of the Masters of Luck and Death. These individuals on the Other Side compete for magical powers and mystical insight.

The rulers of the six lands of the Holy Country and Belintar's close companions are usually qualified to participate in the Masters of Luck and Death. Others are as well—people wake up knowing they are a candidate for the Masters of Luck and Death, but never why.

The Tournament is extremely dangerous. Most losers die during the contests or are magically crippled, although a few are known to have not only survived but been strengthened by their participation.

The winner of the Tournament of the Masters of Luck and Death unites with the divine essence of Belintar and his body is overtaken by this immortal element, which flows through his whole being and dwells in it.

The winner becomes a living god—Belintar the God-King. The great magical energy inexorably overtakes the mortal body, and after several years the God-King requires a new body. Upon death, the winner's soul is liberated with consciousness and full powers to a blessed existence. The participants in the Tournament never speak of their contests and it is widely believed that powerful magical guardians protect the secrets of the Masters of Luck and Death.

In the three centuries between the apotheosis of Belintar and his final disappearance, the Tournament of Masters of Death had been held 21 times. It did not always produce an immediate winner. On one occasion, the contests took a full year to complete. Nonetheless, until 1616, the Tournament always eventually produced a winner.

THE SETTLEMENT OF DRAGON PASS

The southeast corner of Dragon Pass, between Beast Valley and the plains of Prax, is a rugged region filled with rounded hills and deep, twisting valleys. At its center rise the Quivin Mountains, an upthrust of steep peaks along the same watershed as the Storm Mountains in the south, and the Indigo Mountains in the north.

During the Inhuman Occupation, reforestation began across the widespread area burned by Jaldon and Oakfed. Only vigorous troll actions kept the entire area from being overgrown.

The foothills of the watershed were avoided by the superstitious Praxians, whose memories of their losses in the Dragonkill War were still strong. The Grazers, created within the pass by Ironhoof, usually ignored this hilly region in favor of other more open territory. Thus, the Quivini hills region was empty of humans, and ripe for settlement when the first people from the south rediscovered the opportunity to settle in Dragon Pass.

The first humans to come here from the south were the Colymar Clan, who settled in the regions of the Starfire Ridges. There is no record of the reason for Colymar's departure from Hendrikiland, save for his desire to live where he settled. His wife, an Earth priestess, was given a unique type of wintergrown grapes by Ernalda. The wine

was a very pale yellow, and always cool to taste. They called their home Clearwine. It was not a fort when first settled, around 1300, but an unwallled village.

Warfare in the Holy Country sent a flood of refugees into Dragon Pass. Most of them were from Hendrikiland. They worshipped Orlanth and lived in towns, herded and hunted, and fought. When they settled they often took long-abandoned hill forts, as had been their custom in the south. The Colymar Clan followed suit after newcomers razed their village around 1320.

The tribes that moved into the region were collectively called the Quivini, after the Quivin peaks in their region. They included the Torkani, Culbrea, Dundalos, Malani, and Balmyr. Other smaller, or less victorious, groups probably existed even then, but we have no record of them.

In 1380, the Lismelder and Colymar tribes attempted to seize the farmlands of the Beastfolk in the Duck Valley. The residents, who were mostly of the race called durulz, or more commonly, ducks, went to their neighbors for help. A tough old minotaur, named Threehorn Glower, came with some forces but badly underestimated the treachery of his opponents and fell. The ducks withdrew, squawking about vengeance. The Lismelder and Colymar tribesmen laughed and moved to plow their new lands.

In 1383, the first army of corpses came out of the Upland Marsh and began ravaging the lands around it. Then pale skinned women, called the Dancers of Darkness, came in the wake of the army and planted rods of power into the earth. Water leaked up around the rods, the earth turned to mud, and in that way the boundaries of the marsh grew.

The Lismelder Tribe mustered against the undead things, but was decimated in the battle. Horribly, the corpses of the newly slain were added to the strength of the foe. Divination indicated that this was being led by Delecti the Necromancer, a legendary sorcerer who lived in the marsh. A heroic expedition, led by Kurash Varn, a Sambari tribesman, was ambushed by ducks and largely destroyed. Kurash Varn was returned, armless, and delivered a message to the humans to surrender and treat with the Beastfolk fairly. After they surrendered, he was given his arms back.

The Colymar simply withdrew from their conquered lands. The decimated Lismelder Tribe put itself under the ducks' protection against the marsh things and fostered friendship and understanding with the Beast People. But most humans and ducks were left with a raw distrust of each other.

THE DAUGHTER'S ROAD

After bringing the Heartlands to obey her, the Goddess of the Red Moon gathered portions of her followers and parts of the earth to herself, ascending then to the Middle Air where she dwells still, visible to the entire world. Some years later, the conservative nobles of Dara Happa conspired with a confederation of the Bison riding rulers

OLD TARSH

of Sylila, Sable Riders of the Hungry Plateau, Aldryami from Rist, infantry from Jarst, Garsting, and Jord, Pentans from the Redlands, and an assortment of hill chiefs and adventurers. Led by the hero Jannisor Moonchaser, who had bound the Mad Sultans within the lands of Tork, this confederation rebelled against the Red Emperor and marched on Glamour, capital of the Lunar Empire. Most of the city fell to the rebel horde, but at the moment of Jannisor's victory, the Sable Riders were illuminated by the Red Goddess. They betrayed Jannisor and the rebellion quickly collapsed. With the Heartlands reduced to absolute loyalty, then the Red Emperor began his conquest of the southern kingdoms.

At that time, the southern kingdoms now called the Lunar Provinces were still free, although unstable and justifiably worried. The belt of petty kingdoms between the Death Line and Alkoth was about 250 kilometers wide and its local aristocracy was made up of Storm-worshipping chieftains, refugee nobles who had left the Heartlands, roving adventurers seeking fame and profit, and harried princes of the indigent populations.

In 1296, the Lunars unleashed the Moonburn on the Aldryami forest of Rist, bringing great gouts of crimson fire down from the heavens to splash across Rist, turning even their Great Tree into a cindered stump. The few surviving Aldryami abandoned the charred corpses of all their immobile vegetable kinfolk and marched into Dorastor.

The humans of the southern kingdoms turned back Lunar probes with heavy losses on both sides. An uneasy peace awaited the arrival of the Red Emperor and his mighty army. Yet the Son of the Moon was not necessary for the conquest; instead he left it to one of his daughters, Hwarin Dalthippa the Conquering Daughter.

In short order, Hwarin Dalthippa made herself the ruler of Sylila, replacing the Bison dynasty and in 1326 founded the city of Jillaro-of-the-Prince's Green. While in her newly built palace, she heard of the marvelous blue fur-stones which grew in Imther and was determined to have some. Deeming that no ordinary path was of enough quality for the caravan of the granddaughter of the Red Moon, the young princess assembled engineers and builders to make a proper road for her to travel upon. It still exists today, called simply the Daughter's Road. Paved with crushed stone, it is twelve wagons wide and each day's march is marked with a temple. The main trunk extends from Jillaro-of-the-Prince's Green to Filichet, the present capital of Holay.

Shortly afterwards a subsidiary road was made at right angles to the Daughter's Road, and the lesser one is called the Singing Trail. It is eight wagons wide and runs from Calf-wool Stands, in the Sylila Satrapy, to Hilltown in Imther. There Hwarin Dalthippa finally obtained her blue fur-stones. Lunar poets claim that the music from the temples, the commerce from the caravans, and the beauty of the Emperor's daughter all combined to convert the unruly hillfolk to the benefits of the Empire and its Red Goddess.

Among those that fled from the Lunar Empire's conquests was the Orlanthi priest, Arim the Pauper. Arim entered Dragon Pass around 1330, after Holay was conquered by the Conquering Daughter. At that time, Dragon Pass was still forbidden to all humans of Peloria—when Arim reached the Death Line, twenty of his own ancestors appeared and tried to keep him from entering. Arim was not only bold, he was desperate as well, and he strode past his ancestors to become greater than any of them.

Arim discovered that despite the Dragonkill, Dragon Pass was not empty. Arim first met one of the Beast People, a centaur named Henereel, and aided her. Sometime later he met a warrior of the Pure Horse People, named Benst Beel, whose people had entered Dragon Pass several generations before. Arim made peace with a dragon (or perhaps just a dragonewt). At last, at the foot of Kero Fin, he met Sorana Tor, the Priestess of the Earth.

The courtship of Sorana Tor by Arim the Pauper was an arduous, but apparently pleasant, experience. Their love story has been preserved in ballads which were combined by the poet Eight-String into the Founder's Cycle. In the ballads, Arim fulfills heroic tasks, as Orlanth once did for Ernalda, the Earth Goddess. During the courtship, Arim liberated many slaves and prisoners, sought and gained many followers, and made friends with the local Pure Horse People tribes, who he called the Grazelanders.

Other settlers had already entered Dragon Pass from Kethaela to the south beginning around 1300. They had followed the path made by Colymar and his Black Spear clan seeking to fulfill prophecies in the sacred mountains of Dragon Pass. Later warfare in the Holy Country sent floods of refugees into Dragon Pass. Most were Heortlings from Hendrikiland. They worshiped Orlanth and lived in walled towns, herded and hunted, grew cereals and grapes, and fought. The tribes engaged in sporadic warfare and constant personal challenges between chieftains. Even within a single tribe there was challenge and battle, and sometimes younger sons broke away from the greater tribe, beginning a separate clan of their own, as the Lismelder tribe did when it deserted the Malani.

Arim and Sorana Tor founded the Twins Dynasty of Tarsh, wherein the spiritual and religious powers were commanded by the sister-queen Vestenbora and the temporal affairs were tended by the brother-king Varstapoor. These twins had miraculous childhoods and, even before maturity, led a victorious army in 1362 at the Battle of Falling Hills, where the Red Emperor was slain and Lunar progress halted for a hundred years. A dozen years later, a desperate Lunar Empire begged for Tarshite help against the fearsome nomads that ravaged the Heartlands. King Varstapoor temporarily allied with the Lunars and defeated the nomads at the Battle of Quintus' Vale in 1374.

Ovartien Twinson ruled for about twenty years. During his reign, the Tarshites regularly raided the lowlands,

including the Lunar satrapy of Sylila. Retaliation was infrequent and ineffective. The Tarsh army was almost all infantry at this point, because the Grazelancers provided such excellent cavalry support, even against the horse barbarians of Pent. Thus, it is surprising that his son magically raided the Grazelancers sacred herd and provoked them to war at the end of his father's reign, but he did so. The Grazelancers rode against the Shaker's Temple, but were defeated among the groves that surround the holy ground. Afterwards, Ovarrien abdicated and left the kingdom to his son.

Ovarrien's son Yarandros was the fourth king (ruled 1395–1440), and took the kingdom after his father retired. As part of a heroquest he stole a sacred stallion from the Grazelancers and provoked them to war because he refused to return it. The animal was a stallion with will enough to overcome its instincts, and intelligence and power enough to know and use magic. Upon his steed, named Glad Leaper, Yarandros was the equal of any Pure Horse rider.

To replace his lost allies, Yarandros entered Prax, presented himself as a conqueror from magical Dragon Pass, and killed several chieftains in single combat to prove it. He then hired mercenaries from among the Animal Nomads, promising rich plunder from foreign lands if they aided him. Awed at first, then simply bought, the Animal Nomads provided cavalry for Yarandros' early wars.

The nomads proved to be valuable mercenaries until one of them discovered that Jaldon Goldentooth, the famous Raider Khan, could be summoned to lead bands of them to raid the Pass. An invasion was mounted, and defeated only at the greatest difficulty by Tarsh and her allies. Yarandros found himself without a cavalry, save for a small band of nobles and bodyguards, and whatever miscellaneous mercenaries he might hire. Yarandros, who is surnamed the "Charge-crazy" because of his headlong assaults on enemy formations, nonetheless formed a compact band of elite cavalry whose skills and morale surpassed the best of the nomads. He trained his infantry to attack standing cavalry formations and interspersed many archers and javelin throwers among the heavier foot units.

Yarandros urged and sponsored his friend Derik Pol-Joni to pursue his vengeance and hatred against the Praxians, and aided Derik in establishing the "bastard tribe" of Prax. The most famous battle was in 1420, and Derik's army was aided by dragonewts and even Grazelancers.

Orios (1440–1448) was the fifth king of the dynasty, and seems to have comported himself well in all attributes, save that of providing an heir, and seeking a proper augury before his last raid against the Empire. For this last act, he has been named "the Fool" by historians, although he had less control over his fate than is apparent.

In 1448 Orios accidentally crossed the borders of the Mad Sultanate of Tork, a festering Chaotic region populated by madmen and demons who had been imprisoned

in the area by Jannisor Moonchaser, a hero who had lived many years earlier. This region had the unfortunate ability to cause its invisible borders to expand or contract, sometimes at alarming rates. Orios apparently crossed one of these expanding borders while returning from a raid. This invasion, inadvertent or not, enabled the Mad Sultans and their followers to burst upon the Provinces like a crazed god in its death-throes, burning and killing and pillaging as they went, and getting extra delight from plundering Lunar cities. The Tarsh army was destroyed while trying to escape the Mad Sultanate's borders. The rampaging army was eventually redirected towards Dorastor, although the Red Emperor was again slain in the fighting.

The lack of a son left the question of inheritance open. The custom established by Arim and his heirs was to pass it on patrilineally, but the Tarsh priestesses demanded a matrilineal succession. Worse yet, the self-proclaimed Prince of Far Point declared himself king, named eight ancestors to back up his claim, and then sent 9,000 soldiers to prove his argument. The priestesses protested, and the kingdom tore itself apart in civil war.

This was a general period of turmoil as the gods realigned themselves to make room for the expanding Lunar pantheon. During this era, new dynasties were established in Dragon Pass. Sartar of Bullshill founded the sacred kingdom that bore his name and became High King; the Grazelancers were overawed into accepting the first of the Feathered Horse Queens to rule them; and the Illaro Dynasty became the adopted brother-kings of Tarsh. The Telmori werewolves entered Dragon Pass, ravaging settlements until Sartar tamed them. Alliances were made between Sartar, the Grazelancers, and Tarsh, so that there followed a period of peace and unity against the Empire.

THE FEATHERED HORSE QUEEN

The disturbances caused by the Conquering Daughter caused a great southward surge of migration and refugees which constantly encroached upon the lands of the dragons. Early adventurers were surprised to find the powerful and peaceful Pure Horse People already settled there, and spread word of the Pass' accessibility. Settlers gradually overcame their fear and drifted in, settling in Wintertop and the Dwarf Hills at first, but in small numbers.

In 1330, the secret altar of the Destructive Earth was discovered in the valley beneath Kero Fin, and the Tarsh Twins dynasty was founded. Other refugees flocked to the region and began populating the Far Place. The Pure Horse People gladly joined their friends in raiding the hated Lunar Empire, and were present at the battle of Falling Hills.

In 1402, there was a fierce fight outside of the temple of the Earthshaker. The exact causes of this fight are unknown, but shortly afterwards the Grazelancers severed their friendship with the Tarsh Twins dynasty and removed their herds from the lowlands and into the hills.

FEATHERED HORSE QUEEN DYNASTY

The Feathered Horse Queen is the title of the ruler of the Grazeland Pony Breeders. She is the most important Earth priestess of Dragon Pass (and often paired with the High Priestess at the Shakers Temple). The dynasty was established by the first of the Queens, whose magic proved stronger than that of the horse lords.

Eneera Tor (born 1430, Feathered Horse Queen 1455–1535, Queen of Dragon Pass 1494–1535). Known as “Reaches Farthest.” Eneera was born 1430 and emerged from the womb of the Earth Goddess around 1455 as the Feathered Horse Queen. For the next fifteen years she fought to assert her authority and in 1470 she crushed the king of the Grazers. The next Sun King submitted to her (the version presented in Pure Horse People tales preserves as much dignity for the Sun King as is possible, but in truth he was humiliated and forced to acknowledge her as his suzerain). In 1495, Eneera Tor proved she was the incarnation of Sorana Tor (and thus the avatar of Kero Fin) when she married Prince Sartar and became the Queen of Dragon Pass. This marriage was filled with magical power, and as long as Sartar lived, she took only occasional lovers. Sartar ascended to godhood in 1520, and Eneera Tor remained an ally to her son Saronil, who ruled in Boldhome. Eneera finally embraced death in 1535, age 104.

Yoristina (born 1496, Feathered Horse Queen 1535–1565). The daughter of Eneera Tor and Sartar, Yoristina had countless lovers, including allegedly a centaur! She became Feathered Horse Queen in 1535, taking the name “Keeps the Children”. She supported her brother Saronil and her lover Palashee Longaxe but stayed out of their wars with the Lunar Empire. She died in 1565, after having stumbled in her rituals.

Verala Tor (born 1544, Feathered Horse Queen from 1565–1582, Queen of Dragon Pass 1579 to 1582). The daughter of Yoristina and an unknown father, she became Feathered Horse Queen in 1568, taking the name “Mother of Lands”. She was beautiful and powerful, and courted by many kings, until she finally took Prince Tarkalor as her husband in 1575 when she became Verala Tor, the Queen of Dragon Pass. She was killed with her husband at the Battle of Grizzly Peak.

Sorana (born 1565, Feathered Horse Queen 1582–1604). The daughter of Verala and an unknown father, Sorana became Feathered Horse Queen upon her mother’s death in 1582, taking the name “Splendid Among the Proud.” She

had no husbands, but three daughters who each married a king. She was close to her half-brother Terasarin, but after his death in 1600, she came to terms with the Red Emperor, and received from him the Armbands of Sartar after the fall of Boldhome. She was assassinated in 1604.

Virkala Tor (born 1584, Feathered Horse Queen 1604–1610, Queen of Dragon Pass 1604–1610). The daughter of Sorana and an unknown father, she became Feathered Horse Queen upon her mother’s death in 1604, taking the title “Riches Without Tears”. Upon becoming Feathered Horse Queen, she issued the Marriage Contest but set her bride-price at an impossible limit, but King Moirades met it and gave even more. Shrines to her were built in Filichet and Mirin’s Cross. Virkala’s beauty and grace was renowned throughout Dragon Pass and the Lunar Provinces, but was challenged by Jar-eel and defeated. She died under mysterious circumstances in 1610.

Mirina (born 1586, Feathered Horse Queen 1610–1623, died 1623). The daughter of Sorana and an unknown father, she became Feathered Horse Queen in 1610, after the death of her sister. She took the title “Single Matron Woman,” and she never took a lover during her entire reign. She loved war and aided the Lunar Empire in crushing Starbrow’s Rebellion, invading Prax, and the conquest of the Holy Country. She was killed fighting in Esrolia in 1623, while her sister Vistera led a rebellion against her.

Vistera (born 1594, Feathered Horse Queen from 1623–1625). The daughter of Sorana and an unknown father, she became Feathered Horse Queen in 1623, after leading a rebellion against her sister. She took the title “With Bitter Heart” and ruthlessly avenged the deaths of her grandmother, mother, and sisters. She had pro-Lunar chiefs and priestesses murdered, allied with monsters and Tricksters, and made a terrible pact to awaken the Dragons. She died during the Dragonrise, upon witnessing her schemes reaching fruition.

Inkarne (born 1605, Feathered Horse Queen from 1625 onwards). The daughter of Virkala and Moirades, Inkarne became Feathered Horse Queen upon the death of her aunt in 1625. She has taken the title “Reaches All”.

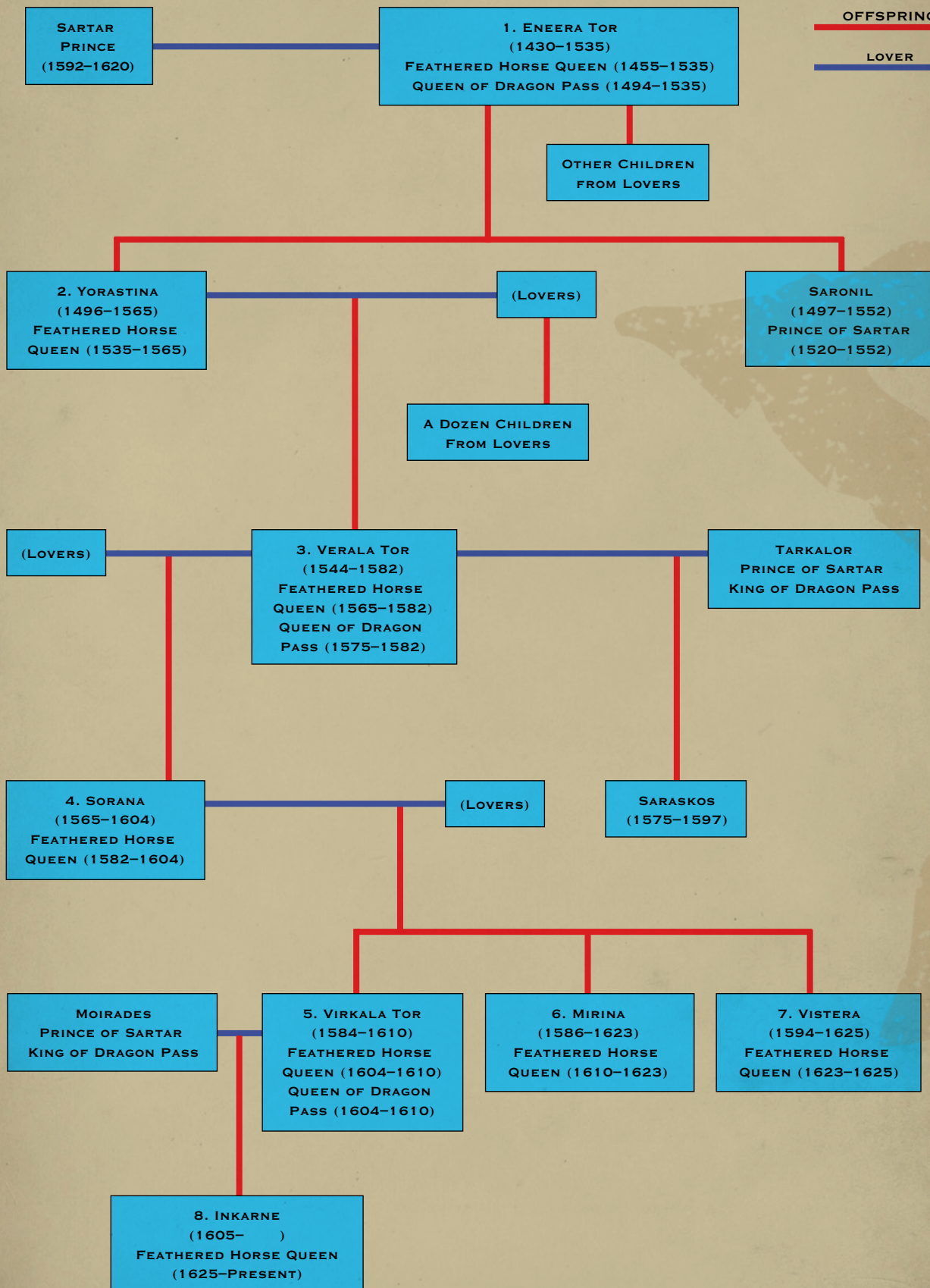
The river valleys were quickly filled with farms and villages, and the Tarshites crossed the Pass into Prax to hire mercenaries.

The Pure Horse People, huddled in the hills of their summer grazelands, grew gloomy and desperate. Raiding parties searched far and wide for salvation or vengeance, but were pursued by angry armies that captured their

herds and killed their warriors. The clans turned upon each other, seeking a victor or a victim. One clan broke away and sought passage from the God-King, then moved westward through Esrolia and out of the Grazelanders’ history.

The problems of the Grazelanders were solved by the ascension of the Feathered Horse Queen and triumph of

THE FEATHERED HORSE QUEENS



the Earth powers. The worship of the Earth powers was an ancient part of the Grazer religion. The goddess of the broad land was one form of La-ungariant, the granddaughter of Gata and Genert and First Wife of Yu-Kargzant, the Immortal Sun. She is the goddess of women, mistress of ceremonies, and source of wealth and blessings. She is called Ernalda by the Orlanthi and Dendara by the Pelorians.

During the turmoil from 1450–1470, a leader rose from this cult. With a handful of loyal women, she went deep into the womb of the Earth. When she returned, she was called the Feathered Horse Queen because she wore the ancient signs of regal office which had been stripped from her goddess in the Gods Age. She claimed the inherent sovereignty of the land, given to her by the goddess within it. The Sun King of the Pure Horse People rejected this idea, of course, but the vendref farmers (most of whom were settlers enslaved by the Pure Horse People) recognized the truth of her claims, and flocked to support the efforts of the cult to bring peace.

Confrontation grew, and in a doom-ridden duel of thaumaturgy the Feathered Horse Queen crushed the king of the Grazers. She revived the cult of Hiia Swordsman, the Humakti Hero. The swordsmen pledged loyalty to the Feathered Queen, in life and death, and became her personal bodyguard.

The next Sun King of the Pure Horse People brought peace. He recognized that the Queen had the right to speak for those who worked the earth, and for those who tended horses, but she must not abuse that power and should speak only on matters of magical interest.

When it was known that the Feathered Horse Queen was not married, many came to seek her hand. Of those who came, some went away because they didn't like the terms of her marriage. Others could not match her wager, and others dared not take the risk. At last, only three contestants remained.

The three contestants for the hand of the Feathered Horse Queen in 1494 were: Temernim of Dunstop, Jaradros of the Hendriki, and Sartar of Boldhome. The first was eliminated when he had to abandon the contest to help his relatives, who were being taken away to be sacrificed to evil deities. The second failed when his family would not agree to accept the personal habits of the queen as being equal to theirs. The third qualified fully, and the pair undertook the sacred contest marriage.

The first year Sartar went to the queen's home, and lived among them. Though they were nomadic, and traveled often, he never was persuaded, forced, or tricked into riding upon their steeds. Nor was he ever left behind. Sartar raised a couple of altars to Issaries as a gift for his wife. That year a beautiful daughter, Yoristina, was born.

The second year the queen went to Boldhome to continue the contest. There she learned of making pots, creating jewelry, and making plowshares and swords. But she never convinced anyone to ride her horses. When she finally challenged Sartar about this, he asked the son of Derik Pol-Joni to ride for him in a race. The youth beat

the queen's best steed and rider. After that the queen challenged her husband no more, and he was named King of Dragon Pass by the High Lord Dragonewt. A son was born in Boldhome, who was named Saronil, and before he was weaned the queen left Boldhome, never to return.

For the whole life of Sartar, the queen took only occasional lovers, but although she lived long she was never able to establish good roads in her land, or a unity among all her subjects like Sartar did. The Grazelanders allowed small towns to grow in their territory, but the Pure Horse People did not permanently attach themselves to these places. The old often went there to live out their last years and the ill often recovered there. The Pure Horse People continued to live a wandering existence on their land, living in portable hide tents and sharing their existence with their sacred herds. The towns were left to the vendref and foreign merchants.

When she died, they placed her upon a Goldeneye horse decorated with feathers, which bore her body to the blissful realms as the tribe wept and cut themselves in grief. Among her daughters, Yoristina was chosen as the next Feathered Horse Queen. All the queens have, since then, been honored this way after they die.

SARTAR THE FOUNDER

Sartar Ernalsarsson was already well versed in secret magic when he came to Dragon Pass from Hendrikiland in 1470. He was an unusual person among the tribes that he approached at that time for he refused to fight and, even when challenged, was never seen to raise weapon or magic offensively against another person. This is not to say that others did not kill for him—the people he lived among were worshipers of the sword, which protected them in their hard lives.

Sartar's magic stemmed from his mastery of the Motion Rune, whose attributes are change and growth. He was a Changer, and through his career as a nationmaker he changed the face of history and the land, as well as more mundane aspects of life. It is said his magic "turned smart men into chieftains, good men into loyal followers, and enemies into pack beasts." In twenty years, he united the tribes and transformed them from quarrelsome robbers into a principality. Sartar was a master builder. He founded his capital, the famous mountain city of Boldhome, by erecting the outer walls overnight, thus fulfilling an ancient prophecy. Sartar founded other cities, as well as temples, and treasuries, and built roads nearly as fine as the Daughter's Road to facilitate trade. He fostered literacy, experimentation, and commerce upon his people, who called themselves Sartarites in his honor.

In 1494, Sartar, titled Prince of the People, became embroiled in a contest with the Feathered Horse Queen



The Puppeteer Troupe use oration, dance, music, and song to reveal secrets of the divine to their audience. Here the Emperor tries to break up the Lovers, not noticing the Green Dragon sneaking up behind him.

THE PUPPETEER TROUPE

The Puppeteer Troupe was, in peaceful times, a wandering minstrel show with actors, jugglers, and acrobats. They were much sought after by kings and emperors, but spent far more time among farmers and slaves. Dainty princesses are known to have walked across a pigsty and sat atop a lousy haystack to enjoy a show. In more stressful times, the Troupe unfolded its inner strength and showed its real power.

The Puppeteer Troupe is among Glorantha's foremost cults of Illusion. Stories claim Tylena founded the Troupe and that they once entertained the Cosmic Court atop the Spike with their arts and mastery of Illusion. In the Lesser Darkness Donandar, the god of dance and music, led them. Their performances are worship rituals for Donandar and Tylena.

The mockeries and sarcasms of the Puppeteer's jongleurs often pain the venerable or over-dignified and so they are

sometimes held in disrepute. Strict or militant cults or societies often view the Puppeteers as promoting useless frivolity. But many folk have a sense of fun and appreciate gibes at their expense.

The Puppeteer Troupe perform stories that both entertain and hint at higher and deeper meaning. They are at turns scandalous, insulting, disrespectful, contrived, and ludicrous—but also hint at deep themes or mysteries without directly revealing them. They are patronized by farmers who want low humor, nobles who want high language, and aspiring heroes who want a glimpse into the cosmic mysteries.

The lifestyle of the minstrels and puppeteer troupes resembles those of traveling merchants, and the Puppeteers are friendly to the cultists of the Speaking God.

of the Grazer peoples. Such struggles often occurred when a person was upon a path of fame and power, as Sartar was. The queen challenged him to a trial of secrets, which he could not refuse.

In the Sacred Time at the start of 1495, Sartar wed the queen and they were bound together in a challenge of magical strength and ability. The Inhuman King presided over the strange ceremony and he named Sartar to be King of Dragon Pass during the marriage. Since that time any ruler from his dynasty has been Prince of Sartar, but only those who wed the queen of the Grazers have been called King of Dragon Pass. After Sartar married the Feathered Horse Queen, the new kingdom rapidly grew in power and privilege.

Sartar was loved by the common people, for he often went disguised among them and searched for those worthy and just enough to help convey the kingdom towards a good future. He befriended the Puppeteer Troupe, and sought secret knowledge from them.

Sartar's greatest metamorphosis was that of changing himself into a god. His path had been long and dangerous, and more than slightly lucky, during his years among the bloodthirsty warriors. Yet he had passed all tests, slowly accumulating all the things necessary for apotheosis. In 1520 he assembled his family, many priests, and most loyal followers at the huge brass brazier near his palace overlooking the mountain valley of Boldhome. Before their eyes, and those of the thousands of people farther below, he lit the Flame of Sartar, bestowed his last blessings and instructions to those closest to him, and strode into the flames where his body was consumed.

HON-EEL THE ARTESS

Hon-eel was the Third Inspiration of Moonson, and can therefore be considered an earlier incarnation of the demigoddess we know as Jar-eel the Razoress. Each of Jar-eel's incarnations is a brilliant adaptation and presentation of the finer and more subtle modes of existence available to the Lunar New Gods. Jar-eel, for example, illustrates the fine value and artistic accomplishments in the divine act of separation from the source, using her edged blades and wit to cast moonlight upon the dividing philosophies of the Outer World. In her previous lifetime, as Hon-eel, she wove artistic webs of circumstances, manipulating reality through magical lines of communication.

In 1490 ST, Hon-eel entered Tarsh miraculously, for she appeared at the climax of the Inner Rituals of the Earth Temple during the Calling Ceremony. Ordinarily this blasphemy would result in banishment to all Seven Hells, leaving the victim spiritually dissolved and unreturnable. Yet it did not happen, for the High Priestess decreed that the Goddess of the Earth had adopted (many say was forced to adopt) the Moon as a daughter, and that on the Surface World it must likewise occur. Hon-eel was initiated into the outer mysteries, the ceremony of Spring

was completed, and Hon-eel began the destruction of free Tarsh.

Although the year was one of unprecedented prosperity, the newly established temples of Hon-eel caused dissent and open fighting. Wealth and peace disappeared when the King Pyjeemsab of Tarsh received permission from the Earth priestesses to marry the fascinating Lunar demigoddess. In 1490, after a season of preparation and a weeklong ritual attended by many imperial dignitaries, the pair were married. An immense revel began and the pair disappeared into their bridal suite.

The king was never seen again. For a while the government continued without their king, who was assumed to be totally absorbed in matrimonial bliss. Hon-eel emerged alone after seven days and claimed to be carrying the heir to the kingdom. Many Tarshites rebelled outright.

Hon-eel claimed the regency in the name of her unborn son, and this claim was supported by her father the Red Emperor and his armies. Although aided by allies from the new kingdom of Sartar, free Tarsh was doomed, for in 1496 the five-year old child king Phoronestes oversaw the dedication of new ground for a Temple of the Goddess of the Reaching Moon. The building task was more difficult than that of a city, and there were many years necessary for its completion.

During the reign of King Phoronestes, many Lunar colonies were founded in Tarsh, the most important being the city of Furthest. Phoronestes had his palace there and it quickly became the capital of Lunar culture and administration.

However, Hon-eel's victory was not complete. The Earth Goddess discovered her betrayal, and enabled some portions of Old Tarsh to remain free and outside of the Glowline, allied with the new rising power of Sartar. Thus, the city of Alda-Chur changed from Tarsh to Sartar rule. The Bush Children, and many others, were driven from their homes and took refuge with Sartar. The staunchest foes of the Lunars called themselves the Tarsh Exiles and fortified themselves on the slopes of Kero Fin, led by the undefeated sister-queens of the Shaker Priestesses, now purged of Lunars.

THE FLAME OF SARTAR

The cult of Sartar continued after his apotheosis. His voice was heard in the Flame, and his magics worked for his heirs to the kingdom. His family members were the leaders of the cult, and under its guidance they continued the healthy growth of the kingdom along the lines established by the Founder. The spirit of Sartar continued to live in the hearts and souls of the people, and the cities assumed lives of their own as well. The confederacy was led by the family of Sartar, who continued to build their beautiful city of Boldhome attracting wealth, splendor, and learning from all around. Their command of trade between Kethaela and Peloria made them rich and powerful.

THE LUNAR KINGS OF TARSH

Here is the Tarsh Dynasty of Hon-eel the Artess:

Phoronestes is first. The son of Hon-eel the Artess, the daughter of the Red Emperor, he was king before he was born. He dedicated the Temple of the Reaching Moon and was an alchemist and poet. During his reign the Tarsh Exiles were weakened considerably. He had two sons by his Lunar wife, Philigos and Phargentes. He was crowned in 1491, and died in 1535 of poison.

Philigos is second. He was the son of Phoronestes and Kana-Telsor. He was the twelfth king of Tarsh. A poor captain, he lost his kingdom to a usurper and spent most of his life in Sylila. Crowned in 1535, he was overthrown by rebels in 1538, and died in 1555 trying to reclaim his kingdom from Palashee Longaxe.

Phargentes, son of Phoronestes, is third. He was the son of Phoronestes and Kana-Telsor. He was the Lunar Provincial Overseer and the fourteenth king of Tarsh. He slew two Tarsh kings; two Sartar kings; one Balazaring king; and one

Aggar king. He had one wife and had one son, Moirades. Crowned in 1555, died peacefully in 1579 of old age.

Moirades, son of Phargentes, is fourth. Crowned in 1579, he was King of Dragon Pass and the fifteenth king of Tarsh. He defeated the Tarsh Exiles and their Sartarite allies at the Battle of Grizzly Peak. He conquered Sartar. He achieved Illumination and used Lunar magic to deeply explore personal transformation. He had two wives. With the first, Harsta Orindori, he was the father of Pharandros; with the second, the Feathered Horse Queen, he had a daughter. Finally, he sired a son with Jar-eel at the moment of his spiritual liberation in 1610.

Pharandros, son of Moirades and Harsta Orindori, is the current king. He is the sixteenth king of Tarsh. He ruled Sartar, and conquered Prax and the Holy Country, but lost all three when the Dragon rose. He has three children by his Lunar wife. Crowned in 1610, and he is still on the throne.

The princes of Boldhome continued to rule in the path set by the Founder. They built roads, temples, and fortresses. They were famed for their wisdom, their magical secrets, and for their generosity. Allied with the Feathered Horse Queens (who were also descendants of Sartar), they dominated Dragon Pass. In 1538, Prince Saronil, the son of Sartar, aided the Tarshite rebel Palashee Longaxe and the Shaker's Temple to drive the Lunars out of Dragon Pass. For seventeen years (1538–1555), Palashee ruled in Tarsh as the ally of the Sartar Dynasty. The Hon-eel dynasty fled to Glamour to plot their return.

In 1539, during the reign of Saronil, began the magical event called the Dragonewts Dream. All living dragonewts in Dragon Pass crawled into their ancient cities, sealed them with magical wards, and then disappeared from view.

For the next two years there appeared phantasmal dragonewts, in far greater numbers than there are living dragonewts, dressed in antique costumes and going about a silent and mysterious ritual. In some cases, they caused other portions of their phantom reality to appear in the material world as well, such as the Pyramid of Caran, which has sporadically reappeared ever since. It was possible to interfere with the ghostly dragonewts, but such attempts almost always led to severe retaliation by the apparitions. In those occasions where a ritual was entirely disrupted or destroyed by external forces, the Dragonewts always made at least one more try to perform it again.

The purpose and result of this five-year dream is quite unknown, although many theories have been put forth. Among other events forced by the Dragonewts Dream was the opening of the ancient city of Pavis, in the Praxian wastes, after being sealed by troll magic for centuries.

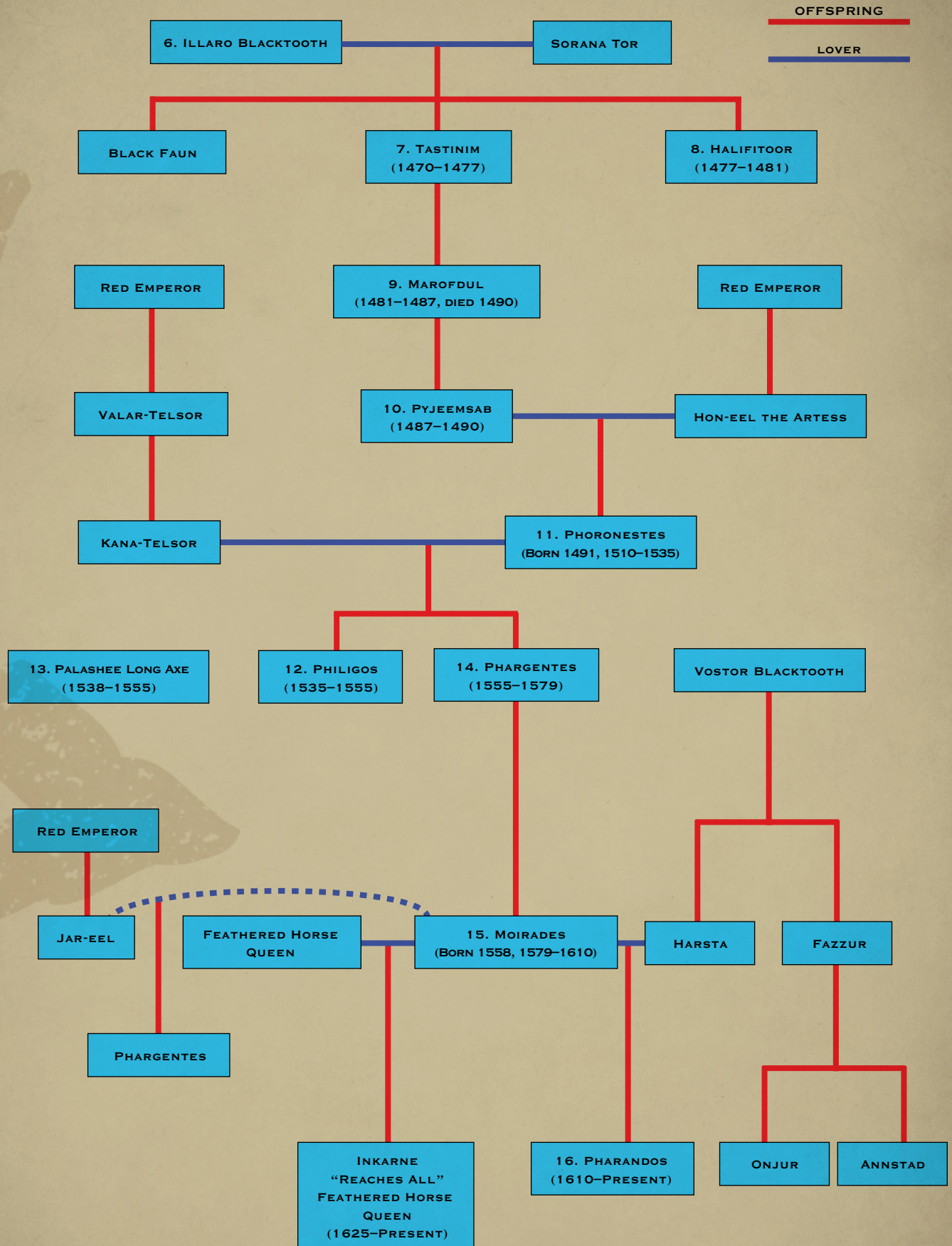
Trade and religion tied Boldhome closely to the Holy Country, still ruled by the ever-reincarnating Belintar the God-King. Merchants traveled the rivers and roads from Nochet to Boldhome, carrying goods to and from the Esrolia, Ralios, and the far West. Many nobles from Sartar engaged in trade, religious, and mercenary activities in the Holy Country; in turn, many artists, merchants, priestesses, and scribes came to Sartar.

Saronil's own son Sarotar died a tragic death which was later immortalized in a Kethaelan play. Sarotar loved Arkillia, called "the Sad Lady" in the play, the daughter of Queen Norina of Esrolia. Conflicting vows of love and duty led to Sarotar's murder by Arkillia's other suitors. Sarotar's brother and cousin took bloody vengeance against his murderer. Marlesta the Dancer, the daughter of the tragic couple, later renounced her birthright, denied her heritage, and joined the Puppeteer Troupe.

Dorasar, a grandson of Sartar and boon companion of Sarotar, read ill omens in his cousin's death. In 1550, he traveled across the Praxian wastes with his companions and founded the city of New Pavis, next to the old giants' city. With Sartarite rituals he founded a city, consecrated its walls, and was named Warlord of all the people there. The city, however, was too far away to be considered part of Sartar's kingdom.



THE ILLARO DYNASTY



THE SARTAR KING LIST

Here is the Dynasty of King Sartar:

Sartar was first. He was the First of the Quivini and King of Dragon Pass. He was the son of Ernalsar. Sartar had three children: twins birthed by his mate, the Feathered Horse Queen, named Saronil and Yoristina; and by another woman, named Enent, a son named Eonistaran. He was crowned in 1492, apotheosized in 1520.

Saronil was second. He was the First of the Quivini and the Prince of the Sartari. He was the son of King Sartar and Queen Eneera Tor. Saronil had four children: two sons and a daughter by his first wife, Sorana Millstone, named Sarotar, Jarolar, and Onelisin; and another by his second wife, Soaratta the Reddest, a son named Tarkalor. Crowned in 1520, died in 1550 rescuing his granddaughter.

Jarolar was third. He was the Prince of Sartar. He was the son of Saronil and Sorana. He had two children: a son by his lovewife, Vininna, named Jarosar; and a son by his waterkeeper, named Rastoron. Crowned in 1550, died in 1565 fighting Tarsh King Phargentes.

Jarosar was fourth. He was the Prince of Sartar. He was the son of Jarolar and Vininna. He had a son and daughter by his bed wife, Yaransoar, named Jarnandar and Aransanda. Crowned in 1565, died in 1569, killed by Lunar spirits.

Tarkalor was fifth. He was the King of Dragon Pass and the Prince of Sartar. He was the son of Prince Saronil and the Runaway Woman. He was the father of two sons: by his bed wife, Dorasa, the elder son named Terasarin; by his wife, the Feathered Horse Queen, a son named Saraskos. Crowned in 1569, died in 1582 in battle.

Terasarin was sixth. He was Prince of Sartar and Warlord of the Alda-Churi. He was the son of Tarkalor and his bed wife, Dorasa. He had four children: by Hindala, his wife, two sons and two daughters named Loricon, Darnangle, Eonislora, and Tarkala. Crowned in 1582, killed in 1600 by a dinosaur.

Salinarg was seventh. He was the Prince of Sartar, Warlord of the Alda-Churi, and Warlord of the Last Orlanthi. He was the son of Korlaman, son of Eonistaran, son of Sartar. He had three children by his lovewife: a son, named Harsaltar, and two daughters, named Enothea and Beneva. Crowned in 1600, killed in 1602 in battle with the Red Emperor.

Temertain was eighth. He was the son of Jotisan of Karse, son of Markalor, son of Eonistaran the Sage. He had no children. Installed in 1613 (never crowned), killed in 1624.

Kallyr was ninth. She was the Prince of Sartar, the Queen of the Kheldon, and the Starbrow. She was the daughter of Loricon of Kheldon, son of Rastoron, son of Prince Jarolar. She was crowned in 1625, died in 1626 in battle with the Lunar Empire.

Argrath is the tenth and current Prince. He is the Prince of Sartar, King of Pavis, White Bull of Prax, Dragonlord, and Warlord of the Alda-Churi. He is the son of Yanioth, daughter of Arene, daughter of Minara, daughter of Onelisin, daughter of Prince Saronil. He was crowned in 1627 when he relit the Flame.

LUNAR TARSH

On retrospect, the death of Sarotar heralded the end of Sartar's golden age of peace and prosperity. In 1555, the Lunar Empire invaded Tarsh to reinstall the Hon-eel Dynasty as rulers of that kingdom. With the aid of Prince Jarolar of Sartar and his Praxian allies, King Palashee routed the Lunar Army at the Battle of Karnge Farm. The exiled Lunar King Philigos and his bodyguard were slain. Their scalps still adorn the Shaker's Temple. After the victory feasts, the armies disbanded. Then, in the dead of night, the younger brother of the slain Lunar king launched a surprise raid. King Palashee waited only briefly to gather a small force, comparable in size to that of the desperate raider. King Palashee met General Phargentes in battle and they fought so fiercely that the grass at Axefield is still red today. But in the end Lunar trickery won, and Long Axe was slain.

King Philigos' younger brother was Phargentes, an ambitious and ruthless man. He had advised his brother not to attack Palashee and his allies, but was ignored. When he was finally in command, the breadth and depth of his skill were apparent. He lost his arm to Palashee and was named One-Arm.

Phargentes worked hard to strengthen and expand his kingdom. He relentlessly launched magical assaults and military raids against all who did not obey his demands for respect and tribute. When enemy kings resisted, Phargentes killed them. He slew two Tarsh kings, Palashee and Hendrakos; two Sartar Kings, Jarolar and Jarosar; one Balazaring King, Iertand; and one Aggar king, Lornstal. For this, he is often called Kingslayer.

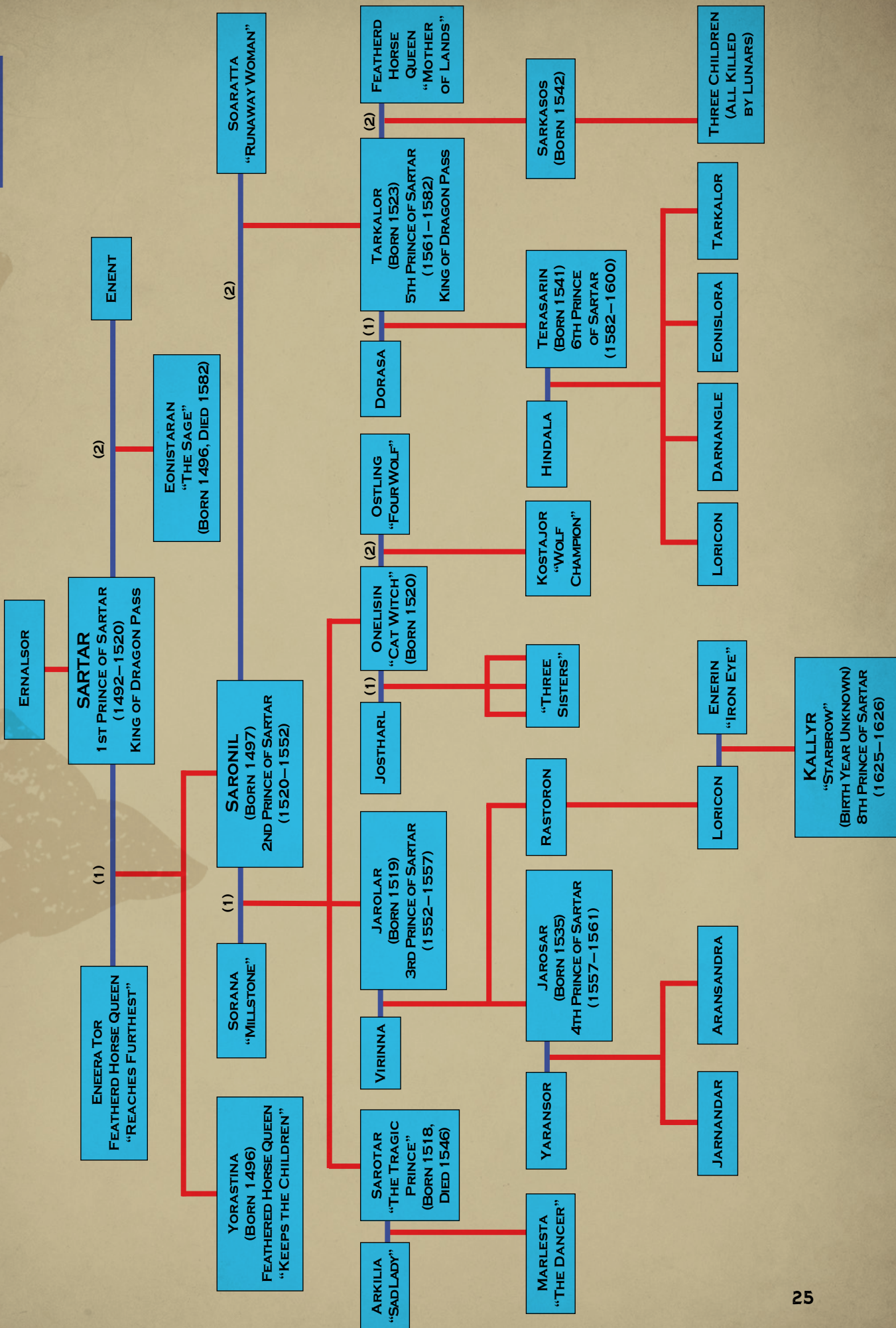
Phargentes performed many great services for Tarsh. He divided the kingdom into six districts and appointed deputies to rule over each. For example, he appointed the powerful Vostor Blacktooth to rule Dunstop. Phargentes commissioned roads to be built, and he built a new

SARTAR DYNASTY

—HOUSE OF SARONIL—

OFFSPRING

LOVER



section of Furthest and securely fortified the walls. Other cities also got new walls or temples. He was patron to the sculptors Cassidor and Ineldus, and sponsored the entire Furthest Dramatic Reenactors.

During Phargentes' reign, the Red Emperor gave Black Horse County to Ethilrist, even though the Empire had no claim on the territory. In exchange for the grant, Ethilrist swore thirty years loyalty to the Empire, and for thirty years the Black Horse Troop harried Sartar and the Grazelands. The day after the thirty years were up, Ethilrist made common cause with the Feathered Horse Queen and burned Dunstop until the Red Emperor paid his price.

When the Kingdom of Sartar was threatened by this new Lunar expansion into Dragon Pass, a great dissension among the tribes threatened to tear the kingdom apart from within. The Elmal temples of Dragon Pass had long been overawed by the crushing splendor of the Dara Happan Yelm cult, and some Elmal clans even began to worship Yelm as their Sun God. Now Lunars from Dara Happa encouraged and exacerbated these quarrels and open violence between the groups grew common.



TARKALOR TROLLKILLER

Tarkalor Trollkiller, the youngest son of Prince Saronil, restored Sartar's dominance in Dragon Pass during his reign. Tarkalor spent much of his youth adventuring in the Holy Country and won his name in the many wars that he fought there against the trolls who threatened to close the trade routes with Sartar.

Upon becoming Prince in 1569, Tarkalor brought peace with the Sun worshipers at last. Tarkalor had befriended Monrogh Lantern, who had heroquested to the Sun God and returned with Yelmalo, a god known to the elves and to the Sun Dome Temples of the Second Age; a god neither Yelm nor Elmal, but with a rich mythology of his own. Monrogh swore loyalty to Tarkalor, who had been dragged into a feud with the Darkness-worshipping Kitori of the Troll Woods. Tarkalor gratified the new Yelmalo cult by seizing new territory from the Kitori, and then granting it to the Yelmaloions for their own rule. In this way, a new tribe was founded at the borders of Sartar, between the trolls and the Beast Men. They called themselves the Sun Dome Temple.

Prince Tarkalor proved more than a match for King Phargentes, both militarily and magically. When Lunar troops could not succeed, the conflict moved to more subtle realms and the two leaders found themselves in a contest for the hand of the Feathered Horse Queen, ruler of the Grazers. Tarkalor was eventually victorious and married her in 1575. After this he was titled King of Dragon Pass. The contest had proved to be too much for

old King Phargentes, who died in 1579. The Red Emperor himself came to Furthest for Phargentes' funeral.

Tarkalor's rest was short, and his alliance with the Feathered Horse Queen did not ensure success. Shortly after Phargentes' death, the leading Tarsh general, Vostor Blacktooth, was given regular Lunar army rank and command of the Imperial army. His first major action was to try to crush the remnants of the Tarsh Exiles. He marched against their last city, Bagnot, in 1582. The Lunars ravaged the Bush Range, reducing it to a wilderness. Both Sartar and the Grazers sent troops to aid the defenders.

The armies met at the Battle of Grizzly Peak. The Lunar armies swept the field after their vastly superior Lunar College of Magic sent hostile spirits against the Sartarites. Both King Tarkalor and his Queen were killed. A month later Bagnot fell and its inhabitants were put to the sword. The Tarsh Exiles retreated to Wintertop, where they were protected by the magic of the Shaker's Temple.

The new Lunar king of Tarsh, Moirades son of Phargentes, was not a warrior, but used Lunar magic to soar into new heights of personal transformation. He was noted even in the Lunar Heartlands for his personal piety and power. King Moirades married the daughter of his father's leading general, Vostor Blacktooth, and with Lunar aid, Tarsh came to dominate Dragon Pass.

In Sartar, the son of King Tarkalor, Prince Terasarin, defended Alda-Chur from a Lunar siege. After his victory, the Alda-Churi agreed to join the kingdom of Sartar. A son of Terasarin married a woman chieftain of the Tovtaros tribe to cement the deal. Shortly afterwards one of the fine Sartarite roads was begun to connect Isle Dangerous to Alda-Chur. It was finished before the end of Terasarin's reign. He also designed the new wall and towers for Alda-Chur, and raised the new city of Alone, which was the new home for the Tarsh Exile survivors of Grizzly Peak.

Terasarin was filled with the power of his god, and resisted growing Lunar strength with all his ability. Despite the division of Dragon Pass, trade flourished thanks to the Opening of the Seas by the hero Dormal of Nochet in 1580. The Holy Country fleet ruled the Rozgali Sea and even established a large settlement on the island of Melib; however, after a fleet was sunk by the Kralori in 1587, Belintar decreed that his navy would conquer no more. Smaller colonies of Holy Country merchants could be found from Sog City to the island of Teleos and even Fonrit. A not insubstantial percentage of this new wealth made its way through Dragon Pass.

If anything, this increased the Lunar desire to rule all of Dragon Pass. During Terasarin's reign many of his kinfolk deserted the lands and refused aid to their family. His younger brother Saraskos was killed in the Holy Country in 1587, avenging his son who had been murdered by Lunar assassins. Terasarin's four sons and daughters were later killed by assassins as well. Terasarin himself was killed when a stray moonbeam blinded him as he climbed a cliff to escape a hungry dinosaur.

RELIEFS FROM SARTAR'S PALACE

The following bas reliefs are from Sartar's Palace in Boldhome. They decorated the main corridor into the throne room and are believed to date from 1629 ST. They depict the history of Dragon Pass prior to Argrath.



Bas relief from Sartar's Palace depicting the defeat of King Tarkalor and the Feathered Horse Queen by the Red Emperor at the Battle of Grizzly Peak in 1582.

THE OPENING

The Holy Country prospered under Belintar's guidance. When the God-King's mortal body expired in 1336, the first of the Tournaments of the Masters of Luck and Death was held, which resulted in his divine soul inhabiting a new body. Over the next three centuries, the God-King provided continuity, stability, and peace to the six lands of the Holy Country.

Although all the Holy Country prospered, the Queen-dom of Esrolia thrived most of all. Despite the Closing of the Ocean, the merchants of Ralios still desired goods from rich and civilized Kethaela. Bold adventurers set out from Ralios, through Pralorela, and eastward through Maniria, toward the fabled Holy Country. Over the

years they settled several strongholds to look out for their interests. Over time they came to terms with their neighbors, either by conquest, absorption, or assimilation. A series of old chivalrous families, called the Trader Princes, held a chain of forts stretching from Bastis to Esrolia. Their farmers retain their worship of Orlanth without rancor towards (or interference from) their Malkioni overlords.

The caravans of the Trader Princes traveled between Esrolia and Ralios, enriching the cities of Nochet and Rhigos. In 1461, Queen Bruvala of Nochet united Esrolia and established Nochet's primacy. But greater riches were yet to come.

QUEENS OF ESROLIA

Bruvala (1461–1510). Called the High Queen, the Great, or the Mother of Queens, Bruvala was the greatest queen of Esrolia since the Second Age. She was born in 1441 to House Norinel. She married 15 men, and at one time maintained five husbands. She had 23 children (eight female, 15 male), including three queens and one winner of the Tournament of the Masters of Luck and Death. Her son forced her to retire as Reverend Grandmother, and she dominated Esrolia for another generation in “retirement”. She died in 1545, at 104 years old. Every subsequent Esrolian queen can trace her ancestry to Bruvala.

Bruvalaina (1510–1522). Born 1485 into House Norinel. Daughter of Bruvala, she was an obedient daughter of the Reverend Grandmother, until she tried to rule the city in fact as well as title. She was forced to abdicate and retired to Ezel. She died in 1544 at 59 years old.

Bruva (1522–1525). Born 1500 to House Norinel. Daughter of Bruvala, she was acclaimed queen after her half-sister abdicated. She was murdered after trying to seize power from her mother.

Brengala (1525–1545). Born 1509 to House Norinel. Youngest daughter of Bruvala, she was eventually given actual power by her mother. She aided Belintar against Doragrestol the Lisper. Brengala retired to become Reverend Grandmother upon Bruvala’s death. She was killed in 1565.

Norina (1545 to 1551). Born 1525 to House Norinel. Daughter of Brengala, Norina ruled well but was killed by Sartarite assassins seeking to avenge the death of their prince.

Imarjira (1551–1564). Born 1521 to House Delaeos (great-granddaughter of Bruvala through Bruvala’s son, Imarjira’s grandfather). She had a difficult reign, with much conflict with Brengala, the Reverend Grandmother. Her

brother won the Tournament of the Masters of Luck and Death in 1550. Imarjira was forced to abdicate in 1564. She died in 1603, aged 72.

Valinyr (1564–1585). Born 1540 to House Delainaeo (great-granddaughter of Bruvala and niece of Brengala). Called the Sage. Overshadowed in history by her cousin Valina (the lover of Belintar and mother of Dormal), Valinyr was a shrewd ruler and a generous patron of many temples (particularly the Temple of Knowledge). Retired to become Reverend Grandmother. She died in 1610, aged 70.

Valinalda (1585–1610). Called the Rich. Born 1560 to House Delainaeo. Niece of Valinyr, Valinalda presided over the growth of Nochet into the largest city in Glorantha. Strongly supported the Issaries and Dormal cults, welcomed Sartarite refugees. Killed by an evil spirit invoked during a ceremony.

Hendira (1610–1622). Born 1580 to House Norinel. Granddaughter of Norina and daughter-in-law of Valinalda. She recklessly sought an alliance with the Lunar Empire after the disappearance of Belintar. At her behest, a Lunar Temple was built in our great city and foreign troops marched upon the sacred stones of our streets. Rumor has it that she took a Lunar general as a lover. So offended were the goddesses, the priestesses, and the people that her misrule led to civil war. She was rightfully ejected from the throne in 1622, and died in 1624, aged 44.

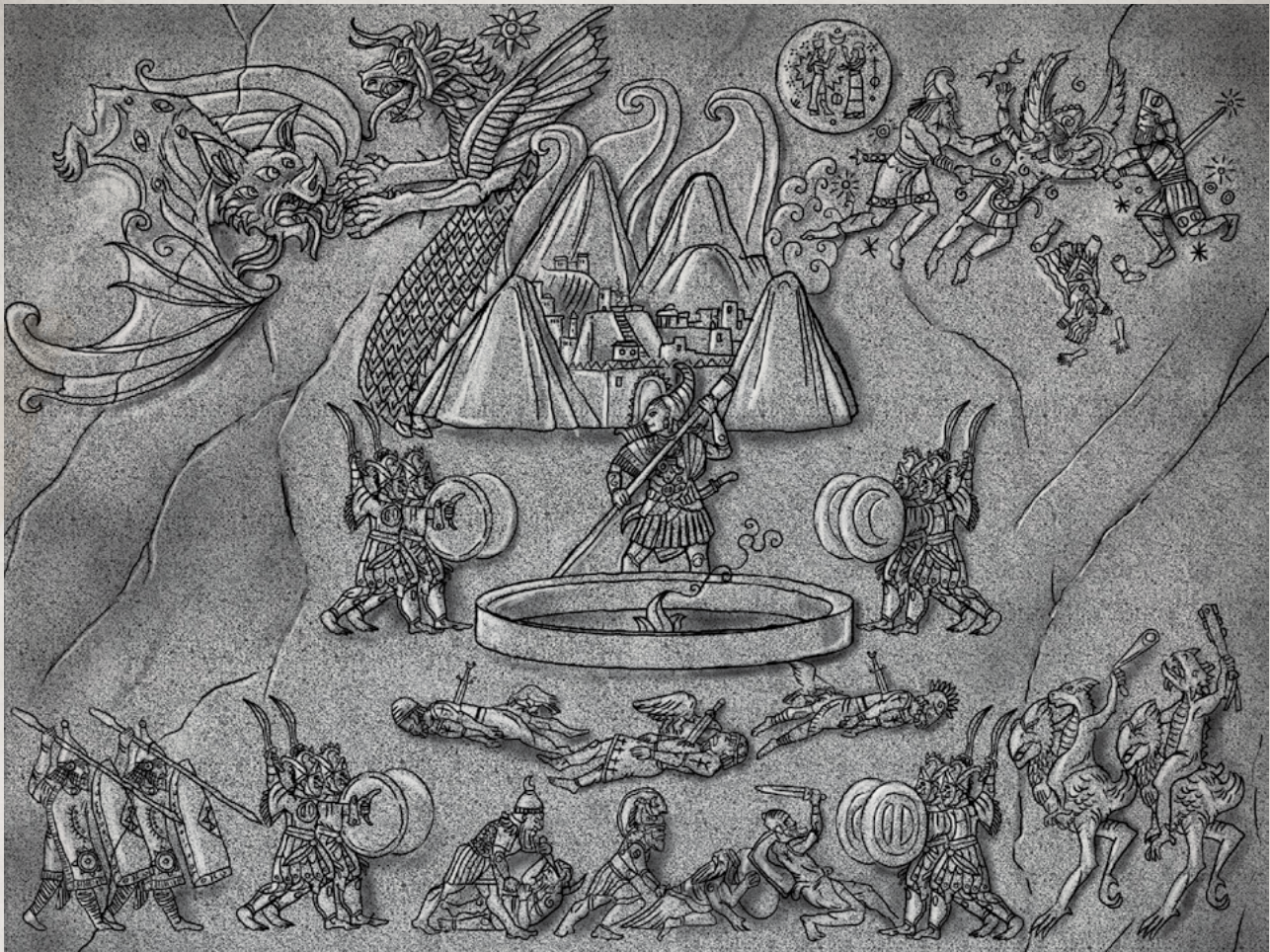
Samastina (1622 to present). Born 1603 to House Delaeos. Daughter of Marilaina (and great-granddaughter of Imarjira—also the niece of Hendira). By the blessings of Ernalda she was chosen to ascend to the rule of our city, to heal the wounds inflicted by her aunt. She has taken no husband as yet, but her lovers have included Broyan of Whitewall and Argrath of Sartar.

For six and a half centuries, the oceans of Glorantha were Closed to mortal sailors and the arts of sailing were all but lost. But in 1580, Dormal the Sailor sailed from Nochet west to the city of Handra, went across the ocean to the Three Step Islands, and navigated back to the Holy Country. This deed was the Opening of the Seas, lifting the 650-year old curse on oceanic sailing. A second fleet was built, and Dormal went further westward, teaching others his secrets. His secrets were quickly institutionalized to become the Dormal cult, and the Hero sailed westward into the sunset and legend. The original fleet built by Dormal remained in the Holy Country. When Dormal left Handra, the Holy Country Fleet sailed in, proclaimed the laws of the sea as determined by their fleet and magic, and proceeded to stake claim to the waterways of the area. Their claim extended westward and south to the coasts of Ramalia and the Three Step Islands, and

whatever eastward lands their exploratory vessels discovered. However, after a fleet was sunk by the Kralori in 1587, Belintar decreed that his navy would conquer no more.

By then, the Holy Country had become the most important trade center in Glorantha. The city of Nochet, the birthplace of the Opening of Seas, grew enormously, and quickly became the most populous and cosmopolitan city in the world.





Bas relief from Sartar's Palace depicting the Fall of Boldhome in 1602.

THE FALL OF BOLDHOME

Salinarg was a son of Korlaman, son of Eonistaran, who was Sartar's bastard child. His wife was a Telmori werewolf. He ascended to the throne amid dire omens and multiple failed attempts at a crowning. Following Salinarg's difficult coronation his two daughters and his 8 year old son, Harsaltar, stepped forward and took unbending vows and iron oaths to defend their kingdom. At Sartar's Temple they invoked the aid of Humakt to gain heroic powers in trade for terrible geases and taboos. Others, inspired by the moving ceremony, did likewise and they formed the Household of Death, sworn to defend Sartar to the death and beyond, into the Land of Death.

In 1602, the Lunar Empire used its full might against the Kingdom of Sartar. The Red Emperor himself led the Lunar Army, and brought with it the Crimson Bat, the Lunar College of Magic, and his daughter, the young heroine Jar-eel the Razoress.

The free folk of Sartar fought like fiends, the Household of Death lived up to their oaths, and the Lunar Army took terrible losses. The Crimson Bat was sent back to Hell, the Red Emperor grievously wounded, and many Lunar priests and demigods killed. But in the end, the Lunars

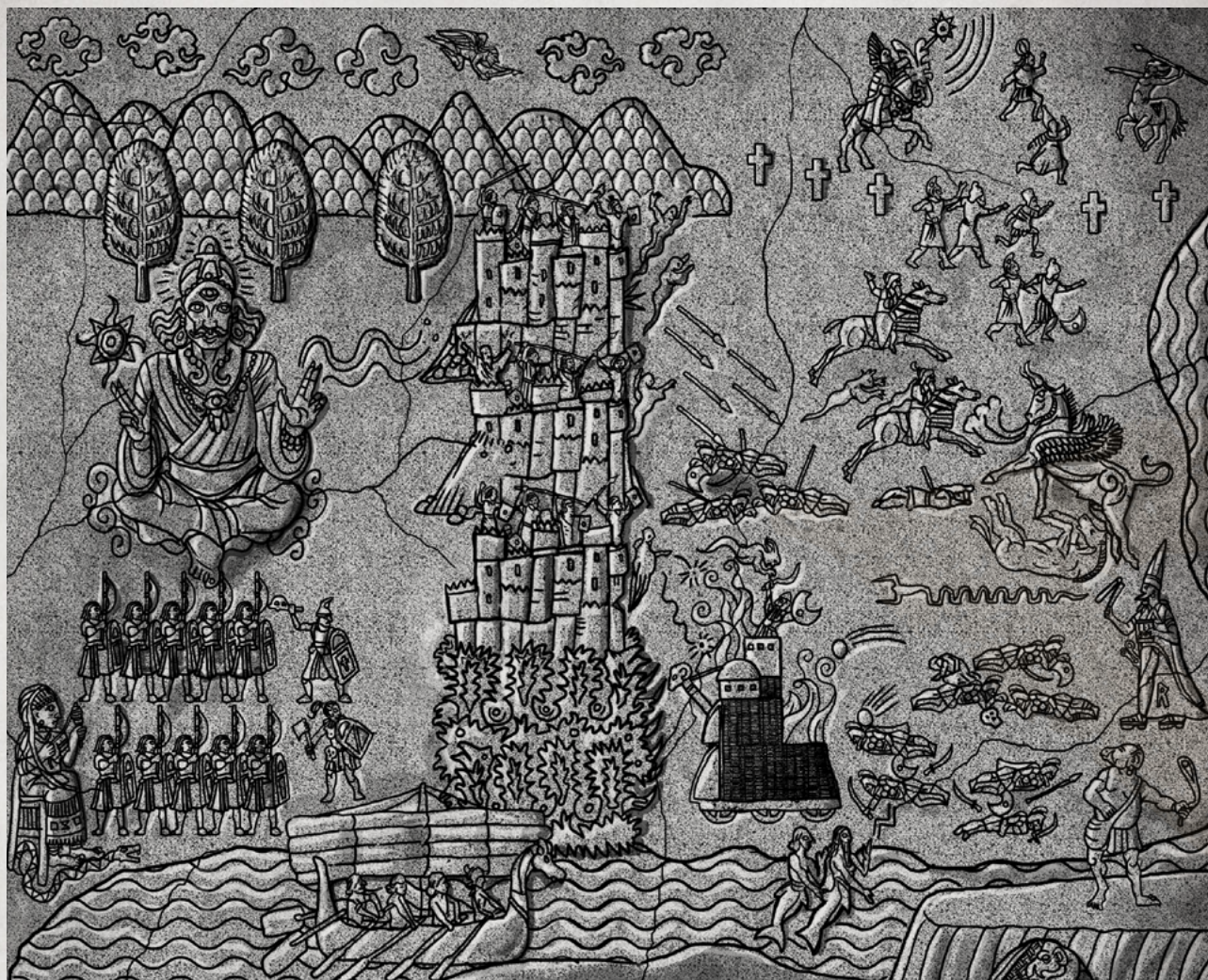
took Boldhome and the Flame of Sartar was quenched, battered, and cursed. Although it occasionally sputtered on for years afterwards, for the next twenty-five years the fire of the land was effectively dead.

The Lunar army occupied the capital and cities, and began their occupation. Tribute was laid on all subject tribes. The Household of Death had failed. Sartar had fallen.

LUNAR OCCUPATION

Lunar troops occupied the cities and strategic military, magical, and economic points throughout Sartar. They imposed the Occupation Laws on the populace, and ruled from Boldhome. The government was controlled by the military, which was commanded by Euglyptus the Fat, an elite nobleman of the imperial Assiday family of Raibanth.

Without the royal family to unify them, the petty kings of Sartar ignited old rivalries, and the kingdom disintegrated into its older tribal components. Some feuds revived very quickly, especially against the Telmori tribe. The Lunar authorities acted politically concerning these civil matters. Their general policy of divide and conquer allowed tribes to kill each other off for the sake of the empire. Only when the terms were right, or the stakes



Bas relief from Sartar's Palace depicting the defeat of the Lunar Empire by Belintar at the Building Wall Battle in 1605.

were high, or their revenues were threatened did the empire intervene.

The tribal conflict and wars caused terrible unrest. Some regions were feuding. Refugees flooded all those areas which were not, seeking food and shelter but often bringing only trouble. There are no records of the uncounted combats where a father tried to protect his two cows from a starving family, or noble beggars killed a foreigner for a couple of good meals. As the unrest shook the land, the institution of slavery became widespread as Lunar overlords purchased criminals, captured raiders, or impounded those unable to pay debts.

After the conquest of Sartar, King Moirades married the Feathered Horse Queen and unified Dragon Pass. She tried to set her bride price at an impossible limit, but Moirades met it and gave even more. As a result, Moirades became the third King of Dragon Pass. Together they had a son and a daughter. With Moirades' support, the Feathered Horse Queen became revered throughout the Lunar Provinces.

King Moirades and the Red Emperor still coveted the great wealth of the Holy Country, and in 1605, the Lunar

Army invaded Kethaela. But the God-King Belintar's magic defended his land, and the Lunar Army was defeated at the Building Wall Battle.

Moirades died during sexual intercourse during a religious ceremony with Jar-eel the Razoress in 1610. Jar-eel later gave birth to a son from that union. Moirades' eldest son, Pharandros, became king and encouraged the citizenry to engage and indulge in many colorful imperial practices. Pharandros was enmeshed in imperial politics that later seriously affected his rule. Significant among the new fashions was the civil conflict he began.

In 1610, after being turned back from the rich ports of the Holy Country, the Lunar Empire attempted to outflank the God-King and the Lunar army marched eastward towards Pavis. Valiant nomads gathered forces to resist the Chaos foe, but were decisively defeated and slaughtered at the First Battle of Moonbroth. The Lunar army marched against Pavis. The city resisted for a single day, then opened its gates to the besiegers. Within a few years, the Empire had built the port city of Corflu on the coast, but it failed to attract more than a miserable sliver of the Holy Country's commerce.

STARBROW'S REBELLION

Sartar was a rebellious land, but without the House of Sartar to lead them, rebellions could only muster a tribe or two. The Empire easily crushed such rebellions. Attempts had been made to reassemble the Ring of Sartar. Although each attempt failed, they always succeeded in some part, thereby indicating that the spirit of Sartar still lived, someplace. If the Ring could be assembled and held, then it would be a powerful summons to bring Sartar back and relight the Flame of Sartar. If he returned he would bring great powers, and they could cast the oppressors out.

The attempt to forge the Ring of Sartar in 1613 was another failure, but encouraged the conspirators to strike anyway to preserve what they had gained. Among the rebels were most of the powerful tribes of Sartar, and a horde of the homeless and disaffected.

Euglyptus sent an army of 4,000 thoroughly professional, hardened veterans across the country to provoke the Sartarites by pillaging the Hill of Orlanth Victorious. This hill had been holy since ancient times, and was the place where Harmast Barefoot departed upon the first Lightbringers' Quest. When the tribes mustered to defend their temple, Euglyptus planned to quickly march the rest of the Lunar army out from Boldhome and destroy them.

Euglyptus underestimated the leaders of the rebellious Sartarites. The chief of this rebellion was Kallyr Starbrow, queen of the Kheldon tribe, and a descendant of Sartar himself. Dreams had told her that she would be a king greater than her tribe, and she sought this as fulfillment of her desires. Once she had made the cold ashes of Sartar's flame flicker. Another key leader was Hofstaring Treeleaper, king of the Culbrea Tribe, a master warrior and tactician. Kallai Rockbuster raised the Colymar tribe, the oldest and one of the least touched tribes, and sent a thousand howling warriors under the leadership of his son, Kangharl the Rabid. And finally, there was Tonalang Greathelm, the King Storm Khan, ready to pitch in his whole following of Urox berserks who were tired of hiding in the hills with chaos headaches.

Euglyptus badly miscalculated the Sartarites. The Lunar expeditionary forces were destroyed in an ambush, or died fleeing towards the support army. The rebels dispersed before the relief army found them. Euglyptus was shocked. He was also incompetent, and he was found dead of "a surfeit of sugared eels." The Lunar generals mourned his passing and welcomed the new general who came to command them.

The new general was the greatest noble in Tarsh, Fazzur Wideread, chieftain of the Orindori clan who

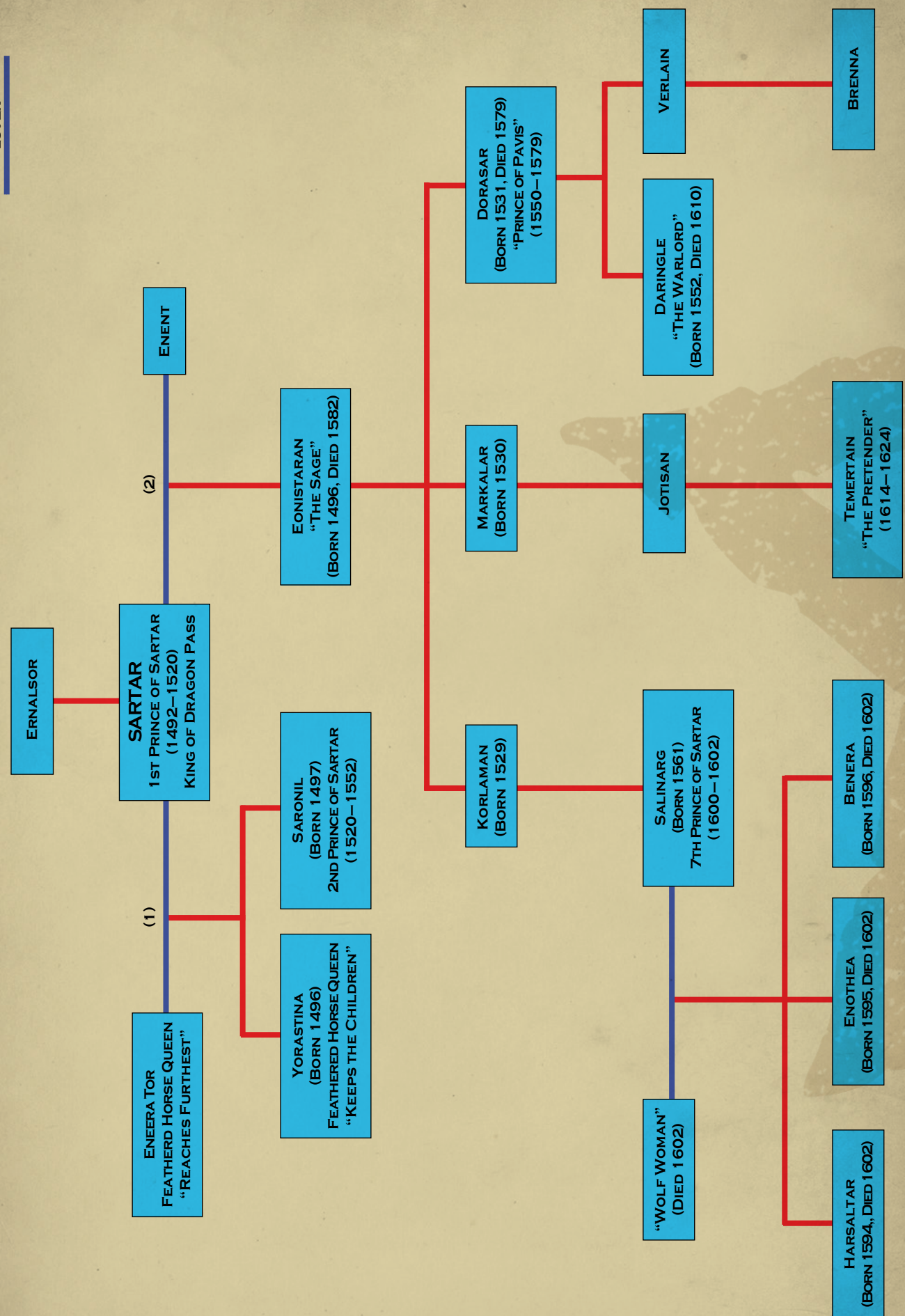


Bas relief from Sartar's Palace depicting Starbrow's Rebellion and its subsequent defeat.

SARTAR DYNASTY

—HOUSE OF EONISTARAN—

OFFSPRING
LOVER



“THE HOUSEHOLD OF DEATH”

ruled Kordros Island. His father was Vostor Blacktooth, a loyal companion of King Phargentes and a member of the king's household. Fazzur's sister Harsta was the first wife of Moirades, making Fazzur the uncle of King Pharandros. Fazzur was married to Harama of Bagnot, who was descended from the kings of Old Tarsh. They had two sons, Onjur and Annstad.

Fazzur led many raids against Alda-Chur and Sartar, and he commanded the Veterans Cavalry during the invasion of Sartar in 1602. Fazzur led the successful invasion of Heortland during the invasion of the Holy Country in 1605, but was recalled when the main Lunar Army was defeated at the Building Wall Battle. With his old friend Sor-eel of the noble Eel-ariash family, Fazzur led the conquest of Prax but was withdrawn in 1611 to train the Tarsh Native Army.

During Starbrow's Rebellion, the Dara Happan governor proved himself incompetent. Fazzur petitioned his brother-in-law Pharandros for command of the relieving Tarshite army. He received it and achieved a quick and complete victory. The rebel leaders were either outlawed or killed. The Red Emperor gave Fazzur command of the Provincial Army and appointed him Governor-General of Dragon Pass.

Fazzur found a surviving member of the Sartar Dynasty to place on the throne of Boldhome, a scholar named Temertain who lived in the Knowledge Temple in Nochet. Temertain was the sixth son of Jotisan of Karse, son Markalor of Nochet, who was son of Eonistaran the Sage, a bastard son of King Sartar who had been an advisor to Prince Saronil. Fazzur was the prince's main advisor, and the real ruler of Sartar, as Temertain was unfit for leadership. The Red Emperor sent a spy, Estal Donge, to keep the prince occupied, and she and Fazzur were soon rivals. After a short time Estal ruled Temertain, but Fazzur ruled Sartar.

NOCHET

The capital city of Esrolia, Nochet is the biggest, richest, and most cosmopolitan city in Glorantha with more than 100,000 inhabitants. It has many great temples to the goddesses of Earth, as well as to other Orlanthi and foreign deities. Superlatives abound when describing Nochet.

- The Dormal Temple marks the place where the first sea voyage began that overcame the Closing. It is sacred to sailors across the world.
- The Grace Temple is the largest Ernalda temple in Nochet and one of the largest in the world, with hundreds of priestesses.
- The Great Hospital is the largest Chalana Arroy temple in Glorantha and attended to by the Sisters of Mercy.

- The Great Library is the largest temple library to Lhankor Mhy in Glorantha.
- Harbor Market is the richest Issaries market in Glorantha, famed for its massive statues of Gold-entongue and his two sons. Goods and merchants from all over the world can be found there.
- The Sacred City is the temple palace of the Queen of Esrolia, who is high priestess of Ernalda for the city. Queen Samastina claims sacral rights not asserted since the Storm Age.
- Nochet is diverse and is a microcosm of Glorantha. If the Heortlings of Nochet were a single tribe, they would outnumber any of the tribes of Sartar. Dark Trolls brush shoulders with Vadeli sailors. Kralorelans, Seshnelans, Melibites, and even Fonritians have enclaves, with their own temples and shrines.

INVASION OF THE HOLY COUNTRY

Although discouraged by their defeat in the Building Wall Battle, the Lunar Empire did not end its efforts to undermine and eventually conquer the Holy Country. Lunar agitators persuaded and bribed the Ditali tribe to raid and plunder the Holy Country, and from 1609–1618 there was intermittent war between the Holy Country and the Western barbarians. Further troubles came with a huge fleet of Wolf Pirates who took residence on the Three Step Islands and raided the whole south coast.

In 1614, Belintar's mortal body expired and a Tournament of the Masters of Luck and Death was held to find a new incarnation. The tournament was a success; the God-King returned and, over the next year, Belintar engaged in many discussions with sages, scholars, and mystics from far and wide (including from the Lunar Empire, Seshnela, and Kralorela) at the City of Wonders.

Despite Belintar's return, 1616 was the Evil Year for the Holy Country. A Wolf Pirate fleet laid waste to the islands, crushing a Kethaelan fleet right in Choralinthor Bay and carrying off "enough people and property to man a city," according to one report. An army of Ditali and other barbarians from the west, led by the warlord Greymane, destroyed the armies of Esrolia and Caladraland at the Battle of the Lion King's Feast.

The Red Emperor chose this moment to strike and sent Jar-eel the Razoress to defeat Belintar. Jar-eel is the daughter and Fourth Inspiration of the Red Emperor. She is the living incarnation of the Red Goddess in the material world, just as her ancestress Hon-eel the Artess was. She leads the mystic warrior discipline known as the Moonsword cult, and is worshiped by them in turn. While Belintar traveled the paths of the Underworld, seeking to defend the Holy Country against barbarians and Wolf Pirates, he was ambushed by Jar-eel and dismembered.



Bas relief from Sartar's Palace depicting the dismemberment of the Holy Country in 1616.

His pieces were placed under magic wards and curses, and hidden in Lunar Hells.

Following these disasters, the people of the Holy Country placed all their hopes and prayers with the Tournament of the Masters of Luck and Death, but each of the candidates failed after being ambushed by red-clad intruders. Many never returned to the Mundane World. The few that nearly completed the ritual and survived reported encountering a Living Goddess, beautiful, terrible, and garbed in red, who blocked every path. The Masters of Luck and Death failed to return the God-King and the unity of the Holy Country quickly collapsed.

Over the winter of 1617, Governor-General Fazzur received orders from the Red Emperor to prepare to invade Kethaela and to conquer the final stronghold of Orlanth and the rebel gods. One of the petty warlords of the Holy Country was a powerful warrior king named Broyan Kodigvari, who had heroquested for sacred artifacts of the Gods Age and become very powerful. He was a reincarnation of King Vingkot, a demigod son of Orlanth, and bore the long-lost Sword and Helm of that god. Broyan had unified many Orlanthi clans into a new Hendriki kingdom. Even more problematic, Broyan was providing support and aid to a new rebellion in Sartar. Fazzur received reinforcements from King Pharandros and the Red Emperor sent more regular imperial troops to his

command, as well as a large contingent of the Imperial College of Magic. In the spring of 1619, Fazzur led the army southward. King Broyan was defeated in battle and retreated into the sacred stronghold of Whitewall. Fazzur besieged him there, and went onward with the rest of the Lunar army, leaving Jorkandros Blinder in command of the siege. In a lightning series of attacks, northern Heortland quickly fell to Fazzur.

In early 1620, General Fazzur sent the army across the plateau of Heortland. No effective resistance was met until they reached New Malkonwal, where ruled King Rikard, an adventurer from the far West who made himself king after Belintar was dismembered. The battle was not difficult, and King Rikard was captured. Fazzur offered the adventurer kingship over all Heortland, and Rikard seemingly agreed. But Rikard escaped his captors and fled. The land broke once again into its ancient tribal divisions.

Despite the conquest of Heortland, Broyan's rebels at Whitewall refused to submit. The Red Emperor assigned the demonic Crimson Bat and its cult to Jorkandros with orders to assault the city. The Chaos monster attacked but was repelled by Orlanthi magic. The Crimson Bat flew out to sea, and then returned to its home in a Lunar Hell. As a result of this failure Jorkandros Blinder was removed upon orders from the Red Emperor himself, who then put his kinsman Tatiush the Bright, dean of the Lunar Field

School of Magic and leader of the imperial Assiday family, as commander of the siege.

Fazzur had spent much of 1620 negotiating with Hendira the Red Earth Queen and her supporters in Esrolia. Some of them had adopted Lunar gods and wished to establish Lunar temples to educate the populace. Others even wanted outright Lunar rule.

In 1621, a giant cradle, carrying the last baby of the Old Giants and numerous treasures from the Gods Age, made its way down the River of Cradles in Prax. Sor-eel, the Lunar governor of Prax, was determined to seize and plunder the cradle, but, to their surprise, it was defended by Argrath White Bull, an Orlanthi hero who knew many magical secrets, wielded strange powers, and had made even stranger allies. The baby giantess and its defenders made its way to the sea.

Later that year, Fazzur prepared to move the Lunar army into Esrolia. But this invasion never occurred, thanks to more imperial plotting and internecine squabbles. Advance elements of the army had already set off when orders from the Red Emperor himself arrived that assigned most of the Fazzur's troops to Tatiush the Bright. Fazzur was furious. Instead of the army he sent a picked band of specialists to assist Queen Hendira. With this small assistance she soon gained ascendancy in the great city of Nochet. Priestesses of the Red Goddess laid down the foundations of a great Lunar temple. Fazzur considered

this a triumph, but it would soon be vastly overshadowed by events at Whitewall.

WINDSTOP

Since the Dawn Age, Whitewall has been an important religious center for the Orlanthi. It held the first temple to the god, where he had come back to life after the Great Darkness. This stronghold was the last great holy center of Orlanth that had not fallen to the Lunar Empire. Tatiush claimed that to take it would end the worship of Orlanth entirely. He used his great influence to get every possible resource for his assault.

When the final Lunar assault came in winter 1621, the defenders inflicted terrible losses on the Lunar army. Entire regiments were destroyed and nearly half of the Field School of Magic was killed. Only Tatiush's will kept the Lunars fighting against the very air and rock itself, although nearly all of his bodyguards and companions died. In the end, Tatiush's will triumphed. Whitewall fell.

The victorious Lunars were shocked to discover that only two dozen men and women had defended the city. This could have served as a warning to Tatiush, but his victory seemed complete and he was about to take steps to ensure a final Lunar triumph in Dragon Pass. With Orlanth's last temple fallen, the final step was simple. The Lunar priests then killed the gods. Orlanth and



Bas relief from Sartar's Palace depicting the Fall of Whitewall in 1621 and the defeat of Orlanth and Ernalda by the Red Goddess.

Ernalda were dead, chained in the Underworld by Lunar magic. Their magic and influence in the world vanished. Their worshippers were left breathless.

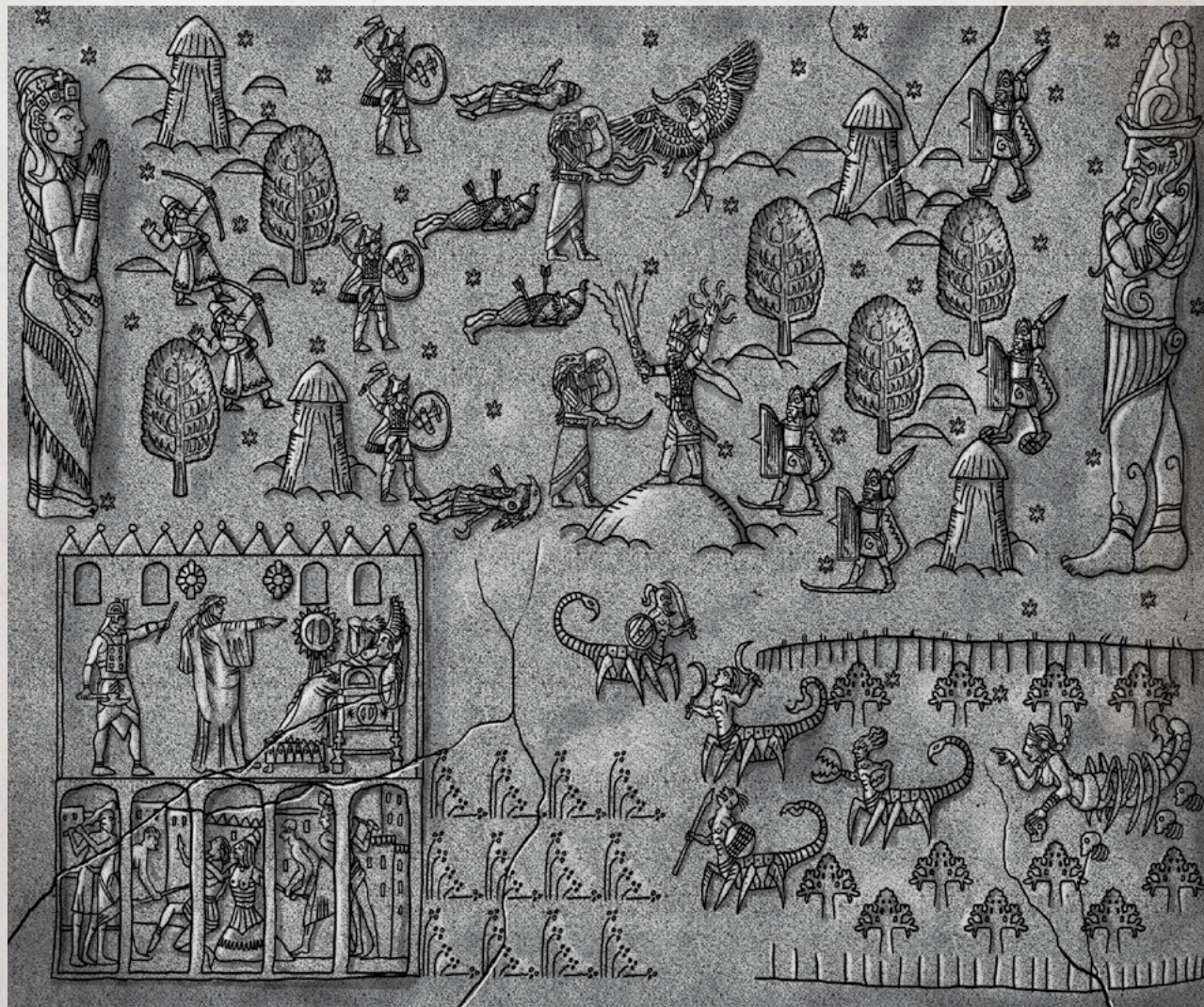
The Red Emperor offered Tatus any boon he so desired for this great victory; Tatus demanded that he be given command of the Provincial Army and made Governor-General of Dragon Pass. Fazzur was relieved of command, along with his friends and kin, and he retired to his family lands in Tarsh. There he delighted in raising horses and reading, and spoke long into the night with younger military men of his close kin. In Prax, Sor-eel was removed as governor and returned to the Heartlands. Tatus appointed a former aide, Halcyon var Enkoth, as the new governor of Prax, but recalled most of the Lunar soldiers to Dragon Pass.

The Red Emperor declared a full year of celebration, to begin on the next Orlanthi Holy Day. All full citizens of the empire were granted a year without taxes, and the opportunity to join the official festival which was held, nonstop, at all temples of the Seven Mothers and of the Red Goddess. In the Lunar Heartland, far from the fighting

in the provinces or the starvation along the frontiers, the nobles and citizens held marvelous revels that lit the sky, earth, and waters with glory. As was customary, no such benefits were granted to the Lunar Provinces, nor were the celebrations so grandiose.

But without Orlanth, the winter would not end and the rains would not come. All of Dragon Pass, Kethaela, and Prax froze, except those parts of Tarsh protected by the Red Goddess. And without Ernalda, life would not return. Drought and famine plagued all those lands, crops failed, mothers did not give birth to children, and livestock did not calf. The very Sky was affected, as Orlanth's Ring did not appear in the Heavens. Throughout Glorantha, people reported that magic itself had somehow changed. The Cosmic Compromise had been weakened, and Chaos came in through its fraying web.

At Orlanth's High Holy Day, 1621, while the Lunar celebration was only 11 weeks old, trouble began. King Broyan, who was believed to have died at Whitewall, appeared at the city of Bullflood with a household of heroic companions. They told their tale at the tribal



Bas relief from Sartar's Palace depicting the Battle of the Auroch Hills in 1622 and the overthrow of Queen Hendira in Nchoet.

moot there, and at other places throughout the winter. Assassins, troops, and traitors who were sent to dispatch Broyan all failed.

In the Sacred Time before 1622, Tatius the Bright was formally invested with command and made Governor-General of Dragon Pass. Tatius was a priest of Yelm, dean of the Lunar Field School of Magic, and a member of the imperial family. He was responsible for maintaining the remarkable Lunar field magicians as the weapons which they could be. Tatius was no mere administrator, but a skilled strategist and tactician, and a skilled fighter in personal combat. He was highly placed and regarded in the ancient nobility of Dara Happa, and traced his own lineage to the emperor Yelm.

In 1622, Tatius dispatched the Lunar Army to destroy Broyan in Hendrikiland. At the same time, Tatius allied with Queen Gagix Two-Barb, the Chaos demigoddess who ruled the Queendom of Jab and whose Chaotic horrors erupted out of Larnste's Footprint.

But these were mere distractions. Tatius concentrated his main efforts upon erecting a New Temple to the Reaching Moon. Once emplaced, this would permanently extend the magical field of the Lunar Glowline to envelop all of Dragon Pass, and a considerable area beyond. Within the Glowline, the power of the Red Moon does not wane and, as a result, the Lunar sorcerers and magicians are far more powerful.

In Earth Season, King Broyan ambushed the Lunar Army, destroying some of the best soldiers of the Lunar army at the Battle of the Auroch Hills. This victory partially freed Orlanth and Ernalda, allowing some heroes, devotees, and holy folk to wield their magic. Three yellow stars appeared in the Sky and began to follow the path of Orlanth's Ring through the heavens. The Great Winter ended and the seasons returned to their normal cycle. However, the damage to the Cosmic Compromise had been done, and nothing could help the countless people who had died from hunger, disease, and privation.

THE HERO WARS BEGIN

By their actions, the Lunars had rent and torn the Cosmic Compromise itself. Death and entropy again threatened the eternal God Time, and mortals wielded cosmic powers. We now know this was the beginning of the Hero Wars.

After the Battle of Auroch Hills, the whole of Hendrikiland rose in rebellion. But they had to contend with the Chaos monsters and Wolf Pirates, and so a small Lunar army quelled the rebels quickly by controlling the monsters. Broyan went into hiding in the Shadow Plateau. Much of Sartar also rose in rebellion, led by Kallyr Starbrow.

Another distraction for the Empire came from Esrolia, where the struggling pro-Lunar Red Earth Alliance was

attacked, and their factions thrown out of many cities. The Red Earth Alliance raised an army and burnt a city of the Old Earth faction, but were chased away by spearmen with burning weapons. A coup in Nochet pulled the Lunar sympathizers from power and installed Queen Samastina of the Old Earth, who possessed Ernalda's blessings. The Lunar temple in Nochet was destroyed by a howling mob. Furthermore, the lands of Queen Hendira were plundered, and the Lunar temples there were also destroyed. The Red Earth queen asked for Lunar military help, but Tatius dispatched only the Grazeland Horse Army to help them.

In Tarsh, King Pharandros was still friendly with his uncle Fazzur and gave him command of the Tarsh army when a host of Tusk Riders erupted from the Stinking Woods and raided deep into Tarsh. Fazzur Wideread organized the defense of Old Tarsh and his son Onjur the Poet achieved great fame when he killed the Half-Troll King in single combat outside of the walls of Bagnot. King Pharandros grew increasingly jealous and fearful of his uncle, and the two soon became bitter enemies.

At the start of 1623, Tatius again engaged a large part of his forces to build the New Lunar Temple. However, when Broyan and his ragged army of outlaws showed up in Esrolia, the Grazeland Horse Army was defeated and ran away. Broyan made alliance with the Old Earth queen and she appointed him her warleader. The lands of the Red Earth Alliance were invaded and their leading cities besieged. Their leaders were trapped at the Necropolis and begged for help.

This time Tatius sent the main Lunar Army down river quickly, and they sailed to Esrolia. The fleet was refused a landing in Nochet, and was forced to disembark at Pedestal. 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. Over the year, only a few portions of the city fell, or defected, to the besiegers.

In the north of Dragon Pass 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 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 and Queen Samastina allied with Argrath White Bull, who was by now the White Bear's second-in-command, and he agreed to aid them against the Lunars. Harrek also agreed to come, in exchange for Broyan's aid in plundering the City of Wonders. The unhappy Broyan could only agree.

The Sky itself began to change as a result of the ongoing magical wars. In Sea Season 1624, Kallyr Starbrow helped raise a new blue planet, called the Boat Planet, in the Sky



Bas relief from Sartar's Palace depicting the Battle of Pennel Ford in 1624.

and it began making its way through the Celestial River. Although it was not known at the time, the Boat Planet's return ended the Closing of the Seas, making the oceans open to even those who did not know Dormal's secrets.

Shortly after the Boat Planet's rise, 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. The Lunar lifted their useless siege of Nochet 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, despite betrayal by the Western Barbarians. The Lunar Sun priests called down a single bolt of flame thrown down from the Sun upon Harrek the Berserk and his twelve boon companions. Instead of being burnt to ashes, Harrek blinded the Sun God and 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 320 kilometers away, were also killed by fire at that same moment.

At the same time, a deafening roll of thunder, the first heard in three years, pealed over the battlefield. 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. Orlanth was completely freed from his fetters and the wrathful Storm God sought vengeance upon those who had imprisoned him. Ernalda returned to her great temple in Esrolia and blessed all who had aided her with fertility and wealth.

The remnants of the Lunar Army fled, and the Esrolian forces pursued to the Red Earth lands, where they wreaked terrible havoc and vengeance. With Greymane and his sons dead, the surviving Western Barbarians scattered back to Maniria. After being proclaimed King of Kethaela, King Broyan went back to Hendrikiland where his people welcomed him. Argrath and the young Old Earth Queen continued on to the Paps after summoning the immortal hero Jaldon Toothmaker, rallying the Praxian tribes behind the White Bull. That winter, Harrek and the Wolf Pirates sacked the City of Wonders. Belintar's place of power disappeared from the world, its unique magic lost forever.

Also during the winter of 1624, 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.

DRAGONRISE

Tatius spent the Sacred Time before 1625 in secret ceremonies with only his closest advisors, their sworn servants, and the crowd of nameless sacrifices. All of them who came out afterwards had two shadows, and one seemed timed to some other, invisible sun. When spring came, Tatius dispatched no troops or magicians to confront the new threats, but relied entirely upon his own magic. The priests and troops were concentrated at the temple.

In Prax, Argrath White Bull and Jaldon Toothmaker raised a huge nomad army and, after brushing aside the Lunar army at Moonbroth, marched upon the city of Pavis. The imperial soldiers refused to surrender, so the walls were broken by ancient magic. The Lunars were all put to the sword, and Argrath was acclaimed King of Pavis. In Kethaela, King Broyan marched north with a small army. Among the Kitori, a little bright light was snuffed out, and a demon that had many sharp mouths was let out of its skin. It sought vengeance, and fell upon the army of King Broyan while they slept. The king could not keep it away, because he had betrayed the City of Wonders,

and the Great King was killed there, with his army. His body was immolated among the cairns of his ancestors and he was mourned throughout the Holy Country and Dragon Pass.

The Grazeland Pony Breeders also revolted and sent the Lunar tribute gatherers home with only dirt. Tatius ignored this, and King Pharandros sent his own general to quell the subsequent raids. They never saw the Feathered Horse Queen in these battles.

In Fire Season, after appointing his ally Belvani as the new ruler of Sun County and cleansing the River of Cradles of the Lunar Grantlands, Argrath led his howling, bloodcrazed army of Praxians against the New Lunar Temple. Tatius sent a demon that had two arms, and an extra one, against them. The nomads were routed, and Argrath retreated to Pavis. In Sun County, a rival claimant to the office of Sun County emerged and promised to adhere strictly to temple tradition. She forced Argrath's ally Belvani to retreat to Pavis. Argrath spent the rest of the year gathering a new army.

The time for the great Lunar Transformation of Dragon Pass came near. It was to begin at midnight on Clayday, Harmony week, Earth Season, 1625, the day of the



Bas relief from Sartar's Palace depicting the Dragonrise in 1625.

Black Moon and continue through the day. Tatius assembled his full complement of priests, sorcerers, pious troops, compliant sacrifices, and unwilling victims. Most of the Moon-loyal folks of Sartar had gathered, too, as was the custom, to witness it and participate in a great creation. Furthermore, Tatius had stationed other troops and many mercenaries all around to protect the proceedings.

The Lunars were going to call heaven down to earth with a great, dancelike ceremony. Everyone had spent months in preparation and each celebrant had invoked one of the celestial powers with such success that anyone watching would easily have recognized any participant to be the proper star, planet, or other selected celestial body.

Jar-eel the Razoress, the Fourth Inspiration of Moonson and the incarnation of the Red Goddess was not present as was originally planned. The Pentan tribes of the Redlands had revolted, and a great confederation of horse nomads invaded the eastern satrapies under the leadership of the King of the Wings. Jar-eel and the Lunar Cavalry Corps were sent by the Red Emperor to confront this new danger.

Instead, the central role in the magical ceremony went to Enerian Scarlet, another daughter of the Red Emperor and high priestess of the Red Moon for the Provinces. When Enerian 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 twosticks, 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 brightest 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 Blackmoor the Rabid 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 Steward 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 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 fallen companions with them. 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 True 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 Sartarite sage Minaryth Purple, who had been killed and was being held aloft by his companions. They were some 10 meters 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, and Scarlet Enerian, whose last burst of magic brought gouts of black blood from the consuming monster. With a second bite, it devoured two regiments, 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 rest of the soldiers and part of the building that had held the sacred Moon Stone. Then the True Dragon turned over once, knocking down everyone for 32 kilometers around with a great thundering sound, and left above itself a crack in the earth which stretched for 16 kilometers.

The True Dragon then rose into the sky, revealing its impossible size—it was several kilometers long. It flew up high into the Middle Air towards the Red Moon. Millions of observers across Genertela witnessed the event; those in Peloria, Ralios, Kralorela, and the far West saw a "dragon-shaped cloud" obscure the Red Moon. Those closer saw and heard far more. Across Dragon Pass, ancient draconic powers and thoughts quiescent since the Empire of the Wyrms Friends were awakened. In Glamour, the Red Emperor sacrificed much of his magic and power to drive the dragon back. The True Dragon spiraled around Dragon Pass, circled Mount Kero Fin and then returned to the huge crevice it had made where once stood the New Lunar Temple.

The Dragonrise was visible across Glorantha. Observers across the world 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. Other stars were simply darkened by the passage of Orlanth's Ring. People and beings across the world panicked at these terrifying phenomena and many set in motion their ancient curses, cosmic defenses, secret plans, and doomsday rituals.

The loss to the Empire was tremendous, and in many cases irreplaceable. Within just minutes the Empire had lost all its provincial leaders, most of the priests, magicians, and sorcerers, most of their best troops, and the majority of their most fervent civilian supporters. Rebellion broke out throughout the Lunar Provinces. Aggar acclaimed a new Orlanthi king and rebelled against the Empire, as did Imther. Smaller rebellions broke out in Holay and Vanch. In Dorastor, the Chaotic Lunar ally Razzakark was slain by the Orlanthi hero Oddi the Keen. The Lunar Empire was shaken to its foundations. There was little the Red Emperor could do about it, with the Provincial Army gone and the Heartlands Army waging a desperate defensive war against the King of the Wings, khan of the Pentan horse nomads.

LIBERATION OF SARTAR

All Sartar was thrown into turmoil. The first person to react was King Pharandros of Tarsh, who, despite his jealousy and fear of his uncle, sent Fazzur Wideread and his army to seize control of Alda-Chur. Sympathizers threw open the gates, and many joined Fazzur's army. After some quick alliance making, the army moved towards Boldhome.

Kallyr Starbrow also acted quickly. She exiled Orlaront Dragonfriend, seeking to contain what had been awakened. The magicians known as the Eleven Lights agreed to aid her. Her followers dispersed to their various tribes to raise their own support for her. Most were moderately successful, and so an outnumbered ragtag army 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, after learning that jealous King Pharandros had unsuccessfully tried to assassinate Fazzur's most powerful supporters who had remained behind in Tarsh. After that the rift between the Tarshite factions widened. On one side were Fazzur and his sons Onjur and Annstad, backed by much of Old Tarsh and many of his old officers, including Gordius Silverus and Jorad Sideburn; and on the other Pharandros and his companions, backed by the Red Emperor. They fought on the economic, spiritual, political and finally military fronts.

Around the same time, the Lunar-hating Jadetin the Avenger became Luminous Stallion King of the Grazeland Pony Breeders. The Earth Goddess chose a new Feathered Horse Queen known as Reaches All, with the support of the Esrolian priestesses.

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 Lunar retaliation. They met in the old manner, and they forged a new Ring of Sartar. Kallyr Starbrow was named Prince and warlord.

KALLYR STARBROW

Kallyr Starbrow was the daughter of Loricon, son of Rastoron, son of Jarolar, Prince of Sartar; and of Enerin Ironeye, daughter of Ferena the Herbalist, daughter of Ernalldness Freckles, daughter of Yerestia Knowsbetter, daughter of Ernalddinni Wolfkiller, who was on the Kheldon Ring when Sartar came to the land. Kallyr was queen of the Kheldon tribe in her own right, and proved herself in battle for many years.

Queen Kallyr immediately set to preparing for the Lunar retaliation which she was sure would come. Kallyr was encouraged to attempt bold and dramatic efforts to keep her people free of Lunar domination again. She gained the loyalty of the Telmori, of the Thunder Brothers, and of Argrath White Bull, of Prax. Every childless widow among the Kheldon tribe dyed her hair red that winter.

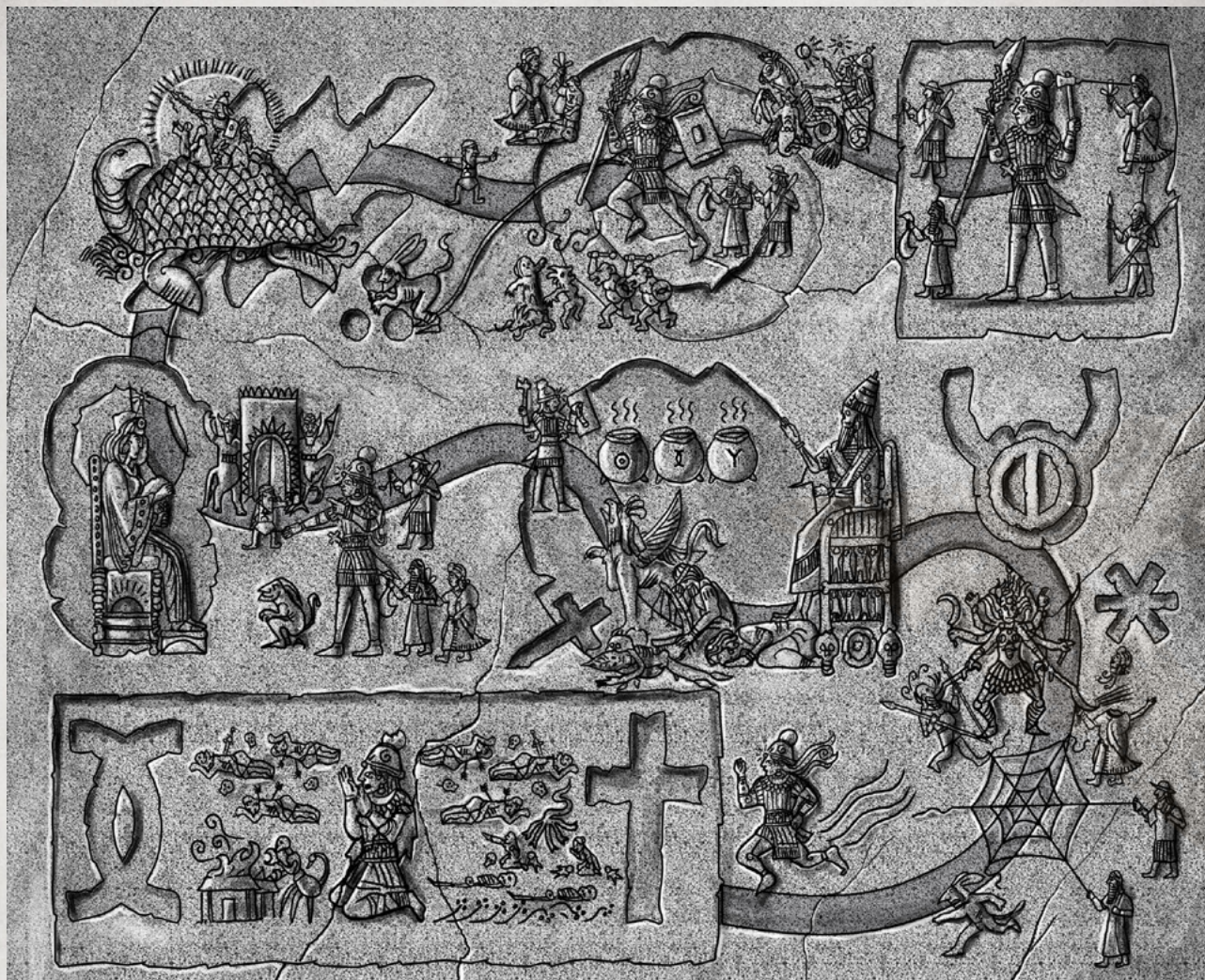
In the Sacred Time before 1626, Kallyr chose to attempt the Short Lightbringers' Quest, a complicated ritual that usually brought new life and health to everyone participating. It required 14 days to complete.

To try to ensure success, this ceremony was prepared ahead of time, with many thousands of participants from all the tribes of Sartar. No one had tried this in many years, but no one suspected it could fail as it did. In the Proof Phase near the climax of the ritual, when normally a polluted icon is destroyed, the Lunar demigoddess Jar-eel the Razoress appeared, halfway through Kallyr's own sword dance. Jar-eel was blindingly armed and killed most of Kallyr's companions and households, and grievously wounded Kallyr, before the Red Goddess was driven off. Kallyr somehow managed to complete the ceremony, but the damage was done: the Lightbringers' Quest failed. Instead of bringing new life and health to the people of Dragon Pass, the heroquest brought crop failures, disease, Chaos horrors, and war. Instead of strengthening the cosmos, Kallyr's failed heroquest further weakened the Cosmic Compromise to the breaking point.

King Pharandros' generals, called the Phargentites, received command of the remaining imperial troops in the provinces, and led them with the Tarsh army to conquer the disheartened Sartarites.

The Battle of the Queens was fought in late Fire Season 1626, near where the Creek enters the Upland Marsh.

The Lunar army was larger, numbering 50 magicians, 1,000 cavalry, and 4,000 infantry. The troops were almost entirely from the region around Furthest. They were led by King Pharandros, although in truth they were commanded by the Phargentites, headed by Diovena of Mirin's Cross.



Bas relief from Sartar's Palace depicting the failed Lightbringers Quest in 1625.

The Sartarite army was smaller, numbering 750 cavalry and 3,000 infantry. They were led by Prince Kallyr; however, most of the army was led by their petty tribal leaders (Leika Blackspear, Ranulf Stands-Tall, Farandar Red Cow, and Amalda Edrufsdotter) and had minimal coordination with Kallyr. The Sartarites held a good defensive position at the base of Old Top Hill.

The initial battle began almost hesitantly. The Sartarites were outnumbered but held a good position. Shortly after noon a band of Lunar elite soldiers were teleported behind the commanders, and because her household had been weakened so much Queen Kallyr was killed in battle. But Queen Leika Black Spear of the Colymar drove the enemy opposite her warriors into the river where they drowned, which caused the Lunar attack to stop.

The next day, Queen Leika harassed the survivors so much that they retired to Alda-Chur. King Pharandros, fearing the machinations of his rival Fazzur Wideread, quickly returned to Furthest with his most loyal officers and regiments.

The Sartarites, despite their victory, suffered heavy casualties. Prince Kallyr Starbrow was dead and would

not return despite the prayers of the healers. King Ranulf of the Culbrea and Queen Amalda of the Malani also fell in battle. The Colymar, as the most powerful tribe present, took possession of Kallyr's body and brought her corpse back to Boldhome to be burned.

In Boldhome, Kallyr's kin insisted that the Prince be given a full week to return from her death. When that time expired, mobs prevented Kallyr from being burnt, and so her body lay atop of the pyre at the Temple of Orlanth. When another week passed, blows were exchanged at the King's Square. The tribal leaders could not agree on a successor to Kallyr, for she was widely known to be the last of the royal house and was without heir.

After her body had lain in state for over three weeks, untouched by rot or decay, the Colymar lit the pyre without notifying the other tribes. Queen Leika then led her followers out of Boldhome, leaving only fear and uncertainty.

In Alda-Chur the imperial soldiers were quartered in the city with the natives, but they had no respect for the local Alda-Churi. The soldiers outraged the city people with their abusive attitudes and actions. Tarkalor

Vandarlsso, the chief guildsman there, was murdered by his "guests." The Alda-Churi, who had previously expressed pro-Lunar sympathies, soured towards the occupiers.

The Lunar Empire could not exploit the death of Kallyr Starbrow to reconquer Dragon Pass, as it had pressing concerns of its own. The Pentan hordes of the King of the Wings had conquered Oraya satrapy and invaded First Blessed. The Lunar Heartlands were gripped with panic until late Storm Season, when outside the walls of Blessed Torang, birthplace of the Red Goddess, Jar-eel the Razoress confronted the King of the Wings in single combat and defeated him in a terrible magical battle. She proved her demi-godhood there, overcoming stars and planets, and forcing the Sun to acknowledge her for her ancestress' sake.

In Kethaela, Harrek the Berserk and his Wolf Pirates returned to the Choralinthor Bay, raiding and plundering wherever they went. Much of the land fell to ruin and the city of Seapolis was destroyed. The Esrolian queen sought allies against her former savior. In Heortland the leaderless Hendriki were unable to stop Queen Gagix Two-barb and her Chaos demons from devastating the lands around the Footprint. The city of Backford fell to her horde of devouring scorpions and other horrors. The Queendom of Jab extended deep into the former Kingdom of Malkonwal.

THE COMING OF ARGRATH

Argrath, an exile and outlander from Pavis, was at first only one of many contestants who wished to rule Sartar. Indeed, it appeared that Sartar, leaderless and ravaged by famine and drought, would once again disintegrate into its tribes and become another easy conquest for the Empire, which would surely muster its tremendous resources again.

Argrath alone among the contestants provided new ideas. Argrath made an organization that enabled incohesive groups of priests and magicians to cooperate to achieve their common objective: the liberation of Sartar. He taught them how to make a new kind of military unit, which was something like a clan and something like a ritual. He took many very diverse individuals and, with them, created a temporary spirit which acted in a way greater than their sum could have ordinarily achieved. Argrath showed them that they could, in this way, do what the great Lunar magical schools achieved when they devastated a whole army with their power. These magical societies became his Sartar Magical Union, a collection of priests and magicians that rival the Lunar College of Magic.

Argrath had begun assembling what would become his personal army over a decade before, soon after he was driven from his home on Starfire Ridge near Clearwine Fort. Argrath took refuge among the nomads of Prax. Most tribes there had strict laws and customs preventing foreigners from holding position, authority or power, but there were several secret societies whose members crossed all social or political boundaries. Argrath commanded the

spirit known as the White Bull and incredibly worked his way to supremacy of several secret societies, most notably the Twin Spears, the Sword Brothers, and the Bullocks. These societies accompanied Argrath to Dragon Pass in 1626 and form the core of his personal army.

After he received the gift of the Dragon's Teeth, Argrath defended the giant's cradle against the Lunars in 1621 and accompanied it far to sea where he met the Wolf Pirates. To everyone's astonishment, Argrath convinced Harrek the Berserk to leave the cradle alone.

For the next three years, Argrath accompanied Harrek as the Wolf Pirates sailed around the entire Inner Seas, circling the bottomless maelstrom at the center of the world. At Teshnos, Argrath was among those who fought the elephants. 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 in return for their treachery. At Goan, in Laskal, Argrath helped Harrek to chase off the batpeople, 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, 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. In 1624, the Wolf Pirates returned to Three Step Isles, where they had begun. It was then that Argrath allied with King Broyan against the Lunar Empire.

Over the winter of 1626, Argrath led his impatient warriors north into Alda-Churi lands. In Sea Season 1627, Argrath struck. The tribes there either allowed his army passage or rose in arms and joined Argrath against the Lunars. Forewarned, the remaining Tarsh regiments that had wintered in Alda-Chur marched away, but the imperial troops mustered to fight. Argrath's two new magical societies, the Eaglebrown Warlocks and the Eleven Lights, so devastated their enemies that the rest of his army only pursued, long into the night, and cut down most of their foes.

Argrath was cheered as champion among the Alda-Churi, who raised him upon their sacred shield and proclaimed him their Warlord. Their kings urged Argrath to try to light the Flame of Sartar and swore to accompany him.

Argrath went to the Thunder Brothers at Old Wind Temple for a blessing, and got it. He went to Sun Dome County and installed his friend Rurik Runespear as Count. He went to Clearwine for a blessing from the Colymar, and got it. At Two-Ridge Fort he installed his friend Vailor Blue Fox as king of the Malani. Argrath put the Tricksters under his protection and told them to come out of hiding.

Argrath then went to Boldhome, accompanied by his companions. Three times figures hurled themselves at Argrath, seeking to kill him. Once Argrath's own blade cut down an assassin. Argrath cut off his assailant's head, saying "This is how to deal with assassins with no respect

COMPANIONS OF ARGRATH

Annstad of Dunstop: The younger son of Fazzur Wideread, Annstad was initiated into the mysteries of the Red Goddess in his youth. Annstad is notorious for seducing priestesses and married women, and surprised all by initiating to Orlanth Thunderous at Kero Fin in 1625. He joined Argrath before the Battle of Sword Hill and is one of the Companions.

Elusu: Silver-tongued liar, murderess, toad, madwoman, and villainess are all titles given to Argrath's Trickster. Believed to be an outlawed and mountless Praxian, Elusu is the longest serving of Argrath's Companions, having joined him during the years of exile in the Wastes. She claims the title of Trickster High Priest and is under the personal protection of Prince Argrath; a protection she abuses terribly.

Goldgotti: This Issaries priest from Nochet is the scion of one of the Merchant Princes of Maniria. Through bribes, promises, and brute force, Goldgotti gained a dominant position in the caravans traveling between Karse and Sartar, only to lose that dominance with the Lunar conquest in Heortland. With the rebellion of King Broyan, he became a war entrepreneur, raising and supplying mercenaries against the Empire, first for King Broyan, later for Queen Samastina, and lately for Prince Argrath. He is widely believed to be the richest non-ruler in Dragon Pass.

Hal-Yan Monsterkiller: The bodyguard of King Vailor Blue Fox, this Sword of Humakt wandered across Genertela, and even traveled to the East Isles, protecting the weak and killing monsters. Hal-Yan claims to be the reincarnation of the Dawn Age hero Yan Starcere.

Mularik Ironeye, Baron of Sanuel: This adventurer from Rindland is descended from Arkat and a companion of Argrath's since his Wolf Pirate days. After the Battle of Pennel Ford, Mularik returned to the West and became the Baron of Sanuel, a castle on the Seshnelan coast. He has recently returned to Boldhome and sworn loyalty to Argrath, whom he believes is the reincarnation of his ancient ancestor. Mularik is deeply initiated into the mysteries of Arkat and wields strange and terrifying sorceries. He is one of the Companions of Argrath.

Sir Narib: An adventurer from Pithdaros, Narib was once a sorcerer in the service of King Rikard of Malkonwal. When his king fled from the Lunar Empire in 1620, Narib formed a "company" with the surviving sorcerers; Sir Narib's company found its way to Esrolia. He entered Argrath's service after the Battle of Pennel Ford and is one of the Companions of Argrath.

Orlaront Dragonfriend: This dragon magician was a key participant in the Dragonrise, but was exiled from Sartar soon after that momentous event by Prince Kallyr and joined Argrath Whitebull in Pavis. Orlaront aided Argrath in setting up the Sartar Magical Union and he is a chief advisor and boon companion to the Prince. Orlaront can speak Auld Wyrnish and is believed to have taught Argrath draconic secrets. He is one of the Companions of Argrath.

Orlmarl the Charioteer: Argrath's Charioteer is initiated into the deepest secrets of Mastakos the Mover and is so devoted that his skin is as blue as his god. He can transport himself and his lord great distances in a blink of an eye.

Orstalar Spearlord: This inveterate rebel fought in Starbrow's Rebellion, then refused to submit to the victorious Lunars and fought a guerilla war for more than a decade, until Sartar was finally free. He is revered by the tribal militias and has sworn loyalty to Prince Argrath. He serves as the military commander of the Sartar Free Army.

Rurik Runespear, Count and High Priest of Sun County: Perhaps the most famous Yelmadio cultist from Pavis, Rurik Runespear joined Argrath to defend the Giant's Cradle against his fellows in Sun County. He accompanied Argrath on his voyage around the Homeward Ocean, and has experienced the vision of the Many Suns. In early 1627, Argrath installed Rurik as the Count of Sun County in Sartar. He is one of the Companions of Argrath.

Tarkala the Lover: This snake priestess of Ernalda from Esrolia grants power and counsel to the lovers she chooses. She helped liberate the Goddess from the Underworld and has mastered many secrets of life and death. She is one of the Companions of Argrath.

Tosti Rune friend: This Lhankor Mhy priest has traveled to Kralorela and learned forbidden magic of both the Empire of the Wyrm's Friends and the God Learners. He has quested to climb primeval Spike, seeking the secrets of the Runes from the very feet of the Celestial Court. He entered Argrath's service in 1624 and is one of the Companions of Argrath.

Vailor Blue Fox: This adventuring Wind Lord has traveled across Genertela and beyond, even going to the fabled East Isles. When he returned to Sartar, he became an ally of Prince Argrath, who helped make him the new king of the Malani tribe in 1627.





Argrath Companions: Sir Narib, Elusu the Trickster, Muratik Ironeye, Tarkala the Lover, Annstad of Dunstop, and Orlaront Dragonfriend

for life.” He then mounted the disused brazier where the Flame of Sartar had burned. This was Day 88 (Windsday, Stasis Week, Fire Season), of 1627.

The holy folks stood upon Thunder Ridge to watch. The nobles stood around the brazier. The commoners watched from below.

Argrath revealed his ancestry. “My father was Maniski, as honorable and brave a warrior as has ever walked among the Sartarites. My mother was Yanioth TwoSight, the huntress who ran down the red deer in the Dograt valley. Everyone knows her mother, for she was the daughter of Arene Thunderqueen, who commanded the triceratops to destroy Janastan. Arene Thunderqueen’s mother was famous, for she was Minara, the good one of the three sisters who staunched the wounds of Kostajor Wolf-Champion. Everyone knows the three sisters were daughters of Onelisin CatWitch.

“Princess Onelisin is the daughter of Prince Saronil Sartarsson, the First Prince of the land. Onelisin was the sister of kings: Jarolor was her elder brother, and he was famous for fighting the Lunars. And King Tarkalor was her younger brother, who is the most famous king of Sartar.”

Argrath stood tall, holding aloft his sacred sword, and prayed aloud to Orlanth for help and aid, and to witness his worthiness to be king. Clouds gathered quickly overhead, though elsewhere the sky was clear, until the whole city was dark, and a hard wind blew like a cyclone upon the man. Then the silent place, at the center, widened quickly and left them all clear, with the air green. And lightning struck, as big as a dragon’s neck, striking the brazier so bright that no one could see except in afterimages, and so loud that no one could hear except what the immortals said. And the Flame of Sartar that leapt forth was seven meters high, and as white hot as iron from Gustbran’s magical forge.

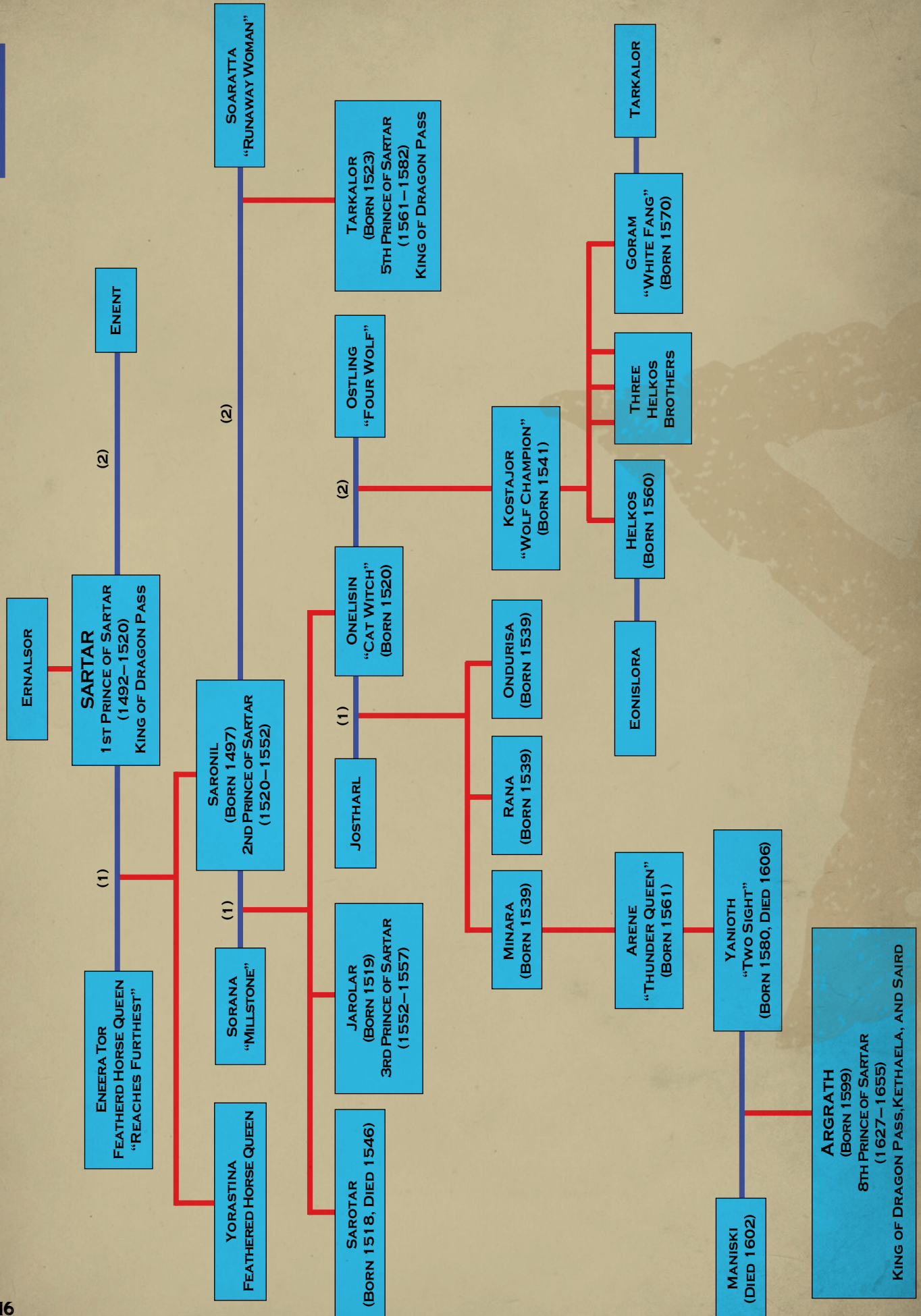
Argrath was barely burnt from it, though the brazier still shows where the blast melted it a little. No one could doubt his qualifications after that, and all acclaimed him to be Prince of Sartar. The tribes of the Alda-Churi joined, as did the Pol-Joni, and the Wintertop Exiles. The emotional vacuum left by years of hardship, rebellion, and war was now filled with fear and awe, and saw either the advent of the darkest villain or the greatest hero. Only time would tell. The people knew war and death. They had never dared for a return of hope itself. ✱

SARTAR DYNASTY

—HOUSE OF ARGRATH—

OFFSPRING

LOVER





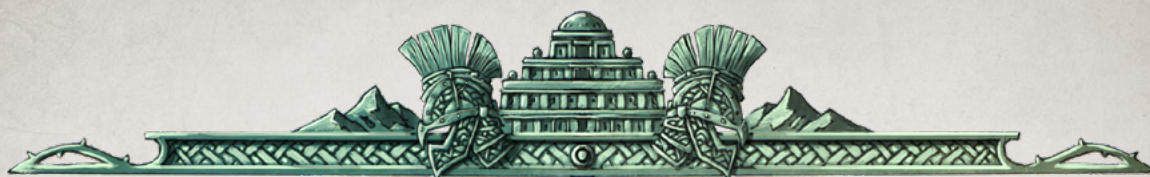
Thus, are accounted the origins and events of the feud between the realm of Sartar and the Lunar Empire. As my Queen is aware, this struggle reprises the ancient feud between Sun and Storm for the body of the Earth, for the Moon has all but eclipsed the Sun in the North and ever seeks the dominance of the Middle Air. Now the Great Compromise is weakened and the gods are disturbed, even as their agents and agencies contest for the future of the world. Mighty heroes are gathering as ancient powers stir. And behind the scenes we can perhaps perceive the shadowy machinations of other powers best left unnamed.

*Your faithful servant,
Amstalli of Nochet*





Dragonewts. Clockwise from top: a Beaked Dragonewt riding a demi-bird; a Full Priest; a Tailed Priest with a klanth and a gami; and a Crested Dragonewt talking with two ducks. In the background, a Beaked Dragonewt rides a triceratops.



THE ELDER RACES



ALTHOUGH HUMANS ARE THE DOMINANT race of Glorantha now, they are one of the youngest mortal species. Before Time began, and even during the First Age, humans were less numerous and much less powerful than the Elder Races, of whom the greatest are the Aldryami (elves), Mostali (dwarfs), Uz (trolls), and dragonewts. Numerous lesser races are known, such as the Grotarons (Maidstone Archers), Centaurs and other beastmen, Wind Children, and Timinits (insect people), but most have small populations or are found only in places where men do not go, such as the depths of the oceans.

ALDRYAMI

The race known as the Aldryami consists of elves, dryads, pixies, and runners. They belong to the vegetable kingdom. As essentially mobile plants, they are significantly different from other humanoids and beasts.

The Aldryami commonly associate in a single forest community. Since all claim descent from (and actively engage in worship of) the goddess Aldrya, the members of these mixed forest communities are collectively named after her—Aldryami.

- **Elves:** The elves view themselves as caretakers of the forest, and their every activity is directed towards that end, ever ready to clear up an outbreak of giant aphids or incursions of human loggers or landclearing farmers. Elves come in various races, identified as colors by humans, dependent upon the type of forest in which they are found. The Green elves are native to coniferous trees, the Brown to deciduous temperate forests, the Yellow to tropical jungle, and the Red to ferns and other primitive plants.
- **Dryads:** These tree spirits are very much like the dryads of classical Greek mythology. Each of these wood nymphs is tied to a special tree, copse, or grove—as her tree fares, so fares the dryad.
- **Runners:** These are small elves, related to small plants the way elves are related to trees. The classification is important only insofar as runners usually lack intelligence and courage as well as size, while most Red elves lack only size.

ALDRYAMI HISTORY

Flamal is the progenitor of all plants. He is parentless, save for the “warm sky lying upon the fertile waters, so there formed between them living Flamal.” Flamal’s spouse is called Grower. The Green Age was the time when the descendants of Flamal grew and covered the world. First came the Slorifings, the ferns and mosses who have such odd love habits; then were the Vronkali, the conifers. When Yelm, the Flower Bringer, came, broadleaf plants appeared. This last group, which soon became the most populous, was named the Embyli. As the woods spread, so grew the influence of the forest-goddess Aldrya.

With the advent of the Lesser Darkness, ice storms and devouring troll or insect hordes assailed the surprised elves. Some woodlands held out and survived. Many vanished forever. Many Embyli forests changed when the Gods War began, and shed their leaves to become brown elves. Their elves and Trees simply went to sleep, hibernating in hopes that times would improve. Other disasters ensued. The mighty forests of Prax were burnt to stubble by desperate humans seeking light in the endless dark.

When Chaos came, things worsened. Sometimes the woods defended themselves valiantly, but the Aldryami role in the Great Darkness was primarily defensive.

With the Dawning, the whole world awakened, led by Aldrya, who danced her way across Glorantha, trailed by brightening greenery flowers, and awakening elves. Those elves that had slept through the Darkness now invigorated the survivors. The Elder Races cooperated as never before, and formed the Theyalan Unity. When the Unity Council created Nysalor, the trolls and dragonewts broke away,



From left to right: brown elf gardener; yellow elf scout; and green elf warrior. These three types of elves illustrate the variations in appearance typical of Aldryami.

heightening species discord. The Council was moved to Dorastor where elves gradually took control, after eliminating dwarf rivals.

During this period, vile racial wars broke out between elf types. The green elves had been leaders since the end of the Gods War. Now, in lowland Genertela, the brown elves began to contest with them. These wars went on for the early part of the First Age known afterwards among elves as "Aldrya's Woe." In the last part of the age, the Gbaji Wars crippled elf power in Genertela.

In the early Second Age, trolls and dwarfs assailed the elves of Genertela, and more strife ensued further weakening the elves.

Currently, elves are sorely beset by humans. The Lunar Empire has already burned two healthy forests to the ground.

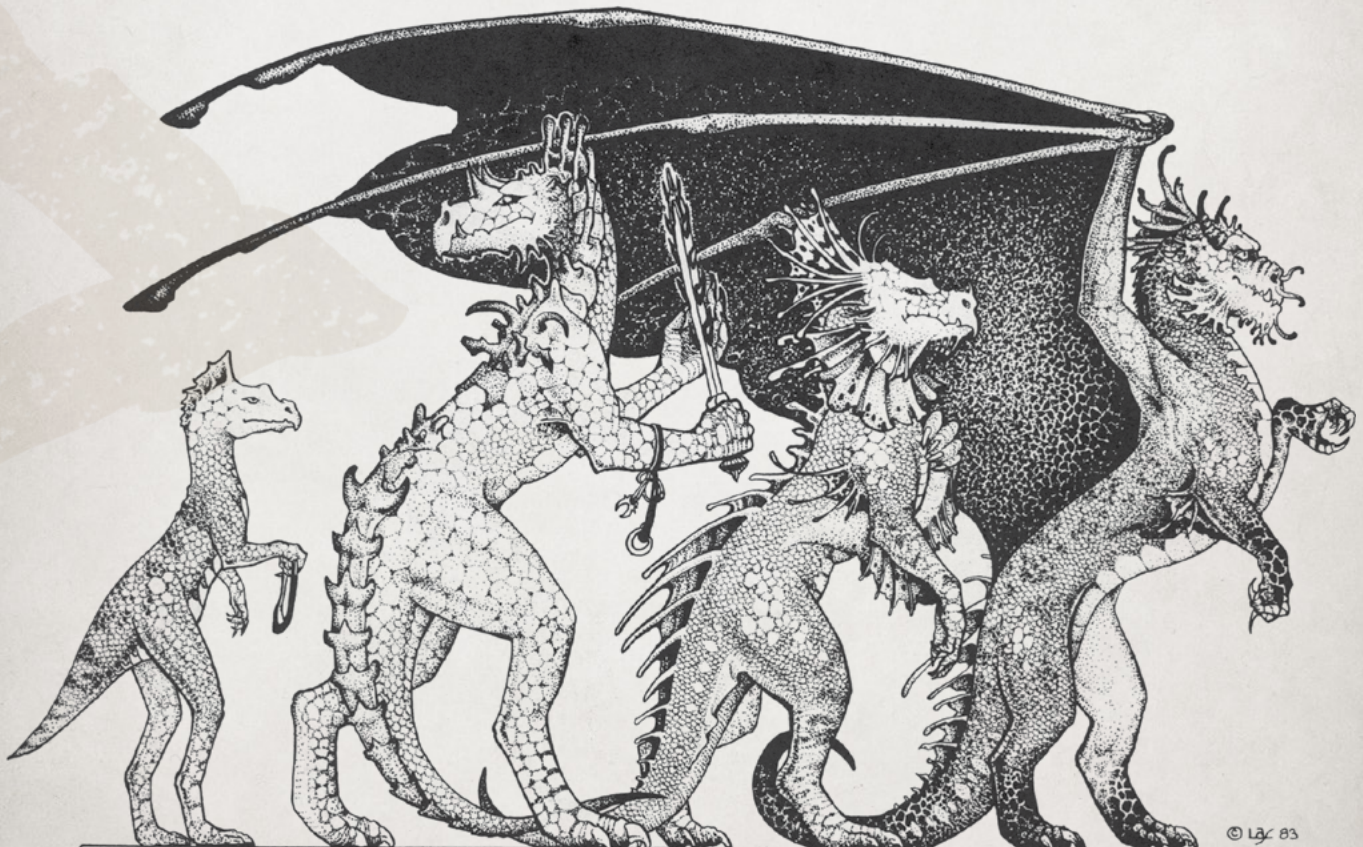
DRAGONEWT

The dragonewts are a very ancient race of lizardlike beings, generally bipedal and humanoid, though usually tailed as well, and are most assuredly intelligent and vitalized. They are descended from the great immortal dragons which exterminated all humans in Dragon Pass in 1120, reputedly born from damaged or improperly fertilized eggs.

The dragonewts appear in several different shapes, although they claim all of them are one species. It has been generally agreed that the various forms of dragonewt are different stages of development, but this is unproved. Their colors are variable from individual to individual, and even sometimes changes for one of them according to instinctive needs or according to the creature's intelligent volition. In any case, they have been reported to be of every natural color.

Dragonewts go through four stages in their life cycle, described below.

- **Crested Dragonewt:** The crested dragonewt is small, short-tailed, and has an arched crest upon the head. A vegetarian, it prefers leaves and fruit. Its betters will train it as a slinger to bring down birds and rabbits, and teach it the art of scouting and skirmishing, and to serve as a slave.
- **Beaked Dragonewt:** The beaked dragonewt is larger than the scout stage, and is carnivorous. The tail now reaches to the ground, and at first the skin is covered both with scales and with small protrusions. They are most often found as hunters or guards of dragonewt nests. Most warrior dragonewts ride upon creatures called demi-birds. Demi-birds are feathered, beaked,



Four stages of Dragonewts (from left to right): crested dragonewt; beaked dragonewt; tailed priest; and full priest.

and lay eggs, but their bones are solid and they have vestigial arms, not wings. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

- **Tailed Priest:** Second-stage armor and natural weapons are, in the third stage, nearly replaced by frills, spines, wattles, pouches, and other decorative and communicative devices. Skin colors become more vivid, and the number and variety of scent glands increase. This stage is omnivorous. A tailed priest will lead and represent; the stage is expert at living peacefully with the outside world.
- **Full Priest:** These rare dragonewts are almost never found outside their own nests. One is usually found in each small nest, and several in a town cluster. Their community functions, diet, and powers are unknown. The appearance of a full priest resembles that of a noble, but they have wings. Presumably, a full priest dragonewt meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It will then depart from its nest, to go to wherever dragons go.

The alien nature of the dragonewt race is inherent in their every action and thought. Their cities are grotesque and strange to humans. Their language is almost musical at times, but impossible for people to speak. Their magical powers are natural to them, but are unfathomable to humans. They seem to be incapable of drawing a picture, planting a seed, or binding a companion's wounds. To further mark their oddness, all dragonewts are lefthanded. This is a source of consternation to fighters in the area.

Most odd, however is their ability to reappear in their home nests after being killed in battle or undergoing a ceremonial suicide called Utuma.

Several interesting individuals are known through history, and their deaths and subsequent reappearances are chronicled. Most of them died and came back, but all of them seemed to dread pain and death, and all dragonewts as often as not will flee from it, like any mortal being. Their rebirth ability is not of great tactical value since they recover in their eggs, far from the field where their last body fell.

Dragonewts have their own particular dragon magic, and cannot perform many magics done by humans. They do not seem to be able to manipulate or control the elements at all.

They do not often seek human contact, and seem content to go about their history oblivious to other mortals. But they do trade, and are periodically interested in something or other from human kingdoms. Certain foodstuffs, especially blackeye peas and beef from red cattle, are regularly traded to them at Tradethink Market by the Vanstach Clan, who claim monopoly there.

The dragonewts' tools and weapons are made of obsidian, which is found locally, or imported from the Holy Country and Dagori Inkarth. The glass is so sharp it cuts metal, and can be strengthened with magic to make it less brittle than usual. Normally dragonewts parry with the wood, metal, or bone shafts of their weapons to preserve the cutting edges. The glass is fashioned into spearheads, fitted along a spine to make swordlike weapons called klanths, and fashioned into darts which are thrown with deadly efficiency over distances greater than any human can hurl them.

The domestic beasts of the dragonewts are called demi-birds. These are horsedized creatures, bipedal, and covered with feathers. They have atrophied winglike appendages and two extremely powerful legs for running and kicking, and a large snapping beak as sharp and hard as bronze. Their bones are not the fragile frame which holds flying creatures aloft, but are stout and strong.

DRAGONEWT HISTORY

The dragonewts were very powerful before the Darkness, but had already begun their decline even before the dark weakened them. Their strength and draconic defenses preserved them in Dragon Pass during the break up of the cosmos, and they were one of the mortal races in the First and the Second Councils. They suffered heavily during the Gbaji Wars, when they first opposed then assisted Gbaji.

Afterwards they did not act as a single political force, though their troops continued to appear on every front, usually hired as mercenaries.

They aided humans one time, and the humans became friends of the dragons. The dragonewts gradually slipped from center stage, however, and at last only humans and human dragons ruled the Empire of the Wyrms Friends. Then in 1042, as human enemies marched upon the fortified crust of the decaying Empire Without Friends, the dragonewts rose from secret within the rotten heart and brought an end to human domination in Dragon Pass. Later, when the various kings, khans, and lords attempted to reassert human rights in Dragon Pass, their armies were annihilated in the Dragonkill War, in 1120.

There followed about a century and a half without human contact at all.

Subsequent entry of humans into the region of Dragon Pass was met with dragonewt disinterest and apathy. Humans cultivated this avoidance until about 1350, when a speaking emissary from the dragonewts approached the Twins of Tarsh and cordially invited friendship between their race and the newcomers. They occasionally aided in Tarsh's wars, but lost interest again after the Twins Dynasty ended in 1448.

Sartar contacted dragonewts around 1480, and concluded whatever agreements were necessary to build Boldhome. Although the agreement was not binding to dragonewts outside of the Quivin Mountains, nor to

Sartar's heirs, the city was never bothered by the dragonewts after its foundation.

In 1539 the Dragonewts Dream began, and ended two years later. At this time, the real dragonewts seemed to go about their normal, ordinary business, but in addition there was a huge appearance of phantom dragonewts going about their mysterious tasks. These phantoms could not be touched by living people or by magic, yet their works affected the real world. Once their primary patterns were noted, the humans avoided them if possible. And, after five years, they disappeared again. Some scholars believe these were doing tasks originally done 1300 years earlier, in the First Council era.

In 1570, dragonewts were seen to be employed by the Lunar Empire. They subsequently hired out forces to the Kingdoms of Tarsh and Sartar. They assisted in the downfall of Boldhome in 1602.

In 1625, with the Dragonrise, the dragonewts became active in human affairs once again.

MOSTALI

The Mostali (called dwarfs) are a humanoid race claiming descent from Mostal the Maker, a most ancient deity who is said to have created the world. The dwarfs have a long and ancient history, most of which is unknown to us. They are pragmatic and stoic, happy with practical matters and unafraid of hard work, and are conservative and secretive in the extreme. Their hard religion gives them personal immortality. The official dwarf religion is a sorcery of limited, but practical, variety.

Dwarfs are mortal foes of elves and trolls, because of old crimes dating back to the God Time. Unlike elves and trolls, dwarfs are of only one species.

The iron discipline and unyielding attitude of dwarf culture is inhuman in its rigidity. Most humans cannot understand their machine-like state of mind. Apparently, many dwarfs cannot either, for there is a significant rate of desertion from the ranks. These adherents of such philosophies as Individualism, Vegetarianism, Octamionism, and Openhandism are considered heretics by conventional dwarfs, and in some places, they form whole societies.

Dwarfs are organized into nine separate castes or job-types, each named after a different mineral. These occupations mimic the different races of Mostali which were known in the God Time. Of the Ancient Mostali, most are now gone, and Iron Mostali are the most numerous of the survivors. A few Lead Mostali are known to survive in the land of Slon, and one famous Quicksilver Mostali can be found in Dragon Pass.

- **Rock Dwarfs:** Rock dwarfs mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society.

- **Lead Dwarfs:** Lead dwarfs invented plumbing, and later developed glassblowing and making as well.
- **Quicksilver Dwarfs:** Quicksilver dwarfs know the art of transmutation and the science of alchemy.
- **Copper Dwarfs:** Copper dwarfs make implements, useful utensils, and some weapons.
- **Tin Dwarfs:** Tin dwarfs summon and control those useful creatures, gnomes. They also create semi-living constructs (such as jolanti and nilmergs) that perform much of the dwarfs' labors.
- **Brass Dwarfs:** Brass dwarfs are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of the forges.
- **Silver Dwarfs:** Silver dwarfs are enchanters and sorcerers. All dwarfs learn magic appropriate to their caste, but these dwarfs specialize in creating magic items and working with magical power.
- **Gold Dwarfs:** Gold dwarfs are teachers, and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination.
- **Iron Dwarfs:** Iron dwarfs, the blacksmiths, are dedicated to the science of war. They forge armor and weapons, and learn how to use the tools of battle.

DWARF HISTORY

Mostal is the major dwarf god in Glorantha. The Mostali are the dwarf followers of this god. Most modern dwarfs believe that Mostal is simply a personification of natural forces. He is the World Machine, the system by which the world works, the complex of natural laws and slow evolution. He is an anthropomorphism, a tale for fooling children or humans. But personifying this faceless system through myth is useful for dwarfs as they attempt to understand and control the forces of the world.

Mostal was the Maker. He delighted in constructing something new from old materials. He made everything, or else taught others how to make them, but his three greatest inventions were Helper, the first tool; the Mostali races; and the Spike. Humans say that his parents were Acos, god of Law, and Gata, the primitive earth, but dwarfs know that Mostal preceded them both.

Mostal's greatest brother and companion was Stone. Stone in those days was a great and living being, full of joy and life force. It could move, and it could communicate with others. It could change its texture and density. The cold, hard stone of today is a sorry reminder of its former grandeur, and only the rare truestone fragment retains any of the former properties.

Tools are the mark of the Mostali. Mostal himself made Helper, an implement also called Toolmaker. It made the other first tools which were used by the Mostali to further themselves in their trades.

There were many races of Mostali, each related, yet different. All were made by Mostal and his children, and all were humanoid. All had the same mind and will and, with few exceptions, the same perceptions. Their differences are all related to their mineral of origin, and affect their occupation and one or more skills.

First, Mostal scooped a depression from stone. This made the First Container, also called the Rock Bowl. Mostal crumbled rock into the container, and worked it until the first Rock Mostali emerged. Mostal made many more from the Rock Bowl, and showed the Rock Mostali how to make more like themselves.

Then the Rock Mostali aided their creator and sensitized his manipulation. They took the living stone and helped Mostal mold it until they made the Second Container, the Leaden Pot. Within its hollow, Mostal and his children worked and created the Lead Mostali. This race learned how to make themselves as well, and then turned to aid their creator.

The Lead Mostali were more sensitive yet, and they helped their father mold the Third Container, the Quicksilver Alembic. From this came the Quicksilver (or Aluminum) Mostali.

Each generation afterwards aided their father, and other races were made. The Fourth Container was the Copper Kettle, the Fifth Container was the Tin Dipper, and the Sixth Container was the Cauldron of Brass. The Pan of Silver is the Seventh, and the Ewer of Gold is the Eighth.

Each of these containers was kept in a special place in Mostal's Laboratory, where they were closely guarded and studied by the first of the Mostali races that strode from each. These eight individuals are often thought of as the gods of their respective minerals.

These eight original races of Mostali comprise the Octagony of Ancient Minerals. Along with Mostal, they are called the Immutable Metals, for nine is equal to three times itself, and three sides make an unchangeable shape: the Law Rune. Other Mostali races were made later, after Mostal's demise. These did not participate in the creation of the world.

The Spike is the greatest creation of Mostal. The Spike is an edifice that he and his creatures built out of Truestone to house the Celestial Court. Mostal and his crew worked hard, and refined the living Truestone to become immutable Adamant, the mythical metal. They took the essence of Living Law and made it the primary tool that held the world together.

The Spike was the pin that held the world together. Mostal seized the immortal nail and pounded it through the layers of the world, unifying them into a single entity. It was at the center of the world, and for all outsiders appeared to be a single huge mountain, rising from the depths of the earth and piercing the sky. Under the earth

it descended into the Primal Ocean, and its roots rested below the dark pits of the Underworld.

Within the Spike, Mostal and his minions proved their subtler arts, making fine palaces, each appropriate to the immortal who presided there. Younger deities lived upon the slopes and pinnacles of the Spike: there grew Aldrya, the First Plant, and there walked Hykim, the First Beast, and Grandfather Mortal, the First Man. From that place, their descendants spread into the rest of the world.

Mostal himself had his legendary laboratory within the Spike, and there dwelt all the Mostali at first. They practiced their skills there, each making wonders for themselves or the gods. Later, most of them went forth and formed colonies in the world, refining their work to make new tasks within their occupations.

This beauty and harmony was disrupted almost from the start. When Mostal was hard at work pounding the Spike deep into the world, the god Ratslaf tickled his nose and made one blow land imperfectly. Thus, the Spike, despite its vast size, intricate interior, and complex structure, had a single minute flaw. That one fault is where Umath the Destroyer was born. Furthermore, boggles quickly infested the Spike, which caused great distress to Acos and his followers.

When Umath was born, the peaceful world of the Mostali was broken. Umath was Change and Strength, a howling mindless force bent only on altering the world. At first the Mostali withdrew into their mountain fastness. But this withdrawal of Law was no punishment to the outlaws, who simply grew stronger instead. At one point, Umath and his sons set their muscles to work and tore the groaning sky from its place, thrusting it away from the earth. The bowl of the Heavens, carefully placed by Mostal, was knocked atilt. The World Machine was broken, its delicate mechanisms shattered, and forces rallied to drive off the Storm Gods and reassert the Old Law. The Gods War was started.

The Mostali fought in many early battles, marching purposefully in the wake of Kargan Tor, War God of the Celestial Court. In those days, a battle was decided by moral fortitude, numerical superiority, or by champions engaging in a contest of their arts. In those struggles the Mostali often carried the day, for they had all of those traits in plenty. For example, one time they engaged Vadrus, a storm god, in a contest pitting Quicksilver's changing ability against the wind's. Though the wind changed quickly, it could not come close to that range of mutations that Quicksilver could place upon simple chemical ingredients. When Death entered the world, the Gods War took a fatal turn for the worse. Once begun, this power had no limits to its growth. The elves had it for a while, and they lost no time in showing their enemies how it worked. The elves placed Death in their sacred axe, an Earth weapon, and slaughtered the Mostali. High King Elf bore it to the heart of Mostal's Palace and struck down the god there. Stone, brother of Mostal, was also slain, and so the gods of the Mostali were lost.



Examples of five subtypes of dwarfs. Beginning in the upper left-hand corner and going clockwise: rock dwarf; iron dwarf; quicksilver dwarf; silver dwarf; and gold dwarf.

Other disasters came. Trolls poured out of secret passages, slaughtering and devouring faithful Mostali, wrecking their machinery and laboratories. They melted Mostali in their own pots and drank them.

In council, the Octagony of Ancient Minerals decided to continue their creation to fortify themselves against the growing troubles. With their great skill and magic, the council made the Ninth Container, the Crucible of Iron. Their occupation became to make articles of war. They also developed the skills of using those tools, and so Iron is now also the Mostali god of war.

Iron was made to fight against the greatest of the Mostali's foes: trolls and elves. The metal was particularly effective against those two races. The Iron Mostali made axes, like that which slew their father, and swords, like those used by the Storm Gods; consciously imitating the most effective weapons they knew of. They then invented armor to protect themselves.

But the losses caused by Death were irreplaceable. At one point the Iron God led a force deep into the basements of the Spike, there discovering the abode of the dead and returning to his realm with as many as could escape. But this was not enough, for they were but spirits; enraged and mad from lack of touch. Ty Kora Tek, an Earth Goddess, took these spirits under her protection. The Octagony met again to solve the problem, and to create a new breed of Mostali. They sought after numbers—quantity, not quality—this time.

They made the Tenth Container, the Clay Jar. From it clambered the many Clay Mostali. These are quite different from their predecessors, being smaller, less intelligent, and generally inferior in every way save one: they were easier to make. These are the Clay Mostali, also called dwarfs. Some stayed to help in further creation, but most were outfitted with iron and sent to follow Iron God into battle.

Next the Octagony and the Clay God sang songs of power and worked their skills to make the Last Container, the Diamond Goblet. From that came new beings, the Diamond Mostali or the Diamond Dwarfs. They were endowed with diamond skills, which are the sources of Mostali Rune magics for the dwarf race. They are the leaders of the dwarfs.

As the war struggled on and the world rocked upon its foundations, there were losses among the Old Mostali, and many Clay Mostali were taught their skills as replacements, as best as they were able. When Chaos entered the world, the Old Mostali refused to depart their secure Spike any longer, and sent only the Clay Mostali out into the world when technicians were needed. This way, more Clay Mostali were taught the skills of their elder, wiser brethren.

Cracks had long been present in the unchangeable face of Law, and utter confusion had seeped out of the holes made by the boggles. The Celestial Court was held prisoner by their own laws. Gods defeated themselves without understanding why or how. Kargan Tor, God of War, abandoned his post and allowed the army of Chaos to slide in. With a clap of doom, the edifice vanished into nothingness. It took with it the majority of the elder Mostali races. Chaos took the upper hand and the world slid towards oblivion.

The Clay dwarfs inherited the realms of the vanished Mostali. They arranged their lives to follow those of their former leaders, and set up the Golden caste, Silver caste, and so on, each with their prescribed tasks to perform. The Diamond dwarfs were the leaders, each caste sending their representatives to the Decamony, or Council of Ten Minerals, for approval and transmutation into this esteemed status. They revered the Old Law to the best of their ability, and they determined to struggle forever to reassemble the World Machine. The Iron Mostali, the most numerous of the surviving Old Mostali, taught their ways to the eager Clay dwarfs, thus reestablishing the dwarf culture firmly.

With the loss of Mostal, the dwarfs sought divine friendship in the world. They had already established rapport with some deities, through kinship or like purpose. Lodril was one such friend. After he was tamed by Argan Argar, the dwarfs continued friendship with his two children, Caladra and Aurelion. The heat and pressure of these subterranean volcanoes provides energy for the many dwarfish labors. Ty Kora Tek, daughter of Gata, is the dwarf Goddess of Death, for she lives deep within the earth and has befriended the dwarfs, promising to return their souls' energy to them if they would worship her. Sometimes Iron God is said to be her husband, sometimes Lodril is, and sometimes it is Mostal. All those three have many reasons to be associated with the Goddess of Death within the earth.

The dwarfs maintained their strongholds throughout the Great Darkness. Some fell to chaos, others fell to other foes, but many survived. They wrought their wonders, sent their prayers and powers to the Machine, and rejoiced when the Sun rose again, proof that their perseverance and piety had paid off. Thus, they were inspired to maintain their iron discipline and religion, praying even harder so that the world will be repaired even more. Thus, they do not believe that the Gods War is over yet, for their perfect world is not yet restored.

MOSTALI HERESIES

Despite the repeated claims of ironclad dwarf solidarity, there are several aberrant groups who have broken away from the mainstream dwarf belief. Those which have attained notable popularity have also achieved the status of heresies from the Decamony at Nida.

OPENHANDISM

Openhandism is the oldest known Mostali heresy. It was popular before the Darkness, and some of the early acts of Iron were to retrieve dwarf secrets from the ill-advised hands which held them. Openhandism is a belief in the willingness to share dwarf knowledge with others. Openhandism sprang into popularity during the Darkness, especially from the Greatway region where dwarfs cooperated with all races to fight chaos.

When the sun rose and Time began, the Greatway dwarfs and their allies in nearby settlements, were placed under probation and sanction by the Decamony. Iron Diamond Voice became a leader of dwarf dissent among the Greatway dwarfs, and was the first dwarf to sit upon the First Council that went out from Dragon Pass and brought culture to the wastes of Peloria.

In 182, the Decamony declared the Greatway dwarfs to be severed from all dwarfs of Mostal, and every settlement except those at the Vent, nearby in the Holy Country, agreed. Shortly afterward, many Greatway dwarfs supported the Second Council, and at that time (in 212) the entire nation was declared heretic. Despite this, it is recorded that most dwarfs in Greatway were still solid and true workers in the old Mostal tradition, for the city was healthy and productive, and contributed greatly to the Council's efforts.

Dwarfs were foremost among those who explored the wonders that the ruins of Dorastor offered. Their skills were especially well suited for building a new civilization upon the ruins. Openhandism paid off here, for the region quickly grew and flourished.

Dwarfs supported the Gbaji experiment. Friction had begun between some of the Elder Races, whose individuals still remembered personal insults from others who were yet alive. Thus, when the trolls walked out on the experiment and created the Broken Council, the dwarfs did not even wait for government sanction, but immediately began to ambush and kill trolls. However, after the trolls were conquered, and most of Peloria brought to silence under Nysalor's golden reign, the uppity elves took to leaning upon the rights of the dwarfs more and more.

A further schism among the heretics broke out when Lord Angarko the Golden Diamond argued with Iron Diamond Voice, and then succeeded him as speaker of the dwarfs at the council. Lord Angarko was murdered by elvish treachery, and only inferior dwarf leaders came forward to help after that, and their support for Nysalor waned. Only those who lived in Dorastor went forth to battle again and again.

The dwarfs of the West were glad to help Arkat against the Chaos forces in their area. Some of Arkat's men benefited greatly from dwarf favor. However, they did not send any forces into the open in Ralios. Only a small band of hardy volunteers, all fanatics for the Decamony, volunteered to go with Arkat to Dragon Pass. They went more for their own purposes than for Arkat, for in Dragon Pass they sought to convert the dwarfs there back to Dectamonic ways. Most locals agreed, and went to Dorastor to fight to prove themselves. Most died, and there were always bitter feelings afterwards among the friends of those that died for this seeming betrayal.

OCTAMONISM

In Nida, the dwarf capital, a further heresy broke out among the conservatives. They saw how the new ideas of the Greatway heretics had brought their downfall, and they decided that the lesson indicated that everyone should return to the oldest ways possible. They sought to enforce Octamonism, a belief in returning to a Rule of the Eight Minerals.

Octamonism enjoyed a flare of popularity across Glorantha during the Second Age. It never gained the lofty status of Heresy, for it passed out of favor among the majority everywhere except in Diamond Mountain, in Teshnos, where iron was rare anyway. Still, believers remain in every dwarf city.

INDIVIDUALISM

Individualism was the next major problem among dwarfs. It was born sometime during the Second Age, probably about the year 700, by a dwarf later called Chark the Liberator. Chark had been alive before the Dawn, and he had always done his part. The shock of Openhandism, and its effects, disturbed him so he sought solace in religion. His piety was so firm that, they say, his bones turned into iron. He probed deeper and deeper into the secrets of Mostal, and he also met young Arkat one day while seeking his god, Mostal, in the Gods World. The combination of Arkat's knowledge, plus Chark's own seeking, brought him to the secret of his heresy.

Individualism believes that a single dwarf has inherent worth or value outside the community. It goes further, and says, and tries to prove, that each dwarf has, or can have, an individual soul which can retain identity after death, and not turn into just another zap of energy. Chark claims that each little soul is, in fact, made in the image of Mostal. The implications of this struck later, when many formerly quite tame dwarfs decided to emulate their ancient Founder and seek their own destiny and creativity.

Individualism soon found believers in most dwarf strongholds. In 850 the Nidan Decamony declared it to be a full and compete heresy, and that all such blasphemers would be placed under probation, sanction, and isolation. The Greatway dwarfs, still smarting from their former treatment, declared the Nidan Decamony to be criminally

insane, and then sent money and power to the Octamonist leaders there.

The Decamony acted swiftly against their closest enemy, and sent an army secretly over-ground against the dwarfs of Belksan, near Seshnela. The city fell, with heavy losses, in 852. The survivors were purged of Individualism, new leaders were sent from Nida, and the business of rebuilding the population was begun.

During his period, there was continued trouble with trolls and elves, and increased trouble with humans. Both the God Learners and the Empire of the Wyrms Friends used keen investigative techniques to rediscover dwarf secrets, or to draw amazing conclusions from a few facts. Openhandism was unpopular among dwarfs everywhere, and most dwarfs withdrew from human contact and reacted angrily when provoked.

Nothing good occurred when the dwarfs attempted to send three armies secretly against the Greatway alliance. One was caught in the open by trolls, who harassed it into nothing, while another was destroyed in an underground dwarf ambush from Greatway. A resurgence of confidence and Openhandism among the Greatway leaders resulted in renewed contact with humans of the area. Thus, the dwarfs were not destroyed, because humans from the Third Council surprised the Nidan Decamony's last army, so that the battle was quickly decided in Greatway's favor.

Friendship there was destroyed by the Dragonkill War of 1120. The gradual infiltration of dwarfs into the area again did not make many opportunities for friendship between species. However, the long-lived dwarfs there have not forgotten their former policies, and have remained open to friendly humans. Thus, the area around Dragon Pass is notable among dwarf kind, for it became a hotbed of heresy.

In 1247, a new moon rose into the sky of Glorantha, the Red Moon. This was cause for great rejoicing among dwarfs, for this was another great sign believed to prophesize that their ancient World Machine was, according to plan, being repaired. The prophecies hinted that it would be necessary to bring about strict dwarf unity to complete the Great Machine.

Isidilian the Wise, currently the best-known dwarf from the Dragon Pass region, seized this chance, and through some smooth talking convinced the leaders at Nida that the Greatway heresy must not be so bad if it did not cancel out the ancient prophecies of unity. With reluctance, the Decamony agreed that it might, in fact, be so. They agreed to reverse some of their previous sanctions if the Greatway dwarfs would promise not to spread their beliefs outside their own areas, and would agree to send some men and arms to aid Nida in a fight they were having at the time.

Thus, the unity of dwarfdom was again secured. Dwarfs now remain mostly at rest, sending individuals and messengers forth, but remaining aloof from greater business. They wait in confidence, knowing that their great machine is slowly coming together, despite Time.

UZ

The Uz (popularly called trolls) are a subterranean race that spilled onto the Surface World when Yelm's light chased them from the Underworld. They decided to stay in the Surface World. They call themselves Uz.

Several types of trolls may live together in one community. Social status is determined by an individual's type. They are socially matriarchal, and generally do not bother with civilized niceties even in their largest societies. Trolls are not as gregarious as humans, and lone trolls or small family hunting groups are common. Troll villages are ramshackle and small.

Types of trolls include the Mistress Race (uzuz), Dark Trolls (uzko), Great Trolls (uzdo), Trollkin (enlo), and Cave Trolls (romal). Trolls avoid sunlight, and live contentedly in the dark. Their prodigious appetites are said to be able to digest anything, including solid rock (though they dislike it). Trolls almost always are seen munching on something.

- **Mistress Race:** The uzuz. These rare beings were born either in God Time or under magical circumstances. They have superhuman capabilities. A Mistress Race troll rules any troll society fortunate enough to have one live within it. Such great beings are rarely or never seen by humans.
- **Dark Trolls:** The uzko. The 'standard' troll of the species which once dominated the world. Since early historical times Dark Trolls have been cursed, and their numbers have declined as the enlo have increased.
- **Great Trolls:** The uzdo. Gigantic and powerful warrior slaves, created during troll efforts to break the enlo curse. Though fierce and deadly, Great Trolls have lost intelligence.
- **Trollkin:** The enlo. These misbegotten wretches are among the saddest creatures in existence, born to be slaves and to suffer. They are the laborers of troll society. Most recently-born trolls are of this type.
- **Cave Trolls:** The romal. These large and unsightly monsters have been tainted by chaos; hence their power to regenerate. They are bestial and not really part of troll society.

UZ HISTORY

In the God Time, there were born many deities, and firstborn of all the races of gods were the deities of darkness, who rose to fight against the emptiness of Chaos, preparing the Void for the Creation.

Among those deities born was one called Kyger Litor, who is called the Mother of Trolls. But even before she

KYGER LITOR TEMPLE FRIEZES

The stone friezes pictured here comes from the notes compiled by the noted cartographer Song of Roses who mapped the Redstone Caverns. The frieze was evidently chewed out from the virgin rock by trollish sculptors. This frieze encircles the base of the altar in the outer temple to Kyger Litor in the

Holy section of the caverns. The Sazdorf trolls have stated a duplicate is found on their own altar. Noted Lhankor Mhy sage Minaryth the Purple has theorized that this frieze is duplicated at each temple.

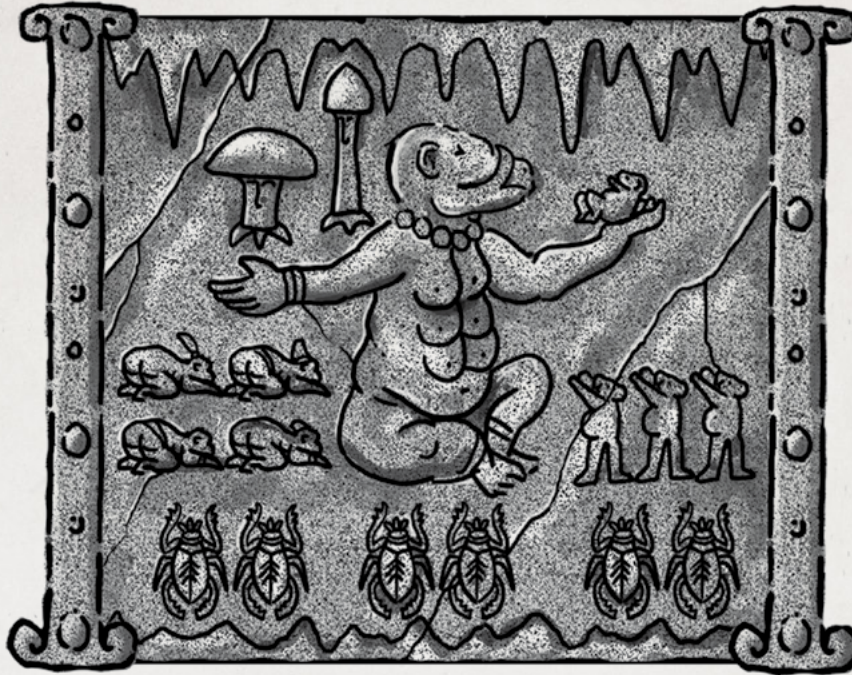


Plate One shows Kyger Litor in Wonderhome before disasters forced her to the surface.

created that mortal race, she was famous for her deeds in fighting Chaos with her cousin, Zorak Zoran, and in creation, with his sister Xiola Umbar.

Grandfather Mortal, first of humans (and humanoids), was the result of all the deities working together under the tutelage of the Celestial Court. Afterwards this original was copied by others, resulting in the many elementally-oriented beings commonly called the Old Races.

The trolls were just such an imitation, being the Men of Darkness. They were fashioned by the goddess called Kyger Litor. There are now many types of trolls who know her as Creatrix, but this diversity was not her creation but the result of many mythical and magical battles which have wracked and ruined this once-proud people.

The original trolls were as large as Great Trolls, as smart as a genius Dark Troll, and as numerous as trollkin. Their magical abilities were akin to the deities, and they used them wisely to build great cities in their home world. They were common then, but rarer later, and it was later that they were called the Mistress Race. Their name in their Underworld birthplace is a secret.

In their ancestral home, the Mistress Race lived during the timeless God Time, occasionally being called upon to

aid in the defense of their world as the War of the Gods grew more and more severe. It was during this time that Grandfather Mortal came to them with great tales and prophecies of woe, and the chilling tale of Death.

THE LESSER DARKNESS

Shortly afterwards the Sun was slain by his rival, and the spirit of that great god followed the path set by Grandfather Mortal, the first creature to ever die. Across the world to the Gates of the West, and then deep into the Underworld went the Sun God. He was weak and bleeding, leaving an ember glow across the sky and land where he traveled, but was still a bright and horrible thing when he reached the Lands of the Dead, where Grandfather Mortal was king of the Mistress Race.

The glare of the Sun God and his accompanying host, which quickly grew in numbers and power, overwhelmed the sensitivities of the Mistress Race, which hitherto had dwelt securely in unbroken blackness. Many were evaporated; most were severely burnt and mutated, but all turned and fled, using secret pathways to reach the Surface World.



Plate Two displays the death of Yelm, as the burning sun comes to Hell and overcomes the troll mother.

The death of the Sun and the appearance of the trolls and other forces of Darkness is called the Lesser Dark of the Great Night. The race which crawled to this world from below suffered the agonies of the alien environment of the world and its gods at war, in addition to the torment caused by the Sun and the loss of their homes. Most of the creatures which survived this at all were changed horribly, and are the ancestors of those creatures which humans know as Cave Trolls.

In the Surface World Kyger Litor fashioned her race anew, to better fit the new place, and to provide armies for her fight against Chaos. This was the origin of the first of the numerous Dark Trolls, who quickly populated the world where they could.

THE GREATER DARKNESS

The Greater Darkness began when the Spike, center of the universe and stronghold of the Law of the Cosmos, exploded and sent its pieces rebounding about the worlds. At the center of the world there was, for a moment, nothing but the empty Void, from whence the legions of Chaos began pouring through.

The forms of the Chaos were many, and not important here except to note that evil demonic armies were called Krjalki in Western manuscripts. In those same ancient manuscripts, this term is also used to (mistakenly) denote the various forces of Darkness, and even other human tribes who allied with them to fight Chaos (such as the Orlanthi). This is one of those many cases where the mortal victims of the Greater Darkness confused the real enemy of Chaos with those People of Darkness, who were not only allies but bearing the real brunt of the fight against the invading Krjalki, often unsupported or opposed by humans.

The Forces of Darkness were best suited, by experience and natural inclination, to oppose the forces of Chaos. Kyger Litor was a leader in that fight, and her troll armies were

the occupying forces for her victories. Wherever she won a great magic against the mutating forces of Chaos the trolls erected great castles built of lead, which emanated a radiating darkness and comfort for those who opposed Chaos.

TIME

There were many fortresses founded by Kyger Litor that survived into Time from the Great Darkness, but only one is of immediate interest. That one is near Dragon Pass, and the nation of trolls about the Castle of Lead is called Dagori Inkarth. It is in the land called Shadows Dance, which gets its name from spirits of shadow and other grey entities that live in mountain valleys, hilltops, and hollows. They defy daylight until spirits of light from the Torch, in the east, makes even the almost physical darkness flee before it, dancing in frightened rout across the rocky crags. This movement of light and shadow across the land is what gives it its distinctive name, Shadows Dance.

During the Great Darkness, the region of Dragon Pass was blessed by many occurrences that allowed it to survive the horrible times relatively intact. Important among those occurrences is the presence of the Dragons and their kin, and the proximity of a Castle of Lead with a very powerful and aggressive troll population. Just as important was the spirit of co-operation which all the other local denizens exhibited when the time came to pit their souls against the power of evil.

Thus, when the Dawn came and the Sun God was freed from the Underworld (and shackled to Time) the people of Dragon Pass found themselves an island of civilization on a continent of broken peoples, shattered in intellect and consciousness, often bereft of their own active wills by the events of the Darkness and Compromise. They formed the Unity Council, and set out in missionary teams to educate the populations of savages in the lowlands.

A Dark Troll leader, High Priestess of Xiola Umbar, was a member of the Unity Council at this time, and the race was ruled by seven families of the Mistress Race from Dagori Inkarth. Xiola Umbar was Goddess of Solace Deep Within, who brought comfort and peace from fear, and protection from ignorance and inner darkness. The peace and wisdom of the Dragon Pass Unity Council spread quickly, cities were built, and worship of the regular pantheon was spread.

In Peloria, near Kostaddi, the Unity Council met its first active opposition, and for the first time the hunters and herdsman from the uplands met the nomads of the flats. Between them lay the farmers, proud with their fields but helpless before the rivalry between Yelm and Orlanth. Yelm's friends were the horse nomads, while Orlanth was friend to the fertile and stormy air, and was one of the chief deities of Dragon Pass.

About the same time as the conflict with the nomads was beginning; the Council also moved its capital from Dragon Pass to the lands of Dorastor. A ruined civilization (including remnants of dwarf work left over from before the Darkness)

had been found and resurrected, creating a brilliant leap in civilization through a few generations. A change in locale was accompanied by a change in worship, and in politics. The new leaders worshipped the new gods, and the name of the Unity Council was changed to be the Second Council.

Among the Darkness deities the cult of Xiola Umbar lost its predominant position. Instead, people loved her brother, Zorak Zoran, called Lord Master of the Legions of Death. Inspired by such a deity, the trolls and humans who worshipped the god went to war against the northern nomads, pitting their spells and infantry against the foe's cavalry and shaman-summoned spirits. The forces of the Second Council won the day at great loss to themselves, but there was victory at Argentium Thri'ile that was so decisive that the nomads began a withdrawal from the whole Pelorian lowlands. Their departure revealed a thinly populated region revealed a region thinly populated by indigenous tribes previously enslaved by the nomads.

The Battle of Argentium Thri'ile was won by the Praxian allies of the Second Council, whose unusual mounts, large numbers, and particularly adept shaman spirit-hunters carried one wing during the first day of battle, and then pursued for a week, slaughtering as they went. This began the longstanding hatred between the horse-riding nomads and the beast-riding ones. It also instituted a period of Praxian overlordship, by certain nobles and families, over regions of Peloria. Even Dara Happa was, for a short time, ruled by outsiders from the Impala tribe, who also worshipped the Sun.

The advance of the Second Council continued, although its growth was sporadic at time, and often encountered active resistance. During this time, the trolls were forefront in the fighting, glad to praise their blood-thirsty deity this way, whatever the cost to themselves. And it cost them dear, for their population shrank even at home, and weakened their voice on the Council. Thus, they were so weak that they could not prevent the plans that led to the Broken Council.

The Broken Council got its name when the Dark Trolls and dragonewts deserted the impending magical rituals of the Council. The dragonewts left because the focus of the ritual was a 'pseudocosmic egg,' which they believed to be a dragon egg, too sacred for others to use that way. The trolls left because Kyger Litor, their Creatrix and implacable foe of Chaos, correctly read a prophecy of the coming of a Chaos god from the egg, and would have nothing to do to aid such a venture. The humans of Dragon Pass followed the decisions of the Elder Races and also broke with the Council.

There followed a period of warfare between the Broken Council and Dragon Pass. Parts of Peloria fought against the council as well, but early in the long war most foes were conquered or driven far away, and even Dragon Pass fell after the Battle of Night and Day in 379. This was after the peoples were harmed by the great and terrible magic of Dorastor and their new god, called Gbaji.

Gbaji, while still a mewling babe, gave his powers to the Two Curses of the Broken Council. One was directed against the dragonewts, but failed when its energies were devoured by dragons. The other was directed against Kyger Litor and the Dark Trolls, and succeeded.

The Troll's Curse is in their children, for the proud race began giving birth to runts and weaklings. Fewer and fewer whole and healthy trolls were born, replaced instead by the deformed creatures called trollkin. A great effort at countering the curse resulted in the appearance of trollkin litters rather than single births, but did not heal the horrible wound. Warriors slain could not be replaced, and the powerful army was over half trollkin when it was defeated in battle by the Broken Council around 397. Dagori Inkarth, deep in Shadows Dance, was invaded by the Broken Council, but the citadel of the Castle of Lead was never sacked.

Afterwards the trolls were a hidden and outlaw race. The humans and dragonewts of the pass accepted shameful compromise, and served under the lords who worshipped chaos.

The god Gbaji was more active in the West, where his cult spread quickly at first, until its evil was revealed. But even then, it took generations to cleanse a region. Nations worshipped the god, and it was a major task to annihilate the cult. This was accomplished by Arkat Humaktsson.

Arkat was a demigod by the end of his mighty tasks. He led a sacred war for 50 years by the strength of his might and magic. In this he was aided by his sons, Gerlant Flamesword and Talor the Laughing Warrior, both famous in their own right as well and founders of many noble houses.



Plate Three shows Kyger Litor just as she arrives on the surface world or Hurtplace (Komar in Darktongue). The bleakness and ice of her arrival point carries favorable connotations for trolls and demonstrates Kyger Litor's eventual dominance of the surface. Trolls prefer desolate spots, and this shows a good home place.

Sometime around 432, Arkat Humaktsson landed in Esrolia with his professional army of Gbaji-hunters. At the shore, he gathered some available allies and, after a short fight, sent the army and allies of the Broken Council into rout. But Arkat had been wounded previously, and the agony of this latest battle broke the demigod's wounds again, and his life and Power flowed from him like blood. Even so, Arkat led his army northward to answer a call from the Dark Trolls, to aid in their invasion of Dragon Pass. Arkat was near death when the armies met, but summoned a council with the leaders of the land. They came, they thought, to watch him die, and to steal a portion of his soul. The spies of Gbaji went with them, and even the Inhuman King was guarded by these evil assassins rather than his usual bodyguard.

Garazaf Hyloric was a Mistress Race heroine after her healing of Arkat that day, and the Goddess of Solace Deep Within stood guard over those who slew the foes of chaos. The Inhuman King, pragmatic as usual, joined the trolls first, but other leaders also changed sides after their enlightenment and experience of the Gbaji cult's evil.

In 450, the army of Arkat Humaktson and the Alliance of Dragon Pass marched into Dorastor and the legends of its glorious defense and terrifying fall. This marks the end of the Dawn Ages of the world.

To favor the trolls for their aid in the fight, Arkat Humaktsson gave them lordship over the lands of Esrolia, for the leaders of that land had all been killed in the war. The trolls that ruled there instituted, or continued, the worship of Argan Argar, whose cult both could find agreeable. The region was afterwards called Dark Esrolia, until Belintar the God-King came.

The leaders of Dark Esrolia never became friends with the islanders off their shore. When foreigners, a distant race who also revered Arkat Humaktsson, came from the sea seeking friends they were repulsed by the islanders, who were jealous of their own ocean ancestors, and did not wish to worship the other sea spirits and deities. Dark Esrolia was glad to befriend the foreigners, and helped conquer the islands. And so, for a time, the Dark Trolls ruled the isles and peeked into the depths of the sea.

They were allies of the Empire of the Middle Sea, and the trolls of Esrolia became rich and famous for it. They had time for luxury and great magics, and the cult of Argan Argar ruled from their miraculous City of Black Glass, whose appearance was as a shadow rising from the ground, even in harshest sunlight.

During the madness of the Third Council, the trolls were at the front fighting against Chaos. They braved the worst of the dragon powers and skills wielded by the Empire of the Wyrms Friends. The survivors among the trolls gloried in the final plunder of the decadent Third Council as did other peoples.

Sometime during the Second Age, the Dark Troll later called Cragspider completed her impossible heroquest and received her apotheosis by and as Arachne Solara.

Afterwards she was revered by trolls everywhere, and worshipped.

When humans turned against their alien allies and began invading Dragon Pass the trolls remained aloof, save for their ever-present trollkin mercenaries, bought only by the dragonewts. Trolls from the Holy Country marched with the Only Old One's contingent that aided the dragonewts, and healers saved the wings of a large clutch of dream dragons who were wounded and hiding in Shadows Dance. Thus, when the region was cleansed of humans and their entry cursed, the Dark Trolls could claim the lands once held by men.



Plate Four shows a victory of Kyger Litor in the Chaos Wars. Kyger Litor was famed for creating musical drums from Chaos hides, thus forming beauty from evil.

THE INHUMAN OCCUPATION

Troll migration into Dragon Pass began in strength shortly after the Dragonkill War of 1120. There were two major bands of trolls, almost nations as we know them. Each included several tribes or troll clans, and worshipped several cults. There were also several minor bands of important warriors or magicians.

Kajak-Ab the Braineater was the Mistress Race noblewoman who ruled the nation that migrated from Dagori Inkarth. She worshipped Kyger Litor, who was her grandmother. In legends, they are commonly called the Mountain Trolls, because they came from there.

Vamargic Eye-necklace was the leader of the nation from the south. He was a throwback, born a Great Troll but intelligent, though his parents were both cave trolls. He worshipped Zorak Zoran. His nation was called the Wood Trolls, and among them were many Dark Elves. Karastrand Halftroll was a leader from the Ivory Plinth. He claimed human ancestry and imperial inheritance over all the Pass. He was a pawn for the others for a while, and then killed. His people were mercenaries after that, but mostly fought against the Aldryami near them. This caused the region to be called the Stinking Forest.

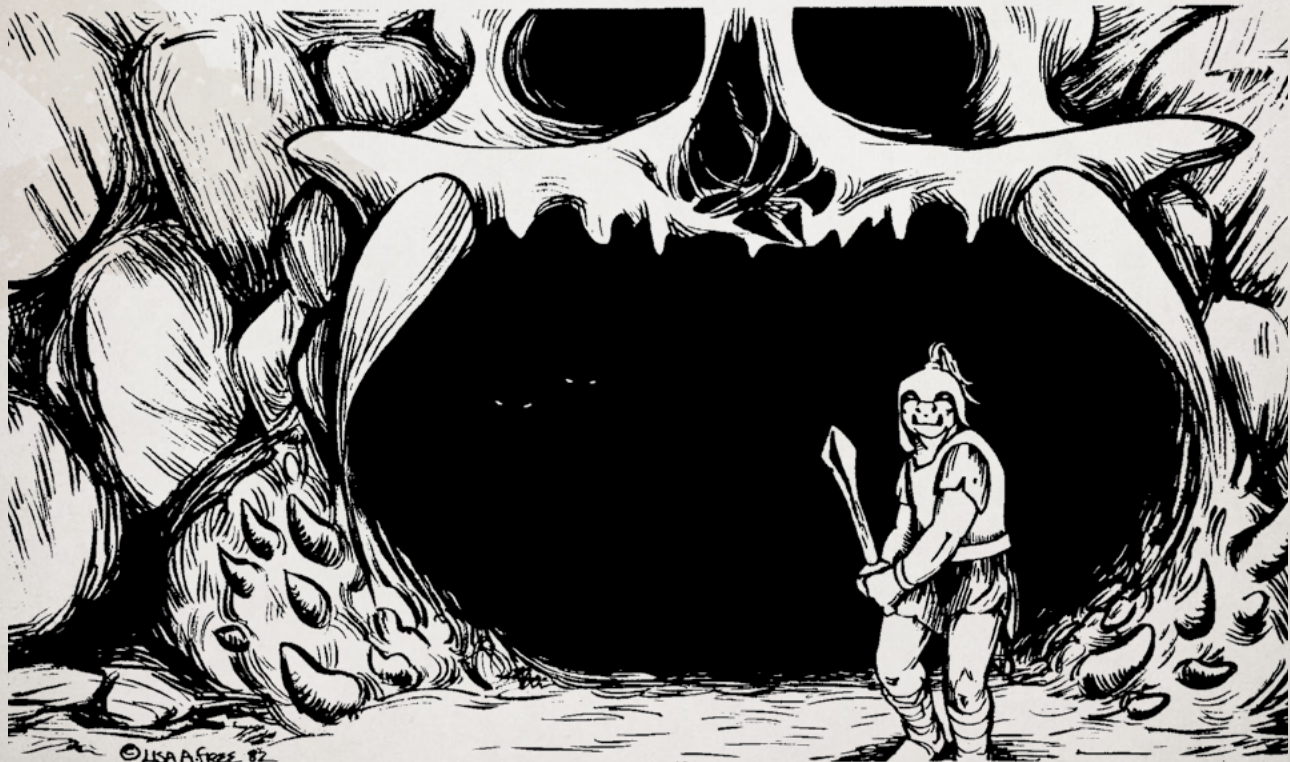
Around 1180 outright war broke out between the troll nations, much to the misery of the other inhabitants of the pass. Except when she was weak, at the early stages of the occupation, Cragspider did not take much part in the troll wars on either side, though she occasionally appeared to give minor help to both troll nations, and to non-trolls as well.

After the dragonewts assassinated Karastrand both troll nations temporarily allied. By 1220 the pass was divided into trolls versus the rest. They met in battle a few years later, and the numerous trolls took the day. There followed a legendary feast upon the corpses which was the source of many troll-eating songs. It was also a tragedy, because a relief army came upon the drunken, reveling trolls the next day and slaughtered them. The victors raised a huge funeral pyre over the mass of corpses, laying them upon the altars of a nearby ruin. Ever since then the ruins have smoked, and no one can use their altars unless they intend to call upon the dead from that battle.

Thwarted in one direction, but still pressed by overpopulation, the leaders of Dagori Inkarth sent part of the population southward towards the extensive ruins of Pavis. In 1237, the trolls, led by Gerak Kag, defeated a Praxian army and entered the ancient city. With great magics the troll leader sealed off the cyclopean walls of Pavis, and kept all outsiders away for three hundred years.



Entrance to the Castle of Lead in Dagori Inkarth.



THE HERO WARS

The cult of Argan Argar in Dark Esrolia was thrown down by the coming of Belintar the Stranger, and the trolls retreated to the stygian Troll Woods of the Storm Mountains. In Shadows Dance they continued in strength, but had little other than occasional trade to connect them with the Troll Woods nation. Thus, they remained for much of the Third Age, except for periodic invasions due to population pressures of rapidly breeding trollkin. They occasionally were victims of some magical plot as well, but captured the souls of heroes who failed.

As humans occupied Dragon Pass the trolls retreated to the mountains, though their trollkin populations irregularly marched down to the valleys to plunder and eat. The Tarsh kings were the first to hire the trollkin, and they soon had regular regiments of trained spearmen permanently employed in the Tarsh army.

After the downfall of Old Tarsh the trollkin regiments, usually led by a core of Dark Trolls, could be hired by almost anyone. During the occupation of Dragon Pass by the Lunar Empire they most often worked for the Red Moon, who could tend the trolls well in her Dark Phase. Lunar worship was accepted by some trolls at that time.

As the magical energies of the Hero Wars grew tighter and greater the troll leaders in Dagori Inkarth grew more cautious with their resources. Trained mercenaries began teaching troll tribes in the hills, and masters of lore began checking prophecies and investigating long-hidden objects of power. It was clear that the world would be torn again, and the trolls watched for a moment to remake it in their favor. ✱



Babeester Gor bars the entrance to Ty Kora Tek's Court of Silence. In the Background, Ernalda awaits her return to the world.



THE THEOGONY IS A REMARKABLE collection of God Learner texts from the Mythical Synthesis Movement of the Second Age, and attributed to the God Learner school of Irenstos. This version was revised in the Third Age with additional materials, most significantly concerning the new Lunar cults.

The later writer was Sartarite in sympathies, likely from the Lhankor Mhy cult, but very knowledgeable regarding Lunar religious secrets. Unreliable tradition identifies the writer with variously Tosti Runefriend, Onjur the Poet, or even Mularik Ironeye.

THE GOD LEARNERS

In analyzing the mythos of Glorantha, four streams of belief prevail. They sometimes mingle and sometimes flow in separate channels, but they all flow in the same direction. Each is a preferred way to reach an understanding of the cosmos. In choosing one stream as a guide, a person finds a cohesive and unified view of reality useful to their individual development. Though one might assume that one viewpoint or way of existence is correct and that the others are somehow wrong, we must warn the reader. Such a limited point of view will only further confuse a difficult subject.

During the Second Age of Glorantha, a very powerful people came from the island of Jrustela. They managed to create a worldwide view combining all the popular philosophies that they encountered across the world. They were called the God Learners, and from their studies developed Jrusteli magicians and militarists that dominated the coastal lands of Glorantha for much of the Second Age, before nature sprang back and destroyed them. Despite their effective condemnation, the God Learners gave a coherency to the confusing cosmologies, and the Jrusteli understanding remained popular long after the Jrusteli demise. Their views underlie most of the discussion that follows.

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 remarkably similar myths and gods, even though the cultures had

never met and were separated by oceans, mountains and languages. The Mythical Synthesis Movement proved to be very popular in the regions of direct Jrusteli influence and eventually gained recognition (if not acceptance) in most civilized parts of the world.

The God Learners grouped deities into artificial pantheons arranged around the various elemental Runes. These formalized arrangements are the product of scholars, poets, and philosophers, and often fly in the face of actual religious practice and experience. They nonetheless exercised tremendous influence upon the compilation of myths in Glorantha and upon the understanding of Gloranthan deities in the Hero Wars period.

BEFORE CREATION

"There are many different versions of creation, and they are all correct. Even if they mutually reject each other, the stories still contain truth and value. These differences represent local beliefs, magically and psychologically valid for normal functioning within a certain geographic or mental sphere of influence. Surrounding all these minor and limited perceptions of Reality lies the Great Mystery.

"The lack of human understanding of the Great Mystery is inherent in our mortality. Since the birth of Time separated mortals from divinities there has been a lack of complete understanding between humans and immortals. The friction caused by this mutual misunderstanding is one of the foundations of temporal existence and reality. It is possible to overcome such ignorance, and the historical occasions of such a conquest are contained within the biographies of heroes, Rune masters, demigods, and avatars."

— From Jon Winniston's "Sermons," Imther, circa. 1170 ST.





Top row: Glorantha; **Second Row:** Ouroboros; **Third Row:** The Celestial Court—Uleria, Orenoar, Harana Ilor, Acos, Larnste, Ratslaff, Tylenea, Kargan Tor.; **Fourth Row:** Aether.; **Fifth Row:** Umath; **Sixth Row:** Gata, flanked by Genert and Pamalt, and the various land goddesses.; **Seventh Row:** Zaramaka, with Daliath, Sramake, and Framanthe.; **Eighth Row:** Dame Darkness, encompassing the Father of Demons and the Mother of Space.

The four philosophies of Glorantha are the theistic (whereof the world was brought about by the actions of great and powerful entities known as gods and goddesses), the mystical (whereof the forces and the real knowledge of the world are unknowable except by unusual experiences normally beyond the ken of mortal people), the humanistic (whereof the world is a natural process conquerable and usable by conscious manipulation by the mortal races), and the natural (whereof the cosmos devolved into the material and spiritual world).

The God Learners developed an order to these four modes. They insisted that they were, in fact, one non-understandable concept evolving from one form into another as part of the creation. They are presented here in order of evolution.

- **The Silence** is the origin of the theist universe. This is a great dormant and impersonal force which is said to contain “everything within it, still One, the wonder of the universe which would come after it.” The theists sometimes personify the Silence and call the Silence “It,” a being without beginning and without end who is the mother of Glorantha, Empress of the Universe. Always seen as a wondrous and awesome being, this entity has intelligence and benevolence without limit. An anonymous Dragon Pass poet says, “the wondrous Source, the egg of life, the source of wonder. From it was born Glorantha.” After creation, this is rarely mentioned as important; the intermediaries who stand between It and the worshippers both are closer and more likely to reply to worship.
- **The Void** is the mystic origin of the universe. This pre-existence is said to be indescribable. “It is less than Nothing, Formless beyond Emptiness,” says a Kralorelan poem. The mystics claim that the dragon-powers manifested themselves in the void by becoming committed and entangled with the world which was yet to come, and in those actions created the barrier shimmering between the perfect void and our understanding of it. The Kralorelan religion (which is based on Draconic belief) suggests that the void is a state of bliss which should be sought after in every way possible, and that even the briefest experience of it will bring about belief, though not understanding, thereby incorporating the individual harmoniously with the cosmos. This unknowable force is nowhere presented as hostile. If a label must be attached, then it is neutral.
- **The Prime Mover** originates in the Western humanist universe. Nowhere is it personified or otherwise given any attributes of being; accordingly, it is often called the Invisible God. This strictly impartial force can be tapped—and exploited by the dominant mortal races of the

world through manipulation of Knowledge and Power. The Malkioni religion primarily supports this belief, and since it further supports active human dominance of the universe, there is a corresponding belief that the secrets of this prime mover were discovered by their god and passed on to the people. The Malkioni race founded the Wizards, who think they can shape the universe without consent from the gods who are elsewhere believed to rule everything.

- **The Primal Plasma** is the final source of the universe. It is popular with animists. Their art often depicts the plasma as the Well of Wonder, producing the rest of the world. The Well contained a miraculous material that separated into those parts of the elements recognizable as the material world and those spirits that guard and tend them. The plasma is not claimed to be intelligent or to have done any active task.

The Jrusteli philosophers said that their research brought order and synthesis to these divergent origins, and that each was a finer or grosser representation of the umbilical cord stretched between the unknowable and the real.

Every tale or concept of origin was popular in the Dawn Ages among some population. The differences sometimes caused conflict, as they had in the Gods War, both before and after the God Learners. Mystics concentrated in the eastern lands, especially Kralorela. The theists dominated the central lands of Genertela, in particularly the Dragon Pass area that was the primary battleground of the Hero Wars. The humanists began in the western lands of Genertela, while the naturalists were found wherever the others were not, especially among animals, hunter-gatherers, and in the lands of Pamaltela.

THE DRACONIC CREATION MYTH

Even the God Learners' Mythical Synthesis Movement did not account for all versions of the Creation of Glorantha. Although the Draconic Creation Myth that appears below is clearly related to the mystic viewpoint, it is not the same. Ironically, the theists of Dragon Pass managed to synthesize this creation myth with their own traditions during the Empire of the Wyrms Friends period.

First was Chaos.

Within the infinite realms of Chaos, the Empty void, lay the Power of Disorder. Deep in the heart of Chaos the disorder stirred, and within its stirrings was formed a sleeping egg.

The egg hatched, and out crawled the Grand Ancestor Dragon. It sat and meditated within the Silent World, planning its growth. The halves of the eggshell were made

into the servants of the Grand Ancestor, and they were called Inside and Outside.

The mild waves of Disorder lapped back now from the Void, and born was the Oozing Chaos, returning now to thwart creation and reclaim its own to the Void. The first sluggish waves of Chaos bumbled at the feet of the meditating Dragon, interrupting the perfect plans. To combat the distraction, the Grand Ancestor took the Disorder Power that drove off the Chaos and held it at bay. This was the race of Darkness, made from the Dragon's feet.

When meditations were complete, the Grand Ancestral Dragon dismembered itself out of a sense of responsibility.

The Grand Ancestral Dragon cut open its loins, and from the blood that ran forth was born the power of Water, and the oceans, seas, and all liquid things.

From its belly, the Grand Ancestral Dragon created the power of the Earth, and of all things that lay within the earth.

From the head of the Grand Ancestral Dragon came the fiery beings that are the Sky and Aetheric powers, and each became a noble god of that realm.

The brains of the Grand Ancestral Dragon were hidden deep inside and outside the worlds, hatched secretly among the fledgling races of immortals. These were the Ancestral Dragons, Wise Teachers of the deities, who met once for a mating dance in the place now called Dragon Pass, completed their mysterious dance, and disappeared from this world.

OUROBOROS AND THE COSMIC DRAGON

Draconic philosophy consists of a series of draconic images presented in a descending order. Each step, however, is of an order of magnitude almost incomprehensible to humans. A Dream Dragon is far greater than any human, but the True Dragons are to Dream Dragons as Dream Dragons are to humans. True Dragons are surpassed by their Ancestral Dragons, who participated in the creation myths. The next step up is the Cosmic Dragon, then Ouroboros.

The Cosmic Dragon consists of everything in the Gloranthan universe. It was born of the Cosmic Egg and was dismembered to create everything. Some God Learners called it "God as Dragon."

Ouroboros includes all the universe, and everything else, too.

MYTHIC OR ANCESTRAL DRAGONS

The mythic dragons existed, and the story recorded among the stars occurred. These beings had powers formidable enough to confront gods, and for the most part live in the God World now, but are no longer worshiped in a way to empower them to rebel.

These creatures are so immense that one of them suffices for the whole of the body of the Ancient Waters Dragon, or the constellation Stella Draconis.

However, these beings never manifest directly, though their reduced mantles have descended onto certain True Dragons who seem cosmic enough in their own right. Thus, the Kralorelan Ocean Dragon called Thrunhin Da is a True Dragon which is believed to wield the powers of the Ancient Waters Dragon.

TRUE DRAGONS

True Dragons live on the Surface World, but are of such stature that humankind has difficulty comprehending them. Their physical size makes them more like pieces of geography than creatures. Their life span is so great that they do not seem a part of history, save for the incident of the Dragonkill War of 1120, which everyone wished afterwards had never occurred. Their power is so great that they sometimes seem immune to powerful magics and cannot be seen or attacked by disincorporate beings.

The True Dragons, where they are known, are said to be asleep. Indeed, their physical state appears to be that of sleep. But the boundaries of a True Dragon and the rest of the world are less certain than a human's, and the consciousness of the dragon impinges upon the waking world of mankind. Thus, the dreams of the sleeping True Dragons manifest in the world, bringing about Dream Dragons.

But the influence of the True Dragons does not end with dreams and geography. The Dragon Age was their creative time, when strange interactions occurred that have been unknown since, but whose results have left their descendants upon our age. The best-known of these are the dinosaurs and other draconic kind. Known True Dragons are rare. Dragon Pass and Kralorela are known to have several each, mostly very small examples.

DRAGON PASS TRUE DRAGONS

Dragon Pass residents are certain of four, and suspect many others, sometimes without justification.

The True Dragons of Dragon Pass are:

- **The Black Dragon:** A slave of Cragspider, and with a history of friendliness for trolls since before the Dawn. It lives near Cliffhome.
- **The Green Dragon:** The smallest of the three True Dragons known to men, it is still more than 2 kilometers long. Older documents record its existence in the First Age, but it is widely believed that its latest appearance heralded the arrival of Sartar in Dragon Pass, as this monster was seen landing about 150 years ago in the difficult mountain tops near Arrowmound in the Skyreach Peaks of the western Rockwood Mountains.
- **Krisa Yor, The Red Dragon:** Known to have been in the Dragonkill War and to have slaughtered tens of thousands, and to have leveled

the city of Harna Gamoon. It lives in the Red Dragon Vale.

- **The Brown Dragon:** This True Dragon awoke in 1625 and devoured the New Lunar Temple in Dragon Pass. It currently resides in a vast and deep gap in the earth called the Dragonrise Chasm.

KRALORELAN TRUE DRAGONS

The best-known Kralorelan True Dragons are:

- **The August Dragon:** A True Dragon found in the city of Ting Shui, in Kaisen Province, on Hum Chang Island, this great being has four times awakened and prophesied for anyone who came to him, whether exarch or slave. Everyone eagerly awaits it again and hopes to have a chance to be interviewed.
- **Godunya, the Emperor Dragon:** The Dragon's Awakening Shudder, which devastated much of Kralorela, was the soul of this dragon shaking off the morphic shackles of the New Dragon's Ring. It is now the ruler of all Kralorela.
- **Thrunhin Da, the Dragon of the Waters:** This True Dragon lives east of Kralorela, beneath the Kahar Sea, from whence she once taught humans of the Cult of the Orca to help combat the wicked Zabdamar mermen of the sea.

DREAM DRAGONS

Dream Dragons are the best-known type of Gloranthan dragon. When people speak of dragons they usually mean this kind. Dream Dragons are monstrous and terrifying, capable of destroying armies of men, are sometimes immune to all types of magic, and in general manifest the powers most frightening to humans. They are long, scaled, serpentine creatures, sometimes winged, sometimes not, and typically with either four legs or none.

Dream Dragons are like Gloranthan illusions: a temporary reality. They are formed from the unconscious thoughts of True Dragons and often manifest petty traits which are normally suppressed by such transcendent beings. Thus, Dream Dragons are often cruel, selfish, destructive, and greedy for material wealth. Their physical appearance also varies greatly as a result.

Some Dream Dragons defy the normal categorization and are known for their benevolence and friendship towards humans. Even these, however, have been known to treacherously turn against former friends, and the lessons of the draconic betrayal of all humans in the Dragonkill War have not been forgotten, even after five hundred years.

Most Dream Dragons do not reproduce, and appear genderless. Nor do they usually grow older or larger (unless they choose to enlarge their size through dragon magic).

Dream Dragons appear to be normal physical beings in almost every way, save perhaps for a slightly different style of decay after death. Dream Dragon corpses do not usually dry out and desiccate, but instead slowly fade without essentially changing except for density. The harder parts take centuries to fade significantly, the horny skin lasts for about fifty years before getting significantly soft, and muscle and organs take from ten to twenty-five years to fade.

NUMEROLOGICAL SUCCESSION

The Western humanists hold that since nature is a recognizable and measurable function, creation begins with the first arithmetic functions. From the unknowable (Zero) comes the One, the Prime Mover or the Invisible God, who makes Two, or Cosmic Duality; which in turn generates Three, the Knowable World, and so on. The various elements and powers from which the world formed sprung from one another in mathematical succession.

The resulting cosmic unities were each vast in potential. Through the logically inevitable numerological succession, these unities devolved and subdivided, gaining characteristics and personality. Thus, the unknowable Nakala, the Primal Darkness, who holds all potentialities of Darkness, devolved into Dehore, god of Fear; Himile, god of Cold; and Subere, goddess of Inner Darkness. These three devolved in their turn, creating further subdivisions and fulfilling their potential.

THE TWINS

The presence of the Twins imposed dualistic concepts upon the growing creation. The primal division of the universe into two opposite, yet mutually dependent Beings, or Spheres of Influence, or Modes of Power, was critical to the development of Glorantha.

There is a creative law of the cosmos, which states that the Original Acts of the gods will be repeated by their own creations. Thus, the dualistic tension and interface of powers was reproduced consistently throughout subsequent development of the cosmos.

The Twins are usually portrayed as male and female, or sometimes as a half-male, half-female being split down the middle. They are very widespread in mythos and legend, though they fade in importance as the Gods Age progressed. They have many names and functions, although these names and functions are often said to be the children of the pair rather than the incarnation of them. The exact terminology is unimportant to the formative processes.

The Twins continued to live during the Gods Age, but their importance was diluted as their powers were disseminated more and more into the world. Rather than being immediately recognizable as one of the divine pair which begat the world, we more often find the Twins in one of their lesser aspects, often represented as one of their children rather than as one of the Twins themselves. Among their children are Acos, the Maker of Builders; Uleria, the Grower and Bearer; Harana Ilor, the Great Weaver and Musician; Ratslaf, the Dupe of Disorder; and others.

One child stands out from all the rest. She is called Glorantha, and the world we know was established with her birth and is named after her body. She differs from the others in that she was the child of the bodies of the Twins rather than just their powers. With her birth began the story of creation of the physical world.

GLORANTHA. THE EMPRESS OF THE CELESTIAL COURT

The goddess Glorantha was always held to be the eldest of all deities. Thus, she is called Firstborn. She is also credited as being the Source of Creation, for from her came the Prime Movements of the universe. She was the Soul of the Cosmos, because she embodied all of the mystical and magical forms and fancies of the world, hiding ever behind the wall of the Great Mystery: always present and approachable but always elusive and untouchable.

In active worship, both before and after the Great Darkness, she was most noted for being the Goddess of Compassion and Mercy. It was said of her that She is the stuff Uleria's Net is made of. Since Uleria's Net is a term for Love, we can gain some idea of what they meant.

In other, less regular, cults she was called the Source of Luck, Mother of Fate, Giver of Freedom, or Next of the Cosmic Bird.

Philosophers claim that it was Glorantha's self-awareness that began the creation of the world. Her first thoughts were the words "I Am", and from that origin all subsequent reality began. This sense of self is what formed the basis for all of the divine and mortal races. The mysterious link between all of the cosmos and the Goddess Glorantha provided the balance necessary between the individual "I" and the inter-related link with the multiplicity of the cosmic "Am." Glorantha contained the dualities and was also the connecting link. Thus individuals were able to maintain their separate identity yet still remain in contact with Being and Consciousness.

Glorantha was sometimes called the Mother of Power, for the deities of Power were claimed to be her children. The God Learners' Mythical Synthesis Movement identified her husband with the Grand Ancestral Dragon who

bears the epithet Body of Creation. This title matches Glorantha's Soul of Creation and provides a father for the deities of the Court. But despite the tidiness of the match, it was philosophical in origin and had no known cult or corroborated spawn from the union to uphold the truth of the speculation. In most myths, Glorantha has neither husband nor Emperor of the Court, and the near-omnipotent brood that she raised paid homage to no father.

Glorantha has always been recognized as Empress of the Celestial Court. She sat upon a crystalline throne overlooking her Hall of Creation. From thence she could hear all the laments and praises of the world, and from it she ruled over the cosmos without giving fairly and accepting selflessly.

In the mythologies of the world she takes a very background and passive role, almost becoming absorbed by the world as it grows to flower and fruition. During the Darkness, she was shattered and broken as terror and hate overtook her children. Afterwards, within our realm of history and time, she has been worshipped often and by many, but always as a local deity rather than being recognized as the cosmic entity she is. Even during the revival and unification of the Elder Cults by the God Learners there was a stubborn persistence of these cults to remain apart despite the most complex and perfect magical acts of the philosophers. In one case, upon Summoning and Riddling two similar goddesses the God Learners managed to make the two deities admit that they were interchangeable, and even forced the goddesses to exchange worshippers without any substantial change in deity or cult, but they could not make the two admit to being one and the same. Thus, has the Goddess been absorbed into the Web, and remains ever hidden from us behind the Great Mystery.

CELESTIAL COURT

This title is one given to a group of cosmic deities who were, in general, the sources of Power, both spiritual and physical, in the cosmos. They were once a unified and loving body of deities, living in immortal splendor and glory for their existence. Together they were responsible for the initial creation(s) of the world and the integration of the patterns of the Elements into the Cosmic Web. As the Web grew towards fulfillment, the deities of power became less isolated from the rest of the world and worked in closer harmony with the physical world. At the climax of the Web's development, the marriage of the Earth and the Sky, the Court was a pinnacle of perfection and creative artistry.

It is claimed that the secret of the Court's creation lay in the harmonious juxtaposition of two balanced and harmonious opposites whose mutual existence created the dynamic tension necessary for the creative acts. They lived and loved, and some are known to have had many children.



From their homes at the base of the Spike, the burtæ spread to the edges of Glorantha.

During the Gods Age the Court lived upon, within, and beneath the Cosmic Mountain. This magnificent structure was also sometimes called the Spike, because its immutable body and laws were said to hold the universe together. Acos was the architect, and as he was God of Stability it was also said that the immortal mountain was made of Truestone, which was the solid and inanimate incarnation of mindless law.

All the gods and goddesses lived upon this mountain before the world had grown large enough to hold them. Upon this slope grew Aldrya, First Tree and mother of the vegetable world, who loved the god Flamal so dearly. There roamed Hykimi, Eldest Beast, said to be in the form of a Dragon. Grandfather Mortal, the living incarnation of the Man-form Rune, first woke upon this mountain.

There, too, was born Umath the Destroyer, whose actions and children would bring about the War of the Gods and the destruction of the Gods Age. But the future violence meant nothing to beings who did not live within Time, and the ancient documents still remember many dear tales of the young Storm God upon the slopes of the Spike.

During the deterioration of the immortal perfections by the Gods War it was inevitable that the Celestial Court would also fall into disrespect. The perfect harmony of balanced opposites, which had built the world, revealed itself to be mutually exclusive and antagonistic realities. The Court fell prey to mistrust, intrigue, desertion, usurpation, and destruction.

The end of the Celestial Court was marked when Kargan Tor deserted his post and allowed the Devil to

enter the Immortal Palace and abuse the Empress Herself. The revolt that followed resulted in the actual destruction of the Spike, whereupon all the invading forces of Chaos swept in to finish off the world and reclaim it for Chaos, from whence it had sprung.

Within the New Age called Time, the rulers of the old cosmos have no place. Yet they will always exist, alone or in groups, and they are often visible through thin disguises of costume or custom, still worshipped as of old. Thus, although the deities were broken and vanquished as a Court, they will never disappear entirely from the world of Glorantha.

THE DEITIES OF THE CELESTIAL COURT

The reconstructed Celestial Court is said to have included only Glorantha and the eight Deities of Power. Later four, or five, Great Elementals were added, bringing the total number to twelve, thirteen, or fourteen, depending on whether or not Glorantha and/or Umath were counted, as was usually the case.

The separation of Power from the Elements was a further reflection of the basic dualism which permeated the world since the birth of the Twins, and this duality is further reflected in the opposing polarities within the Court.

The separation of Power from Elements seems to have existed. There is a curious tale in Ralios about a later god called Trickster which mentioned the Red Class Tower Joke, which was supposed to have been the act which made

the Court realize the absurdity and unfairness of their receiving worship from the "Four Lords and Ladies," who were the Great Elementals. The incident resulted in the Elementals joining the Court. The deities of the court were:

- **Acos:** God of Stability and Upholder of the Cosmos; Porter of Eternity; Father of Mostal, and Maker of Builders.
- **Uleria:** Goddess of Love, the Attractor, That Which Binds Inside.
- **Larnste:** The Shaper, Lord of Change and Growth; the Soul Arranger.
- **Orenoar:** Mistress of Truth, Soul of the Flame.
- **Harana Ilor:** Goddess of Harmony and Peace; Musician of the Cosmos.
- **Tylenea:** Mistress of Masks, Lady of Trickery and Deceit; Mother of Illusion.
- **Kargan Tor:** God of War and Courage; the Separator, Maker of Death.
- **Ratslaf:** Dupe of Disorder, Slob of the Cosmos, Vermin of Reality.

THE GREAT ELEMENTALS

These deities were the raw stuff which the physical universe was made of. Their source lay somewhere in the Powers, although local interpretations of this varied. Once the process began, however, almost all sources agree upon the major points of development.

In the earliest stages of formation these primeval deities seem to have been formless, plasmic entities of unseparated Name and Body. The relentless duality of the cosmos eventually brought about a separation of the two and created the illusion that the physical world was separate from the spiritual forces which motivated it. But any conscious person who has investigated the world about them knows that all Nature is filled with the spirit of Life, and in the Beings of the world we can see the Spirit of the elements.

The elements also followed a process of growth known as Devolution. In it the elemental deities divided themselves into various specialized parts, varying in pattern according to the element involved. Each of these exclusive entities further divided itself into portions of its functions, resulting in more and more specialized beings. This formed a spiritual and physical theogony of successively weaker and more specific entities. This process of division continued until there was, at the bottom of the devolution, a division of inert physical matter utterly devoid of power, being, or consciousness which was matched by spirits of similarly low talent and ability despite their power and being.

- **Dame Darkness** was the eldest of the Elements, born from the Dragon's feet when the Disorder Rune stirred up a defense against the Oozing Chaos. Darkness was that defense against Chaos, just as Disorder was the primary defense against the Void. Darkness bore many children, and though some of them were male she did not always need a husband. The Order within Darkness is alien to mankind, and the Pattern is one kept secret by the Dark Trolls. The Darkness Goddess raised fungus to clothe herself and made great powerful scorpions to protect her. Her name is Nakala (speak it with care).
- **Father Ocean** was second. Within him lay all the potentials and possibilities of the universe without Darkness. He created many children, and gave birth to some himself without a wife. These children were many, and among them are the seas and rivers of the worlds. He is the Source of the Waters, and his name is Zaramaka.
- **Mother Earth** is third, broad and bountiful. She floated at peace upon the Great Sea, meditating upon the forms and powers within herself. She bore many children, and many of those without any partner. So rich was she that life teemed upon her surface as well as within her, and Grandfather Mortal later chose her as his home. In most tongues, she is called Gata.
- **Lord Light** was the fourth. He was the purest and brightest of the Four: the result of their labors. He sat upon the bosom of the earth quietly for a time, before growing to be the all-encompassing sky overhead. He is the bright and fiery ether. His family was powerful and purest among the parts of the cosmos, and the god had many children. His name is Aether.
- **Storm King** is the last, Lord and Master. He was Strength and Violence, and his first act tore apart his parents forever. He had many children, and a few had no mother. He was the woe of the world and the savior of the cosmos. His name is Umath.

These are the greater Elementals, who are often included in the Celestial Court. They appear frequently in some mythologies, but often it is some aspect or child of theirs which is important. Especially after the Great Darkness these primal entities lost most of their worship, reducing them almost to the level of powerless philosophical deities. These, then, are the ancient deities of the Celestial Court. Their part in the cosmos has not ended, and they will appear again in the myths to follow.



MOSTAL THE MAKER

Mostal was the Maker. He is said to have been the son of Acos and Gata. He made everything, or else taught others how to make them. His three greatest constructs, called by the dwarves the Three Elders, were the first tool, Helper, also called Toolmaker; the Spike, the Cosmic Mountain which was the linchpin of the cosmos; and the Mostali, an intelligent race made to help Mostal in his labors.

When Umath the Destroyer was born, he began the ruin of the cosmos. Standing upon the Spike, the new god wrenched apart Sky and Earth. The bowl of heavens, carefully placed and perfectly moving, was knocked atilt. Mostal was badly damaged. Later High King Elf bore Death to the heart of the world, the Spike, and there shattered the central shaft of the World Machine. There died the Three Elders.

As the world worsened, the Mostali gathered at the Spike, site of the first action of the Gods War, to attempt their mightiest work—to repair the breaches that now riddled the universe. At the height of their ritual, the Devil arrived upon the slope of the Spike. It shattered with a clap of doom, and with Mostal the Maker, vanished into nothingness.

Most modern dwarves believe that Mostal is simply a personification of the creative force of Construction. Mostal is the World Machine, the system by which the world works, the complex of natural laws and slow evolution. This anthropomorphic personification is useful for dwarves as they attempt to understand and control the forces of the world.



HYKIM AND MIKYH

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

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

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

THE MORTAL RACES

The mortal races of Glorantha are among the class of Burtæ or hybrid deities. The Founders of the mortal races were hybrids of different Elementals and Powers, each one different in parentage (and thereby in inherited abilities), but alike in most other respects.

The origin of the Man Rune is described in the tales of Grandfather Mortal, a character known by countless local names, but always recognized as the First Person. He (or often she) is the exemplary model of behavior and decision-making for all mortals.

Grandfather Mortal was present during the conference that resulted in the Great Compromise. He was, in fact, the first creature to experience Death, when Humakt was testing the New Power during a critical turning point in the Gods War. His initial death and subsequent withdrawal to the Underworld established the route which the more powerful deities who were victims of Death followed. Grandfather Mortal made the Path of Death, and was responsible for the collection of deities and Power which gathered there afterwards to confront the Devil and force the Great Compromise.

The result of Grandfather Mortal's actions is painfully evident within the realm of his descendants, reproductions, and look-alikes. The necessity of Death is the result of the Great Compromise. We are all committed to mortality, and the omnipresent specter of Death is the measure of Life. This consciousness of the primal opposition is what gives humans their initial and internal dichotomy of Experience, and sets the human soul into inherent dualities.



Man Rune.

ANOTHER PERSPECTIVE: THE XEOTAM DIALOGUES

The Xeotam Dialogues were popular amongst educated Malkioni in the late Third Age. They are written as a dialogue between the master sorcerer Xeotam and his young (and half-barbarian) apprentice, Aamor. It uses archaic Fornorian titles for the Elementals, instead of the more widely God Learner titles.

Aamor first learned how to control his mind, how to focus the types of elements that comprised his body and then expand these to the macrocosm, then to keep control of these elements to do his bidding. Aamor found these tasks difficult, and even by the end of his training he still needed the help of amulets of Power to focus and hold the elements. It wasn't until this phase had been completed that Aamor learned that the elements that he controlled were the gods worshiped by lesser men. He learned of the Elementals, the gods whose makeup was the same as the elements: Himel, God of Cold; Nakala, Goddess of Darkness; Sramak, God of Waters; Gata, Goddess of Earth; Zrenthus, God of the Sky; and Lodik, God of Fire.

Aamor later learned that no mortal could ever hope to control the Elements completely, since to do so would mean to become one with that element. His teacher said some barbarian sorcerers try to do just that, but end up only as slaves to the gods. Instead, a proper wizard controls one of the lesser gods of the elements, one of the Srvuali who are but portions of the Elementals themselves. It was just this fact that made the Srvuali more useful than their parent Elementals, for in being just a part of the whole, each Srvuali was specialized in some aspect. Thus, although Nakala was the Darkness above and below the Surface, a wizard would call upon Xentha, Srvuali of the Darkness of Night for some nocturnal service. By being specialized, the Srvuali had the chance for independent actions, which, although dependent upon their makeup, increased their usability. Thus, although Vieltor was a fire Srvuali, he was also chief Smith of the gods. Each Elemental had its own Srvuali: the Dehori of Darkness; the Holli of Cold; the Triolini of Water; the Likiti of Earth; the Wamboli of the Sky; and the Promalti of Fire.

But the Elementals would be inert masses, Aamor learned, except for the Powers. The Powers were the gods who controlled the different activities of the world. There were Tilnta, Goddess of Love and Fertility; Vamalm, God of War; Mesor, God of Vengeance; Gether, God of Death; and many others. The Powers had significance in that the more they were exercised, the more powerful they grew. Thus, until the god Eurmal slew the god Flamal, there was no death in the world. In the great slaughter that followed during the Gods War, Gether gained power until his domain included all the beings in the world, gods and mortals alike.

"Then what is the difference between Men and Gods?" asked Aamor when he learned of this.

"Very little," was his Master's reply. "Those beings we call gods can suffer death like any mortal. But the gods are spared the death of Old Age and Disease which we mortals suffer."

"But they can be slain?"

"By weapons of great power. Take for example Flamal, who was the first being in the world to die. He was a god, yet he fell and died under the hand of Eurmal."

"But Flamal lives still, as all the legends tell."

"True. Each year his body is reborn after his soul struggles to the Surface World from the Underworld. Likewise, does Ehilm become reborn each morning after his physical body dies at dusk."

"Their souls, then, remain alive even after death?"

"Yes. Just as every living thing's soul remains alive after its physical form dies."

"Including we mortals?"

"Including we mortals."

"Then what would happen if a Man's soul were to battle its way again to the Surface World? Would it too regain life and a physical form?"

"Yes. And upon regaining the surface after escaping Nakala, these souls become yet another class of gods, the Kaelith. Jonat of the north and Harmast of the east are just such gods, as are Talor and Arkat."

"Then after a person's body dies, his soul may regain its physical form and become a god. What becomes of those who descend into the Underworld before their death and reemerge?"

"This is a matter of semantics more than substance. Upon descent into the World of Darkness, a man's physical form leaves him and returns to its basic elements just as if he had died on the surface. Descent to Nakala is death. And re-emergence to the Surface World would make the man a god even before his death on the Surface."

"If a body returns to its basic elements at death, how can a person be reborn? Does he reenter the world as a child of some mortal mother?"

"Sometimes, as in the case of Zedei who lived twice before the War of the Gods. Usually, however, upon reemergence the Kaelith gains more than his former power. He has the ability to change his form into almost anything else, and then to completely disassociate his soul from any physical form without going to the Underworld."

In addition to these types of gods, Aamor learned of those known as Burtæ, or Crossbreeds. The Burtæ deities are the product of interbreeding between Elementals or their Srvuali. Humat, God of Air, is the most powerful of the Burtæ, child of Gata and Zrenthus. Others include Flamal and Hykim, twins of Sramak and Gata; Tolat and Anehillā, twins of Ehilm and Nakala. Since these gods, and others like them, are the product of the Elementals themselves, or of

XEOTAM DIALOGUES (CONTINUED)

an Elemental and a First Degree Srvuali, they are more like the Elementals in their properties and functions. These are the Burtæ who can give birth to their own Srvuali. Thus, Humat's many air gods, the Kolati. These Burtæ are known as the Elemental Burtæ, or, because of their restraints, the Lower Burtæ.

The Higher Burtæ are the children of other Burtæ, either with each other or with Srvuali. The more intricate combinations of the elements allow these gods more range in their functions until their ancestry is almost unimportant. Their importance doesn't depend on their physical properties, like the Srvuali, but instead on their functions. Eural, for instance, is more important as the cunning, clever, trickster than as a god of fertility, water, earth, or the sun-fire, all of which are included in his ancestry.

On the other hand, however, the Burtæ often don't develop greatly, despite their mixed ancestry. These Burtæ live more like immortal Men than the gods that they are. Their magical powers, of course, are more developed than any man's. They are often grouped into clans such as the Luatha or Altinae, act upon the Surface World under the instructions of the higher gods, such as the time the Luatha destroyed the Seshneg at the request of Seshna, Humat, and Sramak.

Another class of Burtæ, known as the Ifaldor, is that which are the product of two types of Srvuali. Since the Srvuali are more specialized and less powerful than the Elementals or Burtæ, the classes of Ifaldor are generally the weakest of any gods. In fact, they are so weak that this class is often the victim of death by disease or old age. In other worlds, the Ifaldor are mortals.

There are many kinds of Ifaldor. The Malkioni, a cross between a Kolati and Triolini, are better known by the name of Brithini after their birthplace in the land of Britha. The Tamali were a cross between a band of Dehori and Tilnti.

"Are all races of mortals or Men of the class of Ifaldor?" asked Aanor.

"Not all," replied his Master. "Most inhabitants of the world are of the race known as Hsunchen. This is the reason for the similar dialects between the savage, animalistic races of the world. Only when the race is of the Ifaldori lineage does the language differ, for each type of Srvuali has its own tongue which it passes onto any which may be descended from it."

"What's the origin of the Hsunchen?"

"In the language of the Kralori, the word means Children-of-Animals. The various nations of the Hsunchen are all descended from some animal god or another, with one of the parents of the race being of another class of god."

"Then that's the reason the Jonatings of the north are called the Bear-People?"

"Yes. In fact, before the War of the Gods most of the Surface World was peopled by the pure races of the Hsunchen. There were Goat-People, Horse-People, Cat-People, Bull-People, and many others. But due to the influences of the War of the Gods and the War with Chaos the nations mingled, losing their brotherhoods with the animals. To my knowledge, the Jonatings of the north have lost most of their former communication with the bears; the Basmoli Lion-People of the Mislari Mountains to the south have retained their brotherhood with their beasts but have fallen into savagery; the Pralori of the south have retained their brotherhood with their beasts, but much less than they were; and the winged Vrimaki of the farthest east have retained their kinship with their bird king brothers; are the only remaining Hsunchen whose strains are unpolluted enough to claim direct blood relationship to the beasts, although there may be others in the world I have not heard of."

"What advantage does this kinship have, other than that they may sometimes communicate directly with the animals? It would seem to me that the intermingling of the races would strengthen the races of men, just as cross-breeding between Elementals made a more powerful strain of god."

"Not so. When the men could talk with the animals they could also talk more easily with their god ancestors, thus gain Power from these gods with ease. Their magic was strongest when they kept their lineages pure. This is evident now, for the Brithini and Tamali, whose blood has been kept relatively pure over the ages either through isolation, as with the Brithini, or fear of association by other races, as with the Tamali, are the most powerful races on earth as far as communication with their ancestors goes."

"Then a wizard who knows his people's history and origins is more likely to grow powerful than one who doesn't?"

"Correct."

Aamor remained silent for a moment, then asked, "What is the origin of the inhabitants of Ralios?"

His master shook his head. "That I cannot answer. The wilderness people of that land are of many different origins, different parts of the world. Through generations, the particular marriage customs in that land have brought about such a mingling of lineages that it is impossible to name any god being the founder of the present inhabitants."

"Then for one such as me to become a powerful wizard would be difficult, if not impossible."

"Not so. A man can compel the powers of deity even though he doesn't know his lineage. And calling upon the Elements and Powers, when done correctly, is terribly effective. Items such as amulets, charts, talismans, and so on, are dedicated to either a god or a Power and help the sorcerer focus more easily. Of course, these have disadvantages as well."

DEITIES OF DARKNESS

The universe was created, pulled from the gaping maw of Chaos and the Nameless Depths. The Dragons tell legends of their own struggles to free the Black Lady from the Void. The Seven Underworlds hid, buried beneath the Surface World, and grew free of Fire and Light.

Paltry creatures came within the cavernous realm of Darkness, seeking hidden powers, and came away with what men call Death. Yet the nameless beings of Darkness remained still.

The fiery sun itself came to the Underworld, blazing and burning away all the black shadows. All but the mightiest deities of Darkness fled his bright presence to the Surface World, initiating the age called the Lesser Darkness.

THE EARLIEST DEITIES

- **Nakala** is the name used to describe the Primal Darkness. The dark is addressed as feminine, and described in a Third Age Lunar document as being “vague and formless, naught but instinctual powers squatting to wait for a purpose.” She has other, secret names too, but these are hidden in the esoterica of obscure cults which hint at eight stages of self-introspection and internal evolution during the goddess’ devolution. Whatever secrets transpired, she began as a vague and formless mass and gradually coalesced into the goddess Nakala. Her devolutionary processes are not regular and recognizable like some of the later elements, and the exact ancestry and descent of lesser beings from this cosmic unity is confused and often non-linear. This results in there being several beings of great power who seem to rise from the mists of Darkness without warning or past. Such events are, of course, perfectly natural and understandable in the mythology of the beginning of creation. The mystery is no secret to the inner deities of Darkness, of course, but they do not share their ancient secrets readily, even with their own kin. Worship of Nakala was as insubstantial as she was, but it was she who was recognized in every shadow.
- **Dame Darkness** was first found in the myths of the Celestial Court. A story from Tarsh says that the court “lifted the Black Lady from the cloud of ignorance.” A footnote explains that the cloud was Nakala. Thus, Dame Darkness seems to be a personification of the abilities of the Darkness, as perceived by the court’s greater perceptual powers into the abstract realms of reality. In myths, she has some intelligence and is not the mindless raw being of the primal dark.

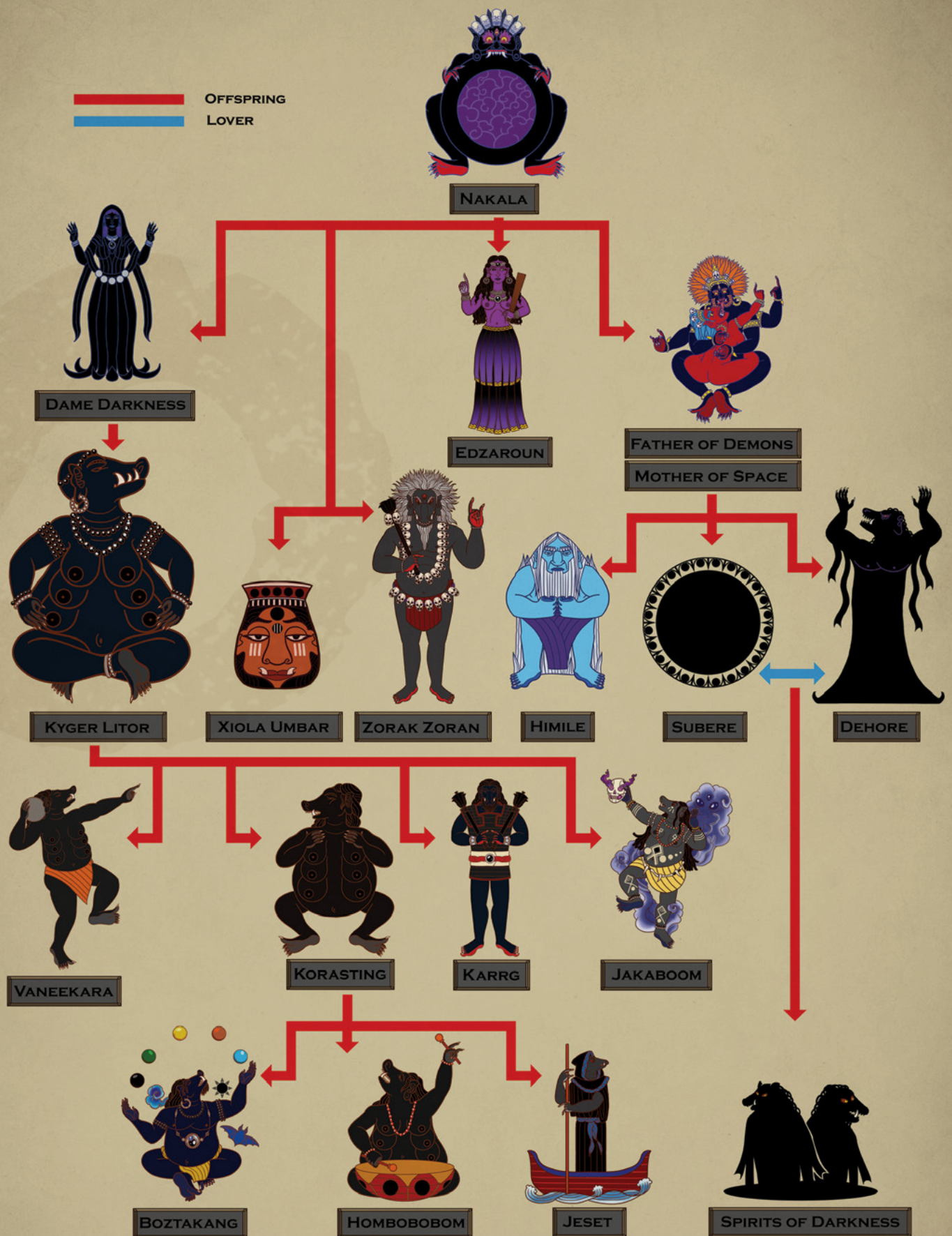
A Holy Country tale says that she is the daughter of Nakala, which is as true as can be said for creation myths.

- **The Father of Demons and The Mother of Space** are the first notes of gender in the physical universe. They are said to be children of Nakala. They seem to be more philosophic than real, like The Twins. A troll document connotes that the Father manifests the physical and out-going side, while the Mother implies the inner “placeness” of being. Neither of these enjoyed much of a cult, but were more noted for having some very powerful children, three of whom are listed below: Dehore, Himile, and Subere.
- **Dehore** is the God of Fear and father of the Dehori, many lesser Darkness spirits with limited power and capacity. This god did not father all these, but seems to have collected the otherwise leaderless Darkness spirits into his command. There are some “lieutenants,” but they are unusual. Shamans know this deity and his followers. His wife was Subere.
- **Himile** is the God of Cold. He is Father Winter, hard and unchanging when compared with his sister. There is a hierarchy of deities subservient to him, worshipped in cold places, but unknown to most of the world.
- **Subere** is the Goddess of the Inner Dark, and also called wife of Dehore and Goddess of the Darkness of the Underworld. It is written that the Lords of the Seven Hells all worship her. She is also called the Mother of Death, for that Rune was made or found within her cavernous being before it was brought into the Surface World.

GODS OF THE DEAD

There are many deities of Death or of the dead in the Underworld. It was the place where Death was born, and when the God Time was regressing back into Chaos all dead things gathered in the Darkness. Since that mythical act, all things which have died also go to the Darkness first, “into ignorance and fear and facelessness.” Their fate after that depends upon themselves, upon their actions while living, and upon their friends among the spirits.

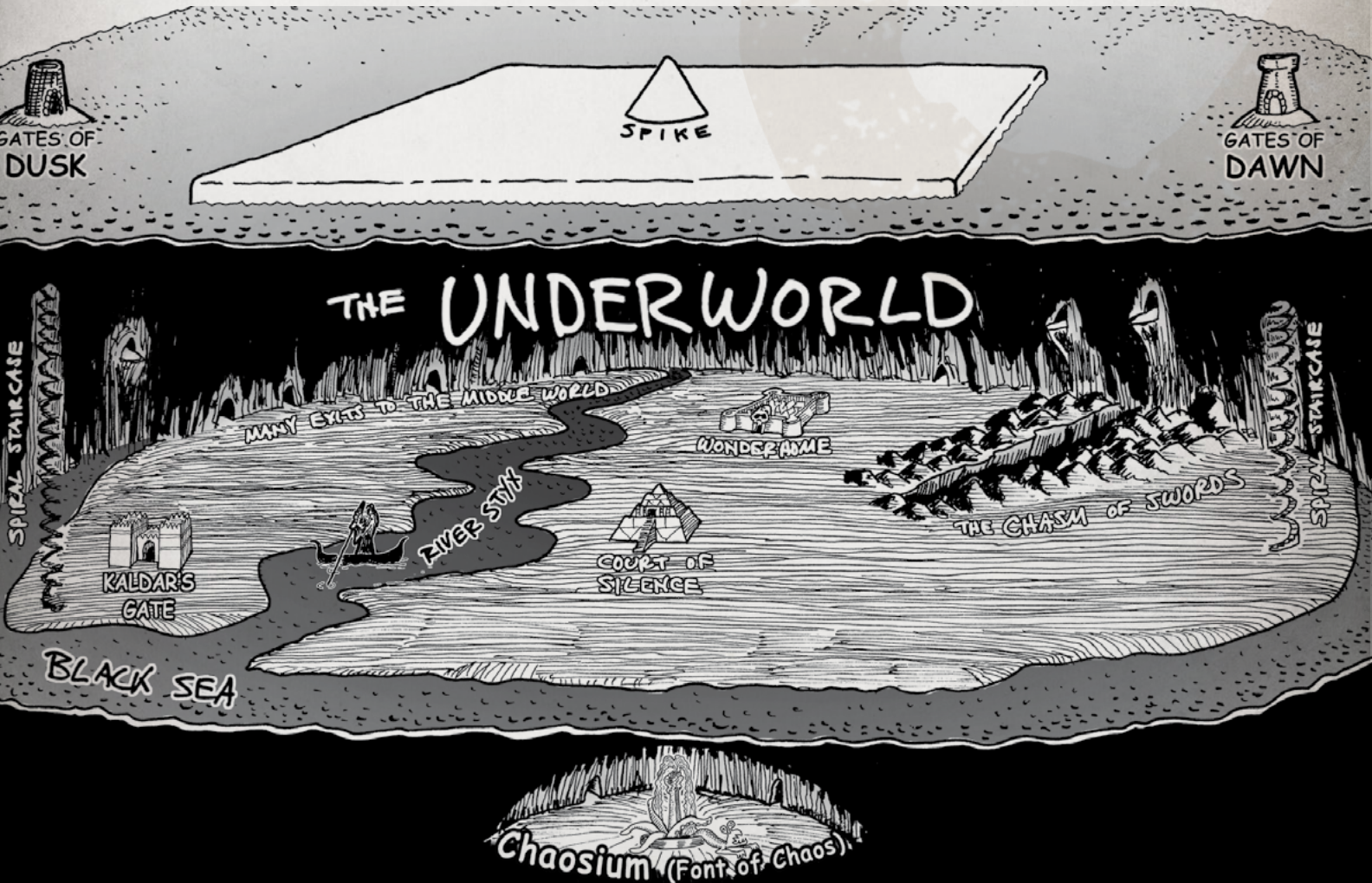
- **Daka Fal** is the Lord of the Dead for most mortal races. He is Judge of the Dead, who knows all mortal’s crimes and righteous deeds. In the Gods Time, this being was called Grandfather Mortal, but now has changed his name. He greets the dead who have been guided or hounded to him, then along with the Council of Gods reviews each soul and decides its future. Each judged soul leaves the Courts of Silence by a doorway into their own heaven or hell.



Genealogy of the primary Darkness deities based on God Learner theories. Source: Nochet Knowledge Temple, circa 1620 ST.

- **Ty Kora Tek** is also the Goddess of Dark in the Earth, mentioned elsewhere this issue as one of the Six Earths. Within a great cavern or tomb of grey, called the "Waiting Ground" by some writers, she rules over the dead. Those dead who are fed and honored by their living kin have a pleasant existence, but those whose living kin have forgotten them mindlessly gibber in the Darkness.
- **Ikadz the Torturer** is a Burtae deity, and in some religions receives the souls of misdoers and cleanses them before they can join the other dead. Other cults worship him directly, and claim to receive magical power from their worship. Such cults are occasionally tolerated, but rarely encouraged by any except the most corrupt creatures upon the Surface Plane. This deity is a deadly foe of Humakt.
- **Yelm** is listed as a God of the Dead. Each time that Night rules upon the Surface World the Sun God is in the Underworld, lording it over the golden fields of the blessed, and partaking again in the timeless age of the gods there.
- **Mallia** was a Death Goddess captured and enslaved by Chaos (or who freely joined, depending on the version being told). As one of the Unholy Trio, she was part of the blasphemous ritual made by Ragnaglar, Thed, and some others which allowed Chaos into the world. She was the Death contact, and though she eventually broke from the alliance she was never free of the taint. Thus, her type of death seems unclean and vile, often full of needless suffering which cannot be abated except by magic. She is still worshipped by the unclean broods, and she is dependent upon them for her survival as a being of power. She also receives propitiatory worship from much of the rest of the world, but this is much less than that of the broods.
- **Zorak Zoran** is Lord Demon of the Legions of Death. His fanatically loyal worshipers are infamous for magically animating their corpses to an eternal glory of endless fighting.
- **Humakt** is a god of Death more than the dead, but his Hall of the Slain is a special part in the Underworld where his dead worshipers practice and prepare for the next Gods War. By doing this they protect Hell from Chaos.
- **Vivamort** can be added here, although he is god of Undead rather than real Death. He is said to be

Map of the Gloranthan underworld, based on God Learner sources.



the first vampire type of creature, who is now a god and can even destroy some spirits upon their own plane. The cult is not favored anywhere, but seems to be very widespread despite that. Delecti the Necromancer is a master of this cult.



SOME GUARDIANS OF THE UNDERWORLD

The guardians which stand watch over the entrances to the Underworld are classified as those who wish to keep people out and those who wish to keep people in. They occasionally overlap, of course, but some are specialized.

- **Kaldar and Sinjota** were two guardians of the Western Gate before the Great Darkness. They were confronted by the Seven Lightbringers who wished passage but were denied. Orlanth killed Kaldar and Eurmäl seduced Sinjota; the latter act begat Yomat Burtæ, who was known later in the West.
- **Jeset** is the Ferryman of the Dead and is said to have invented the first boat ever made. He uses it to sail over the River Edzaroun and delivers souls to the far side. For this he charges a small fee of one copper Clack, or else a small magic item of varying worth to the living who wish to use his services.
- **Strombos**, elsewhere called a giant, was watchman at the entrance in the Nidan Mountains where Ethilrist made his descent. He was said to have some dwarfs as pets, though this is not explained in detail.
- **Bimbaros** was called Porter to Hell in Lunar documents. He let the Red Goddess pass without any payment, as often happens when mortals enter the realm alive. It was unusual, though, that he later let her leave without a struggle, for the same Lunar record tells of “forty-two old souls, hung on adamant pegs like old rags to mark previous victories.”
- **Sunbiter** is called Deathound as well, and is father of the Hell Hounds who hunt souls through the shrieking fields of nightmares. He, and his kin, are known to let anyone enter the Underworld, but fight against any who try to escape alive or dead.

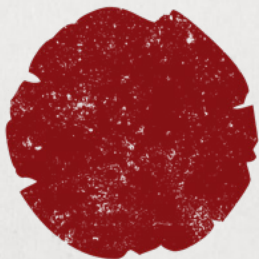
Many other monstrous things and beings are often found about the mouths of the Underworld, attracted or supported by the stale air of Death which lurks here. These are not really guardians here, even though they fulfill the function of keeping lesser beings from entering.

NIGHT AND HER CHILDREN

- **Xentha** is the name most often used for the phenomenon known as Night, although she is called Netta by the Pelorians. She is a daughter of Subere. When the Sun God was slain and fled to hide in the underworld, many creatures from that region were forced to flee for their very existence. They were led by Xentha, who spread her great cloak of protection over her children, and used her powers to fight against Chaos during the Great Night. After the Great Compromise, when Time began, Xentha and Yelm shared in the rule of the Surface World.
- **Argan Argar** is one of her children, and he is called God of Surface Darkness. He is a link between the peoples of the world and his distant mother, and worshippers can reach him more easily than he can reach her. Argan Argar has great powers and abilities, and was given them to aid those on earth who would worship him. Thus, his cult is larger and more influential than that of Xentha. He is the messenger and translator for the powers of Darkness. When Darkness finally overpowered the world and the legions of Night came to surround the Spike, Argan Argar himself set up camp atop Esrola, and the goddess went to him to plead for mercy. Argan Argar told her to stand proud, for he would rather have her friendship than her faith. He became her lover and protector, and their child was the Only Old One. Lodril was a spiteful and powerful god, and he attacked the Darkness army, but was captured and enslaved by Argan Argar, and forced to work for the God of Night. Lodril built the great Palace of Black Glass, wherein lived the Only Old One and his minions. It was a huge metropolis with tall slender spirals rising over spiked turrets of sharp obsidian. Its basement reached the Underworld, and its tallest tower reached to the sky's zenith until it was broken by the Sun at the Dawn. The Only Old One took the queen of Nochet as his wife and his trolls, who loved him most dearly, protected all who would obey him within the Shadowlands.
- **Only Old One** is the son of Argan Argar and Esrola. His father bound Lodril into servitude to build the Palace of Black Glass where the Only Old One and his minions lived. He ruled the Shadowlands until the early Third Age when he was slain by Belintar the Stranger. Belintar shattered the Palace of Black Glass and proclaimed himself the God-King of the Holy Country.

OTHER DARKNESS DEITIES

- **The River Edzaroun** is the Water of Darkness, and some texts call her the Styx or the Last Drop of Darkness, while others address her as the Mother of Zaramaka, who was the Primal Sea. Some texts call her a Pool or Well instead of River. Some legends mention a great Black Sea of the Underworld whose listless waves wash a lifeless grey shore. All these are Edzaroun in various forms. All Edzaroun's children were daughters to guard the aspects listed, except a single son, Zaramaka. The Edzaroun is sometimes called Garrote of the Gods, for she could cause any immortal to choke and suffer if they swore an oath upon her name and broke it. Thus, she was known as an Oath Guardian, and avenger of broken oaths. She was aided in this by several families of Furies and similar demons. Some types (including occasional dragons) fought the more powerful deities who broke oaths, such as the time Yelm was forced to return to his path in the sky in 375 ST. Other Furies were more mundane, like the gnats which enraged the mothers of Balazar and drove them mad after they poisoned their sons. Mortals shun swearing by the Edzaroun, and pledge their word by other oath-guardians.
- **Gorakiki** is the Mother of Insects, one of the invertebrate Animals of Darkness born in the Underworld in the God Time. When the sun died and came to the Underworld, Gorakiki and her children fled, helping the trolls in their escape to the surface. Once there, Gorakiki and her children thrive and grew prodigiously, eating and breeding everywhere.
- **Annilla the Blue Moon** is a daughter of a Sea God and a Darkness goddess. She is Goddess of Hidden Secrets, and her cult manifested itself as specializing in assassination and invisibility. The Blue Moon was seen on earth only during the Darkness, when it came to earth with the Night. It has never risen during history. She is worshipped primarily by trolls and the blue-skinned Veldang people.



Darkness Rune.

TROLL DEITIES

There are many Darkness deities that were popular with the race of trolls, but these are the most prominent in the Dragon Pass region during the Hero Wars. They also worshipped most of the above. Additionally, the deities below could be worshipped by non-trolls, but were primarily popular with the Children of Darkness.

- **Kyger Litor** is the ancestress of all the troll races of the world and is almost universally worshipped by them. During the God Time, she was envious of the race of men which all the gods had helped to make, and determined to make some of her own. She did, and these were the first trolls, called the Mistress Race. When the Yelm came to the Underworld after his death, Kyger Litor was among those who fought him. Like the others, Kyger Litor was defeated and so she led the trolls by secret ways to the Surface World where Night already hid, and so began the Lesser Darkness. She built the Castles of Lead to reside in and as bulwarks against their enemies. The trolls conquered much of the Surface World and bore the brunt of the fighting against Chaos. Her children have suffered much in Time.
- **The Seven Sacred Ancestors** are the children and grandchildren of Kyger Litor that are the ancestors of all trolls. They include Boztakang Chaos Killer, Hombobobom the Drummer, Jakaboom the Dancer, Jeset the Ferryman, Karrg the Master of Weapons, Korasting the Mother of Many, and Vaneekara the Hurler. Together with Kyger Litor, they form the Circle of Eight.
- **Zorak Zoran** is the primary war god for trolls and his worship is even found among humans. Zorak Zoran is the mindless explosion of fear and frenzy against both Order and Chaos which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, this entity is one which helped save the world and whose powers may be needed again. He, too, is part of the Cosmic Balance.
- **Xiola Umbar** was a goddess of kindness and, as such, a stranger among the trolls. She is the goddess who comforts those lost in the darkness, and who gives solace to the weak and helpless. Among trolls, her priestesses cared for the trollkin, and many tales mention her as aiding heroes or other souls lost in Hell.

DEITIES OF WATER

The deities of the waters all have their beginnings in Darkness. Darkness was the first of the elements drawn or pulled from the Void, and within it held the potential for further creation. Darkness coalesced the contracting Chaos of matter and birthed a female fluid unseen before. This was still Darkness, but even so it was a River. The goddess so born was called Edzaroun, and is the Goddess of Oaths and Vows who separates the worthy from the unworthy. Edzaroun used her innate skills and, further aiding creation, drew Zaramaka from the unknown potentials that existed in the world. In this way, Edzaroun is sometimes called the Mother of Zaramaka.

Zaramaka is sometimes called Sir Sea as a member of the extinct Celestial Court. In this form he was one of the Four, and later Five, Elemental Great Gods who helped in the early growth of the cosmos.

He had three children: a son Daliath, a daughter Framanthe, and a hermaphrodite named Sramak or Sramake. These three are often compared with what the merpeople call the Three Portions of Being: Mind (Daliath), Spirit (Framanthe), and Body (Sramak). The sea-beings' philosophy strives for balance between these three principles to attain perfection and unity with their Greatest Concept (called Zaramaka).

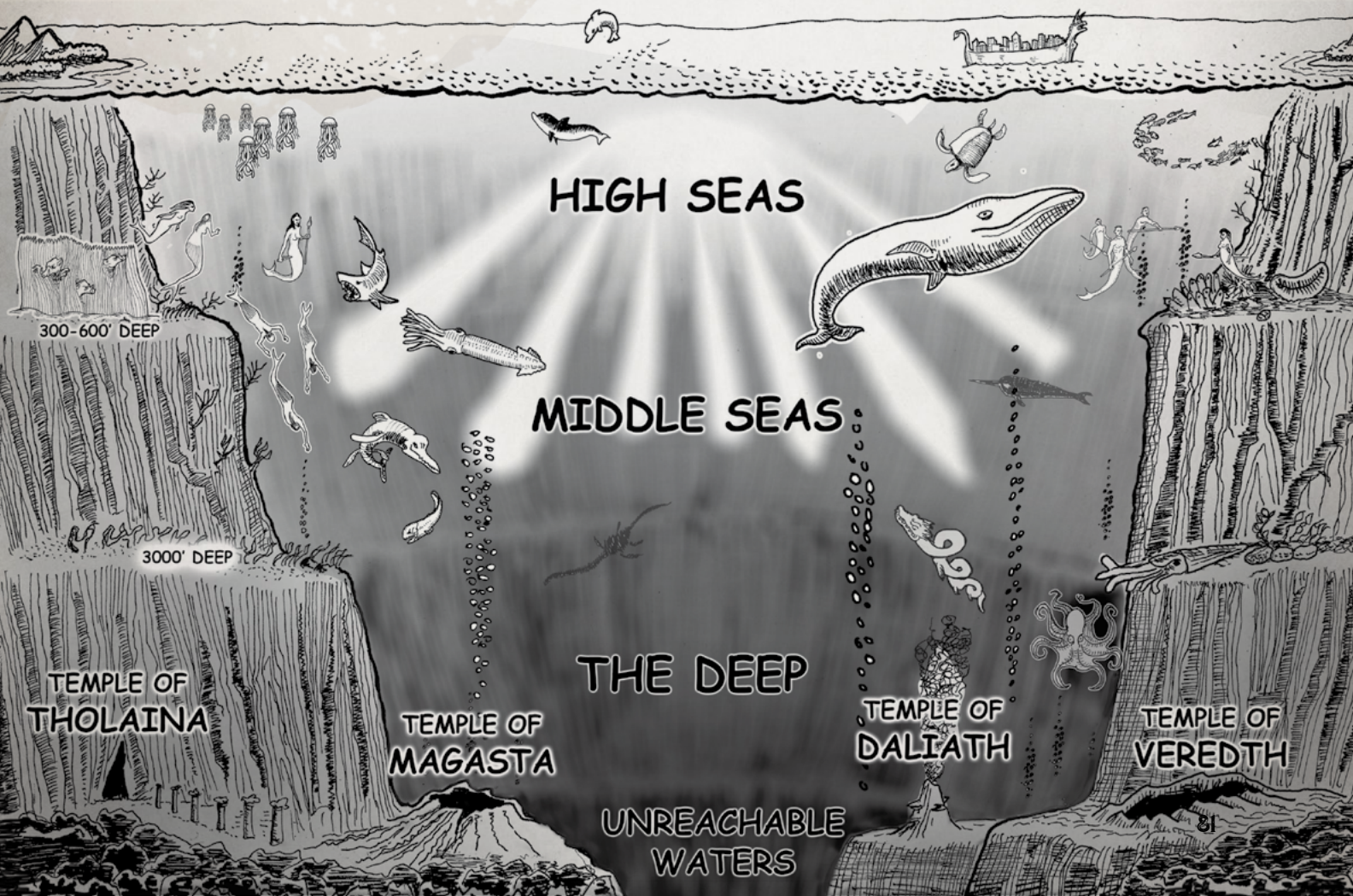
- **Sramak** or Sramake is the hermaphrodite of the trio. He was the first-born, and thus had the most potential. The two who followed were but dull echoes of his internal potentials, but they in turn were better developed in more subtle ways. He is sometimes called the Primeval Ocean. One of his nicknames is "One Water." He is sometimes called the most mundane of the trio, consisting of the very water and blood of the world. He is an abstraction without personification. He is the great water upon which the earth floats and which separates earth from the Underworld. He is sometimes called the Waters Beneath the Earth.

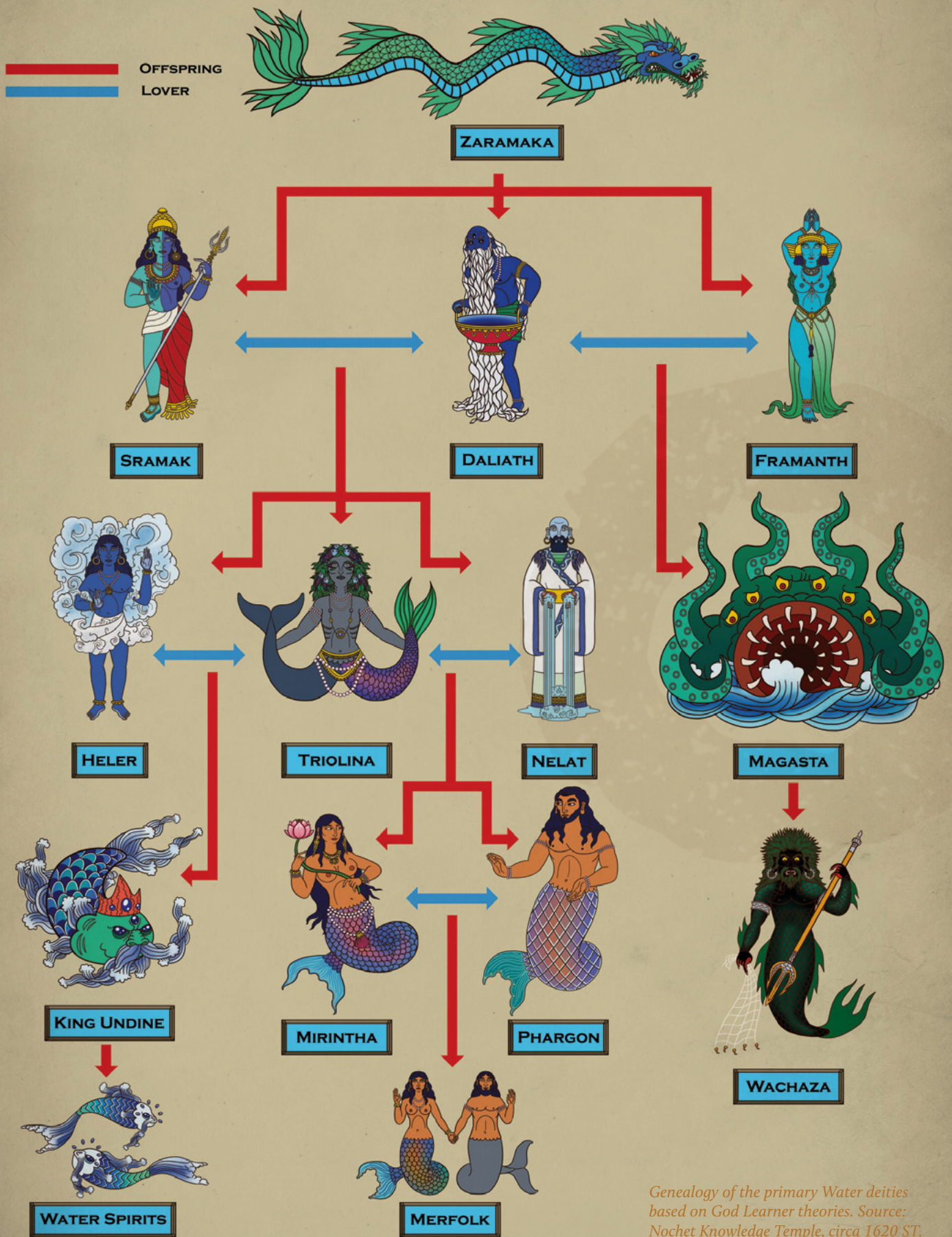
- **Daliath**, the son, was second born. Because of this the masculine aspects of the watery domain have been more apparent than the female aspects. Daliath is the Keeper of the Wisdom of the Deep and is sometimes known only by his title of Lord of Wisdom.

- **Framanthe** is the daughter and third born. She is titled Goddess of the Deep and she is the spirit that moves the ocean and all its relatives.

Each of these children of Zaramaka interbred with the others. This produced three distinct families of beings in the waters, each of which will be discussed separately.

Schematic depicting the various zones of the ocean depths.





Genealogy of the primary Water deities
 based on God Learner theories. Source:
 Nochet Knowledge Temple, circa 1620 ST.

THE WATERS OF THE WORLD

These are the children of Sramak and Framanthe, or Body and Spirit. They are all dull and sluggish of mind, usually incapable of independent thought. They are, however, moved by the deep spirit of the seas and their ties with the fate of the cosmos.

There are three daughters whose ancient names are secret, but whose historical titles are well known, for they are the names of the oceans of the world. Their children are, in turn, the lesser seas, whose children are the rivers and lakes.

- **The Ocean of Terror** first encroached into the world from the east and moved in a somewhat northwesterly direction at first. Her largest child is the Sea of Fog who loved Kahar. Among the children of this placid sea were twins, Adelre and Jemeke, and about these beautiful River deities grew the eastern civilization called Vithela. There are also many lesser seas, bays, and rivers, especially in the southern continent.
- **The Western Ocean** came over the world disc from the west and also created many lesser children. Among them are the old Brown Sea (now broken into the Sea of Worms and Jorkar's Sea), Neliomi, the White or Ice Sea, and some others. These too had children of bays, rivers, and so on.
- **The third son** is called the Homeward Ocean, but he has no children like the others. His domain did not begin until the Spike exploded and cast the world into Chaos. At that moment, many deities leapt into the breach to try and staunch the disruption. One was Homeward Ocean, who was taken and used as a weapon by Umath. He was twisted and thrown, but held, and now he is the gigantic whirlpool which sucks all the water from the oceans and drops it down into the Underworld again.

THE TRIOLINI

The Triolini is a group name referring to the descendants of Triolina, who is the only daughter among the three children of Sramake and Daliath, that is to say Mind and Body. The two sons were called Heler and Nelat, and both are counted among the many husbands of Triolina.

- **Triolina** is called Mother Ocean, and mother she is. All the beings which live in the sea and now know natural mortality can trace their ancestry to her. She is one of the greatest deities in the sea for that reason, and although all her children are mortal she is one of those who was killed in the Great Darkness but reborn and so immortal herself. She is difficult for ordinary worshippers

to reach, so they usually worship some intermediary instead, but most sea temples have at least a shrine to her.

- **Heler**, her brother, was the first husband of Triolina. He was active in the Gods War and he was captured by the Storm Gods. Through their use of him he is now known as the god of rain, and he is known as a carrier of the wealth and richness from his parents.
- Heler and Triolina had a child called **King of Undines**, and all Undines are descended from him. There are several upper echelons of these creatures who are not available to priests or magicians to command, but some are known and worshipped. One of those is Tidal Wave, another is Ship Beater, and a third is Island Gulper. A son of Tidal Wave is called Sog, who is famous for his many stations of worship where the ancient Waertagi used to land. Sog is also father of the three Father Undines who are, in turn, the fathers of the nine Giant Undines whose Clans are the source of the Large, Medium, and Small elementals of the Neliomi Sea and its many rivers.
- **Nelat** was another brother of Triolina, and is her second husband as well. He is the Purifying Waters, and those who wish to be bathed and begin life anew must gain his aid. He is also one of those who must be passed if one wishes to gain access to his father, the Lord of Wisdom.
- Nelat and Triolina had a daughter who is named **Mirintha**. She is more often called by her title, Sea Nymph Mother. Her hundreds of daughters, begotten by her brother the Undine King, are called Mirinthe.
- **Flamal** is a widely known and beloved god, for he is the Father of Plants. He is the father of elves and plants, and there are those who say that even before he met Ernalda and begat Aldrya he had known Triolina and fathered Murthdrya.
- **Murthdrya** is also called Sea-Aldrya and is the mother of all Sea vegetation. When she mated with Grandfather Mortal, she also became the mother of the Sea Elves. They are very like their land cousins, but will rarely leave the water. The sea elves are not tailed like a fish, but instead have webbed fingers and toes. They do breathe underwater, though, and have magics which allow them above water as well.
- **Tholaina, the Queen of Beasts**, was the next daughter of Triolina. The father was Hykim, God of Animals. She is mother of all the animals of the waters by several husbands. By a Darkness god she begat the invertebrates of the waters,

like worms, sea beetles, squid, or lobsters. With a lover from the earth she begat the water lizards, like sea snakes and lake snappers, or their more fearsome cousins Elasmosaurus and Mosasaurus. With a conquered sky spirit, she bore a flock of sea birds, such as the ever swimming "boat-bird" and wingless giant sea cranes, or those which oft frequent the watery domains such as gulls, terns, ducks, and the blue-feathered sea eagles which can swim. With an arrogant Air God, she begat those sea creatures which breathe air, like dolphins and whales or seals. But most of all she loved Golod, who is Fish Father. Together these two populated the depths and shallows, the cold and warm waters, the places where men frequent and those that they will never see. Thus, is the profusion of fish.

Last among those lovers of Triolina is Grandfather Mortal, a wayward being known in many places. Their child was called Phargon, a powerful person with a body like a man and a lower half like a fish. He wed Mirintha for a time, and she bore him ten strong sons who looked like their father. Seven of these took wives and became the Founders of the seven tribes of Merpeople which frequent the oceans and, occasionally, rivers and lakes of the world. The other three sons remained with their father and learned special functions to aid him in diverse ways.

The Seven Tribes of Merpeople vary in details, especially according to whether or not any of their ancestors were at all powerful among the Sea Gods. Occasional individuals among them were singled out for violence or love in the birth of the world, but these are either monsters or Founders and will not be listed here. Instead a brief example, with some such exceptions noted, is provided.

THE MANTHIE

The Manthie is a general term used to describe the third family of the sea. The terms indicates "children of Manthi," but this term is inaccurate in that one of the major individuals here is a brother of Manthi rather than a descendant. Such inaccuracies have never hampered the sea peoples, though.

The Manthie are the children or descendants of Daliath (Mind) and Framanthe (Spirit). They are the ruling beings of the oceans of the world, and there are three of them in the first generation. The eldest is Manthi himself, who gave his name to his race. Second is Natea, who is the wife of Manthi. Together they are called the King and Queen of the Waters, and it is to them that all beings in the seas must answer for justice, power, or aid when undersea. The other deities are usually said to be at the beck and call of these deities and their children.

Manthi and Natea have three children, two of whom rule over the two deep Oceans of the Surface World. Sshorg is the Prince of the Ocean of Terror, and he has many descendants of varying power who can command parts of the sea. Among his descendants are Dew Maid, who wanders the whole world seeking her lost lover, and Fog Boy, who was born in Kahar's Sea where the warm seas of the south meet with the cold airs of the north. Banthe is the Prince of the Western Ocean and among his children counts Rainbow Girl, who is used as a messenger between the waters and other gods.

Lorian is the third son and he is famous from the Gods War. Especially helpful was Nelat, who purified Lorian to allow his ascent, and Magasta, who gave him sky secrets taken from dead Yelm. He realized that the waters had an ascendancy over the fires, and with the help of many others of his kin he marched into the sky. In this way there was made the River in the Sky, and the pure waters were able to aid in the siege of heaven when the Chaos gods were defeated during the Great Darkness of the world below. Lorian is called Skyriver Titan in some manuscripts. His son, by a fiery goddess, is named Tanian, who is the Fiery Waters of the sky who came to the Surface World as the secret weapon of the Jruستي in the Second Age.

Magasta is the third child of Daliath and Framanthe. This makes him a brother to Manthi and Natea (Magasta and his kin are those deities sometimes included in the term Manthie who do not deserve that term). Whereas Manthi and his large family are well known and titled with the term Life of the Sea, the god Magasta is more complicated, being a source and taker of life. In places where the other Manthie are strong then Magasta is weak, but in death where they refuse power, Magasta has taken it.

Magasta was the last of the children of Daliath to take up command of one of the oceans of the world. He spent his early life in the depths studying with his father and mother, learning their wisdom. He served in the early Gods Age as the being who delivered Manthi's messages of secrets to the lesser races (Triolini), and for this he is often counted as the messenger of the Sea. He was wide-traveled too, and he was also skilled in the Rune of Change/Motion. When the gods of the sea began to die, it was Magasta who conducted them to safe places in the Underworld, and for that he is known as the Conductor of Souls (Psychopompos) of the Sea Pantheon.

In the War of the Gods, Magasta was kind and protective of the lesser Triolini races, trying to aid them even after their Great Mother Triolina had been sent to Hell. He also led them in their attack upon Yelm's followers when the Sun God fell into the sea, mortally wounded by Orlanth's weapon. Magasta led the sea peoples in stealing the life-blood of Yelm and secreting it in the deep, then lending the secrets of it to Lorian who invaded the sky upon Yelm's empty and unguarded path.

In the Darkness, there was a monster demon which roamed the watery realms and led the unwary or weak into

Death. Magasta went to her and changed her aspect, robbing her of the magical nets which she used. This demon was thus conquered and her skills taken by Magasta who, afterwards, was often called "Robber" by those whom he took into his nets. But this ability to deal with Death was critical to saving the lesser Triolini races during the Darkness, and Magasta is credited with teaching them the important skills of Fishing and Eating which allowed them to survive at all. Thus, he is revered by any peoples who catch fish and eat them, or by fish who catch others to eat.

When the Devil penetrated the Spike and slew the last of the Celestial Court, there occurred a disaster wherein the Cosmic Mountain, which had held together the diverse realms of creation, exploded in fury and frustration. There was thereby made a void at the center of the world wherein the Devil hoped all of reality would collapse and reenter the realm of Chaos. Many gods leapt into the void to combat it, and some of these gods survived the struggle. Foremost among them was an Air Goddess named Brastalos and the Sea God named Magasta. These two worked together and unified their powers, forming a huge whirlpool which drew the water of the world not into Chaos but back to their origins in the Darkness which preceded the birth of earth and sky. This became known as the Homeward Ocean and is the place in the center of the world where all waters flow back to their origins. This is the realm of Magasta now, where he lives and rules the changes made, fought, or aided in the world. His wife now is Brastalos, and they are the parents of Waterspout, the Sea and Air God who menaces ships above the sea and creatures below it as well.

Wachaza is half-brother to Waterspout, and he is the most powerful of the gods of the waters for he first wielded the primal power of Death. He is much like his father but crueller and more final. Magasta may conduct anyone to the Otherworld and they are still within the known cycles of the sea and may have some hope of reentering Life in the realms they know. But his hardhearted son knows no such restraints.

Wachaza is the God of War for the sea, but shunned by many who find him too violent and final. He led men in the discovery-theft of ships in the Second Age. He is dark and horribly visaged, and he cannot guarantee the return of life which his father controls. Still, every Sea God has called upon him at one time, and he is most feared and respected of them all. His mother is the Darkness demon which Magasta conquered.

The Blue Moon is a secret and mysterious goddess of the sea. She is a daughter of Darkness and waters, and she rose to the sky with Night when the Great Dark ruled the world. But in time she was killed and fell to the earth, then to the Underworld again where she hides and exerts her powers over the sea. Since then she has never risen again, but her power does rise and fall in the waters and her secrets are known as the tides which give or take power from the sea.

THE WAERTAGI MERTRIBE

This clan began in the Neliomi Sea and once extended into the White Sea, to the World's Edge and upon Last Stop Island, in Brithos, Seshnela, and Jrustela. King Waertag had three wives, two from among the Mirinthe and the third a daughter of his brother. These three clans had descended approximately nine generations by the time of the Darkness, and had a further two clans formed independently in that time. One of these clans had monopolized worship of the War God and spread themselves through the other clans as an inherited specialized battle clan, thanks to a chance encounter once with Wachaza. Another, the eldest clan who lived in the deepest part of the Neliomi Sea, were the masters of the animals of the sea, and could tame the great Sea Dragons of the Queen of Beasts. One of the newer clans was a river-clan in Fronela who also later helped populate the freshwater Sweet Sea between Fronela and Peloria. Also, from one of these clans came Warera, who was mother of Malkion, the father of Waertag and Zzabur and other famous beings.

Waertag was the first to make a boat and take to the sea for life. He is a son of Malkion the Founder and a Triolini born during the wonders and glories of the Gods Age. In the Golden Age, Waertag made many great adventures. Among them are his wrestling with a great Dragon in which Waertag mostly won. The result of this is that the Waertagi race knew thereafter a special charm to call a Sea Dragon unto them and, with more special magics, could fight it and defeat it. If this was done, then the dragon spirit would be bound to the old body and act as a protective spirit for it. The old body of the animal would be enchanted with great magics which would convert the husk into a palatial and marvelous ship, sometimes more than a kilometer long. Each part of the dragon would be used by the sea-going race. These are the origins of the great city-ships of the Waertagi. Aboard the first of these ships Waertag gained his immortal fame in the Darkness when he sailed across the seas of Chaos to rescue his kinsmen.

The Waertagi and their immense ships ruled the oceans of the Dawn Age. They were great friends with their Triolini kin, and they are usually counted more as Triolini and less human by any who know them. They were first close to their human kin too, though, and thus they aided the Seshnegi in early times. They survived the rigors of the Dawn Age well, but were unprepared for the troubles of the Second Age when the races of mankind worried and finally deposed the other humanoid races of the world.

The Waertagi worshipped the elder deities of the Sea Pantheon, especially Triolina, Manthi and Natea, Daliath, Framanthe, and Magasta.

Wachaza is the second great cult worshipped by the navies of the world. He is the son of Magasta and also the War God of the oceans. He was shunned by the Waertagi who had seen and feared his power of Death. He is always shown as being a dark god, either jet blue or black, with feral yellow eyes which sailors can sometimes see glowing deep within the sea. He carries his father's long net, and a wicked trident as his weapon. He also commands some of the greater dangers of the sea, such as his brothers, the Sea Spouts.

In the Second Age, a band of people fled the kingdom of Seshnela where the descendants of King Nralar the Old feuded for the right to rule. These settlers went to Jrustela where they founded a healthy and striving society. They were called the Jrusteli after their new land. They are the people who began the God Learners cult that did so much research and analysis of the gods in the Second Age to learn their secrets. One of the early acts of the God Learners was to bring together many peoples who had, despite Waertagi monopolies, discovered various aspect of ships and boatbuilding and sailing. These made the cult of Diros which was soon subjugated within the cult of Wachaza when the troubles with the Waertagi started. The Waertagi naturally wished to keep their monopoly and tried to discourage the Jrusteli with destruction and curses. The Jrusteli fought back using the skills of their newly adopted war god, Wachaza. This destruction frightened the Waertagi and they assembled a huge fleet to attack the island and, if they could, sink it. This brought rapid and desperate preparations from the Jrusteli and the two fleets met at the Battle of Tanian's Victory in 718 ST.

The battle was a Jrusteli victory. They had learned, through their war god, the arts of using missile weapons on their ships and of using the bronze ram and boarding corvus. Greater yet, though, was their use of the Water God Tanian, who is the near-impossible son of fire and water. The Jrusteli, thanks to magics learned by the God Learners, invoked the presence of Tanian and from their weapons poured the fiery God-Who-Burns-Water. This disaster could not be extinguished by the Waertagi and the survivors fled in terror. The Waertagi remained in obscurity as occasional pirates for most of the Second Age. It was not until 947 that they dared show themselves in force, and they then challenged the weakened Jrusteli (now called the Middle Sea Empire) to another battle and won, sending their great island beneath the waves of death.

But the Second Age ended poorly for the Waertagi too. Zzabur, the First Wizard of the world, wrought great magics and curses and, with many simultaneous means, he cleared the oceans of all traffic. The Waertagi had won their greatest battle but the cost had been such that they no longer had the strength to combat this curse. Their great ships were driven ashore and ruined or driven to immortal lands where they found some refuge among other semi-humans. Some anchored in great multi-ship rafts which used all their magic to neutralize the curse. Most of them, though, are said to have taken the Death Currents and entered the

immense whirlpool of Magasta, sailing their ships into the waters of the Underworld, to face the Otherworld as a whole, rather than one at a time. There, it is said, they still wait in deathless ambience awaiting the opportunity of Knowledge to sail once again from the primal seas to the Surface World, and it is said that Zzabur fears them in this.

The Closing of the seas by Zzabur lasted some 500 years or so, depending on the area. It still affects the island of Brithos which is hidden to most eyes and protected from invaders' fleets, though Waertagi ships are thought to be searching those waters. At the end of the Third Age the seas once again were opened.

Dormal is the third sailor cult, and he is responsible for the reopening of the seas. He was a human, tired of living on the land, and with his research and bold experiments he rediscovered many of the arts of the Diros cult, and make ships to sail the seas. With his first ships, he set sail with brave crews. Wherever he landed people paid him homage and honored his magics and skills. They embraced his cult if they joined his empire even though he never revisited any of the places he "conquered." In many of these new lands he learned new secrets, such as the Frolan kingdom of Loskalm, whose cult of engineers was adapted to the sea and thereby allowed great missile weapons to be mounted on ships in Jrusteli fashion. The War God cult of Wachaza was broken and many of its secrets (especially that of Tanian, or burning water) were lost even to the few places where the cult itself survived. Dormal became a hero-god, and his is the most widespread of all the sailor cults in the Third Age.

MALKION

Aerlit was one of the demigods of Air that followed Vadrus in the Gods War. Aerlit spied Warera the Triolini sunning herself upon the shore of the Neliomi Sea. Rather than rape, he carried her away with love, as is befitting the Sea Goddesses. Their child was Malkion.

Malkion traveled to the Citadel of Thought where he received the revelation of the Invisible God, Creator and Preserver, the force behind the gods. Malkion taught people to use reason and logic to define and master the rest of the world to obtain liberation from their troubles. This would allow them to shape the universe without enslaving oneself to the gods and deliver them to Solace, a state of inner peace or mystical ambience.

With the goddess Britha, Malkion had four sons, Dronar, Horal, Talar, and Zzabur, and one daughter, Menena, and he taught each secrets, duties, and responsibilities. Thus, to Dronar, he taught the arts of labor and making; to Horal, he taught the arts of fighting and warfare; to Talar, he taught the arts of rule and mediation; and to Zzabur, he taught the arts of sorcery.

Malkion was killed in the Gods War, but his teachings still form the basis of Malkioni philosophy. Adherents include the immortal Brithini and Vadel, the nations of the West, and the God Learners of the Second Age.

DEITIES OF THE EARTH

The inhabitants of Esrolia were always Earth worshippers, even in the Darkness and shadows of their prehistory. In the Second Age, they were influenced by the God Learners, inheriting their systemization of deities and recognition of patterns. This Earth system spread world-wide, aspects emphasized according to the needs and nature of the worshippers.

In the Green Age, the Earth goddesses filled the world with their children. Genert and Pamalt, sons and consorts of the Primal Earth, tended their gardens, naming everything they encountered. They grew mountains, copies of the Spike. The goddesses took gods as lovers and consorts, to continue shaping the world and to protect their creations. Primacy passed from Gata to her daughter Asrelia; in turn, Asrelia passed supremacy to her daughter, Ernalda the Earth Queen. Ernalda's consort, a thundering god who brought the fertilizing rain and without whose help she could not conceive, held a lesser position.

The Earth suffered greatly in the Gods War. When Death came and Darkness murdered Flamal, many goddesses fled to the Underworld. Chaos destroyed Genert, and the bountiful garden became the desolate Wastelands. The Earth died, but with the Great Compromise, was revived. Time meant that each year the Earth must cycle through the seasons, reborn each Sacred Time.

GATA

GATA is the Primal Earth. Behind the grandiose mythologies and powers of the Earth deities looms a forbidding and formless entity: the primal Earth. This goddess is the personification of the broad and bountiful earth, third-born of the elements. While she lay upon the Great Ocean she meditated upon the forms and powers within herself and bore a great number of children, often without the aid of a partner. Myths reveal that the goddesses of old called upon her in their prayers. No human today can reach this being. She is variously called the Three, Six, Nine, or One Hundred Twenty Four Earths. Gata and her son and lover Genert created an earthful of deities. An etiological myth from the western lands tells that Genert fathered many goddesses upon his mother-lover Gata, and that they are the local Earth Goddesses found everywhere. These goddesses gave their names to the regions of the continent. Hence in Ralios the goddess is Ralia, in Seshnela she is Seshna, and in Fronela she is Frona and so on.

Most of these places were influenced by the God Learners and adopted the Earth system outlined here, although the locally prominent Earth Goddess often replaces Ernalda, at least in part.

Also, worshippers in the Southern Continent only knew of Genert as another victim of the Devil, and their land god is PAMALT, who served a similar function but never died.

THE GREEN AGE

The Green Age of the gods was a time when dreams were true, then stored for later generations to use as they might. In those days, there was nothing but peace and harmony, and all the cosmos expanded in love. Innocence was everywhere. It was impossible for anything to go wrong.

This era saw new types of beings. The Form Runes were introduced and the Young Gods were born. Said to be creations of the Celestial Court, each deity made a Form Rune by contributing to it. All the elements then tested the Form, each by its own evolving nature. First made was the Dragonewt Rune, and all the world was trod by races now extinct, whose lives and kinds must be guessed. Then came the Green Age, when the world was covered by vast forests and fields as the gods experimented with the Plant Rune. Next the world knew creatures modeled upon the Animal Rune. Finally came the Man Rune, and humanoid races spread across the world.

These Form Runes cause lively debate between the humanists and the theists. The theists claim that there were entities or beings which embodied these Forms. Grandfather Mortal, also commonly called Old Man or Wild Man, is the best-known of these. The humanists call those explanations fables, and suggest that the so-called Forms resulted from

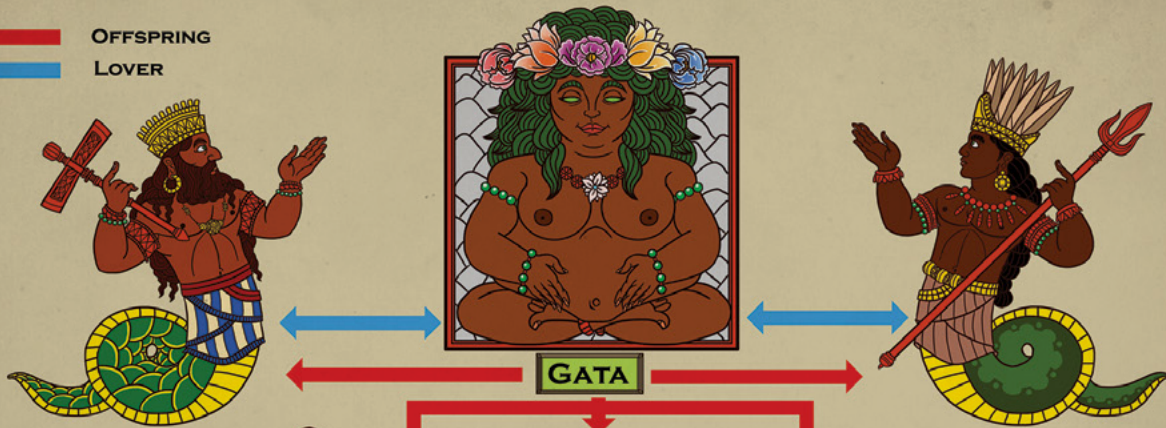
natural forces which developed impersonally. Both arguments depict the same result: the population of the world.

The formation, or possibly recognition or usefulness, of the Spirit and Chaos forms did not come about in this era.

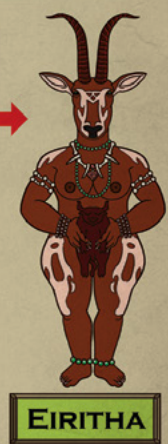
When the elemental deities and power gods grew to their limits of their fulfilment and filled their natural realms, the Young Gods were born. Here, at the borders of the elements, they discovered each other. There was such creative abundance in the world that the natural divisions of the world between elements did not hinder further expansions. The deities and spirits combined their beings and produced new entities.

At first only the least of the nature spirits engaged in this sort of breeding, and from these unions spring the least of the nature spirits. Joinings between more powerful entities produced increasingly powerful children. These Young Gods were the delight of the Celestial Court, who nurtured their strange powers and taught them ancient knowledge.

— OFFSPRING
— LOVER



Genealogy of the
primary Earth deities
based on God Learner
theories.
Source: Nochet
Knowledge Temple,
circa 1620 ST.



THE DAUGHTERS OF EARTH

The earth system recognizes three generations of goddesses, each incarnating aspects of the Goddess. One aspect is the Daughter, young and valuable; the Mother, rich and bounteous; and the Crone, dark and greedy. A common use of the myths is to make the youth of the elder generations the same as the myths of the younger generations. Thus, when Asrelia was a young goddess she was called Spring's Handmaiden; when she matured, she became Ernalda; and in the Darkness, she was Asrelia. Although this seemingly contradicts those myths where all three of these goddesses appear together, it is certainly possible within the realm of mythology and its non-temporal reality.

GENERT

Genert was the son and lover of Gata and on one occasion, the defender of the Empress. Genert was the Earth King of the Northern Continent, a benign ruler who oversaw the upkeep of all the surface of his mother, the Earth. This was during the Golden Age, conmythory to the Green Age and possibly with the Dragons' Age as well, if Genert is indeed the father, or maker, of the Giants who fought the Dragons in the early stirrings of protomyth. Genert kept part of the earth for himself, down from the Spike and on up into the north. With his mother Gata, Genert begat the many land goddesses of his realm. When the Darkness and fighting closed upon the world, Genert's Garden was torn by internal dissent. This was the time of Tada of Prax as well, the end of the Golden Age. When the Devil finally invaded the world, Genert was among those Chaos devoured before destroying the Spike. His death turned all his personal realm to lifeless dust, though his numerous daughters salvaged much of the earth, and rebirth came with the Dawn.

PAMALT

Pamalt, the Earth King of the Southern Continent, is the son of Gata the Primal Earth. His duties encompass those which keep the land alive, and his worshipers are devoted to aiding their god, accepting their share of his responsibilities in their own worlds.

ASRELIA

ASRELIA is the name of the daughter of Genert and Gata who walked the earth in its young days. The vault of heaven was still lighting with the Lesser Lights of its spirits when she helped her mother in the planting of Aldryas everywhere, and even in those days she was interested in collecting small and secret things. She was beautiful and friendly, and received many gifts. In many wonderful tales, she is addressed as the Rich One, or the Mistress of Wealth.

This wealth caused her many problems later when the gods quarreled over property and possessions. Many coveted her goods, and in defense she grew surly and covetous. She found a place to hide, within her Grandmother, and from there she dispensed her goods to those who

respected her and who worshipped her with the proper rites. In the new world of Time, she is called the Grandmother of Wealth and is the source of richness in the Underworld.

In the sunshine of the Green Age, when all was still peaceful, the goddess Asrelia gave birth to three daughters. One was named Esrola, another was named Maran, and the last was called Ernalda. All were generous and kind, and each had many friends in God Time. They were widely courted by many gods, Ernalda became the much loved and fertile goddess who was fought over by the Rival Brothers (Orlanth and Yelm); Esrola became the manifest earth who took countless lovers, while Maran became an object of fear and awe. She took no husband or lover, preferring a chaste path, and when the troubles of the Gods War came upon her family she used mighty oaths and promises and traded her fertility for more terrible abilities, and added the title of Gor to her name after that. Throughout Time and legends these sisters have maintained a close relationship.

TY KORA TEK

Ty Kora Tek was sister to Asrelia, and neither so beautiful nor friendly. She received gifts different from her sister's, and grew covetous and jealous. This helped to bring about the downfall of the Earth deities in the War of the Gods. Ty Kora Tek had a Darkness God as her husband, and with his knowledge built a vast grey cavern where she would be her own queen. When the horror of Death came to the world, Ty Kora Tek aided many by leading them to this place of refuge and sanctuary in the world gone mad. There they remained, subject to her laws of Silence and Subservience, but in safety.

Ty Kora Tek is now the Goddess of the Dead for the Earth cults. With her husband, she had several children who serve her in the Underworld.

ERNALDA

Ernalda is the Bountiful Mother of Life. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are her children. She is fruitful and generous. She is the goddess of women, sex, community, and all the things that live on and in the Earth. She is the Earth Queen, the Life-Giver, the Great

Green Lady, Source of Bounty, the Giver, the Tender, the Sustainer, Wife of Many, Supporter of All, and Midwife of Time. She is favored of all the Earth Goddesses, and it is said that even trolls love her, if only because she is so good to rob.

Many suitors vied for Ernalda's favors, and she gave them freely. With Flamal the God of Vegetation, she conceived Aldrya the Forest Goddess. With Hykim the Father of Beasts, she conceived Eiritha the Animal Mother. With a myriad of lovers and magical activities Ernalda was responsible for most of the life on the Earth. After Ernalda's world-bearing was done, Emperor Yelm came and inaugurated the Golden Age. Yelm took Ernalda as his consort but sought to usurp her sovereignty. Orlanth came to court Ernalda and proved he was worthy of her. With her aid, Orlanth vied mightily for her freedom and slew Yelm. Ernalda took Orlanth as her husband and together they ruled the gods. They had many children together, including Barntar, Voria, Voriof, and many others.

During the Lesser Darkness, Orlanth protected Ernalda and her children, and when he could not, other gods fought for the privilege. In the terrible Great Darkness, when Chaos came to destroy the world and return it to its origins, Ernalda slept alongside the other Earth deities. Even in sleep, she mothered Babeester Gor, the Guardian Daughter. When Orlanth came to her in the Underworld on his Lightbringers' Quest, Ernalda aided Arachne Solara and helped her weave the Great Compromise as the midwife of Time. The Earth Queen followed Orlanth and Yelm to Rebirth in Time with the Dawn. Even before she appeared, her daughter Voria went about the world with the promise of life, leaving a trail of flowers behind her.

ESROLA

Esrola is the manifest Earth and the Earth mother in physical form. She is Matter where her sister Ernalda is Power. All the Earth is her body, and so all animals, plants, and lands stem from her. Sometimes she has particular attributes which go along with local personalities. In the Dragon Pass and surrounding regions, she is called Barley Mother, and in Esrolia there is the yellow-haired Wheat Mother. In Peloria she is called Oria. There is the Maize Mother too, whose cult was spread by Hon-eel the Dancer.

MARAN GOR

Maran Gor is the destroyer and was powerful and feared during the Darkness. She danced upon the earth with a destructive frenzy, fighting all who threatened her sisters. Her cult has waned considerably since the Dawning, but in Dragon Pass she is still highly revered because of the Shaker's Temple at the base of Kero Fin Mountain. It is where Maran Gor danced to shake down the armies of the Devil when they invaded against her sister, and that place is always safe for her worshippers. Also from that place and its powers, her worshippers have learned the awesome Earthquake Powers which can destroy armies. She is often simply addressed simply as the Earth Shaker.

BABEESTER GOR

Babeester Gor is the Avenging Daughter of the Earth. She was born from her mother's corpse, axes in hand, body ritually scarred to carry deadly magic. She destroyed all

THE SIX SISTERS

The Six Sisters are the six daughters of Asrelia, typically worshipped in Esrolia as a group and usually in conjunction with Ernalda. They are an integral part of Imarjan philosophy and represent the powers of Earth and women, both prodigiously fecund and dangerously destructive. The Six Sisters are:

Delaina: The goddess of wisdom, music, and magic. She is the tutelary goddess of heroes and is called upon in times of crisis. She is depicted as a golden-skinned goddess wearing a sheep-skin and carrying a poppy. Her priestesses maintain ritual virginity.

Delaeo: The goddess of beauty, fortune, good luck, prosperity, and wealth. She is depicted as a beautiful goddess wearing a feathered cloak. She often carries flowers.

Ernalda: The goddess of women, sex, and community. She is the Earth Mother and queen of the gods. Ernalda is usually depicted as a beautiful and voluptuous woman, bare-breasted or nude, wearing an ornate necklace of gems.

Snakes wind around her lower arms and she often carries sheafs of grain or fruits.

Esrola: The goddess of the material Earth. She is the mother of all animals, plants, and land. Esrola is depicted as a voluptuous naked goddess.

Maran: The goddess of the destructive Earth. She is the goddess of earthquakes, war, and destruction. Maran is depicted as a black-skinned woman who dances with destructive frenzy.

Orana: The goddess of fertility, pleasure, and love. Orana is depicted as a beautiful red or brown-skinned goddess naked except for her golden necklace of enlivenment.



The Great Goddess Ernalda accompanied by her family and lovers. From left to right: Flamal, Aldrya, Orlanth, Ernalda, Yelm, Maran Gor, and Argan Argar. Source: Sacred City, Nochet.

IMARJA

Imarja is the divine feminine creative power and the primordial cosmic energy. She is revered by the Esrolians as the Universal Creator and often identified with Glorantha herself.

Imarja is worshiped through her many manifestations, the so-called "Ten Thousand Goddesses." Her most important manifestation is Ernalda, considered the truest divine incarnation of Imarja. Imarja is almost always worshiped through the Ernalda cult. However, Imarja is also considered to be a truly supreme cosmic entity and the source of all other divine powers.

kin-slayers, all oath-breakers who swore by her mother, and everything which desecrated the sacred places of the Earth.

She was merciless and cruel. Once she slew so many defenseless residents of Healing Valley that she waded breast-deep in the gore, drinking the blood of victory and slaughter. Eurmál saved some of the healers when he turned the blood to beer, which Babeester Gor drank to blissful oblivion.

Every important temple to the Earth deities is guarded by Babeester Gor's initiates and includes a shrine to her.

VORIA

Voria is also called Handmaid to Spring. She was born to Ernalda in the Darkness, and she was one of the New Deities to travel with Time to announce the New World at the Dawning. She is the youngest and most innocent of the Earth beings, and wherever she goes all is sweetness and calm. She is the goddess of youth, children and virginity, and those beings come under her protection. She is capable of discerning the least offence against her, and in those cases, will call on her sister, Babeester Gor, to aid her. The War Goddess, in return, comes to Voria for forgiveness and cleansing; for the purification rituals after she has performed some heinous deed of war.

THE LAND GODDESSES

Each region of the world has its own special grain or land goddess. Most are daughters of Gata and Genert.

- **Denegoria** is a daughter of Oria and Genert, and the land goddess of Oraya. This goddess revealed herself fully when Hon-eel colonized Oraya. Unusually, she is associated with the Moon Rune.
- **Esra** is the daughter of Ernalda or Esrola and of Flamal. She is the Barley Mother and the most important of the Grain Goddesses. She is also the mother of Minlister.

- **Frona** is the land goddess of Fronela. She is a daughter of Gata and Genert. She had many lovers, including Flamal and the gods of Sun and Storm. She is the mother of Rathor the White Bear. The demigod Oran wooed and married her to become the First King of Fronela. In the Darkness, she was defeated by Valind and went into a frozen sleep, guarded by High King Elf. She was awakened by the Theyalans after the Dawn.
- **Kero Fin** is the daughter of Larnste and Gata, born at the Dragons' Nest of the Ancient One. She grew from the depths and became her father's favorite mountain. Kero Fin is the land goddess of Dragon Pass. She took many lovers and is the mother of mighty gods, Orlanth (with Umath) and Yinkin (with Fralar).
- **Ketha** is a daughter of Gata and Genert. She is a generous and beautiful goddess. She was desired by many suitors and took many lovers, including Genert and Flamal, and most famously married a powerful Storm God, Orlanth in some stories, his son Entru in others. The area around the Mirrorsea Bay is traditionally called Kethaela after her, although her worship can be found throughout much of Maniria.
- **Kralora** is the goddess of the Rising Power Land. She was awakened by Daruda the first Dragon Empire, when he cleansed the land of the anti-god Oorsu Sara's curse. Her cult was important in the Second Age and was sponsored by the False Dragon Ring, but it has declined under the rule of Godunya.
- **Pelora** is the land goddess of Peloria. She is the daughter of Gata and Genert. Pelora was one of the most beautiful and generous of the land goddesses, and Genert took her, his sister-daughter, to wife. She took Flamal as a lover, and together they produced the grains and fruits, and covered the nakedness of the land with greenery. When Flamal was slain in the Darkness, Pelora followed Ernalda into sleep, and the land slept until the Dawn.
- **Ralia** is the daughter of Gata and Genert. She took Flamal as a lover, and together they produced the grains and fruits, and covered the nakedness of the land with greenery. She took Sramak as a lover, and together gave birth to Dorskior, Safa, and Tanier. Ehilm and Orlanth both took their turns as Ralia's lovers. When Flamal was murdered by Zorak Zoran and his corpse carried off by Xentha, Ralia wept inconsolably. She followed her niece Ernalda the Earth Queen into sleep, and the land slept until the Dawn.

- **Seshna Likita** is a daughter of Gata and Genert, and the land goddess of Seshnela. She had many lovers and even more children; with Flamal, she is the mother of Kanthor and Jorestl; with Nelioni, she is the mother of the lakes around her home and the rivers that flow from them; and her daughter Ifttala was the mother of the Pendali. After the Dawn, the hero Hrestol slew Seshna Likita's daughter and was exiled from Seshnela. To appease the goddess, his father Froalar married Seshna Likita and their children were the Serpent Kings.
- **Teshna** is a daughter of Genert, the wife of Solf and the lover of Tolat. Her cult was important in the Second Age during the rule of the God Learners, but receded into the background in the Third Age.

EIRITHA

Eiritha is the daughter of Ernalda and Hykim. She is the mother of cattle, most notably the Praxian beasts. She is the source of fecundity and rich milk for all hooved and horned creatures. Her favorite place was the rich plains of Prax, where she lived with her daughters, each

a goddess and the mother of a species of cattle. When the mighty Storm Bull came to Prax with his peoples, the goddess Eiritha gave up her paramours and married the Storm God.

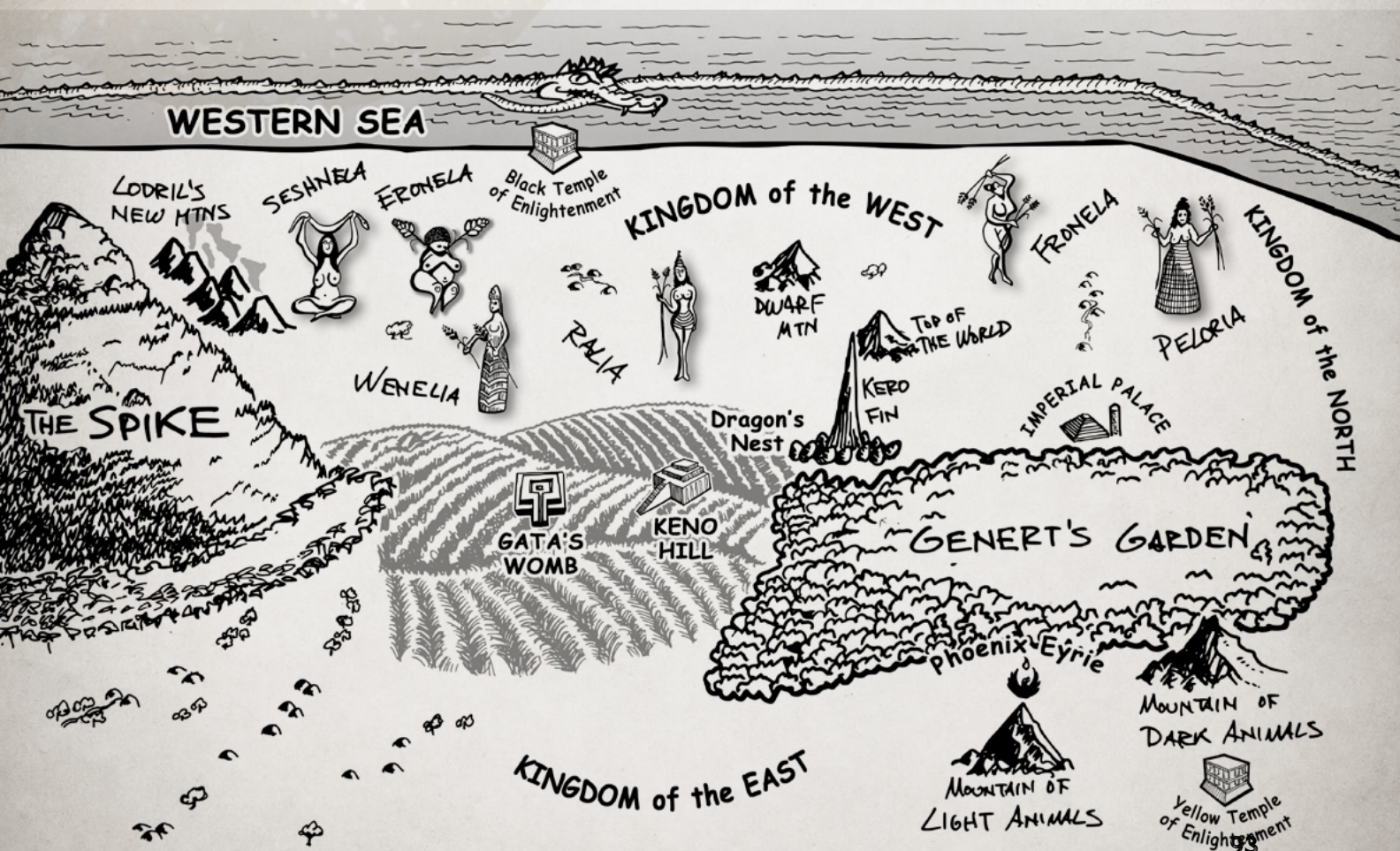
When Death came for Eiritha, Orani, one of the sons of the Storm Bull, fought with Death and delayed the god, though he paid with his own life. The wily Tada led his people to dig a great pit and hid their goddess within the womb of the Earth again. Death was fooled, but since that time Eiritha may never again walk freely upon Prax.



ELF DEITIES

Elf mythology is mainly concerned with the Green Age, when Aldrya walked the earth and spread her children across its surface. During the Golden Age, elf civilization reached its pinnacle, but it was destroyed by the Young Gods, who sent the world into the First Winter. A few survivors, led by High King Elf, remained awake to preserve life.

*Map based on God Learner sources depicting the Land Goddesses and their realms in the Green Age.
Source: Nochet Knowledge Temple, circa 1620 ST.*



ESROLIAN EARTH MYTHS

In the earliest stories, this land was simply part of the cold earth. When the Earth Mother warmed with life, it was Esrola, daughter of Asrelia, who occupied this soil. Esrola lay between the base of the Spike, where dwelt the Celestial Court, and Kero Fin, at whose feet was the Dragons' Nest. When Asrelia withdrew to count her rich treasures beneath the earth, she gave her daughter Ernalda rule over the many Earth Goddesses.

Many gods came to Kethaela, desirous of the rich bounty of the Earth Goddesses. Flamal was a favored lover of all the goddesses, and with him they blanketed the Earth with vegetation. With Hykim the Father of Beasts, they birthed the animals. Lodril's lust was quickened when he saw the goddesses, and he traveled from beneath the Solar Empire and thrust himself up from the deep, forming a chain of volcanoes. He resided in the greatest of these, called the Vent, and warmed the goddesses with his heat.

Ernalda spread her blessings across Glorantha, taking lovers in many lands, but Kethaela was her favored home. At Ezel she danced with her sisters and her lovers.

From atop his high throne, Yelm the Sun looked down upon Ernalda and demanded that she bestow her blessings upon him alone. But Ernalda took a new and most powerful god as her lover — Orlanth the Storm God. Orlanth slew Yelm and thus began the Lesser Darkness.

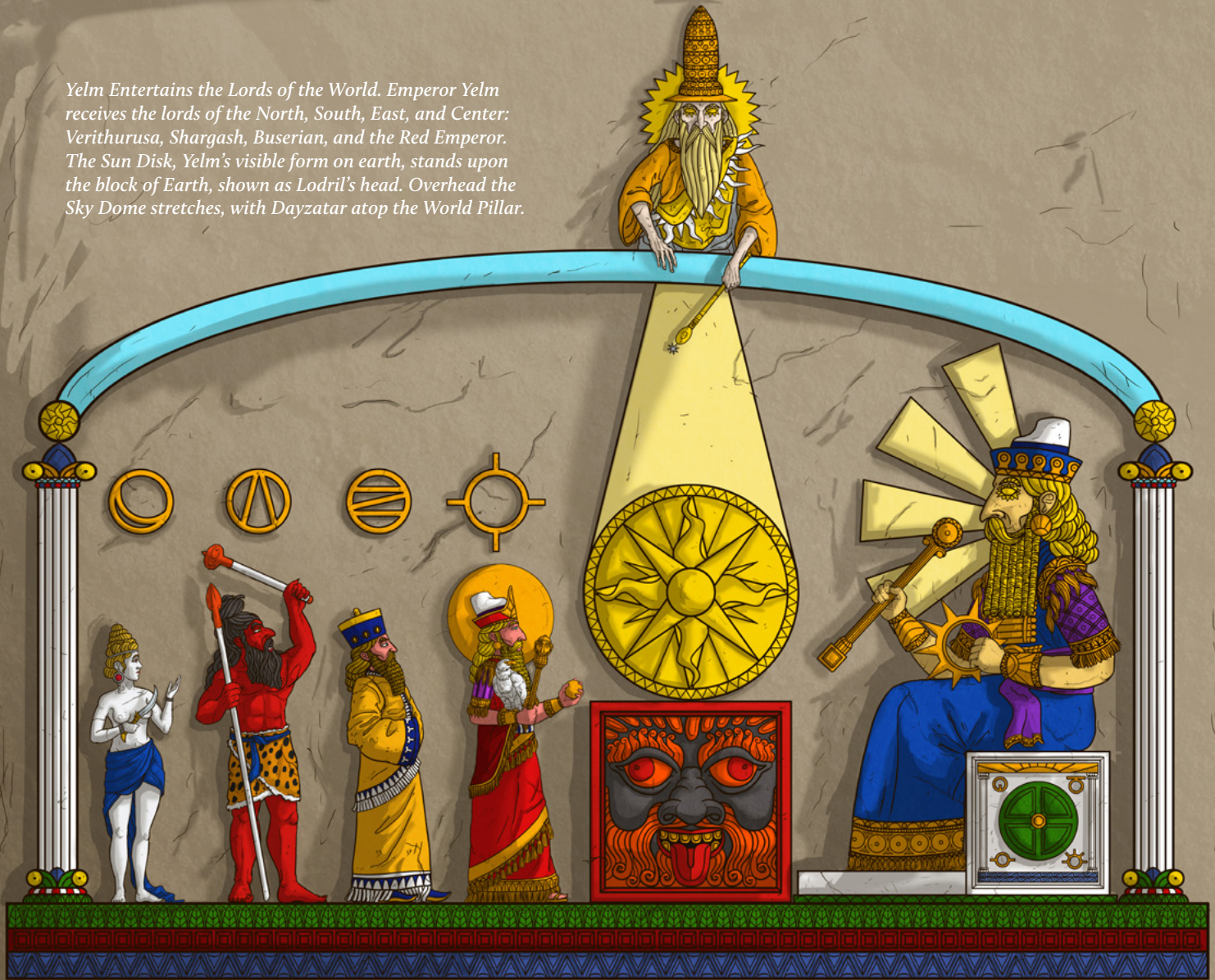
Ernalda took Orlanth as her husband, and the Storm God became king of the gods, ruling from atop Kero Fin. Orlanth fought many battles and waged many wars to protect Ernalda and the Earth Goddesses, but also roamed far across Glorantha seeking new foes to fight. When Orlanth was away, the Earth Goddesses took other lovers to protect them.

When the Blue Dragon led the invasion of the Water Gods to conquer the Earth, Orlanth defeated him and sent his broken remnants north to make the Oslir Sea. Esrola took a Sea God named Faralinthor as her lover, but Orlanth caught them together and slew both at once with his terrible strength. The mother of the newtlings and many others were slain there too. The place where he struck them dried up and was covered with a great plain of salt. Choralinthor, the offspring of Esrola and Faralinthor, survived and lay nestled within his mother's arms.

These are the names commonly given to Elf Deities by humans:

- **Gata** is the Primal Earth.
- **Flamal** is the god of seeds and plants. With various brides, Flamal begat all the many crop- and plant-goddesses of the universe. One legend claims that Flamal was born from a piece of living amber which grew upon the pleasant sea-shore which surrounded the Spike. He was killed and eaten by Zorak Zoran, and for this the Earth Mother withdrew all her support from the world and weakened it prior to the war against Chaos. When Time began Flamal was also reborn, bringing joy and fruitfulness to all in the world whether they worshiped him or not.
- **Ernalda** is the Earth Mother, and with Flamal, the mother of Aldrya.
- **Earth Witch** is the Knower of the Secrets of the Earth and mistress of spirits. At first her power was small, and she spent all her life searching the world of Nature and learning many of its small secrets. The Mraloti and some other Hsunchen claim she taught the Horned Man his secrets. When Death came to the world, she was ripped asunder by the Eaters and Renders, but she used her secrets to save herself again.
- **Ty Kora Tek** is the Keeper of the Dead. She is viewed as fearsome and necessary. After caring for them in her bleak cavern, she releases the dead spirits to be reborn again.
- **Aldrya** is the goddess of the primal forest and of elves. She is the daughter of Flamal and Ernalda. If Aldrya were not worshiped, forests and woodlands would wither and die. In an ancient time referred to as the Green Age, Aldrya and the elves ruled all the world. She is now bitter about the loss of her preeminence, which explains why woods are intrinsically creepy to mankind.
- **Babeester Gor** is worshiped by elves and humans alike as the Earth Avenger. She violently avenges the earth and forests against those who have harmed it.
- **Yelmalio** is the Unfailing Light. In the Great Darkness, Yelmalio stood by the side of High King Elf to guard the sleeping remnants of the forests.
- When all the universe was frozen or dead, High King Elf came to the rescue of the world's forests. He and his small band of followers defended their sterile woods vigorously and unselfishly until the Dawning came at last, when their work was rewarded by the reawakening of their goddess.
- **Voria** is the goddess of spring and new birth.

Yelm Entertains the Lords of the World. Emperor Yelm receives the lords of the North, South, East, and Center: Verithurusa, Shargash, Buserian, and the Red Emperor. The Sun Disk, Yelm's visible form on earth, stands upon the block of Earth, shown as Lodril's head. Overhead the Sky Dome stretches, with Dayzatar atop the World Pillar.



DEITIES OF SKY AND FIRE

The Celestial pantheon of Sky and Fire ruled the universe with benevolence and perfection in the Golden Age. This time of elegance and happiness continued for eons until the time of the Rebel Gods who murdered Yelm, destroyed the Golden Empire, and fell to squabbling with each other over the shards of the world. These celestial deities all originate with the bright Sky Dome, even if individuals Fire Gods now reside on or within the world below.

Many of the gods of Sky and Fire appear in the Sky as celestial bodies such as the Sun, Lightfore, the planets and stars.

THE GOLDEN AGE

Many races and beings grew in the Golden Age, filling all creation with their existence and bustle. All lived in peaceful harmony, overseen by a benevolent bureaucracy embodying the tranquility of the age.

The Sun God, Yelm, is said to have been the Emperor of the Universe when he ruled the world. He was advised by his elder brother, Dayzatar, and aided by his lusty younger brother; Lodril. Yelm wed Ernalda, the Earth Mother, and many other deities were counted in his pantheon.

During this time, many cities and nations were made. There was no need to work, for the earth brought forth its own food. All water was pure and healthful to drink, and anything was willing to offer any aid or assistance. Peace was said to be Yelm's Cloak, and so the world lived beyond Time.

— OFFSPRING
— LOVER



*Genealogy of the primary Fire/Sky
deities based on God Learner theories.
Source: Nochet Knowledge Temple,
circa 1620 ST.*

AETHER



DAYZATAR



YELM



LODRIL



ARRAZ



POLESTAR



OURANIA



DENDARA



LOWFIRES



TEN SONS



LIGHTFORE



VERITHURUSA



MURHARAZAM



BUSERIAN



TOLAT

AETHER, SOURCE OF LIGHT AND HEAT

Before creation there was one thing or nothing, and it was called Chaos. From it was built, or grew, the deities of the Celestial Court. They drew further from the Chaos and created the Elements as well, each of which grew into splendor and had the next blossom from its heart.

Aether was the fourth of the Elements, called the Great Spirit of Fire. He was born from the heavier elements; some say Gata, or even Ga, was his mother. After his birth, he rose lightly above the others, spreading his cheer to the surface of the world.

He is an entity without personality but with immeasurable power. He had three sons, each of them created by Divine Word. They are called Dayzatar, Yelm, and Lodril. They became great gods and gained appropriate entourage to explore the young world. They lived with the other deities in the harmony and bliss of the Golden Age.

The natural process which was initiated by the Celestial Court brought about the perfect harmony of Creation, but also contained the downfall of Entropy. In Creation, the friction between the gods (or spheres of power) had brought about a loving warmth which begat benevolent side effects to the world. As Entropy, or Chaos, approached, these frictions caused violent conflagrations to explode instead. Where there had been cooperation before, there was now competition. Joyous sharing became jealous possessiveness. What had been wonders now became horrors. Outraged emotions prompted gods to outrageous actions. The War of the Gods began, escalated, and started to topple all of creation. In this terror and destruction each god acted in the way he felt best, and they often acted against each other.

DAYZATAR

Dayzatar was always an aloof god. In the War of the Gods, he made this fact into his defense. From Aether he inherited command of the lofty realms above the earth which are the Home of Light. Dayzatar did not struggle against Umath, mightiest of the gods, when the sky was ripped from the earth and thrust far from the polluting ground. The sky was put apart from most of the gods and Dayzatar strove to keep his fortress intact that way.

In the sacrosanct isolation of the sky, Dayzatar invented and discovered rituals and a way of life that would maintain his purity and aloof strength. He shunned contact with lesser beings except to teach them, and his armies of celestial luxites turned their hearts as hard as steel with his disciplines. This way, the sky realm was stoutly protected against the ravages of the Gods War and is said to have suffered the least for it, and to have gained the least by their tactics than any of the other survivors.

Even so, the purity of the sky was not absolute. It suffered several defeats. Important among those are the victory of Lorian the River God, who invaded and established

THE GODS WAR

The Golden Age ended with the advent of the Gods War. The process was long, and came in small steps. Viewed with afterthought, the process seems inevitable.

The birth of the god Umath started the Gods War. It was no fight or conflict, yet it immediately led to violence. Umath's first recorded activity was to demand a realm of his own to be equal to those of his parents. When none was available, Umath made one for himself by ripping asunder his father and mother. Thus, the sky was separated from the earth forever. This perennial violence set the pattern for the children of Umath as well.

Umath devolved violently, producing a brood of unruly entities bent on taking or making their own realms of influence. They were joined by many other ambitious or frustrated Young Gods. A long period of growth, change, and movement followed in the cosmos, as these new forces found their places. The power of the Storm Gods rose at the expense of other pantheons.

During this time, the institution of worship spread as the lesser races sought protection and support from the greater entities. Sometimes the peoples could tame the violence of the gods, but more often not. As the fighting worsened, the races became more dependent for survival upon the gods.

When deities began competing for the worship of lesser races, the trouble spread rapidly. The Golden Age eroded. Imperial Yelm contested as an equal with Chieftain Orlanth.

The power of Death was either the first of the New Powers or the last of the old. It came first to the hands of Humakt (who used it on Grandfather Mortal) and then to Orlanth (who used it on Yelm). The death of the Emperor of Light felled the last strongholds of the age, and instituted a new reign.

the River of Heaven as his realm. His son is Tanian, God of Sky Fire, who is also called the Water That Burns.

Also, Dayzatar was forced to leave his perch at least one time during his isolation. This was to rescue Lightfore, a favorite worshipper whose story is told below. This was also the occasion for the creation of Ourania, also explained below.

During the period of his isolation and discipline, Dayzatar managed to shed most of his own mundane aspects to purify himself. These aspects are called his children, though he never touched a wife. Thus, he kindled and tended his own Inner Light and acted as a perfect example to his worshippers. These children of Dayzatar are Arraz, Ourania, and Pole Star.

After Time began again, Dayzatar maintained his lofty position in the world. Thus, he is always hard to reach, even by his most devout worshippers.

COSMIC JUSTICE

Because of the actions of Orlanth and the Rebel Gods, the entire Surface World was deadly and infertile, groaning with each breath and wishing Life was anything other than what it was. At last Shargash destroyed everything, until only little pieces were left and all the gods gathered together.

In the Underworld had gathered all the gods and goddesses, each following their leader. It was not pleasant, for all was cold. Everyone wore only cold grave ashes. The Emperor God was there, faceless and indiscernible among the many dead. His son, ragged unto the bone, huddled beside him. His faithful wife, her skin threadbare, lay at his feet. His younger brother, full of maggots, twitched, and his elder brother was a pile of dust.

Yet for all this misery and injustice, it was a better world for this suffering. Indeed, many good things happened:

First, Justice asserted the Might of Law. Effortlessly, the Divine Justice reasserted itself, and though all the world was dead and gone, Justice brought it back to life.

Second, Yelm conquered the Rebels. While doing nothing except praying, his power extended itself over the Rebels so that they died and surrendered themselves to him.

Third, Yelm conquered the Underworld. This realm had formerly been lost, and Yelm redeemed it by bringing salvation, light, and rebirth to the Land of Darkness.

When this harmony was achieved, the Divine Justice reasserted the cosmos, and Yelm built the world anew with the released forces of creation. Yelm prepared this by accepting the apologies of those who had done him wrong. Then he sent them out into the world, one by one, to prepare the way from his coming.

Most people, however, have no interest in a god who has no interest in them. Thus, the cult of Dayzatar is not widespread among the populace. Instead, there are a few strong centers of his worship scattered about the world. Even these, though, contain temples to his more accessible kin as well.

ARRAZ

Arraz is called the King of Above, Father of Stars, High Lord, Second Star, General of the Celestial Host, and King of Servants. The faraway sky is unreachable, but lesser spirits from the Sky World sometimes visit the Surface World. Sky worshipers call these celestial beings “luxates,” or Sky People, and recognize a vast hierarchy that serves their gods.

OURANIA

Ourania is the pristine mistress of heaven, epitomizing the etheric energy of heavenly power which she sends to the deserving. She is the model of the virgin worker, maintaining her holy religious devotion to a magical way of life. Servant of the unreachable Dayzatar, she is capable and loyal to the Higher Powers of her command.

Ourania is also aided by two minor deities who are called daughters but who were not born, but made. Ourania is noted for her virgin purity, but saw the need for aid in her work. Thus, with the light from her right eye she made Musa, the Spirit of Inspiration which brings the light of heaven to men’s minds. With the light from her left eye she made Supla, who carries prayers and supplications from mortals to the ears of the Queen of Heaven.

POLE STAR

Pole Star is a son of Dayzatar, made from his Courage and Steadfastness. When Dayzatar was delving deep into his own purity he gave to Pole Star certain rights and duties to perform, then urged him to follow the Path of Light and disappeared. Most star-worshippers believe that Pole Star can return whatever boon they need in exchange for worship, and most of them believe that Pole Star still has access to Dayzatar as well, if need be.

Pole Star is the King General of the Hosts of the Sky. He has many sons, all of whom are Star Captains and are noted for their martial ardor. They serve in the front line against foes of the sky.

During the Darkness, Pole Star’s home was high atop the Spike — sitting near its tip where the mighty mountain pierced the sky. When Darkness overwhelmed the earth after Yelm died, the Sky Gods took council on what to do. Pole Star volunteered to bring celestial aid to their distant worshippers, and he and many of his Star Captains descended from time to time to aid mortals in fighting Chaos or Darkness. They each lived in a fortress in the sky that guarded holes in the celestial dome where light seeped through. Whenever an enemy sought to enter heaven they were faced by Star Captains first.

Some of Pole Star’s children were less stable or more adventuresome than the other Star Captains, and they took upon themselves to wander throughout the world, both before and during the Darkness. Many of these demigods were slain, but one in particular, Lightfore, set a clear path that later gods also followed. Lightfore was the first successful Wanderer, called Planet, to pass through the sky. Since that time, other gods who are not even of sky-origin have walked this path and established new planets wandering upon the Star Path

The wife of Pole Star is the Goddess of Dance (herself a daughter of Larnste and Harana Ilor). Pole Star wisely looked to his wife for aid during the period when the world was breaking up, and together they sought for a way to maintain stability with inherent change. With their great powers of mind and magic they choreographed the scheme later called the Great Dance of the Sky. In this the Star Captains, Wanderer Planets, and other Celestial beings were given places to move through rather than places to stand. In this way, they preserved a motionless portion of their old Gods Age life, and also participated in the great Dance of Time. This is why the stars change their position from night to night, and why we have a different pattern in the Winter or Summer skies. For this Pole Star is sometimes called the Grandmaster of Dance.

Finally, Pole Star is also called the King of the Firmament. The Firmament is the part of the sky which extends from the borders where it touches upon the world, to where dwell the stars and planets which is touched by dark Night. By comparison, Ourania is Queen of Heaven, which may be considered the land behind the Firmament where fortunate souls of the Light cults can spend some or all their afterlife in light-hearted bliss. Deeper still, within Ourania's zone, lies the Heart of Enlightenment, where dwells Dayzatar in immortal meditation.

YELM

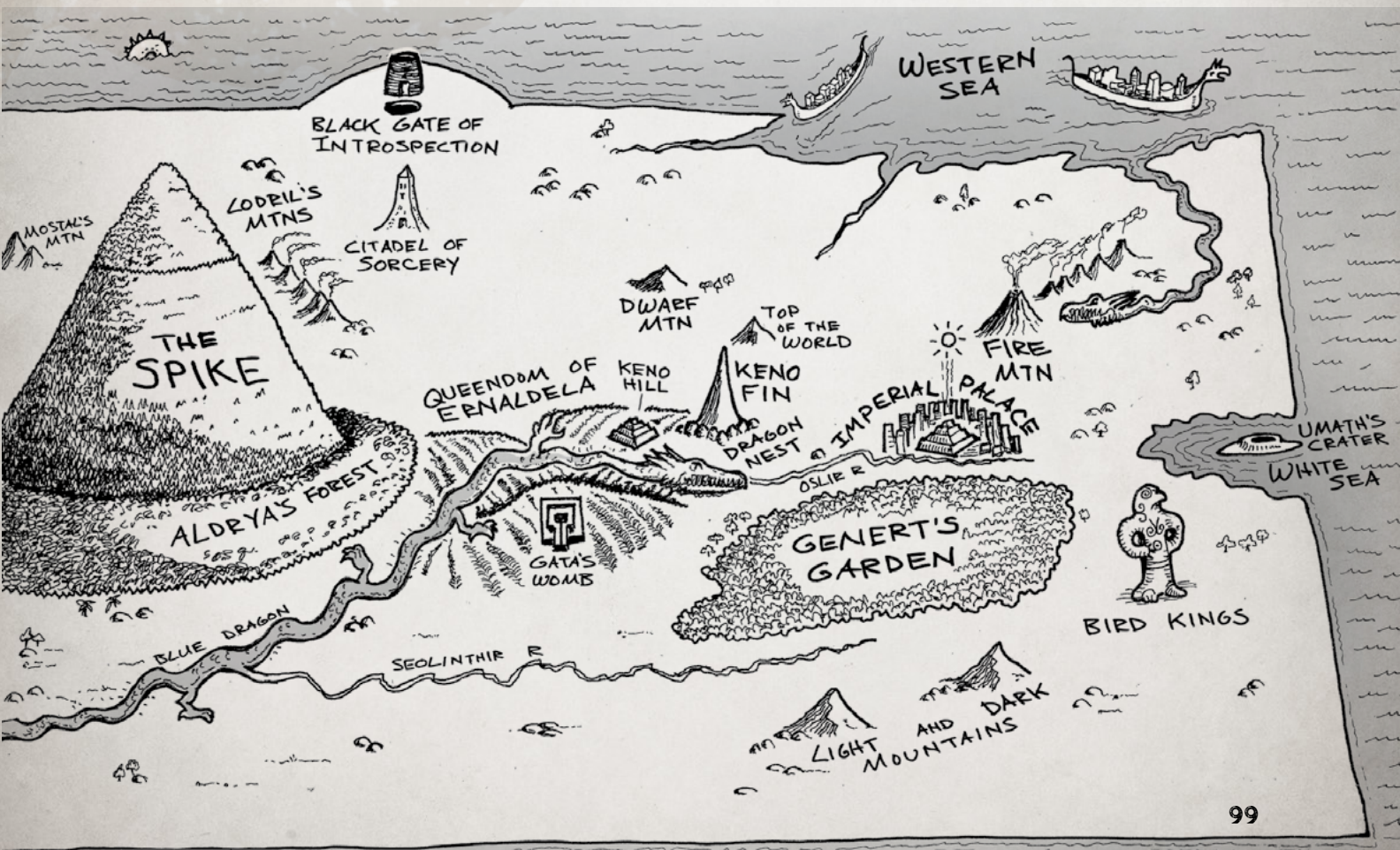
Yelm is the Sun Emperor, the son of Aether and brother of Lodril and Dayzatar. Among his many titles are the One, the Light, the Lord of Day, the Enthroned One, the Give of Life and Death, and Lord of the Four Quarters, and the All-seeing Eye. He received rule of the universe from the Cosmic Court and received the obeisance of the One Hundred Gods and Goddesses. Yelm arranged the world to be its good way and named everything, giving them a place in the cosmic order. The Golden Age ended when the Rebel Gods, led by Orlanth, murdered him and cast his brightness down into the Underworld.

Yelm's justice was so great that the Rebel Gods eventually died and surrendered to him. Yelm accepted the apologies of those who had done him wrong, and sent them back into the world, one by one, to build the world anew and prepare it for Yelm's return. Since then, Yelm has spent half of his time in the sky and half in the Underworld.

Yelm's cult maintains the universe through proper sacrifice and rituals. At the center of the cult is the Emperor of Dara Happa (currently the Red Emperor), who is charged with maintaining the magical connections of the empire, as the leader and vehicle for the power of Yelm. One of Yelm's most important titles is that of Solar Emperor. There are several tales wherein Yelm receives some cosmic

Map based on God Learner sources depicting the realms of the Golden Age.

Source: Nochet Knowledge Temple, circa 1620 ST.



honor or symbolic artifact from the Elder Gods of the Celestial Court. Most such tales claim that during the Golden Age the Celestial Court handed rulership of the cosmos over to the shining god.

Some of these artifacts are the Mantle of Leadership, the Crown of Heaven, the Scepter of Order, the Girdle of Command and the Globe of Authority. Both Dara Happan nobles and nomad chieftains received analogues of these items as signs of their office, or sometimes received a single item which gave them specific powers.

The overwhelming superiority of Yelm's Pure Light seems to have been generally accepted and emulated. The general system of rank and nobility among the Orlanthi Air pantheon is similar to Yelm's model. He was the bringer of light, warmth, good, and plenty, but there were other effects that this position had as well.

One of the primary influences brought by this position was the introduction of politics into myth. Yelm's leadership was one of his attributes, but leadership implies a followership too, and that is the origin of political interactions.

The system introduced a tradition of reciprocal gifts, which were exchanged between the leader and the followers. During this time, the Emperor of the World set up arrangements whereby he spread his own Divine Light and the rest of the world followed his Divine Order in return. What is unique about this is that his rulership encompassed many diverse elements under its rule. Yelm the Fire God was Emperor over the Earth deities and Fire deities, some of the Water Gods, and even a few of the Darkness Gods. Even those who did not openly enter into a compact with Yelm were manipulated indirectly by the sheer overwhelming power of his Divine Order.

One overwhelming aspect of Yelm's cult is its demand for absolute submission from its followers. This institutes a strict aristocracy with great command over the followers. This benevolent dictatorship was splendid during the Golden Age when Yelm ruled everything with easy harmony and simple truths. Later, when the Empire of the Sun broke into quarrelling warlords unable to act together without their supreme leader, the situation worsened for the general stock of followers in the world. Such power was easy to abuse, even by accident, and the worsening plight of many races who blindly followed their own trails into destruction supply many tragic tales of the Gods War. Later humanists point out with glee that Yelm's mythical Golden Age was founded on the habit of human slavery.

The political mythology instituted by the reign of Yelm is apparent in the many dynasties that were founded by him. Sometimes one of the subsidiary cult figures also served as a Dynasty Founder, such as Yelm's son Murharzarm who heads the ancient First Dynasty of Dara Happa. Other times the founder was noted only for founding the house, plus some small local legends. In all these cases, the rulers passed on an inherited Right of Kingship and

were usually worshipped as Divine Kings or God Kings. Those political tyrants were good or bad depending on their custom or personal designs during their historical lifetimes, but they never gave up their lifestyle which emulated the imperial leadership of the king.

The nomad nobles were less strict in following such imperial splendor. Their difficult lifestyle didn't allow them the luxury of allowing any idiot first son of someone to become the next king. Instead, they were descended from Divine Founders who began clans from whom the kings and nobles must be chosen.

THE SUN DISK

There were some peoples in the world who did not know or accept the personality of the Sun God. Even so, they had to acknowledge the wondrous power of the sphere of light in the sky and they often gave it a name.

In Peloria, the Sun Disk is identified as Yelm, but amongst the Heortlings of Dragon Pass, the Sun Disk is identified with Elmal, Orlanth's loyalthane. Ehilm is the name used in the western lands of Genertela and it became spread across the world during the Second Age, sometimes completely replacing the local name. Galanin the Sun Horse is revered in Ralios, while Yu-Kargzant is the name used among the Pure Horse Peoples and translates literally as "Imperial Sun." In Kralorela, the sun disk is associated with emperors Heenmaroun and Vashanti, while among the Doraddi it is called Kendamalar.

The view is not without reasoning. The role of the Sun God was among the more restricted of the Greater Gods during Time. The single moment when the Sun acted out of the ordinary is called Sunstop (375 ST) and is universally counted as the most disastrous event of history. In comparison, Orlanth's storms may rage for years at a time or be stopped for as long with only a major crisis (such as during the Two Year Winter of 907 to 908 or the Windstop of 1621 to 1622) rather than a cosmological emergency.

MURHARZARM

The first-born son of Yelm, Murharzarm was the first emperor of Dara Happa and Keeper of the Surface World. Barbarian outsiders often confuse Murharzarm with Yelm. Dara Happans say that it was Murharzarm, and not immortal Yelm, who was murdered by Orlanth and the other Rebel Gods.

BUSERIAN

One of the sons of Yelm, Buserian is also called the Yellow God and the Master of Insight. Buserian first told mortals about the stars and their secrets, and thereby saved people from extinction during the Darkness. His priests are the masters of celestial lore. Buserian also invented writing and is the god of scribes in Peloria.



Yelm manifesting at the
Battle of Night and Day, 379 ST.

DENDARA

Dendara is the faithful wife of Emperor Yelm and a paragon of uxorial virtue. With magnificent pride and skill she commands her Celestial servants to prepare for the Emperor's needs, yet Dendara still beams happily in the radiant presence of her husband. As long as she remains content, the world of her worshipers is complete.

PLANETARY GODS

Glorantha has eight regular planets during the Hero Wars. They are Lightfore, Tolat, Entekos, Lokarnos, Mastakos, the Twinstars, Artia, and the Boat Planet. These planets have regular cycles during which they move across the Sky Dome instead of in a circle or up and down.

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. Some religions believe it is the part of the Solar Disk that never descends into the Underworld, and thus never dies. 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, Kargzant by the Pentans, and Yelmlio by the Orlanthi.

Antirius is the son of Yelm. He is pure, not born, and sprung from the everlasting bright glow of Yelm's inner self. When Yelm was slain, rulership of the broken world went to Antirius. Six great errors wounded Antirius, each costing him some of himself and bringing him lower to the ground, and dimming his essential fire. He took his fatal blow atop the Hill of Gold but returned after the Dawn to prepare for the coming of Yelm. Antirius is worshiped as the Upholder of Justice, Protector of Emperors, Keeper of Law, Keeper of Contracts, Bringer of Victory, and Lord of Hospitality.

Kargzant is the son of Yelm, who brought light back and ended the Great Darkness. Kargzant is accompanied and served by many Star Captains. When Yelm went to the Underworld, he gave rule to Kargzant who proved himself by trial. His brothers conspired against him, and Kargzant joined his father in the Underworld. When the Rebel Gods submitted to Yelm, Kargzant was sent out to rule the renewed world.

Kargzant wandered from place to place and drove off monsters with his light alone. He gathered the pieces of the broken world, and revived the cosmos. He found among them a people who worshiped him, the heroic survivors of the True People and their enslaved steeds. Kargzant made them his people, and he divided them into three types, their herds into three types, and the generations into three types. At the earliest glimmer of light, his followers mounted their horses and made themselves the rulers of Peloria, calling themselves the Sons of the Sun. After the Sons of the Sun were defeated at the Battle of Argentium Thri'ile, they retreated to Pent.

Yelmlio is the son of Yelm, and the god of Light. After the sun fell and the sky retreated from the Surface World, when the volcanoes went cold, and the hearth fires were but glowing coals, Yelmlio remained. At the Hill of Gold, he was disarmed by Orlanth, his Fire powers stolen by Zorak Zoran, and he bled out his life-giving heat. Wounded, robbed, and hounded from place to place, Yelmlio carried the spark of life throughout the Darkness. Frozen, limping through the leafless forests, the glow of Yelmlio warmed the elves and humans who clung to the light. He fought fiercely, and in the Great Darkness even aided Orlanth, an old foe who grudgingly settled their feud.

TOLAT

Tolat is the War God whose home is the red planet that bears his name. He is son of the Sun God and the goddess of the Night, and conceived in the Underworld. His sister is the Blue Moon goddess (typically Annilla or Veldara). He wields the Red Sword and is a fearsome god of Love and War. Tolat ascended into the heavens and sought his father's killer. He defeated Umath with the aid of his nephew Artmal, and gave the Red Sword to Artmal as a reward for his help. Another time, Tolat fought and defeated Sshorg when the Sea God attacked Tolat's people.

In Peloria, Tolat is known as Shargash. Shargash is one of the Eight Celestial Sons of Yelm who were created when the Young God confronted the Celestial Dragon. He is the overseer of Alkoth and the Master of Strength. When Umath spiraled around the Middle Sky, Yelm summoned Shargash to enforce Order. Shargash served loyally and fatally wounded Umath. When Orlanth killed Yelm, Shargash fought on, and burnt the whole world to purify it.

ENTEKOS

Entekos is the goddess of Right Air, specifically the pleasant Pelorian summer. She is called upon to restrain the gods of thunder, rain, and winter. She is also called the Goddess of Calm, the White Planet, Lady of the Summer Air, the Goddess of the Middle Air, and Mother of Moons. In Old Carmania and Naveria, Entekos is worshiped as the goddess of virtue and has most of the attributes of Dendara as well as her atmospheric and planetary powers.



Yelmalio ambushed by Zorak Zoran at the Hill of Gold.

LOKARNOS

This god began his mortal existence as a simple worker in the Solar Empire. Through perseverance and hard work, he earned a superior and rewarding position in life.

Lokarnos was named god of the wheel, a magical token he created to honor Yelm. Through cleverness he made carts and wagons, loaded them with goods to help his betters. He is the Counting God, as he was responsible for keeping track of his masters' goods. He rose before the Dawn as a pale golden-yellow planet and slowly crosses the Sky and the Underworld over a 196-day period.

OTHER PLANETS

- **Mastakos** is usually associated with the Light-bringers pantheon as the charioteer of Orlanth. He is a blue planet that travels west across the Sky Dome in eight hours, only to immediately rise in the east.
- **Artia** is a tiny red planet that slowly travels the sky over eight weeks, and then disappears for another eight weeks. She is the bat goddess, who was defeated by Orlanth in the Gods War. She is known as Mahaquata by the Dara Happans.
- **Twinstars** are two stars that travel close together across the sky. They take three days to make the journey, then vanish for a like period of time.

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.

- **Boat Planet** is a blue planet that takes exactly four days to follow the Celestial River in the Sky Dome and then an equal amount of time in the Underworld. The planet is called Anaxial by the Dara Happans, Diros the Boat God by the Orlanthi, and Waertag in the West. It disappeared in the late Second Age, but reappeared in 1625 amid great portents and terrible omens.





The Gods Wall. This sacred monument is located about ten miles north of Raibanth in the Lunar Empire. It depicts the One Hundred Deities assembled to pay homage to the Emperor Yelm. The Dara Happans use the Gods Wall as the test for all other truths about the Universe.

LODRIL

Lodril is the third, and youngest, son of Aether. He is quite opposite Dayzatar in his desires and essence. Dayzatar sought isolation and meditation for his personal defense. Lodril exulted in participation and indulgence with the other gods and spheres of the world. He loved the caress of the earth, the touch of the breeze, and the glory of the fight. He knew no fear when Chaos appeared and threatened the world, and Lodril was foremost in the fight to combat it. Where Dayzatar sought mysticism, and Yelm oversaw the cosmos, Lodril always sought pleasure in common life. At his worst Lodril personifies carnal gratification, totally unhindered by civilized mores. At best, he is the personification of the common man.

Lodril invaded the Underworld and became the Lord of Below. He is the Volcano God, the Fire that violently erupts from beneath the Earth. He is sometimes thought of as the source of heat without light. He has countless lovers, but shares his realm with the goddess Oria. In the Darkness, he met one mightier than himself and was enslaved by Argan Argar (or in some stories by Zzabur). Lodril was chained for the duration of the Darkness and forced to toil for others, until he returned with the Dawn.

Lodril has many names including Balumbasta, Lodik, Solf, Turos, Veskathan, and Vietlor. In compiling the stories about him, we can see that he was many places at once, in many different forms: an Old God of the

Doraddi; the Minister of Fire among the Kralori; the great volcanic Vent in Caladraland; and the Fire God enslaved by the Brithini of Sog City. Among his countless children, he is the father of the Lowfires and of the Ten Sons and Servants.

It should be noted here that the Lodril priests claim divine contact with the same pure Aether that the austere and rigid Dayzatar priests claim to know. They also claim that their methods of contacting their gods are not only more pleasant but more social and healthy as well. The Dayzatar worshippers naturally shun such indolence and debauchery as being antithetical to their beliefs, and there is always dislike between devotees of these two cults.

THE LOWFIRES

"Lowfires" is a group name for the children of Lodril which are the known fires of the earth. They are three in number, and they are commonly called siblings.

- The first of the Lowfires is **Mahome**, also called Home-fire. She is the warmth of the hearth and the heat of the cooking fire. She is gentle and kind.
- **Gustbran** is the second Lowfire. He is the Work-fire whose roaring flames and gushing bellows provide the heat to bake clay, melt metals, and



They believe that all true gods in Glorantha have a place on the Wall; those not shown are either merely transitory entities or just another name for a deity shown on the wall.

harden wood. He is often known as the Smith of the Gods when Mostal does not do that job.

- **Oakfed is the last Lowfire.** He is called Holy Fire. Within his scorching conflagration things are changed to their inner natures. Souls can be purged in it, or evil destroyed. When unchecked, Oakfed is called Wildfire, famous for destroying forests and reputed to burn even stone.

These three deities are commonly worshipped all over the world where people use fire, regardless of the other divinities worshipped. They are deeply loved and revered by almost all humans. Despite this, or perhaps because of it, they are thought to be quite low in the hierarchy of the gods, at least by the other gods.

LARNSTE'S FOOTPRINT

When Chaos came into the world, Larnste the Mover saw a squirming thing twisting its way through the land. He tried to stamp it out, making a great dent in the earth. The impact of his stamp raised the Storm Mountains, yet he did not kill the Chaos thing. Instead, it bit and wounded Larnste. Poisoned ichor dripped to the earth and left oozing sores, hurting all life within it. Larnste howled and limped off.

A god looked down and saw the writhing horror, and he took Lodril's Spear and struck it. The spear drove the monster deep into the earth where Veskathan was freed from the spear and fought it. In exultant victory, Veskathan burst forth again from the Vent, spreading molten earth

and rocks all about and raising a huge pall of ash which poisoned the air.

From within Larnste's Footprint grew a foul mass of Chaos, slowly seeping and filling the deep print with vile horrors. Orlanth bent his attention toward the Footprint, and blew the ash and rock down upon the evil mass. It had no effect on those places already polluted, but it covered all the living woods and creatures with ash. The god then used powerful magic to turn them all to stone. Thus, the Footprint now has a terrible Chaos nest at one end, but its spread is halted by the fossilized forest formed by Veskathan and Orlanth.

DEITIES OF AIR

Air was the last of the great elements born in the God Time to make the world.

The coming of the Air Gods was crucial to the growth of the universe. It marked the end to universal peace and the beginning of growing change throughout the cosmos, though many contemporary deities describe it as a downfall from the Golden Age into less civilized ways. Western Seshnegi philosophy is probably more correct, however. They see the troubles of the universe as neither good nor bad, just different and necessary.

After the Dawning, the worship of Orlanth was foremost in the world, but others were revered as well, especially where they had aided mankind.

The survivors of the Air Gods became the followers of Orlanth, their mightiest leader. They helped form one of the most important pantheons of the historical ages. The pantheon is usually called the Orlanth pantheon or the Lightbringers pantheon. Despite the name, the pantheon includes the Earth Goddesses ruled by Ernalda, Orlanth's wife and queen.

UMATH

Umath is credited with being the Father of Storm. He was the greatest of all the Young Gods to be born. The first Young Gods came from unions between minor deities and greater spirits. At last came a joining of two of the greatest gods, two of the Primal Elementals. Gata was covered by Aether: Mother Earth lay with Father Sky. Their issue was the greatest of the Young Gods: Umath.

"He was born," says a prayer, "with great noise, deafening, disabling, like thunder in a cavern, like living in a horn." His visage, according to legends among the Rathori, "Rolled over the earth with anger, rumbled across the sky with greed, filled the space with his grey brows and thunder."

The story of his birth is the most important myth dealing with Umath. Immediately afterwards, he demanded from all the gods a place for himself in the universe which was as great as he deserved. There was none, though, for the world had been made with no foreknowledge or expectation of this god's mighty coming. The other immortals had no idea how to give a part of themselves to someone else. Umath replied angrily:

*"Am I to have no Honor? No rings to give out, no mead?
This is not Just. You are unworthy of your rank.
Generosity is a virtue, not greed.
So is Courage, my strength.
I will show you my secrets then, if you won't show me yours."*

Then he went off to make a place for himself in the world. Umath strode across the earth, to its center. He planted his feet firmly upon the ground and placed his hands on the sky. He then strove with all his might to thrust his parents apart. Aether shrieked in pain as he was torn from his wife and held high aloft by his rebellious son. His mother groaned with pity and sorrow for the weight which was thrust upon her.

Between them, then, was the realm of Umath, the turbulent realm of Air. The son then spun about, running in a circle to mark his realm, turning inward to the site of his holy seat at the center of the world. Thus, was made the shape of the Air Rune, so do all the winds of the world

THE STORM AGE

Western Philosophers call the Storm Age the Lesser Darkness. It began when Yelm was killed, and left the world of the living to follow Grandfather Mortal into the land of Death. Other gods of light also failed: Dayzatar the Sky God drew further away, Lodril was first buried and then imprisoned by a god of Darkness, and lesser gods (like Yelmali) were wounded or hid themselves away.

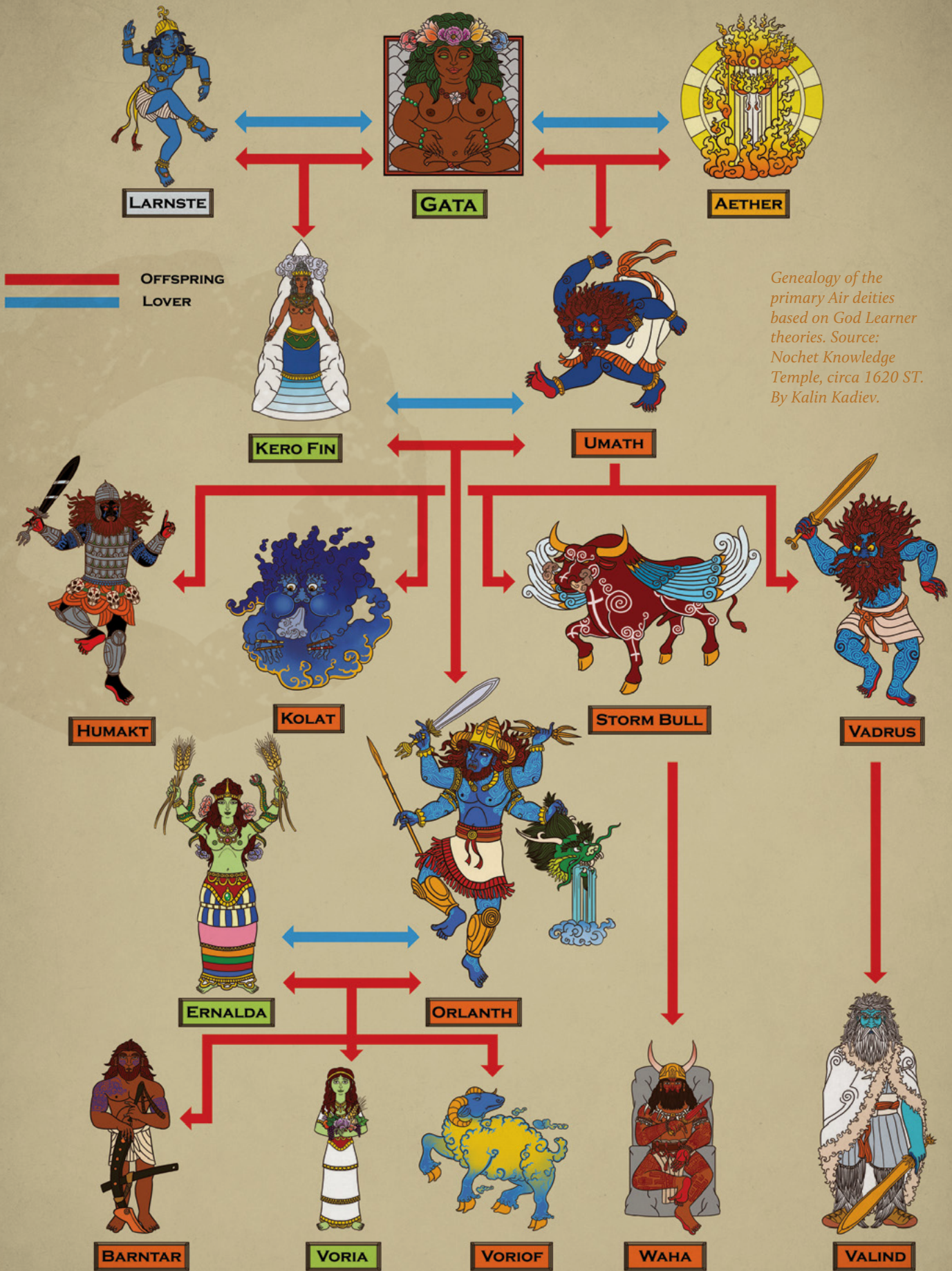
More than Darkness spread across the age, for life followed the light into the lands of the dead. Spirits of plants, animals, and minerals took the path of the dead and were lost to the world. Without light the Earth soon slept, and the world seemed barren when compared to the Golden Age.

The gods fought when they wished. The Storm Gods dominated, but the Darkness pantheon and Sea deities also fielded powerful forces. Glorantha became a broad, barren land swept by angry storms, crushing ice, brutal volcanoes, and pieces of the sky tumbling dead to the earth.

During this time, new races of humans were born in the world, and sometimes the old ones adapted or

survived as slaves. Despite the hardships, cultures thrived, and grandly barbaric societies gladly and grimly fought for existence.

Unchanged in all this was the Celestial Court. They had held aloof from the petty squabbles changing the face of their world and lent themselves impartially to anyone capable of wielding their powers, even remaining unattached when their powers were used in new ways by exploitive intelligences. As the crisis grew, the Court could not act to halt their own abuse. Instead they engaged in "immortal discourse, celestial debate, and the scribbling of scrolls." The world disintegrated around them, at last straining the immortal strength of the Court beyond endurance. Imagine the dilemma of Kargan Tor, the god of war, when he was forced to face himself in battle, or when Uleria, goddess of love, impregnated herself, or when Acos, god of Law, made a ruling and found himself unjust. It was as if an illness came upon the gods. Tremors shook the immobile Spike, and the cosmos weakened.



Genealogy of the primary Air deities based on God Learner theories. Source: Nochet Knowledge Temple, circa 1620 ST. By Kalin Kadijev.

run in circles (though many of the circles are far too vast for a man to see).

Umath had five sons who were active after him. Each was like his father in their own way. All were raging and violent, but each was more refined than the one before him.

The five sons of Umath, by order of birth, are: Kolat, Storm Bull, Vadrus, Humakt, and Orlanth. After much fighting, Orlanth was recognized by his brothers as Umath's heir and ruler of the Storm Gods.

KOLAT

Kolat, the eldest son of Umath, is very much like his father. Kolat is the father of the Seven Winds: North Wind, South Wind, East Wind, West Wind, plus three secret winds (Higher, Lower, and No-wind) known only to a few living people. He is the first Spirit Master, who commands the kolati, the spirits of the wind. Kolat is otherwise more important for his place in the genealogy of the gods than for his deeds.

STORM BULL

Everyone knows of the Storm Bull, also called Urox. Wherever the powers of the middle air are hated and despised you will find the Storm Bull. He is popular where sudden fury and uncontrollable rage are respected or simply unable to be suppressed. Storm Bull can be generalized with the statement that his worship is popular among the uncivilized, and the more savage they are the more popular the Storm Bull will be.

The father of the Storm Bull was Umath himself, the Allfather of Storm. His mother was Mikyh.

Storm Bull is tolerated even in civilized Orlanthi lands only because he is so skilled against the forces of Chaos. Where Chaos is active, Storm Bull is a popular cult. Storm Bull has maintained a great popularity in the wastelands of Genertela, including the Praxian Animal Nomads and the Pentan horse barbarians. Storm Bull is portrayed as the Desert Storm, rough, raw, and capable of scrubbing the earth clean with his passage. In the Storm Age, this furious god is often portrayed fighting for Genert against Humakt, the chill North Wind's ally.

Storm Bull is sometimes pointed out as the source of the Great Darkness. He often went on a rampage and destroyed great tracts of life, such as the time his followers devoured all the vegetation of the earth to prove how powerful they were. He also killed many gods and sent them to hell, and he spread fear, confusion, and warfare everywhere.

Another event that shaped the land occurred when Storm Bull wrestled with a mountain god, twisted him into a corkscrew shape, and stuck him into the ground. This was the origin of Stormwalk Mountain where sky-bull herds are kept by Baskelos and his magic hound.

Storm Bull also claims to be the only force which stopped the progress of the Devil during the worst of the Great Darkness. He was embroiled in hand-to-hand combat with Wakboth, was beaten, and nearly died. His wife Eiritha then lent him all her power, though the region lay blasted and dead afterwards, and the god-beast sprang back again to life. They fought and he was broken again by the Devil. This time he used the last of his power and called upon the mercy of the universe to send him strength. Instead of personal strength for him, a great block of the shattered Spike tumbled earthward, bounced twice, and then skidded into the great body of Wakboth. The Devil was crushed and smeared across the plains.

Later, the son of Storm Bull named Waha the Butcher successfully led others in dispersing the remaining parts of the Devil's body. Thus, the Devil was destroyed by spreading it everywhere.

WAHA

Waha the Butcher is the son of Storm Bull and Eiritha. He was born at the end of the Gods War, after his father had slain the Devil and long after his mother was hidden beneath the earth.

He emerged from the earth to look upon a world of Darkness and lingering Chaos. People wandered through the blasted land, dazed and dying of stupidity. Some had followed lesser spirits or Darkness Gods, but Waha taught them new ways to live. Within the bleak and hostile Darkness, Waha showed them how to survive.

Waha freed the Daughters of Eiritha who were imprisoned by the forces of Darkness. Through the dark and dangerous ways, he searched and fought, and returned to the world with the goddesses known as the Protectresses. With the Protectresses free, the women of the tribes could now contact Eiritha and so the people could gather their herds.

Waha the Butcher taught men the secrets of Death. He taught them the Peaceful Cut, whereby they could return their sister-animals to bliss within the womb of Eiritha, thereby supplying the tribes with provender from the goddess. He taught them the warlike blows, whereby men could send their foes to dark hells.

He fought Oakfed the Wild Fire and tamed it to be a friend to men. Waha cleansed the desert of the presence of the Devil. He used the Earth powers of his mother to dig a great channel through the earth, diverting a river to the place where the Devil lay. Waha ordered the river and its creatures to devour the putrid being, and the river did. When the body of the Devil was gone many souls were released from bondage, many of these were grateful and joined Waha who offered them solace and protection.

The cult of Waha has survived intact since the Darkness, it never has been extinct among the Praxians, although from time to time it has fallen out of favor. During the First Age, many Praxian clans settled in Peloria as part of the Second Council.



This spearhead of the Uncoling people is made out of carved mastodon tusk and depicts the many divine victims of Vadrus' violence. Note that only Orlanth survives Vadrus' rampage. Source: Tastalar.

Since the First Age the cult of Waha has suffered several defeats. The greatest of these was about 850, and was a victory for Pavis, who thereby established his own city.

During the Second Age, Waha failed to protect Prax from the Empire of the Wyrms Friends. The Praxians were forced deep into the Wastelands until the hero Jaldon Toothmaker managed to unify all the tribes to help in the destruction of the Empire of the Wyrms Friends. In the Third Age, the mighty Lunar Empire, armed with its Chaotic magics and aided by treachery, defeated Waha's people again until Argrath White Bull united the tribes of Prax and freed them from the Empire.

VADRUS

Vadrus was the third son of Umath. He was more divine than his predecessors and showed more intelligence and cunning, though his nature inclines toward violence and its attendant destruction.

Vadrus had many famous children who were like him, but most other gods were unhappy with the issue which followed in their father's wake. Valind the Winter God is one of them, another is the Wild Hunter, yet another is the traitorous Calm Air, and many others who have lost their name and their fame but are still called upon when someone wants a violent and destructive change. They are called the Vadrudi.

Vadrus was infamous among the Yelm cultists because he was such a determined enemy of the Sky Gods. It was Vadrus who first led Vadrudi armies across the surface of the world to seize wives for themselves. From this illicit union sprang the first of the hill-loving humans who worshipped the Storm Gods in the Golden Age.

One of the famous followers of Vadrus in this period was a Kolati named Aerlit. He was assured fame when he spied Warera Triolina sunning herself upon the shore of the Neliomi Sea. Rather than rape, he carried her away with love, as is befitting the sea-women. Their child was Malkion, the prophet god whose travails brought him the inspiration he gave to his people. They called him the prophet of the Invisible God.

Vadrus continued his mighty wars, leading the forces of his brothers to victory as well as defeat. Vadrus was present when Storm Bull descended from the Spike with his sons and settled in the verdant land of Prax. Vadrus was leading a warband of Storm Gods against the mortal races of the world when Aerlit saw the immortal vision of his wife.

Vadrus was destroyed during the Gods War by the forces of Chaos. His fame was so great, though, that he is still remembered, and there are still some of his great magical tools and weapons found among the gods and heroes.

VALIND

Valind the God of Winter is a son of Vadrus and a slave goddess. Valind is the source of the winter powers that sweep over the earth from the north.

When Orlanth conquered Vadrus and the other Vadrudings, Valind swore loyalty to the Storm King, and took possession of his father's palace in the far north. Valind remained cruel and destructive, and created the Great Glacier that grew larger and colder until it conquered much of the world in the later Storm Age.

GAGARTH, THE WILD HUNTER

All the children of Vadrus were alike in one way: they all carried a part of their father to excess.

Gagarth was called the Most Wild Wind, and when his crackling attacks laced the air there was sure to be suffering. Gagarth and his power-hungry band whipped across the face of the earth and the sky, bringing pain and vengeance wherever they went.

The Wild Hunter was no friend even to most of his kin, especially after Vadrus was killed and broken into pieces which did not reknit. In the Storm Age, he fought Orlanth many times, even though Orlanth was most often victorious. Finally, Orlanth caught his nephew and stripped him of many powers, and sent him to haunt the unwanted places of the air. Even since, Wild Hunter is sometimes called Lost Wind even though his excursions into the world continue.



Map based on God Learner sources depicting the realms of the Lesser Darkness or Storm Age.

MOLANNI

Molanni was the daughter of Vadrus, and certainly acted like an Air Goddess, but where her brothers were changeable and violent, she was unmoving, like the air which is sleeping, hiding, or ill.

She took as her lover the enemy of her kin, and found no shame in that. But the child of that union was a false one for the world, whatever the cause for that union.

DAGA

Molanni and Yelm begat Daga, the God of Drought. This empty god stalked the world in the Gods War, and in the Age of Terror this was a specter which crowded eagerly into the world which was dying of Chaos and fear. Orlanth fought it often, but when he went to free the sun, Daga took the throne of the storm and placed his mother in the center of the universe.

An Orlanthi tale tells how Barntar the Plowman, a son of Orlanth and Ernalda, put aside his plow and took up weapons to fight Drought. He sought the friends of his father, as was proper, and he found there a god named Heler who had pledged himself to Orlanth many ages

before. So, Barntar learned some spells which brought the powers of Heler, also called Rain, to his fields again. In this way, there was some relief from the drought.

Daga was finally defeated when Orlanth, replete with thunders and lightnings rolling across the horizon from the east, was resurrected in his mighty Lightbringers' Quest and brought the world back to life.

Since that time Orlanth has often used his kinsman to punish his foes, or even his followers if they need it. Daga is otherwise kept in an iron jar on the lock-bed of one of Orlanth's sons, or else lives in a cursed shack upon the edge of the world until summoned.

HUMAKT

Humakt, the God of War, epitomizes many of the traits of the Air Gods, and his mythology is a long and unfinished tale of woe. Yet amid the multiple agonies which the God of Death bestows, this god also reveals a glimmer of hope. Humakt was the fourth son of Umath. In his youth, he lived upon the mighty Spike with the other gods. There, like many others, he studied the arts of Kagan Tor the God of Endings. Such was the innocence of the Golden Age that the future war gods learned the arts of weaponry as

pleasant sports or gentlemanly contests. There were many famous beings then, including Urengerum the Archer and Hastatus the Spear, children of Yelm; Zorak Zoran, scar-visaged god of Darkness; Wachaza, the Son of the Sea; and Erinlari the Axe, who later became a weapon.

Humakt idealizes the honorable intentions and beliefs of the Air Gods with a single-minded intention and direction. Honor to Humakt is like air to the other Storm Gods, and as long as honor and storm raged together then Humakt was foremost among the fighters of his family.

Humakt was also present at the battles which were not fought particularly by Storm Gods, but were just fights of great note. For instance, he is listed among the combatants in an elf-myth of early times when they raided the depths of hell to punish some trolls. It is not clear which side Humakt fought on.

Humakt is most noted for the extremes to which he carried his business. Though there were fights before, and even killings, there had been no permanent deaths. Maimed or dismembered beings would always knit themselves together again, perhaps aided by friends or strangers. Humakt put an end to all that when he brought forth, from the Darkness, the power called Death. This was either in the shape of a sword or Humakt fashioned it into a sword, for none doubt that it was a blade that slew the two most famous victims of myth.

In the Gods Age, Grandfather Mortal was the first to die, and he retired into the Darkness. Others then followed his path, and all who are related to him have the curse, or the blessing, of Death as a result. Everything which has died since Grandfather Mortal was slain must also follow upon that path which his soul took into the dark.

Humakt was proud of his new weapon, as all warriors are proud of their skills. He felt no dishonor in doing his duty, but he felt that this power should not be in the hands of any other being, not even his own brother Orlanth. Orlanth claimed kinship ties though, and said that any brother would aid another by lending a weapon for a while. Still Humakt persevered and gripped his blade tightly. It was not until Eurmal the Trickster came, who had led Humakt to the blade the first time, that Humakt's grip loosened and the Trickster stole it from his fingers. Whatever it was that Eurmal had left in Death's place continued to kill, and Death proliferated throughout the world. Thus, have men ever been the victims of war.

Orlanth took the blade and slew the second most famous victim. This was the resplendent Yelm, Emperor of the Golden Age, who had insulted Orlanth and engaged in a duel of skills as a trial of innocence. Yelm showed off his far-shining arrows, and rays of light pierced the clouds which covered the earth. Then Orlanth took his weapon, Death, and killed the Sun God.

Humakt found Orlanth's actions to be detestable, and found it tragic that kinship could cover the shame of theft and deceit between the brothers. Humakt saw this as a weakness among the Air Gods, and claimed that it forebode poorly for all if it continued.

Humakt claimed further that he would use his power as the God of Endings and sever all his kinship ties with the Air Gods and with most of those he named in his prayers.

Nothing could ever change such a pronouncement from Humakt, and so the severance was made. Humakt was no longer a kinsman of the Air Gods, though he usually remained their friend. There was no enmity between the kin, and they often fought side by side.

Yet, ever afterwards there was a great change in Humakt. He no longer had airy powers, not from wind or spirits. Instead he maintained his stern demeanor and humorless attachment to honor and the warriors' code. The world is fortunate that it has such death-dealers to kill for life and to make war for peace.

ORLANTH

Orlanth was one of the later deities to be born. He emerged from among the gods as one of the most powerful. He typifies the lifestyle of the tribal hill dwellers and is generally worshipped wherever such people live. In general, Orlanth leads the life of a successful hill chieftain, surrounded by warriors and servants.

Orlanth is at the center of a large pantheon of deities. He is the single most important of them all and his wife, Ernalda, is second. This divine pair is surrounded by lesser deities, associated deities, and nameless spirits who have their places in the cosmic scheme. Their combined cult is called the Religion of Orlanth and Ernalda.

It is critically important to understand that Orlanth is responsible for the cosmic scheme. He made it what it is with his strength, and his virtues keep it that way. He claims, by right of his deeds, overlordship of the universe.

Orlanth's cult provides guidelines for its members to follow in determining their activities about themselves, their society, the cosmos, and the "great mystery of being." Participation in the cult of Orlanth makes a person a full citizen of the universe.

It is common for people to speak of three or four well-known aspects of Orlanth as if they were comparing different gods. In some cases, they are treated as different gods with competing priesthoods, religious prejudice, and snobbery. Furthermore, there are many lesser-known "forms" of Orlanth which are subcults also coupled with his name (such as Orlanth Goodvoice, Orlanth Heler, Orlanth Odayla, and so on). These overlappings are simply a sign of the complexity of Orlanth. The combination with the subcults often means that the two gods are worshipped in one temple. They might be together, as one deity, or separate, as two. If they are treated as one, they may use the holy days from the subcult or the Orlanth standards. Orlanth's fringe activities, as defined by the subcults, give a real sense of the god's abilities and achievements.

There are four well-known "overstructures" of the Orlanth religion. Each can be treated as semi-separate deity, or be combined with other aspects.

Orlanth Thunderous is Orlanth's aspect as the weather god. His attributes are primarily atmospheric phenomena such as cloud, wind, and the thunderbolt. His interests are primarily fertility and life-oriented, and he is a god of farmers and herders. He is worshiped with Ernalda as his wife. Heler, God of Rain, is always nearby.

When known as Orlanth Adventurous his skills as a poet, fighter, and lover are renowned. Ernalda is often present as only one of his many lovers. His friends are all battle companions, such as Humakt and Storm Bull.

As Orlanth Rex he is praised as the supreme King, and his worshipers strive to emulate his regal skills. He knows justice and leadership, fine rhetoric, and other skills needed to rule.

Orlanth Lightbringer is the mystical and Heroquesting aspect of the god. It shows the god at his prime, in the midst of dangers that often cannot be beaten. He is tested and bested. His virtues are rent and tattered, but his vision holds true for all questers, and in the end the rewards are greater than all the pain and loss suffered to gain them.

Many lesser gods and spirits are attached to his cult. His religion is one of the largest and most complete in the world, as is only fitting the King of the Gods.

The constellation of ten orange stars (prior to its three-year disappearance that began in 1621, it had seven orange stars) that spiral around a central green star is widely known as Orlanth's Ring. It is a unique, celestial phenomena that slowly spirals up the Sky Dome over a seven day period, only to disappear for seven days after it reaches the top.

ORLANTH'S MYTHS

Orlanth's myths strongly defined the Hero Wars and thus deserve greater attention than that of other gods. Such a complex deity has many tales to consider in his development and it is impossible to list even the major ones here. Instead, I wish to convey the best known or the most significant tasks in illustrating the nature of Orlanth.

It is useful to keep watch for the Six Virtues of Orlanth at work in these tales. They are marked as the highest ideals for an Orlanthi to follow. They are: Courage, Wisdom, Generosity, Justice, Honor, and Piety.

The mythology of Orlanth can be broken into three general portions. In the first, the Youth of Orlanth, the god is not important to the world but he is busy forming his future. In the second, the Age of Storm, Orlanth displays his powers in mighty struggles with his kin. The third, the Great Quest, shows his highest achievements; attempting to meet his greatest responsibilities.

THE YOUTH OF ORLANTH

Orlanth was the last son of Umath, born after the depredations of the older, more brutal Storm Gods had begun. He inherited the reputation and manner of his brothers, and had enemies before he ever did a thing.

Orlanth's first actions were typical of his life to come. While playing in the Whistling Caves of his mother, Orlanth raised the wind abruptly to see if he could knock down his brother, Yinkin. He did, and blew the shadow cat out of the cave, tumbling hundreds of feet down towards the rocks below. Orlanth flew to the cave mouth and leapt through space to the rescue. It was not the first time that Orlanth caused a disaster only to save the situation in the end as well.

Orlanth spent some time aiding his brothers in their pillage. He was, for instance, with his kinsmen Vadrus, Humakt, and Valind when they surprised the army of the Manthi sea-men and swept it from the inland seas of Genertela. Since that time, only a few interior regions have ever been populated by merpeople.

He performed other deeds as well. His contests with Yelm are famous. Three in particular, the contests of Dancing, Music, and Magic are often cited. In all three cases, the judges ruled in favor of Yelm rather than Orlanth. It was during this early time that Orlanth first became enamored of Ernalda whom he swore to free from the clutches of the Bright Emperor.

It may seem surprising that Yelm, the Emperor of the Universe and Keeper of Law, should deign to contest with an upstart barbaric god sworn to seize the Crown of Rule. Apparently, Yelm sensed the threat to his worship and accepted the problem as part of his office.

One noted fight of Orlanth during this time occurred when he was surprised by a pair of famous troll heroes, Gore and Gash. He fought his way free of them and broke Gore's legs.

The most famous act of Orlanth's youth was when Eurmál, a friend, stole the sword Death from Humakt, Orlanth's brother. Orlanth used it only once, and then to very good effect. In a final contest with Yelm, that of weapons, Orlanth struck down the Bright Emperor with Death, and removed the single greatest source of Light from the cosmos. This plunged the world into the (Lesser) Darkness, or Storm Age.

THE STORM AGE

The first part of the Storm Age is filled with the Storm Gods seizing more and more of the world. The cosmos was so shaken that the seas splashed mightily upon the land then receded. Parts of the earth fell away while others rose defiantly to fight the air.

The Storm Gods persevered, and as the winds rose the temperatures fell. The gods of the waters were more and more encroached upon or robbed, particularly by Valind, the God of Winter, who spread his glacial sheets farther and farther. Even before the more powerful foes were quenched though, the Storm Gods had turned upon each other. Vadrus in particular found his brothers the only remaining opponents worth the sport.

Orlanth often fought his kin though it pained him deeply to do so. When Storm Bull bullied Yinkin one time,



Orlanth and Aroka. When the dragon Aroka swallowed the rains, it was Orlanth who determined to bring back the fertile waters. Orlanth journeyed to fight the dragon and forced it out of its lair with the Darkwind. Armed with a sack with the Four Winds in it, a klanth, a twisted vine which held the Upper Wind, and a leather rope which held the Lower Wind, Orlanth defeated Aroka and brought the life-giving rain to the land.

he grew arrogant and also attempted to fight Orlanth. Orlanth defeated Storm Bull soundly using only a lariat and a sharp stick. Ever since that time Storm Bull worshippers have disliked the Orlanthi, but they will usually submit to their orders when pressed. Orlanth likes his rough brother because of his Chaos-sensing skill, but doesn't feel that he has to put up with his unruliness. Kolat was unwavering in his loyalty to Orlanth and the Seven Winds and other kolati are portrayed as Orlanth's loyal servants. Orlanth offended Humakt so mightily that the sword-god disavowed all kinship with the winds. Orlanth also had a famous foe in his kinsman Thryk, a son of Valind who is often called Winter Giant. Vadrus and his kin were more like enemies than kin. Gagarth especially assailed the realm of Orlanth and Ernalda. Again and again, Orlanth drove him off.

Another famous struggle of Orlanth's was against Daga, God of Drought, noteworthy since it was kinstribe, endangering Orlanth since he had to also go to fight Aroka the Blue Dragon.

Orlanth fought Aroka the Blue Dragon when the monster swallowed Heler and deprived the world of rain and fertility. Orlanth spent some time preparing for the fight by praying to the Greater Powers (presumably the Celestial Court) and eating Splendourbread and drinking Soma. With Kolat's aid he got the Six Winds. Further, he also brought his Thunderbolts and the Shield of Arran. The

fight was fierce for both parties, but in the end Orlanth won and ripped the monster asunder, drowning the land in water, blood, and mead.

Inside the dragon Orlanth discovered Heler, the Rain god, who later proved to be a loyal friend. Another time would see Orlanth's son, Barntar, seek Heler's aid to fight Daga again.

Orlanth slew a far greater dragon named Sh'harkazeel, called the Mover of the Heavens. This dragon was the primal Cosmic Dragon and older than the gods. When the Young Gods disturbed its meditations, Sh'harkazeel made ready to devour the gods. The gods appointed Orlanth their champion and acclaimed him king. Orlanth slew Sh'harkazeel and cut the Mover of Heavens into pieces. The spine became the Dragonspine Mountains, the blood flooded the seas, and Orlanth took the Green Dragon's Head as the source of his Dragon Power. Orlanth then placed the body of Sh'harkazeel in the heavens as the Star Dragon.

In Sartar, Argrath and his Orlanthi priests say that when Orlanth confronted Sh'harkazeel, the Mover of Heavens first spoke with his would-be-killer. After learning magical secrets from the Mover of Heavens, Orlanth performed the sacred utuma for Sh'harkazeel, releasing the Cosmic Dragon from the world and allowing it to rejoin eternity.

Another famous quest was when Orlanth sought Dal-iah's Well of Wisdom. He fought or thought his way past the outer guardians, and at last came to the Baths of Nelat.



A fresco from the Sacred Palace of Nochet depicting the courtship of Ernalda the Earth Mother by Orlanth the Storm God. Orlanth is destructive and ferocious, Ernalda is seductive and generous. Note the lush and beautiful landscape on the side of Ernalda while Orlanth's side is rain and storm.

These baths were tests of purity, which would dissolve anyone who did not merit their powers. Orlanth suffered mightily, but was helped by friends and his own powerful virtues. He passed through the region and, after more dangers, finally found himself at the Well of Daliath. There he fought against Magasta and/or his son. Both combatants lost something there, but Orlanth succeeded in gaining a sip of the sacred drink from Daliath which brought him access to true Wisdom.

Orlanth also fought the remaining Light gods and the troll and Darkness Gods. Another fight was at the Hill of Gold where Yelmario was hurt by Orlanth then critically wounded shortly afterwards by Zorak Zoran who then stole Yelmario's heat powers. Another combatant there was Inora, also called the White Princess or Snow Goddess.

ORLANTH'S WOOING OF ERNALDA

An entertaining tale is told about the relationship between Orlanth and the Earth, here shown as the goddess Ernalda. This story explains how Orlanth got to parcel out farmlands which, we would suppose, is the right of the Earth Goddess but which was, in fact, the right of the Orlanth chieftains in those regions where farming was practiced.

When the world was young the sons of Umath strode the earth to choose what wonders they would take for themselves. Orlanth, an innocent child, was taken with the colorful and tickling life that sprouted from the bountiful earth. He went to Ernalda and said he wanted the earth.

Ernalda: "My earth? How flattering
That you, the future lord of the world, would want the soil
And its treasures.
You are wise, my lord.
Are you generous too?"

Orlanth: "Orlanth Openhand is one of my names.
All gods can speak well of my generosity,
Especially you, Bountiful and Beautiful.
Take this, my bullroarer.
Roar it when you want me: I am yours."

Afterwards Orlanth went to his brothers with his present, but when they looked closely upon it the grasses and flowers upon it were whipped and torn about, scattered in all directions. The Storm Gods, tired of their plaything, tossed it back to Orlanth and laughed at his worthless gift. Angered when nothing returned to the bare earth Orlanth returned to Ernalda.

Orlanth: "Liar! Perfidious Trickster woman!
No fishwife, no slave woman, should treat me
Like that! I am mocked, shamed, cheated.
I am also angry, powerful, violent.
Shall I show you my powers?"

Ernalda: "Oh most powerful and horrible master;
King of Creation and Render of Terrors.

*Mercy please, let me repay you.
Twice the gifts I will trade back for my earth.
Are you just? Can you see value?"*

Orlanth, not wishing to appear unjust, agreed to accept two presents back for the return of the worthless and barren earth. Ernalda gave him his bullroarer first, and he was pleased since it was certainly a gift fit for him. The second gift was the corporeal love of the great goddess, a simple and highly ecstatic thing which Orlanth never suspected might exist. Awe-struck and dumbfounded, Orlanth returned happily to his brothers. The other Storm Gods again laughed at Orlanth.

*"Dupe and fool, woman's wiles
Will ever turn your head from sense.
Look at that worthless present you returned!
Simple is he who makes deals without scrutiny."*

Their words seemed truth. The earth which had been blown bare was again covered over with luxurious growth. This time it was ever thicker in some places, like the higher lands where trees had never grown before, or the dryer lands where grass had not been before. Orlanth was incensed. In a blind rage, with roarers roaring and hail pelting, he thundered to Ernalda again.

Orlanth: "Pitiless liar! Deceiver and foolmaker!
My heart will turn and my eyes will be opened
If I let you dupe me again.
That was not trash which you took from me!
I was robbed. You are the Taker."

Ernalda: "Powerful master, Shaker and Beater,
You abuse me, you are unjust.
I did just what you told me, I don't lie.
Would the land bless me if I were so untrue?
Are you wise enough to see?"

Orlanth: "I see many things: Each thing you give me
Is less in my hands than in yours,
Is not what you told me it was,
Is useless to me and mine.
I see black spots of anger before me."

Ernalda: "Great God, Keeper of Kin,
Clear the spots from your mind: look again.
One half of the wonder is yours!
Your rain, fruitful wonder, spread my beauty.
Be worshipful: Help keep this bounty eternal!"

Orlanth: "Great woman, bountiful bosomed,
Too many tricks have you given,
Too many deceits have I taken.
Give me honor, give me Justice.
The Storm God's anger is deadly."

Ernalda: "Have pity great god. Look again!
I need your aid for my bounty.
I need your aid for protection.
I need your presence for my happiness.
I am weak, I need help, I am yours!"

Orlanth, still wary, refused at first, but demonstrations of Ernalda's powers convinced him of the value of staying. Shortly after that he accepted his fate. Ernalda and Orlanth then instituted the marriage vows of their religion and took oaths to the other. When Orlanth's brothers laughed at him the god ignored them and took refuge in the sweet secrets of his wife.

COSMIC KINGSHIP

A COMPARISON AND CONTRAST OF YELM AND ORLANTH

Two deities in Glorantha claim the kingship of the universe and exercise some part of that sovereignty. Both rule parts of the world and part of the races of mortals. Both are jealous rivals who claim the only legitimate ruler's rights, and state that those rights actually stem from different sources. These gods have spent all their existence, before Time in mythos and after Time in history, in defending or advancing their claims. They are doomed to a reality of eternal conflict over which one of them is right.

Yelm's sovereignty stems from himself as the ultimate authority and source for the Divine Light and Order of the universe. He is the incarnation of the 'rightness' of the world, and without him there is no hope or order. All authority stems from him and can be gained only by him (or his designated agents) granting the rights upon some individual. Obligations are those of the follower to his leader, and anything which the follower benefits from this is a natural result of his adherence to the authoritative system of which he is a member. The follower has rights which are considered to be unalienable as long as he conforms the natural system of order which the Yelmic leaders support and incarnate.

Orlanth's sovereignty is, by nature, less centralized. This makes it, by definition, less ordered and hierarchical. It stems from the voluntary appointment of an individual into a position of power. It is inherent in the nature of people to find it difficult to agree together and this is reflected in the stormy and tumultuous ways of the Airy Gods. Strength and the right to rule stems from below, and the primary obligations of a leader are to tend to the needs and desires of his people and to protect them from the world's reaction to their desires.

Contrast that to Yelm, whose leaders are obliged to uphold the ways of the universe and to intermediate between the implacable ways of the world and their meek followers.

Justice is the primary motivator in the scheme of both Orlanth and Yelm. However, Yelmic leaders uphold justice by living it and being the source of it which is distributed to their followers. The Orlanthi, however, enforce Justice by armed might, being confident that they can change things to their way rather than changing their ways to suit the world.

The Lightbringers' Quest is the single greatest undertaking which managed to unify other cosmic events enough to bring about the resurrection of a dead world. Many other deities had struggled as mightily and suffered as much, and the world would be a sorrier place without their extreme efforts, but the Lightbringers' Quest was unique in that it moved through the realms, tying them together and making important links in a world falling apart. When the Great Compromise was reached and evil was devoured, the renewed energies of life flowed through the channels forged by the Lightbringers.

It is commonly believed that there were seven Lightbringers: Orlanth, Issaries, Lhankor Mhy, Chalana Arroy, Eurmal, Flesh Man, and Ginna Jar. Sometimes however, other deities or people are mentioned as being with these greater gods. It is as if these mighty saviors were attended by many lesser creatures along as a retinue. Such honor would be as natural to the gods as it would be for an earthly king to bring servants on a journey. It is likely that most of these lesser beings were killed off during the quest. It is also known that some beings joined the expedition along the way and then left before it was over, voluntarily or not. These beings were generally helpers of various sorts. There were also many enemies who appeared once or, like Canis Chaos, tracked the weakening gods through the darkness for many encounters.

The path of the Quest is long and there are many versions of it. Most have the most significant facts in common, and this description deals only with those aspects of the Quest. They agree that there are five major parts to the Lightbringers' Quest; stages in this journey through myth.

The Westfaring was first. This was a journey from the center of the world toward the west, across the debris of the seas and the earth during the Great Darkness. Chaos monsters laid ambushes and raised armies to meet the gods. The dying Western Ocean was traversed with the help of the Turtle God. The Lands of the Luatha were filled with hostile demigod races, and Rausa, bloody Goddess of Dusk, hated Orlanth for slaying her father, Yelm. Once inside the Castle of Dusk, they found at its center the key and gateway to the Underworld.

The Long Descent was next. Sometimes the path was clearly visible because Yelm's blood still glowed and Dark shapeless things fed upon it and preyed upon unwary travelers. More and more foes were attracted to them by the scent and feel of Life the deeper into the Underworld they went.

The Underworld was the object of the Quest, a place of gloomy truths; dark, secret realities; unmoving death; and poisonous, stale certainties. Orlanth and his party worked their way through this fetid realm and found the Halls of the Dead at its center.

At the door was King Griffin, crippled now, dragging a wing. Orlanth heard laughter from inside and strode boldly up and spoke to the godling.

*"Whose hall is this,
So merry in the Darkness?"*

The Ancestor of Griffins said:

*"That is the laughter of Despair, the daily drink here.
It would sound joyous to only one being — Yelm's murderer!
Begone. I doubt the Weeping Emperor will be glad to
see you."*

But Orlanth was in no mood to discuss this.

*"Step aside Gold-Griffin, or announce my presence.
I've come too far to argue with a servant
And I must warn you that killing you again
Will be no trouble for me."*

Orlanth entered boldly, but Yelm treated him with coolness. Orlanth made his bid for friendship; Yelm made his demand for atonement; Orlanth made his demand for recognition; Yelm made his requirement for proof; Orlanth made his promise of the future; Yelm made the demand of trial by combat; Orlanth made his song of Truth.

Orlanth then suffered the Requirement for Proof: a searing, burning shower of the acidic hatred of all Orlanth's foes present. He was scorched and tortured but, as in the Baths of Nelat, he survived. Barely.

Then Orlanth underwent the Trial by Combat, and fought all the Keepers of the Gate. These were monsters which had kept all the Dead imprisoned in the Underworld. Orlanth would have been doomed to live in the Underworld forever but for the aid of his other friends, for he had been destroyed. Only the love and compassion of Chalana Arroy could bring him back.

After that, all the gods prepared for the awesome Ritual of the Net, led by Arachne Solara, in preparation for the coming of the Devil.

After these ordeals, Orlanth and his companions went through the next stage: the Dangerous Return. Orlanth and his friends were lucky, though, for this was less dangerous for them than it was for Yelm and his crowd. Then the gods gathered again, at the newly made Gates of the Dawn where the ghostly gods of time were already vanishing into the future. Dawn began.

The last part of Orlanth's heroquest is the Return. This is where he spread his secrets and life about the world, driving out the last of the emptiness. He then took his rightful place upon the throne of the world.

BARNTAR THE PLOWMAN

Barntar the Plowman is the son of Orlanth and Ernalda. He typifies the hard-working farmer's tasks at the plow and the field. Gustbran made the first plow for him, and he performed the same feats as Orlanth's Bull-taming to make the first ox-team for it. Another time he struggled against Daga, God of Drought, and sought the aid of Heler, God of Rain, to combat the problem. Barntar's wife is often said to be Mahome, Goddess of the Hearth, who typifies

the domestic tasks of cooking, sewing, and so on, though she is often called a thrall of the gods.

CHALANA ARROY

Chalana Arroy is the daughter of Glorantha herself. Her father is unknown. Even in the earliest myths she is always the same, already showing the depths of her character. Noted for kindness and purity, she aided Orlanth, Yelm, Hykim, Ernalda, and others in many tales. Her son Arroin, beloved by all the world, was begat by one of these gods, but the exact father varies with the myth.

When the Darkness came and the Spike exploded, Chalana Arroy met with her son in the center of the world. There they found a being they could not heal, for it was dead. Chalana Arroy decided that passivity no longer worked, though her son urged her to keep her purity for the sake of the cosmos. While they debated, they were met by Flesh Man, who was witless from seeing the death of the world even before it was over.

Arroin tried to heal the fugitive with healthy magic, but Flesh Man still fled. Chalana Arroy laid aside her passivity and acted. She left her son and followed Flesh Man to search for and heal the Wound in the cosmos. While so seeking, she became one of the Lightbringers, and went to Hell to return Emperor Yelm to power.

Arroin stayed behind, protected by every living thing that could help him, and helping everyone whenever he could. Even so, his fate was wretched, for he attracted the emptiness of Chaos to him, and each time he tried to heal Chaos his magic powers broke. He was wounded continually, and at the end lay close to death.

When Chalana Arroy returned with Yelm and Orlanth to make the new world, she found and healed her son. But his powers were never the same.

Her worship is widespread, for everyone desires her blessings. She is called Erisa by the Pelorians. During plague or famine, she is even more popular. Worshipers of Chalana Arroy practice total non-violence and take an oath never to harm a living creature. Cult members are vegetarians and do not sacrifice animals to the gods. Some sweep the ground of insects and other small animals before they tread. Cult members also swear to aid all within the limits of their ability, showing favoritism to none.

ELMAL

Elmal was a son of Yelm who became Orlanth's loyal steward. When Orlanth departed on his Lightbringers' Quest, he named Elmal to rule the world while he was gone. Elmal defended the last flickering lights of the world against Chaos and was wounded, battered, and weakened many times. Yet Elmal never faltered, and he survived as a last light in the Darkness until Orlanth and the other gods returned with the Dawn.

The Elmal cult in Dragon Pass came under tremendous influence from the solar religion of Dara Happa, until Monrogh Lantern revealed their god to be another name for Yelmalio. The Yelmalio cult has now eclipsed the native Elmal cult.

EURMAL

Eurmal is the Trickster. He has been born many times. No one knows how many. Most people say it has been too many.

Eurmal goes by many names and many shapes. He is a liar, a shapeshifter, a joker, a murderer, an innocent victim, a ravenous glutton, usually insatiably selfish but occasionally touchingly generous. He is a paradox and a mystery, or else too shallow to be real. His life and stories are jumbled, though the God Learners discerned or imposed an order upon them.

At first Eurmal was mischievous, but harmless. He pulled pranks, such as letting a tangle of boggles loose at Yelm's feast, but there was no harm in him. Since Death had not yet come even the worst devastation was only a temporary annoyance to the gods and First People, who reformed themselves and continued their lives.

The growing confusion of the Gods Wars made Eurmal's impact more widespread. His jokes changed on the world, and many fearful gods blamed their problems upon him. He became the scapegoat for the problems of the world, and from that time everyone began to hate, fear, and despise him. One time, Vadrus chopped him up and fed him to chickens, hoping that he would be reborn as a harmless bird.

Eurmal became disgusted with the hypocrisy of the world and vowed that it deserved to be destroyed. He became Eurmal the Destroyer, and set upon a deliberate path to assist the demise of the universe. His most critical actions were to facilitate the discovery, use, and continued reuse of Death. He murdered Grandfather Mortal and brought Death and fear to all mortal races.

Despite his former success at destruction, or maybe because of it, Eurmal sought to halt the process. The Theyalans say Orlanth forced him to do this. In company with other friends of the Storm God, Eurmal trekked through the Underworld and succeeded in the famous Lightbringers' Quest.

Since the Dawn, the Trickster has achieved no great success. Everyone remembers his inconsistency, his infidelity, and his gross social habits. Even his friends only grudgingly acknowledge his actions to save the world. He is given enough worship to maintain his many shrines.

The Second Age saw the realization of a great dream. Hofhados the Nonwise, a God Learner, privately financed the construction of The Temple of United Eurmal. This was a collection of all known Eurmal shrine types. The experiment worked, though no new spells came to light from the massed worship of thousands of initiates. But it was judged a failure by Hofhados' peers,

because of the overwhelming influence of the disorderly god and his minions, each of whom performed one or two catastrophic actions for their favorite city, movement, or friend before being caught and condemned by local authorities. Hofhados himself was trapped into an inescapable feast, where all other guests were boggles and madmen. He is still there. Without his support, the temple went bankrupt and was condemned to be razed. However, the land of Slontos sank beneath the sea before the demolition. Some tricksters claim that their cult did it. Since the defending tricksters also went beneath the waves, many people doubt their claim, or counterclaim that they got their own justice.

FLESH MAN

Flesh Man was a mortal man who had been driven mad by Death. He had seen Grandfather Mortal die, and then he saw Yelm die, and then he had seen a vision of the death of the whole world. He led the Lightbringers into the Underworld, where he was slain. Death did not end his quest, for he was drawn to the Halls of the Dead. He helped make the Great Compromise, which is why all mortals have both Life and Death.

GINNA JAR

Ginna Jar is the most mysterious of the Seven Lightbringers. Ginna Jar is an enigma, occasionally personified as male or female, occasionally reaching out to assist or interfere, but never taking form. She has no cult.

Ginna Jar is the ghost of Glorantha, the Great Goddess of the Cosmos who had once headed the Celestial Court. Upon the completion of the Lightbringers' Quest, Ginna Jar disappeared and Arachne Solara was revealed.

HELER THE GOD OF RAIN

Orlanth fought often against the powers of the waters and usually overcame them. Orlanth destroyed some of those gods, enslaved others, and became friends with the rest. Heler is a god who became Orlanth's loyal, if subordinate, friend.

Heler has a mythos previous to his involvement with Orlanth. If both that story and the Barntar story are to be believed, it seems that Orlanth destroyed Aroka and freed Heler, but Barntar brought him home.

Heler, like many of the Water Gods, is blue in color. He is usually depicted as being quite handsome, and at least one tale tells of an affair between the blue hostage and his owner's wife.

Heler is occasionally depicted as a militant deity, but rarely portrayed as an effective one. He is much more important as an aide to Orlanth. His name is a watchword for loyalty among Orlanth worshippers, and to be "staunch as Heler" is a high compliment.

ISSARIES

Issaries is the Talking God, Lord of Trade, Guardian of Roads, Messenger of the Gods, and the psychopomp of the Orlanthi. He is the son of Larnste and Harana Ilor who gained the protection of Orlanth during the Gods War. Issaries was found in various places and roles during the Gods War. Sometimes he was a conciliator, as when he settled an early argument between Yelm and Orlanth. He was sometimes aiding war, as when he taught Orlanth the magic of poetry in exchange for protection. Issaries joined the Seven Lightbringers and set off to find the light of communication with which to rekindle the world.

Initiates of his cult are merchants and heralds, protected by their god's reputation and power. The cult language, Trade Talk, was spread by the God Learners and is spoken as a second language in much of Glorantha. Issaries is often worshiped apart from the rest of the Orlanthi pantheon and his cult can be found throughout most of the civilized world.

LHANKOR MHY

Lhankor Mhy is the god of the Grey Lords, the sages of Glorantha. Keeper of the Laws, Scribe of the Immortals, and History Singer are his titles. Lhankor Mhy can discern and state the Cosmic Law that rules the gods, and the Laws which worshipers must follow to survive. He invented writing to allow others access to his thoughts and wrote the Eternal Book that contains the foundations of all knowledge.

Lhankor Mhy is one of the Seven Lightbringers, and during that epic quest he inherited, found, fought for, and stole many pieces of the old powers. He preserved them safely until Time began. He even holds the sacred Stone Scrolls, forged in the Underworld to hide the secrets of the Compromise from immature souls. Even so his knowledge is not complete, and he and his cult ever thirst for more.

ODAYLA THE HUNTER

This is the son of Orlanth and the Lady of the Wilds, an obscure minor deity. The tales told of him are very much like those of other hunters, especially the Found Child cult. However, this is always an Orlanth deity, and usually counted as his son. A major difference is that this cult replaces Found Child's dogs with shadow cats.

MASTAKOS

Mastakos is Orlanth's charioteer, captured by Orlanth at Daliath's Well of Wisdom. Mastakos continually travels over the entire world, but whenever Orlanth calls him he instantly appears to serve him. Once Mastakos traveled from Kero Fin to the Black Isle of Inspiration in only eight steps.

VINGA

Vinga is an aspect of Orlanth, the warrior goddess for women who take upon themselves the violent and deadly tasks usually done by men. In some stories, she is the daughter of Orlanth and Ernalda; in others, she is Orlanth in female form. She wields Orlanth's weapons and is one of the most warlike of the Thunder Brothers.

VINGKOT THE VICTORIOUS

Vingkot is the son of Orlanth and Janerra Alone, born in the Storm Age. He is often named as one of Orlanth's champions and was considered the fourth greatest warrior of Orlanth's household (the others being Humakt, Storm Bull, and Vadrus).

Orlanth made his son Vingkot the king of the mortal world and gave him a magical Sword and Helm that granted him victory. Vingkot married two daughters of Tada, the ruler of sacred Prax, called the Summer Wife and the Winter Wife, and his children with them were heroes and the founders of the Vingkotling tribes. His oldest son with the Summer Wife, Kodig, was born at Nochet.

Vingkot was killed fighting in the Great Darkness, but his body was immolated so his soul would forever be free and within the call of his descendants and followers. Before he joined his father, Vingkot made Kodig king of the Vingkotlings and gave him the Sword and Helm, which Kodig in turn passed on to his heirs—the royal clan of the Kodigvari. Kodig's dynasty ruled from their palace in Nochet, and the Kodigvari claimed Esrola's rich land.

The Vingkotlings were great warlords and magicians. When the seas retreated before Orlanth, the Vingkotlings conquered much of the world and warred against the growing Darkness.

The fifth and last king of the Vingkotlings was King Rastagar, a flawed man who insulted his wife and feuded with his own council. His wife plotted with his champion to bring down the proud king. They betrayed Rastagar and stole the Sword and Helm. When the king mustered his army to defend his kingdom against an army of Chaos, he discovered the loss; at the battle called the Last Royal Betrayal, part of his army deserted him, leaving Rastagar and the entire royal clan of the Vingkotlings to be massacred. The Esrolian Grandmothers, widows from the battle, seized power for their own protection and chose a queen to rule from Nochet.

VORIOF THE SHEPHERD

Voriof is the son of Orlanth and Ernalda who is said to tend Orlanth's sheep, and who is invoked by everyone to protect their herds in the pastures. The sheep are said to be water animals which were stolen by Orlanth, presumably because their fleeces are similar in appearance to clouds. Voriof learned his arts from an elder sibling named Varnaval, who was also a herdsman.

YINKIN THE CAT

Yinkin is the god of shadow cats. He is an old friend and half-brother of Orlanth and they appear often in adventures, especially during Orlanth's youth. The Yinkin cult is associated with that of Orlanth, and cultists raise and train the special animals used by Orlanthi everywhere. Many families trace their ancestry to Yinkin.

THE LORDS OF TERROR

THE BIRTH OF CHAOS

The growing instability worsened conditions for gods and men who craved peace and security. The initial disruptions were hastened by Ratslaf, god of Disorder, and his race of creatures called Boggles. Some blame everything on Ratslaf and his followers, but such blame only shifts attention from the real culprits, the gods themselves, who persisted in acting against their own welfare.

Gradually there came to be other things in the world. At first these creatures seem to have seeped through cracks in the world's logic, oozing through and infecting the surface and the interior of reality.

One such creature is well-known in tales. Its true name is unknown but it is always called Krarsht. Krarsht may have been the creature that Larnste once saw, "a small squirming thing, foul to sight and smell, which lay on the ground and turned the dust to ash." The god of Motion stamped upon it, hoping to destroy the thing with his divine trampling, but the slimy thing bit him and pierced the skin. Larnste was immediately infected and ever afterwards limped when he moved. Worse, his blood was infected. Wherever his blood dropped to the earth it left a foul cesspool. The place where the monster had been was drenched in polluted ichor, and never has healed itself. The place was called Larnste's Footprint, in the Holy Country.

There were other such minor invasions as well, but they failed to do more damage to the world than the gods did to themselves.

THE CONSPIRACY OF THE UNHOLY TRIO

One god who lived at this time is said to be the last born of the Young Gods. He was called Rashoran, and none know his parentage. At first Rashoran went about calming the frightened gods, teaching them to be unafraid. It is said that of all the cosmos only he did not fear what he did not know. He taught this knowledge to some of the other gods; most of them succumbed to the Darkness without a struggle after learning from Rashoran, though

a few seem to have been fortified, such as Humakt and Uleria. Three others found that they were not afraid, and that they could use the fears of others to their own ends. One of the first things they did was to destroy Rashoran to keep his secret to themselves.

These murderers were known as the Unholy Trio. Hatred, selfishness, greed, and jealousy motivated them. These short-sighted emotions are now considered to be symptoms of Chaos in the world, and they were originated by the three, who concentrated their forces and wills to create something new.

The first of the trio was Ragnaglar, whom some call kinsman to Storm Bull, driven to hatred by jealousy and dishonorable acts. The second was Thed, said to have been wife to Ragnaglar at one time. The third was Mallia, another goddess, who had great properties to aid birth and growth. These three joined together and perverted their natures to make their weapon of hatred and vengeance.

The Unholy Trio made the end of the world. They wove a great magical ritual of potency far greater than anything before accomplished, for they had discovered the wonder and power of Primal Chaos, and used it magically to strengthen themselves for what was to come. They then engaged in their rituals of Chaos-birth. When it was done, the world was changed, and new forces roamed the world.

THE DEVIL: WAKBOTH AND KAJABOR

The product of the ritual was the Devil, the product of poisoned souls. Documents and oral memories from Storm, Darkness, and Earth cults name the product Wakboth. After that, more deities and spirits of Chaos and destruction were born into the world.

Wakboth the Devil is the moral evil of the world. This senseless and terrifying entity is caused by wanton disregard for life, and he supports continuous brutal destruction. Twisted and foul, Wakboth is the world defiler. His existence was pure insult, since the world was doomed anyway, and he worsened the pain for all involved. In the short run, Wakboth offered immense advantages to his followers, and, in their fear, many of the world joined him, swelling the strength of Chaos and bringing all creation to a crisis.

Kajabor is another major enemy in this age. Kajabor is mistakenly called 'Underworld' in some older documents, confusing him with Wakboth. They are similar, for both were great gods for a short time, and had many worshippers, and both turned on their followers. But you must know that Kajabor did it because he had to, and that Wakboth did it for delight.

Kajabor wields entropy in the world. Often called God-Killer, Black Hole or, Great Fear, he destroys all vestiges of matter or energy, annihilating all possibilities of individuality or unity.



The destruction of the Spike by the forces of Chaos was the culmination of the Gods War and resulted in the Great Darkness that nearly ended the cosmos.

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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, and this motivator was important to the actions of the gods. Some say the Great Fear drives people or gods to follow such corruption as Wakboth. For those reasons Kajabor is as much an enemy as true evil, even though it is utterly impersonal and, some say, as natural as the forces of creation.

THE GODS' LAST STAND

Several locations are believed to be original sources for the Chaotic armies which began overwhelming the world. Most of these places are on the far edges of Glorantha, where the forces of order were weakest. Genertelan legend says that the major Chaos army approached from the north, and that Kajabor led it.

The survivors of the gods were notable warriors and leaders, and were inured to the rigors of war and death. A great alliance of deities met upon the Fields of Plenty to fight these new enemies. Genert led the gods' army. This Earth god was the ranking spirit there, though not the greatest fighter. Others with him included Splendid Yamsur, who was a son of the Sun, and Seolinthur, river god for Genert's realm. They were disappointed that

others did not come, such as their allies Storm Bull and Tada, and their friends from the Celestial Court.

The forces of Chaos fought to utter victory. The gods disappeared in a maelstrom of previously unknown forces. Their bodies were changed to gorp, and their souls were scoured by the Fatal Screaming. Forever polluted, the Fields of Plenty are now called the Krjalki Bog. The mortal races who sought to escape the rout were saved by Genert, who turned many of his followers into a stinging cloud of copper which protected the survivors. Their sacrifice is still visible in the wastes of Genert, when the Copper Sands are seen.

Though inured to Death, the Storm Age was shocked the way the Golden Age had been shocked. True Death, divine entropy, sent some gods into flight, some into inertia, some into more rabid defense. Many gods sought refuge in the Spike, relying upon the ancient Celestial Court for protection.

From all sides, the armies of Chaos were drawn toward the Spike. The inhabitants prepared a spirited if hopeless defense. The once-impregnable Spike was rent by cracks, and it groaned with misuse. The most ancient powers of the cosmos were decrepit and indifferent. The Young Gods did their best and did it well, delaying Chaos and learning some secrets to fight it. But Kargan Tor abandoned his post and the hordes of Chaos slid through his faults and

Map based on God Learner sources depicting the Great Darkness.



into the heart of stability. The gods fought fiercely, desperate in their fear, but the armies of Chaos soon swept down the corridors and into the chambers where the Celestial Court prepared for their end. The Chaos forces burst upon the powers of creation, smashing the ancient Runes and scattering them to the winds. The gods and goddesses collapsed and were hacked to pieces or otherwise abused by their foes.

The final struggle unbound anxious energies which had been bent and twisted by eons of divine misuse. A cosmic explosion freed the pressure, vaporizing the Spike and its inhabitants. A great vacuum opened in the center of the world, from which stepped the gods of Chaos. This began the Greater Darkness.

THE GREAT DARKNESS

The Great Darkness was the Age of Terror. This was the end of the world for most Gloranthan entities, and a period of pain, fear, and misery for the rest. Parts of the world vanished. Parts were isolated and set adrift in a shapeless existence without hope. Nothing was tenable, and even change was unreliable.

The destruction of the Spike begins this era, for the explosion rocked the world to its foundations and determined the final struggles of many gods.

At first, the vacuum at the center of the world threatened to swallow everything. However, many deities sacrificed themselves by leaping fanatically to combat the void, and their acts filled it, rather than leaving a hole into emptiness. The gods who sacrificed themselves that way were changed by it, though many of them managed to survive the death of their universe through their actions. Prominent was Magasta, a Sea God who rallied almost all the waters of the world to aid him in filling the hole. From that time on, all rivers have flowed downhill, toward Magasta's Pool, rather than continuing their creeping invasion of the land.

The struggles were rarely so successful. Death and entropy raged across the land, leaving it barren and rotting. Reigning Young Gods were now fugitives. Places became empty of air, water was broken or jelled, and the earth began to lose solidity. Gods died. Races vanished. Life flickered.

Gods of Terror in this age included Kajabor and Wakboth as leaders. The Unholy Trio continued their rampage, so that the names of Ragnaglar, Thed, and Mallia became synonymous with fear. There were other invaders, too, such as Tien the Headhunter and Krarsht the Hungry One. Beings who had once been Gloranthan in nature, but had turned to Wakboth's ways for their selfish ends (such as Vivamort) prowled the lands. Conquered areas were filled with slime by a giant malevolent ooze called Gorpgod. New races of creatures, born from Chaos or mutated from traitorous things, crawled over the land. The wildlife once opposed to the invasion, such as the Crimson Bat, was overwhelmed and enslaved.

Resistance still held out. Where there was a fight there would be help, meager though it might be. Star Captains fell from the sky and saved their tribes. The Lowfires were freed; Oakfed became a great weapon to scorch away all impurities. Foundchild came then and taught people to hunt for food to sustain themselves.

The destruction of the world and its people left less and less for the gods and monsters to prey on, and they hungrily turned on each other. The ragged survivors eked out a shaky existence amid the warring forces of their enemies; the awesome unity which had stormed the Spike was revealed to be either an accident or a misconception. Often Chaos turned out to be its own worst enemy.

At one point the armies of Kajabor and Wakboth began to devour each other, but philosophers dispute which one was killed, for no one alive or sane could know such things.

Prevalent belief says that Kajabor was killed by Wakboth, leaving the world defiler to face the Storm Bull and the god of entropy to face the forces of the dead. This theory has much strength, since the Mundane World (reconstructed later) was usually held to be the origin of immorality, while the combination of entropy and existence seem to synthesize into the god Time, who later rules the cosmos.

PRIMAL CHAOS

Chaos itself is impersonal, less than mindless, naught but a primal force even to its own worshipers. Human philosophers perceive it as separated into six progressively more complex Planes or forms. The first is the Void, less than nothingness; the last is Gbaji, the seductive god who makes Chaos appealing to outsiders.

Primal Chaos is the untainted power of random change. It first entered the world through the cracks in the universe caused by the Gods War. It is the source and mother of all later Chaos things.

THE UNHOLY TRIO

The Unholy Trio consisted of Ragnaglar, Thed, and Mallia. Together they created the ritual that allowed Chaos to enter Glorantha and begin the destruction of the world.

RAGNAGLAR

Ragnaglar was the brother of Orlanth, Humakt, and Storm Bull, driven to hatred and dishonorable acts by jealousy. His spouse was Thed, his mistress was Mallia. Together the three formed the Unholy Trio. As proof of Ragnaglar's madness they brought Chaos, the final catastrophe, into the world.

In recent times Ragnaglar survives as only a nursery tale, for he was slain by Storm Bull. Thed and Mallia survive, but since the demise of their horrid master their outrages have not risen to such a magnitude as to threaten the existence of the universe.



The Unholy Trio: Ragnaglar, Mallia, and Thed. Together they gave birth to Wakboth the Devil and began the destruction of the world.

MALLIA

Mallia grew from the Darkness, in the waste and destruction of the Gods War. She found nourishment and life amid the fallen foes, the wreckage and destruction, and the blood of everything that died in that age. She became a corruption of Death itself, tainted and degraded from the swift brightness which Humakt and Orlanth used, becoming a lingering and festering dimness. As beings fell before her, she became fearful that her food would completely fail, and she changed the way she ate, from lightning plagues which depopulated entire nations to the spread of slow death by disease, so that the misery she caused would last forever, as befitted a goddess.

During the Darkness, she became mistress to Ragnaglar and friend to Thed. The children of Ragnaglar, the broos, gave Mallia worship, and she in turn aided them and provided special magics and spirit allies so that they could further the spread of her diseased dominion.

From love, respect, and fear, other Chaos creatures came to worship her. Men, elves, trolls, and dwarves came to her also, rarely from love, but all praying to Mallia not to infect their tribes. Many survived the touch of disease in the Darkness from their association with her.



THED

Prior to the Lesser Darkness, Thed was an important goddess. She was the wife of Ragnaglar, who later was called the Mad God, and their children were the broos, who then were untainted by Chaos. Together with Ragnaglar and Mallia, she schemed to introduce Chaos into the world in the form of the Devil. The Unholy Trio had found jealousy and pride in themselves, and they dreamed of usurping the functions of the world, and of becoming its unchallenged rulers.

Thed herself was the mother of the Devil, and his malevolence twisted and distorted her in childbirth. She participated in the wars of Chaos, and her broos aligned with her. During the war, Ragnaglar was slain by the Storm Bull, Mallia left the conspiracy, and Kyger Litor defeated and skinned Thed. The Devil finally was slain by the Storm Bull and cast into Hell, where Arachne Solara devoured him. Thed dispersed to all the dark corners of the universe, including Prax.

WAKBOTH THE DEVIL

Wakboth is the moral evil of the world. This senseless and terrifying entity is supported by all disregard for life, and he supports continuous and brutal destruction. Twisted and foul, Wakboth is the world defiler. His existence in the God Time was pure insult, since the old world was doomed anyway, and he only worsened the pain for all involved.

KAJABOR THE GOD OF ENTROPY

Kajabor wields entropy in the world. Often called God-Killer, he destroys all vestiges of matter or energy, annihilating all possibilities of individuality or unity. Entities slain by Kajabor have never returned to the world, and even their names, and memories of them, have been lost after their bodies and souls were eliminated from the universe.

Kajabor is the Great Fear, believed to drive people or gods to follow such corruption as Wakboth. For this reason, Kajabor is as much an enemy as true evil, though he is utterly impersonal and, some say, as natural as the forces of creation.

In God Time, Kajabor was slain by Wakboth and went to Hell where he confronted the last of the gods, massed in their final stronghold. Arachne Solara there enmeshed him, wrapped him in her legs and struggled mightily, and at last devoured him alive. The resulting combination of entropy and existence synthesized into the god Time, who rules the cosmos.

OTHER CHAOS GODS

Although the Unholy Trio, Wakboth, and Kajabor are the most widely recognized of the Lord of Terror, there are many other Chaos gods. Some were natural beings corrupted by Chaos, others oozed in to the torn fabric of the world.

BAGOG

When the Devil led his forces into the Surface World, many other creatures also escaped to there. One such was Bagog, a slow-witted scorpion daughter of the Darkness. Bagog scuttled about the Surface World, comfortably enjoying the carnage of the Gods War, fighting and eating all who opposed her. Her stinging tail was a fearsome weapon, and for a while she was content.

Then other urges shook her, and she began to lay many eggs. Soon they hatched into smaller versions of herself, and while they were mostly scorpions in form, they had been changed by what Bagog had eaten. There were scorpion baboons, scorpion elves, and many other types. Some were unable to live, while others flourished. These latter ate as Bagog had, and their children gained knowledge as well. Soon the scorpion kinds formed a rough social order, centered about the might of Bagog. They ate each other, as well as their foes, hoping to soon acquire the knowledge of all the species.

VIVAMORT

Vivamort was a Darkness spirit of the labyrinthine halls and ways of Hell, placed there to stand eternal guard over the Terrible Secret. But Vivamort was curious about what the secret was, and when Eurmalt crept into Hell,

Vivamort betrayed his trust to learn the secret. There they discovered Death.

Vivamort aided Eurmalt again when he and Humakt came to carry Death to the Surface World, helping them past Deathhound and Bimbaros, Hell's porter. Vivamort knew that all those slain would come to his realm once their souls had met Death.

Grandfather Mortal was the first to die and the first to come to Vivamort. He also was the first to understand Vivamort's soul-greedy treachery, and great hatred stood between the two. When the Sun later came to Hell, Vivamort was burned and had to flee, hurt and disfigured, to the now-darkened surface. (When the Sun learned of Vivamort's role in the release of Death, he sent curses upon him.)

Reaching the surface, Vivamort sheltered a while with Mallia, Mother of Disease, trading secrets of Darkness and Death. He stalked the world for Power. As he went, he learned more of Death, and began to fear what he had unleashed, for he recognized Chaos as an extension of Death. The knowledge froze him with terror.

Soon the Devil attacked him and wounded him. The wound would not heal, and his Power drained out through it to the Void. Vivamort faced not just Death, but annihilation from this Chaos wound. Since he wished above all to preserve himself and his vile deeds, he begged help from his Chaos foes and made evil pacts with them.

The Devil allowed him a hollow existence. Vivamort was cut off from the mystic unity of the world and from the universal flow of Power, and cast apart from both life and death. From that agreement onwards, Vivamort would need to drain life from others and to embrace Chaos. Faced with complete annihilation or acting as an agent of active entropy, he chose the latter out of pride and fear.

Some write that he found this new manner of existence acceptable, because of the determination with which he took up the cause of Chaos, roaring through the Great Darkness. He used his demonic abilities to rip Power from the harried gods, and some he could destroy totally. Vivamort slowly gained allies, and he made others like himself. Once Vivamort and his undead allies caught Arroin and broke his spirit, but could not kill him.

News of Vivamort and his transformation reached Hell, there carried by spirits whom he had attacked but not annihilated. Many there cursed him then: the Sun's curse came in effect; Ty Kora Tek, Queen of the Dead, was incensed when Vivamort stole souls who were hers, and she set the Earth against him; the River Styx heard of Vivamort's betrayal and swore he never would cross her waters again, and to this day a drop from the Styx will destroy any vampire it touches. All the waters of the material world followed Styx's vow, and they remain a prime enemy of Vivamort.

THANATAR

The Devil entered the world; with him came the slimy hordes of Chaos. Foremost in the Devil's favor was his son Tien, who commanded the most powerful of the legions. He personally directed the destruction of the god Genert. Tien continued his terrible conquests until his forces were routed at last by a vastly outnumbered army of order which used a strategy devised by Lhankor Mhy, the god of knowledge.

Tien sought personal vengeance against the god. He set an intricate trap for the sage lord, alluding to the whereabouts of Lhankor Mhy's missing love, the Mistress of the Light of Knowledge. Lhankor Mhy was deceived, and walked into Tien's black pit, and there was captured and imprisoned. The vengeful son of the Devil prepared a ceremony to drain all knowledge from his captive and then funnel it into himself. The knowledge god instead found the knowledge to escape from his bonds and flee from the Chaos creature's treacherous tunnels. Tien became obsessed with the destruction of Lhankor Mhy, abandoning all other activity to pursue and harry that foe.

Lhankor Mhy, fearing another meeting with Tien, found protection with the Lightbringers.

It was then that the Spike exploded.

With the fall of the Greater Darkness, Tien stalked the sacred vestibules of the Cosmic Mountain. In a golden room deep in the mountain, he came upon the shining goddess, the Mistress of the Light of Knowledge, the true light of Lhankor Mhy's existence. In triumph, he used a sharp garrote to behead her and capture this magic for his own. He carried this foul trophy with him, extracting her magic and skills to supplement his own. With the Mistress went all the light of knowledge left to the world; the Great Darkness was now complete.

As the Lightbringers rallied the Darkened world to their cause, events ran against Chaos. With the death of the Devil, Tien had no protection from the wrath of Storm Bull and his sons, one of whom, Hrothmir the Horned Hero, pursued Tien to the gates of Hell itself.

There the Death/Darkness deity easily slipped away, and hid in the fringes of the Underworld where Yelm's light barely reached. In fury, Hrothmir slew himself to pass through the barrier between life and death, and entered the Underworld also, bound by powerful oaths to destroy this thing of Chaos. Again, Tien fled, now into the darkest crypts of Hell, blocking his pursuer's path with the dead and the Dark, warping both by the Chaotic forces of the Outer Darkness. But all the ways Tien chose led back to the Underworld's center, for all paths of the living end in Hell.

Trapped between the unbearable light of the Sun God and Hrothmir's avenging axe, Tien stood firm. Swiftly came the blade of the Horned Hero, separating the god's ram-horned head from his black-shrouded body. The head rolled into the full light of Yelm's glory, and the Air God's son heard the roar as the flesh crumbled from the bone, searing away most of Tien's power of Darkness, leaving

his living eyes to stare blindly. At the same moment, a cry of release took Hrothmir's attention: the grisly head of a once-beautiful woman shriveled to dust and became the ghostly form of the Mistress of the Light of Knowledge, and then faded forever into the depths of Hell. Thus, distracted, Hrothmir failed to see the body of the severed god come forward until the Air God's son was enveloped in darkness and fear, which dismembered and fed upon the hero's spirit. At last it removed Hrothmir's head and placed it upon its own headless shoulders.

The body of Tien had lost much in the battle. The separation and searing of its head cost it all but meager control over Darkness; only the possession of a part of Death had prevented it from dying. It no longer retained the powers stolen from the Mistress of the Light of Knowledge, nor had it the ability to devour the knowledge of others—those were lost when Hrothmir severed the god. By taking the hero's head, it regained some of its intelligence and seized a portion of the spells and abilities possessed by Hrothmir. The dismembering of the Devil's son made its control over reality imperfect, and so the spell preserving the head became imperfect. Soon the head began to decompose, and with it went the knowledge seized with the head. What was left of Tien needed more heads. A frequent and terrible sight during the Darkness was the vision of the god Than (a corruption of Tien) wandering the catacombs beneath nameless mountains, or prowling the fens of Snakepipe Hollow with something else's head balanced atop his shoulders, yielding Than magic and knowledge for a while.

Tien's horned skull fared differently. Resting in the full light of Yelm (who was ignorant of the Chaos god's nature), Lhankor Mhy discovered it on his quest to Hell. He attempted to destroy the skull but could not, nor could the skull of Tien affect the knowledge god with his mind-stealing abilities, for Lhankor Mhy had learned to protect himself from that power. Thus, fate prevented any final vengeance on either side. To prevent Tien's skull from causing further harm, the knowledge god carried it with him out of Hell and cast it into the Ocean. This act displeased several water deities who swiftly caused it to be cast up on the shore of an island. The deities have since borne no love for the sage lord or his followers. The skull was soon forgotten.

Despite Yelm's burning light, this piece of Tien did not die either. Stripped of flesh and bereft of the control of Death and Darkness, it still retained its memory, its power to consume knowledge, and its hatred of Lhankor Mhy. But the only victims available to it for centuries were small animals and primitive islanders who enshrined it as a Death god—a power over which it had no domain.

Though not a major deity, many of Than's Chaotic followers survived the transition into Time and remembered the leadership of the Devil's son. Along with vile-souled humans, they formed the first bands of rapacious head-hunters to terrorize the Dawn Age.

Many faithful Thanics sought the skull of the severed head across the mortal plane. But the head, resting in a sandy niche of a tiny island temple, had been found by a wandering, self-serving Priest of Lhankor Mhy who had been intrigued by it, and who spent several years researching its origin. Once he knew the truth, the power-hungry sage concealed the skull in the catacombs of an unknown city in the Kralorelan Empire, and learned from it the awful knowledge devouring spells. In the process, he founded the cult of the Horned Skull, whom he named Atyar, Devourer of Knowledge.

Feared throughout the Empire, the cult gained in power, attacking other temples and wresting knowledge from captives who would be found later in alleyways and side-streets, broken and mindless.

Constant persecution by other cults and local wars at last forced the Atyari to flee the Empire, in a diaspora continent wide. Before leaving, the highest priests of the Atyari gathered, and sealed the skull of Atyar in a special place, protected by great magics. The flight from the Kralorelan Empire ended in the mutual discovery and unification in Genertela of the cults of Than and Atyar into the cult of Thanatar, the Severed God.

CRIMSON BAT

The Crimson Bat was a daughter of Artia, horribly mutated by the flood of Chaos that infected the world after the War of the Gods. It grew to a tremendous size, and glowed with Chaotic forces. The glow was the Glowspot, and it was a source of Chaotic power. To feed these energies, the Bat consumed enormous amounts of food and for survival devoured the Power of intelligent beings.

During the First Age, the Crimson Bat roamed the world without restraint. It descended upon towns and cities without warning, devouring the people. The early hero Arkat met the beast in battle, withstood it, and managed to banish it from the Mundane World. It did not reappear in the Second Age.

In the Third Age, the Red Goddess was born in Peloria. She brought new and radical ideas and beliefs about the powers of the world to her people, and they joined in her worship. Filled with her inspiration, they conquered and converted the lands around them to the words of the goddess. The goddess left the world for a time to forge her place within the pantheons of the Elder Gods. While she was on this Godquest, powerful enemy lords took the opportunity to strike. So strong was their hate of the Red Goddess that they reached and besieged her capital before she returned.

She returned riding the great monstrosity of the Crimson Bat. Enemy forces knew great terror, and died in regiments as the Bat made war. Many survivors went mad. Lunar historians refer to this battle as the First Battle of Chaos, and use that day, Freezeday, as the feeding day for the Bat.

KRARSHT

The endless bickering and jealousies between the gods weakened and finally tore the fabric of the world during the early Gods Wars. Through the tears oozed illogical horrors which intensified the fear and terror of the conflict. One such creature, whose true name is still unknown, was called Krarsht. Also known as the Waiting Mouth, the Hungry One, and the Devouring Mother, Krarsht survived by feeding on what she perceived as the refuse of Glorantha.

It is thought that Larnste, patron of Change, once saw the squirming being of Krarsht and sought to eliminate that Chaos evil from the world. When he tried to step on the foulness, however, Krarsht sprang to bite the god, breaking his divine skin and infecting the wound immediately. Where the god bled, there rose a foul and evil forest, a perfect nesting ground for all things Chaotic. The wood was later named Foulblood Wood and has remained a bastion of Chaos.

In the Great Darkness, Krarsht reigned unchallenged for a while, but at last had to face Storm Bull and his followers. That god seriously wounded the Devourer in many violent battles. Each time Storm Bull could corner her, Storm Bull was able to cut off another part of her being, most of which died, while Krarsht bit at and tore great wounds in the mighty sky-bull. By tasting his blood, the Waiting Mouth learned some of Storm Bull's secrets, modified them, and took them for her own. Finally, the valiant bull drove Krarsht from the Surface World, and she was forced to eat holes in the world in which to hide. At first the Storm Bull followed her into these caves, but the Devouring Mother was cleverer than the other Chaos gods: some of her amputated parts grew into minor versions of her, the Krarshtkids. Following her underground, they began eating other, diversionary tunnels. Soon it became impossible for the Storm Bull to follow her without being in danger of being lost, and so she escaped annihilation.

NYSALOR

This deity first was known as Rashorana, and she either was the last of the gods born, or was the first Chaos deity created. She is known to have been killed by the god of entropy sometime during the Great Darkness.

Near the end of the First Age, the mortal races successfully built a new god, Nysalor, "The Bright One" or "The Perfect One." By those titles he was (and still is) worshipped reverently by the peoples of Peloria.

In western Genertela, where the priests of the cult went beyond the control of their god in Dorastor, the cult came to be called Gbaji, a vulgar word meaning "The Deceiver" or "Damned Liar." The name seems well deserved in that region.

The cult prophets of Nysalor originally had spread their word far and wide, but met great resistance in the west from the Malkioni, who had their own cosmic secrets. The prophets discovered that they could secretly introduce



At the end of the Gbaji Wars, Arkat the Destroyer ravaged the land and the goddess of Dorastor, leaving material and magical ruin.

plague and disease into an area, present themselves as healers, and then proceed to cure the infection. Their popularity rose rapidly in Ralios and Seshnela, but that new power tempted the prophets of the cult, and they fell prey to the vanity of such strength. More and more of them chose the easy 'dark side' of the cult, which said that the Illuminated need care only for themselves. Some areas widely supported such dark prophets, and the people took up the secrets of this new faith. In this way, terrifying cities of undead grew, whose living population merely masked the existence of their vampire lords. Ancient horrors were discovered and re-established, such as the Thanatar complex in Ralios. Everywhere people cheerfully sprouted Chaotic features and became Krjalki.

Arkat Humaktsson, "The Liberator," led the heroic cleansing of the land, spending three generations in the task, and in the end leaving a trail of cinders across the continent before the final victory. Though its temporal power was broken, and its god now lay dead, the cult could not be completely eradicated because it required no temples or priesthood. The survivors of the Gbaji Wars hid themselves, and many deliberately forgot their riddles to protect themselves.

In the Third Age, the Red Goddess woke the cult. She undertook a great path and in her journey sought passage beyond an empty shadow on the Spirit Plane. She engaged it, defeated it, and thereby became Illuminated by the god Nysalor. With his knowledge, she went to deeper places and freed the Crimson Bat from its eternal bondage. Returning home with it, she confirmed her mighty empire. Since then, the beliefs of the cult of Nysalor have become integral to the cult of the Red Goddess. Through Nysalor the Lunars have access to Chaotic abilities and powers unreachable by normal deities.

THE END OF THE GODS WAR

The Great Darkness ended with the defeat of Chaos and the survival of the cosmos. Typically, this is associated with a great mythic event, such as I Fought We Won, the Lightbringers' Quest, and the Great Compromise.

THE FINAL BATTLE OF MORTALITY

The tattered remains of the world seemed to have no chance for unified action against the forces of Chaos. They were isolated by unbridgeable gaps. For instance, though there was a wondrous living fortress of green elves who doggedly defended their dead forests, aided by Arroin and Yelmadio, they were unable to close the gulf of Chaos between themselves and the trolls' Castle of Lead, another redoubtable fortress.

There was a unity between them in their wish for survival, and this unquenchable desire brought individuals across time and space, Order and Chaos to confront the final dissolution of the world. It did not matter from whence they were drawn or where it occurred. They fought their last desperate fight against overwhelming odds, motivated by their survival and determined to do their utmost. In this way, they combined forces and unconsciously aided each other against their own fears. They were alone, yet found themselves with others like themselves and gained strength.

In Dragon Pass, the Orlanthi hero Heort went to the World's Edge to confront Chaos after learning the secret of the Second Son. In Peloria, Kargzant drove off the Monster Army with his light alone and gathered together the Starlight Wanderers. The Kralorelan Dragon Emperor defeated the Demon Emperor and liberated the lands of the East. In Brithos, Zzabur created a great magical spell which harnessed the forces of entropy and sparked off a new reaction of Powers in the world to generate a new creation. High King Elf led a staunch forest of green elves to defend the sleeping bodies and seeds of the trees and forests. Kyger Litor left her Castle of Lead to devour Chaos. The Mostali reentered the Lost Workroom and began making repairs to the broken World Machine.

This is called the I Fought We Won, said to be responsible for the preservation of the world. Notable among those who claim this are Heort and his fellow heroes of Dragon Pass and Kethaela, Kyger Litor and the Darkness deities, and also Zzabur the Sorcerer Supreme.

Some survivors of the Great Darkness consciously aided each other, such as in Dragon Pass when the Orlanthi, trolls, elves, dwarves, dragonewts, and other sentients united to defeat Chaos at the Unity Battle. The fight joined, the forces of Chaos were destroyed, neutralized, or dispatched.

During the period following the death of Kajabor, the Chaos forces dissipated and weakened. Some deities were still capable of action; foremost among them was the raging Storm Bull.

Storm Bull mustered his forces to fight the Devil in Prax. The Storm Bull was the destructive desert storm that leaves ruin in his wake and whose touch scours flesh from bone. He was backed by righteous outrage and strengthened by compassion, two things of which Chaos has little. Though his kin and his friends were slain all about him, he still fought on, aided by all the world. When he was thrown to earth, the earth gave him power, and when he was held in the air he drew power from his breath. Fire aided him and so did cold, and when he had run out of allies, the cosmos responded to his cry. A massive block of solid Law cast adrift when the Spike exploded, crashed to earth and struck the Devil, grinding him and spreading him and his strength about. Afterwards, other forces and beings further lessened it and destroyed its unity in the world forever.

Without leadership, the forces of Chaos further fell back. Gods, people, spirits attacked and began the arduous righting of their world. Daka Fal came, and taught people how to tell the living from the dead. Heroes appeared among the people, and taught survival and compassion. Slowly the world knitted into place. The survivors rebuilt, strong in their new-found hope.

I FOUGHT WE WON

The Hidden Kings, the last heirs of Vingkot, resorted to shape-shifting to survive and their terrible hunger threatened the last few survivors. One of the men who aided the Hidden King was named Heort the Swift. When all the world was gone, and every man was alone, Heort went out upon the world. There, at the edge of the world, he met with the Second Son, who told him of his great and terrible battle. He showed Heort his wounds, and the secret of the Star Heart, and told him the secrets of the I Fought We Won Battle.

Heort remembered that fight, and went on past the Second Son, and to the edge of the world. There he met the evil of his world, and won.

When Heort returned to his people he taught this thing to his fellows, who had been hiding from the last hunger of the Hidden Kings. Heort overcame the monsters, and let the people settle again in forts to live, and go out when they wished to fight against their natural foes. They called themselves Heortlings in his honor and acclaimed him king of the Heortlings.

Heort was not alone; each of the surviving people had a hero who stood against the tides of Chaos. The High King Elf led a walking forest of green elves to tirelessly defend their dead woods. The Inhuman King met the oncoming Chaos at the Dragons' Nest and achieved the Empty Void, but returned to aid the other sentients. Kyger Litor withstood a siege of her Castle of Lead against the

victorious armies of Krarsht, and then her trolls sallied forth to devour them. The dwarves of Greatway, Gem-borg, and Dwarf Mine mustered against Chaos and began planning repairs to the World Machine.

When the final army of Chaos came to Dragon Pass, the remaining mortal races fought back. The Only Old One gathered the survivors together: Heortlings, dragonewts, aldryami, trolls, and even the Gold Wheel Dancers. As one they traveled north and confronted the Lords of Terror. It was a desperate fight against overwhelming odds, but together they were victorious. This was the Unity Battle, and although many more battles followed the Unity Battle, never were they alone again.

THE SILVER AGE

The age between the Unity Battle and the Dawn was a time of great heroes who led the remnants of life, and the growing light and order were visible to all. Their names still fill our tales. They were recalled to our world by Arkat, and Belintar. By remembering the Silver Age heroes, we remember the time just before the Dawn.

- **Ezkankekko the Only Old One** was the greatest hero, of course. He continued to rule the Shadowlands in the Silver Age, giving freely of his wisdom and knowledge to all his people. But, there were many other heroes.
- **King Heort the Swift** still lived in this time and he was the greatest hero of the Dragon Pass tribes. In later times, they would rename themselves the Heortlings, in respect for him. After Heort's apotheosis in a flash of lightning, his son Gollanth was chosen as king by the tribes.
- **Queen Merngala the Great** was the daughter of Queen Norinel and the Only Old One. She was the Silver Age queen of Nochet. Merngala reigned two hundred years and her sovereignty was acknowledged by the whole world. Her lovers were demigods, kings, and heroes, all sworn to defend her. Her granddaughters welcomed the return of Earth Goddesses from the Underworld and brought civilization to the surrounding peoples.
- **Amphibios the Great Wanderer** was a demigod who led the newtlings back into Kethaela from the west, returning them to the land they had known before the Blue Dragon's deluge. They settled in the Right Arm, not far from the submerged ruins of their first settlement.
- **Isidilian the Wise** continued his works of invention in Dragon Pass, helping both humans and dwarves to prosper.

- **Martalar the Blazing Forge** protected the dwarves of Gemborg as well as the degenerate Caladralanders.
- **Tessele the True** was a demigoddess daughter of Aurelion (the daughter of Lodril and the Earth Mother) and wielder of the Blazing Axe. When her twin brother Vortem was trapped and sacrificed by the followers of Thed, Tessele set off on an impossible quest for vengeance. She ultimately succeeded in reconstructing and resurrecting her lost soul-sibling. She befriended the Mostali of Gemborg with oaths of diamond and became the ruler of the Caladralanders in the Silver Age.
- **Aram the Soul of Udrum** was a great hero among the people who would become the human boar riders of Dragon Pass. He was a worshiper of the pig goddess, and during the Great Darkness had saved his people by capturing and fettering a fierce black demon. In recognition of his greatness, Aram's tribe took his name for their own, and became the Aramites.
- **Sestarto the Artist** was also a hero of these people. He crafted many things of great beauty. His greatest design was the Needle, which some strangely associate with the much later Ivory Plinth.
- **Panaxles the Architect** built many great structures in his homeland of Esrolia, and elsewhere in Kethaela, among them the Stone Ring and the Light House. He often contested with Sestarto of the Heortlings, and always won, until the time when Sestarto constructed the Needle. In a rage, Panaxles killed the artist, and then himself.
- **Kalops the Sacrificial King** was another Esrolian hero. He gave his very life to his land.
- **Vogarth the Strong Man** traveled Esrolia as well, helping the grandmothers unselfishly. He destroyed beasts, raised landmarks, and confused foreign kings with his honesty.
- **Edkarl the Digger** was the greatest Haranding hero. The trolls taught him how to find food by digging in dead things. He angered the Esrolians when he dug in their necropolis.
- **Varzor Kitor** was taught the deepest secrets of the Darkness by the Only Old One, and in turn taught other humans how to pray, make sacrifices, and learn the secrets of the Darkness. He fathered many sons, then became a woman and bore many daughters.

There were many other heroes in the Silver Age. These are only the greatest.

THE UNITY COUNCIL

As the light slowly spread across the world and the heavens gradually began to brighten, the Only Old One saw that the Silver Age was coming to an end. The Shadowlands had sheltered the world through the Darkness, but during the coming Day, new people would rise to rule the world. Two hundred years before the Dawn, the Only Old One called the survivors of the Unity Battle back to Dragon Pass. They agreed to work together in peace, and formed the Unity Council.

The first six members of the Council were:

- Ezkankekko the Only Old One
- ⚡ The dragonewt Heart of Weakness
- The elf Fwalfa Oakheart
- ⚒ The dwarf Martalar the Blazing Forge
- ⦿ The last of the Gold Wheel Dancers, Speaking Wheel
- ⦿ The human Aram-ya-Udrum

In the time that followed, the Unity Council strengthened its position, and its people increased their numbers. They raised their people from the savagery of the Great Darkness. They repopulated the Elder Wilds, contacted many elf forests, reconnected the sundered dwarf colonies, found lost clans of humans, and began new communication with far-flung tribes of trolls. By the Dawn, the peoples from Kethaela to Dagori Inkarth were united. Most still swore allegiance to the Only Old One and his Shadowlands.

THE LIGHTBRINGERS' QUEST

Orlanth always was a leader among the gods of Storm. Like the rest he was wild and unruly, powerful and violent. But each god grew differently in the Gods Age, and Orlanth is one who changed and held his own.

When Orlanth realized the doom of the world, he determined to seize his responsibility for its destruction and forge a new means of righting the wrong. He cast aside his old bonds and sought new ones, voluntarily dooming himself for the good of the world.

Orlanth had been a chieftain king among the Storm Gods, and the Lightbringers were his councilors. Once they had agreed to accompany Orlanth on his quest to Hell, each was pushed to the edge of his knowledge and endurance, and beyond into unknown challenges. They trod unlivable plains, forded rivers of acid and hatred, met their worst foes, their deadliest nightmares, and faced their own doomed selves who tried to bar the way before them.

They worked, fought, and suffered mightily for their labors, all losing parts of themselves forever. Yet they succeeded, and they entered voluntarily into the lands of the dead, and found their way to the King of the Dead.



Orlanth leading the Lightbringers through Hell. From left to right: Flesh Man, Chalana Arroy, Issaries, Orlanth (note the Green Dragon head), Eurmal, Lhankor Mhy, and Ginna Jar. Source: Sacred Palace of Nochet.

In Hell, Yelm the Emperor and Orlanth the King came to terms. Each swore great vows of truth and honor to bind themselves to the task. The goddess Arachne Solara laid great schemes and plans between them, and they swore to those plans also, joined by the other gods in death who yearned to survive. There came the most terrible test of Orlanth's honor, in the Fire of Ehlím, and other gods found the key to life.

They stood fast as Chaos reached the land of the dead, to confront the empty powers of life for the last time.

ARACHNE SOLARA

Arachne Solara is the nickname of an otherwise unnamed deity who may be the goddess of Nature in Glorantha. Her origins are mysterious and subject to speculation, but there are strong indications that she is the ghost of Glorantha, the Mother of the Universe.

Arachne Solara first comes to notice in the tale of the Great Compromise, wherein Orlanth, Yelm, and the other deities in the Underworld swear pacts and oaths to preserve themselves. The plan upon which they agreed is said to have been created by Arachne Solara, based upon mutual support between all the remaining world.

The goddess constructed a great and magical web made of many things no longer found in the world, and then she gave the web to all the gods to hold ready between them. When Chaos entered their realm, the gods cast the net

upon Kajabor and held him tight while the goddess leapt upon him with vengeance and the strength of desperation and mystical splendor. She enwrapped the Chaos god in her legs and struggled mightily, and at last devoured him alive.

Then the goddess carefully collected her net and used it to conceal the birth of her child. The child is the Pledge of the Gods, and all existence swore by it to uphold their agreements. This is called the Great Compromise, and it is the sacred oath that recreated the world.

Yelm and Orlanth and the other deities prepared to leave their home of death. There was still a struggle for them, for they were held in the Underworld against their will, and even the victory of Arachne Solara did not bind the Holders of Hell. But nothing could hope to stand against the liberated forces of Light and Life, and so they surged on into victory and beyond.

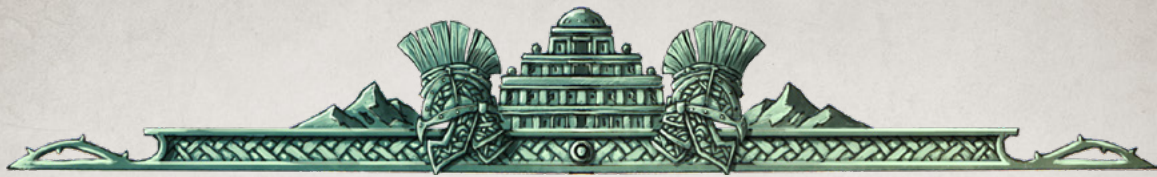
The reborn gods reached the edge of the world at the place now called Theya's Gate. There a star waited for them, and even the Darkness was glad to see them. The flush of Dawn, the rosy goddess, came. Arachne Solara stood upon the Gate of Time and cast her net across the universe, catching each surviving thing and binding it into the new world. Her child was born then, concealed by the net and protected by the strands. The child was called Time. The gods marched across the barren world, bringing warmth, light, and flower to awed survivors.

The new world was created. Time reigned. History began. ✧



Arkat's final incarnation was as the Destroyer, a monstrous incarnation of destruction who brought death and ruin in his path. Arkat's third eye shows his enlightenment, despite his fallen state.

Arkat
Reborn
2016
SHS



TIME



HISTORY IN GLORANTHA IS THE sum of events occurring since Time began. Mythical events prior to Time were non-sequential and simultaneous actions happening without the benefit of orderly lineal time.

The world of Glorantha is 1627 years old. That many years ago, after a great and timeless darkness, the Sun God rose in the east for the first of many days, instituting the new power of Time. Since then, dates in Time often have been written ST, Solara Tempora. The year 575 ST, then, would be the 575th year after the first sunrise.

Scholars divide the events that have occurred in Time into three Ages: the First Age, dating from 0 ST to 500 ST; the Second Age, dating from 501 ST to 1120 ST; and the Third Age, which dates from 1121 ST until the present.

Time is the most powerful of the gods of the new age. We recognize Time in three natural forms (lineal, cyclical, and illusory), but Time did not exist in the God Time or the Great Darkness. The lineal relations imposed upon the myths and stories of those ages originate from our own temporal state of mind, since we mortals are a natural part of the Time flow of the new age. Mythical events did not necessarily occur in the order we perceive them, and it can be difficult to reconcile conflicting versions of certain occurrences in Dreamtime. The difficulties with which we understand that age is illustrated by the words we use for it: Dreamtime, Gods Age, Golden Eon, Non-time, and so on. Each word or phrase has some measurement of Time within it. It is interesting and perhaps important that the magicians of the Hero Wars period (when contact was greatest between men and gods) referred to the God Time as “the magic place” or “Gods World,” even when referring to a prehistoric event.

TIME AND THE COSMIC COMPROMISE

Time was born in Hell, when the shadows of Chaos reigned and held sway over the heart of the universe. all the universe was in confusion, elements blundered amidst each other, and devils ran amok, slaying and kidnapping gods and mortals alike, carrying them to the formless Void. When the Lightbringers entered the Underworld and completed their great tasks, they forged a cosmic pact that bound all entities, living and dead, spiritual and physical, pure and unholy, intelligent and inert, into the Great Compromise. No beings responsible for the creation of

the world had exemption from this final synthesis. In their pact, the deities settled their senseless and destructive wars, which had precipitated the chaos they now united against. They agreed to accept a common ground of existence to share responsibility for the protection of the realm and to uphold their present status in the universe. They thus bound themselves irrevocably to the spiritual matrix of the new age.

Their vows are the source and cause of Time; the energies of this compromise provided the soul-essence of the new age. The old deities created the will of the new age and bound themselves to uphold it. The more powerful the deity, then the more numerous the commitments binding it into the world matrix, and the more effectively fossilized its role in the Time to come. If the laws of Time are broken by the world, then the impossible has occurred and Chaos will re-enter the world. The most impressive display of this came in the Gbaji Wars that concluded the First Age, as detailed later.

Time permanently separates the gods and their world from the destruction to which they had submitted in the Gods Age. They formed the pact to ensure their survival, and the world opted to become stagnant rather than non-existent. The gods sacrificed their freedom in return for immortality. The balance between the extremes of creation and destruction was moderated by cyclical sharing of extremes by the participants. Everything which had been killed in the Gods War had to remain dead one-half of Time, yet also was alive one-half. Thus, the world which made up the gods’ bodies was subject to those changes, and the magical energies of the world also followed the flow and pattern. Thus, in the winter the Earth and Fire deities are weak, but in summer the Fire gods are most powerful.

Within the world of Time live other beings, though, which did not share in the Compromise. These are the mortal races that survived. Unlike the gods, the mortals maintained their freedom. They can impose themselves upon the world and change it to a small extent.

The Chaos things surviving the Darkness and Dawn fall into the second category of entities. Few Chaos spirits survived enough to become worshipped as deities. The more important of those who did are outlined in this book. Thus, there are few gods of Chaos left.

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 strong points.

One of the clear distinctions made in the Compromise is that Chaos is not of the 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 enemy that must be fought and suppressed. With one enemy recognized by everyone, the squabbling deities found a common theme for unity.



KINDS OF TIME

The form of Time was a function of the Compromise. As stated, there had been horrible fighting and confusion before that agreement. Death and even parts of Chaos were well-mixed with the world. Time re-organized this confusion so that there was regularity between Light and Darkness, Life and Death, and other measures of Time.

Some cults believe in Lineal Time, maintaining that Time once began will continue onward in an unbroken line into the future forever, or until the world ends.

Cyclical Time, supported by many cults, holds that certain events such as day and night, alternation of seasons, lunar cycles, tides, spiritual recycling, etc., are the same event occurring again and again. Minor, local, and mundane observable differences measure mortal removal from the primal sources, rather than marking any true change.

Illusory Time is that progression of events which seems to manifest itself as we glance backward to God Time myth, or upon the activities of heroquesters performed in that realm of legend and magic. Cosmologically, the world of God Time exists only in stasis, beyond Time, and Chaos lies at the other pole. Reality stretches between them, and the non-existent realms are reachable only when individuals force Illusory Time upon God Time — causing immense philosophical and thaumaturgical ramifications.

CALENDRIAL TIME

Uniform dating in Glorantha is difficult, for many dates are based on local circumstance, such as “the third year after King Grozz defenestrated Harl Half-Ear.” A universal calendar exists in many places, however, and it is used in the following manner for general dating.

Conventionally, chroniclers list the day of the week first, then the week of the season, then the season, and then the year ST (the number of years after the Sun first rose). Two ways commonly are used to record actual dates. One is inscribing the Runes appropriate to the day, while the other is to note the date numerically.

In the latter system, Roman numerals have been used to show season: 5/2/1/1614 is the same as .1/w/1614.

LUNAR TIME

Lunar Time is the only important method of irregular dating. Some locales had other notations, but these rarely gained widespread importance, and are more confusing than interesting today.

The Red Goddess was born in Rinliddi (in Peloria) in 1220 ST. Lunar chronomancers always start their chronologies from that date. The Red Goddess lived upon the Surface World for 27 years before her apotheosis.

When she departed and took her place in the sky, the goddess was at the height of her power. Her possessions upon earth suffered a decrease in available magic for 27 years after her ascent, then increased again for 27 years to the levels available when the goddess had been on earth. This makes a 54-year period between the crests of power, with a central low point. This cycle is called a Wane, since the power is at a wane during its center.

The Wane is the primary number in Lunar calendar notation. If the first number is a 1, then the event was in the 1st Wane of the goddess; if it is a 7, then the event was in the 7th Wane, and so on. An occasional Wane may receive a name or title: Hon-eel's Wane, or the Hero Wars Wane. Events of the goddess' lifetime upon earth took place in the Zero Wane.

The second number of a Lunar date tells the year of the Wane in which the event occurred; any number from 1-54 is possible. Lunar daily and seasonal notation is as the ST calendar explained below.

SOLAR TIME

Solar Time dates Time from the first rising of the Sun with the Dawn. The year is divided into five seasons (with a two-week long intercalary period called Sacred Time); each season is divided into eight weeks; and each week is divided into seven days.

GLORANTHAN CALENDAR

Day	Week	Season
1. Freezeday ●	1. Disorder Ⅰ	1. Sea 𐄂
2. Waterday 𐄂	2. Harmony Ⅲ	2. Fire ☉
3. Clayday □	3. Death †	3. Earth □
4. Windsday ☿	4. Fertility Ⅹ	4. Dark ●
5. Fireday ☉	5. Stasis △	5. Storm ☼
6. Wildday ✱	6. Movement 𐄂	6. (Sacred Time)
7. Godsday 𐄂	7. Illusion 𐄂	
	8. Truth ⅴ	

One Day on Glorantha is the time needed for the sun to traverse the sky from east to west. One night is the time needed for the sun to traverse the Underworld from west to east again.

One Week is made of seven days, named for the five elements, one Godsday, and one 'wild' day. Elemental influences vary in intensity by the day of the week. Windsday will have more airy energies available than usual, for instance.

Wildday is an unformed piece of time, often propitious to various Chaos magics. The influences vary widely, however, and depend on location, history, pre-arranged conditions, and more factors. The most powerful local deity may be worshipped on this day.

Godsday may see the most worship and meditation. The most important holy ceremonies may occur on this day. The deities will be more influenced by worship received on Godsday.

One Season is made up of eight weeks, named after the eight Powers of the Celestial Court, the elder deities that created the world. Each season is aligned with an elemental Rune.

SUMMARY

7 days = 1 week

56 days = 8 weeks = 1 season

294 days = 42 weeks = 5 seasons + Sacred Time = 1 year

THE SEASONS OF THE YEAR

- 𐄂 **Sea Season** compares to our spring. This season follows the rebirth of the Sacred Time, and during it the Young Gods of the new age are free to exert their influences on the world.
- ☉ **Fire Season** is like our summer. This is a time of warming and ripening, when the plans and schemes of men mature and bear fruit, as do herds and fields. Energies are ripe for activities, intellectual pursuits, and outward expansions.
- □ **Earth Season** compares with our fall, with harvest and food gathering against the hard weather to come. The forces of life draw to themselves, leaving the fields and pastures to the soon appearing cold and darkness, but this also is the time of the greatest plenty, and a period of festivity and joy.
- ● **Dark Season** is like our winter, and there is great hardship and gloom across the world. Weaker beings should hide now, hoarding their food and spouting cheerful stories before their crackling fires. Only the boldest go forth.
- ☼ **Storm Season** is the time of greatest violence and danger. The Air Gods rule this season, and their energies always are of a violent and unpredictable nature. This time is like the Gods War; this bloody season can undo the effort of a whole year, and troubles begun here often inadvertently allow Chaos forces to slip into the world.
- **Sacred Time** equals two weeks in length, but officially is listed as fourteen days instead. Normal activity halts, and the world ritually and really re-enacts the death and rebirth of the cosmos in order to replenish the world, for incorporating the entropy of Chaos into the living world is agreed to in the Great Compromise. To live, one must descend into death and be reborn. The participation of all beings in these annual ceremonies and their commitment to them integrates the participants with an unconscious understanding of the cosmic balance—a major factor in the high level of magic generation and use in Glorantha.



Freezeday



Waterday



Clayday



Windsday



Fireday



Wildday



Godsday

C. 265 ST



Genertela 265 ST.

THE FIRST AGE

The years following the first sunrise saw the surviving races of the world grow and flourish. Lands broken and ruined by the Gods War and the Greater Darkness were rejuvenated as the deities reaffirmed themselves within the cold matter of the world. The Dawn Ages began with a calm and wonderful growth reminiscent of the Golden Age.

After a time of peaceful growth, many cultures collided violently upon their borderlands. Ancient races renewed their primeval conflicts and there was again war between trolls, dwarves, and elves. Human cultures also clashed, as in Peloria between the Sun-worshipping horse nomads and the Storm-worshipping First Council.

During this time, there is no mention of incursions from Chaos except for a couple of monsters which were uniquely immense entities. For instance, the Crimson Bat, already a glowing red spot of horror in the world, was active and making havoc throughout Genertela. It is known at different times to have been driven away by heroes from many civilizations.

Four primary cultures survived the Darkness to establish dominant cultures. Each originated in one or two places, or were liberated by someone from those places. Each place can be identified as the homeland of one of the four thought-modes mentioned as propounding a view on what Chaos was before creation.

Western Genertela was the source of the humanists. The culture began in the land of Brithos, and was ancient even before time began. It was so old that it had schisms within it even in the Dawn Ages. For instance, the Old Malkioni religion was long forgotten, dead when the god was killed, and instead the Wizards' secrets gave spiritual mastery and fulfillment for the people, but the dawning of year 2 ST established the New Malkioni religion—the spiritual support of the Hrestoli Men-of-All. The two extant cultures expanded into the darkened lands and drove away or absorbed the savages who lurked there. They were a sea-going race, thanks to intimate contact with the race called Waertagi (who tried never to set foot on land). They dominated the regions around the Neliomi Sea, the trade routes into Fronela and Tanisor, and the coasts of Slontos.

Central Peloria gave birth to the theistic way of life. There the people began formal and powerful relations with the intelligences of the universe, and the worshipped gods gave great magics in return, according to the patterns established in the Great Compromise. The Lightbringer peoples led the liberation of Peloria from Darkness, meeting the Sun-worshipping horse barbarians first, and then the Sun-worshipping Dara Happan Empire. Wherever the Lightbringer agents went, these agents of civilization woke the gods and spirits of a region with their worship and magic.

The vast empire of eastern Genertela clung to the mystic secrets of the universe as being the most important. This was another ancient seat of culture whose list of emperors was long at the Dawning. These peoples say they were untouched by the Great Darkness, because their powers kept them an island of safety amid the fears of Chaos. The dragons are said to have been their teachers; the dragons of Dragon Pass were either worshippers of or proof of the mystical way.

The naturalists followed the most widespread way of life in Glorantha. They paid worship to local spirits, objects, places, or vague, impersonal, powerful forces. Naturalism is the religion of animals, plants, and spirits. In Pamaltela, the southern continent, this way of existence dominated, and the natives of all races sought to live in a close and simple harmony with their world. In that continent, even many thousands of elves followed this quiet path.

The expanding cultures of Genertela often encountered indigenous peoples whom they labeled savages and ignorant natives. Despite observer prejudice, these inhabitants were usually spirit-worshippers of similar outlook to the naturalists, though frequently that outlook would be incomplete or limited.

In the Dawn Age, these cultures had little contact. Though the borderlands were regions of conflict and synthesis where people broke away from stereotypical worldviews and integrated new knowledge and experience, there was little penetration of new thinking into the strongholds of belief. The West remained godless and practical, the central lands stayed a land of magical beings and places, and the east was a realm of mystic peace and strange studies. The rest sank in savagery.

But Dorastor was a different land. Government moved there from Dragon Pass so that the leaders could use the remnants of a civilization discovered there. With its secrets men gained new insights, and many from across the world went there to study.

They unearthed what they thought to be the secrets of the universe, and a way to determine the truth of the matter. After many debates, the leadership decided to attempt to return the Gods Age to the world by making a god, perfect in every way for all people, to be named Osentalka—the Perfect One.

As the project began, contention arose with those who were not consulted or ignored; swords flashed in the Hall of Inquiry, regiments clashed in Dorastor, and war broke out in distant provinces. The trolls and dragonewts were especially disgruntled, but their opposition was not sufficient to disrupt the project. Great rituals aided the project, and many spirits were summoned while the gods looked on. Thousands joined in from many countries to lend their power to the project, and the rites went forward with less trouble than theorized.

Everyone was sure it would be a success.



This Seventh Wane Lunar painting can be seen in the Temple of Mysteries in Ganbarri and depicts Arkat's assault on Dorastor. It is believed to be a reproduction of an original from the time of Emperor Karvanyar.

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 Lunars depict Orlanth, except with black skin, flaming hair, and the three eyes. Arkat is accompanied by his allies. Below him is 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 both the Moon and Chaos Runes (a likely Lunar touch). 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 Choas is depicted elsewhere in Lunar art.

THE SUNSTOP

The year 375 was critical for Glorantha. At that time, many synchronous events of tremendous magnitude culminated to force an impossible act to occur.

In central Genertela, the great Genesis of the Perfect One reached a climax.

In Fronela, the wizards engaged in a thaumaturgical contest with a powerful heathen god, promising a great sign of their strength to destroy their foes.

In eastern Genertela, in the land of Kralorela, the latest of the Dragon Emperors meditated upon a potent symbol, whose consequence and inner working was unknown. Without realizing it or not caring about it, he called upon the Dragon's Eye to shine upon him.

In Pamaltela, a hundred thousand elves, led by their god of nature called Pamalt, sent their energies coursing through the world to call upon a good spirit to come to their jungle to help combat a virulent rot besetting their inner fibers.

The sun stopped in the sky.

No one knows how long it stood there, for that act halted all normal Time. Manuscripts from the west claim that time was different before and after the Sunstop, but this is not verified. All the mortals of the world looked skyward; the sun did not move from its place, though the people went about their business.

At first nothing happened, but then dark strands grew bolder in the sky, like huge loops of rope from the western edge of the world, hooked over it tautly. Soon a great dark

net was visible, straining to pull the sun back to its path. Strands snapped and unearthly shadows were cast upon the world.

Then a great dark spot rose into the sky upon the net. This huge bloated shadow flickered with a smoky glow. The shadow crept across the face of the sun, blotting it out and making all the world cold for a moment. A snapping moment of terror pierced the world, then the dark sky-web vanished, and the edge of the sun crept past the shadow. The shadow disappeared and the sun brightened, but everyone thought it looked paler than it had before. Some said it moved differently, too.

In Pamaltela, the heat strengthened the many spirits of that realm. They entered the jungles, plants, and elves, and combated the rot in their fibers.

In Kralorela, the Dragon Emperor realized the secrets of the symbol, and was liberated from another stage of consciousness.

In Fronela, the invading god was struck with weakness; the wizards used their magic to destroy his army, and the soldiers fled in panic, never again to be a great force.

In Ralios, Arachne Solara was tied in her own net by an enemy bull-headed demigod.

In Dorastor, there was a birth. Born was Osentalka, the Perfect One. Most called him Nysalor, the White Light, and worshipped him by that name. He was a wonder and a miracle to behold, and the peoples who helped to make him accepted him as a god, and instituted his worship.

Time itself may have been changed by the birth of Nysalor, or that it was necessary for the Broken Council to stop time to allow the birth. Either seems equally impossible but later scholars complained that Time had been shortened by that act, and that afterwards the days were shorter and that men's lives were also shorter.

The cult of Nysalor grew peacefully and benevolently; it spread eastward from Dorastor into Peloria, and westward across Kartolin Pass into Ralios. The spread of the cult was kind, and in Peloria many elves developed great fondness for this god of light.

Against the trolls and dragonewts the cult was harsher. The god Nysalor's armies carried war to the gates of the Castle of Lead, but instead of storming that impregnable fortress, the god cursed his foes, and the light of his curse shriveled their children. The descendants of Kyger Litor everywhere afterwards suffered the Trollkin Curse. The dragonewts were conquered and became mercenaries for the rulers in Dorastor.

In the west, Nysalor's proselytizers encountered the monotheists and humanists of the Seshnegi and Brithini cultures, and the new cult was not well-received. But when a plague broke out in Tanisor and spread into Seshnela and Arolanit, the Riddlers of Nysalor could heal the plague, and so were often accepted among those peoples.



ARKAT AND THE GBAJI WARS

Arkat came from the western land of Brithos. This hero led a long and successful war against the cult of the god Gbaji.

Some say Arkat's father was Humakt, the god of war, but the Brithini claim the hero's father was a barbarian warrior. Whatever the truth, Arkat possessed a powerful weapon before he left the island: the weapon was called God-Cleaver, reputed to be the Unbreakable Sword.

His mother was driven from home by outraged parents, though none now know why. Arkat grew up among the Aldryami of Brithos. He was raised in his grandfather's soldier caste, and proved himself a prodigy in combat. Later, in his youth, he saw the dark side of the foreign cult Gbaji, 'the Deceiver.' Because of this Arkat fought well on his island and helped drive the vile religion from the cities. It was here that his life-goal of eradicating the Gbaji cult began.

As one of the leading soldiers, Arkat accompanied a Brithos expedition attempting to liberate their provinces in Arolanit from the Gbaji influences. Here, though known as the cult of Nysalor, the Gbaji cult gained wide acceptance by curing previously unknown diseases for free. The Brithini wizards discovered, though, that the cult actually had planted the diseases in the first place. Such treachery earned Nysalor the new name of Gbaji, and so all his enemies called him thereafter.

Once freed, the Arolanit city-states volunteered forces to follow Arkat's army against foreign centers of power, especially in the kingdom of Tanisor. They set off with hope and cheer, but a vampire attack slew many leaders, and the Brithini effort collapsed when routed in one sharp battle. Arkat had no forces to fulfill his vow to destroy the cult. He realized that the Brithini caste structure made impossible efficient use of the forces available. He found new allies in Seshnela.

The Gbaji cult plagued the powerful kingdom of Seshnela at the time. Arkat raised and organized strong local forces to resist and drive off the cult.

There he also began to train to become a full Hrestoli Man-of-All. In these years, he uncovered the first clues to Heroquesting, though making no great advance in the art. He became a great knight quickly, and led a splendid army against Tanisor.

Tanisor was a traditional enemy of Seshnela. When the Gbaji cult was driven out of Seshnela, they found refuge in Tanisor and swelled the army there, but to no avail. After several years of fighting, the capital was besieged and taken, and even the famous Vampire Legion was destroyed by Arkat.

Moving deeper into Ralios, Arkat and his army found that many barbarian nations and non-humans had embraced the cult. Since non-humans were uncommon in Seshnela and Brithos, the invaders called the forces arrayed against them the League of Monsters, using the word Krjalki to describe their non-human enemies as a single group. In their ignorance, much of the army

thought that the Krjalki were mutated monsters who had long sold themselves to Chaos.

During Arkat's struggle in Ralios, diverse forces aided him. Wizards obeyed him, contrary to their tradition for mistrusting knights. Many tribes of polytheists followed too, despite their dislike of Malkioni monotheism. One by one the strongholds fell until the forces were concentrated in the eastern part of Ralios, especially the City of Wolves and the fortress of Kartolin.

The Telmori nation, which worshipped wolves, ruled the City of the Wolves. In taking a taint of Chaos to strengthen themselves, they had become a race of werewolves. They commanded the High Llama Pass between Ralios and Fronela. Kartolin fortress commanded the Kartolin Pass between Ralios and Dorastor. Though his efforts against Kartolin failed, Arkat did storm the City of Wolves and put everything to the sword. Though pockets of survivors still hide there and the place still has their name, the Telmori as a people were driven from the land, and afterwards too from Fronela, this last purge happening at the end of the Gbaji Wars by Talor the Laughing Warrior. They then began their long trek across the continent, to end only when they reached the edge of the impassable deserts.

While in Ralios, Arkat learned much of the Heroquesting art. This method of spiritual conquest and growth was known previously, but none had the knowledge and power to explore and exploit the possibilities. Arkat made many incursions into the spirit world to gain magical tools and allies against the cult he had sworn to eradicate. Sometimes he failed and suffered greatly from these quests, such as when a poisoned magical spear was turned in its flight and struck him in the foot. This wound plagued him long after. After many years of effort and thousands of lives and souls wasted, Arkat left an army before Kartolin and sought a new approach to the strongholds of the cult in Dorastor.

Peloria knew Gbaji as Nysalor or Osentalka. There this god was widely known and accepted as a benevolent god of light and power by the natives, and their worship of him had gained them peace and plenty in return. The Pelorians afterwards would view this period as the Golden Peace. As the wars drew closer, they gladly provided money and soldiers. Those armies were first used against the races which had betrayed the council and walked out on the creation of Gbaji, especially the trolls (who suffered the tragic Trollkin Curse from Nysalor) and the dragonewts (who had been humbled and forced into servitude). Some humans also fought against the cult, especially at the fringes of his influence, such as Dragon Pass or the northern horse steppes.

In one great journey through the quavering realms of mythology in search of a liberator, a band of Lightbringers eventually found their way to Arkat and liberated him. The Lightbringers convinced Arkat that he could approach Dorastor through Dragon Pass, and that he could find powerful allies there to help him. They also provided him with important details about his magical sword and who

had made it. Arkat broke his Hrestoli vows and joined the cult of Humakt, the god whom people said was his father. These acts endeared him to many residents of the lands he approached.

Arkat and a Western army landed in the Shadowlands, later called the Holy Country. There they were aided by many islanders, and a great army of trolls rose to help him. Surprised by this inhuman aid, he took it immediately and it was well that he did, for the troll anti-Chaos powers were instrumental in breaking the army flowing out of Snakepipe Hollow against him. The region was cleared after much pain and blood, as a year later the cult of Gbaji/Nysalor was driven from Dragon Pass. An army of dragonewts joined to help.

The further struggles in Peloria were painful and difficult, and Arkat lost as many battles as he won. His western allies dwindled, replaced by Orlanthi tribesmen and trolls. Arkat noted the troll successes and chose to align himself with them more closely. He first joined the cult of Kyger Litor, taking the name Kingtroll, then joined Zorak Zoran as well to bring mighty devastation against his foes. Arkat broke his vows to Humakt but kept the god's Unbreakable Sword.

This last act horrified many, especially the Lightbringers who had brought him to central Genertela and who now saw their quest a failure since they had brought darkness instead of light. By relentlessly corrupting himself, Arkat had become the Destroyer he sought to eradicate, and so the Lightbringers set off again to find proper help, and returned with the New Light of Talor the Laughing Warrior. The Humakti were shocked to see their once-revered leader acting trollish, ordering the devastation of cities and fields to destroy his enemy. Already depleted and demoralized, many westerners returned home with sad and fearful stories of their leader becoming a bloodthirsty Krjalki, exactly like the foes he once had fought to eradicate. But all the while Arkat's army inched forward, taking land, city, and fortress, devouring life and leaving little behind.

Arkat left no part of Dorastor untouched. His remaining armies dissolved in the increasingly awesome struggles that broke the land and drove Chaos from it. Both Arkat and Nysalor summoned mighty heroes and demigods to aid in their last fight. Finally, atop the Tower of Dreams, amid the City of Miracles, the two opponents met in single combat as all existence seemed to shatter around them. The city was turned to dust and poison, killing many of the greatest still surviving. From the ruins only Arkat emerged, and the downfall of Nysalor was complete, and he now was known only as Gbaji the Deceiver. The defamed god was dismembered, and his parts were buried in different places beneath many tons of rock and much powerful magic.

After the battle Arkat was no longer a troll, or so said his friends, and so did many trolls. The war against Gbaji had lasted 50 years; now Arkat retired to quiet lands in Ralios which he had admired in his younger days. There he cleared a simple farmstead and kept the area around

it under his watchful eye for his other 50 years. In Ralios the region is known as Arkat's Peace.

After the war was over and people talked about the events, they always wondered how Arkat could be so lucky against the various cult spirits of retribution, and they wondered where his sword went, and they agreed that he was strong-willed and severe in his dealings.

People in Peloria said that Nysalor's reign was a wonderful time, and thought it had been much like the Golden Age. But when people tried to sacrifice to the god to help him with prayers, there was no response, and so they also said he was dead.

The cult of Gbaji was ended. Those of Peloria who had revered Nysalor returned to their simpler, older gods, but ever afterward held bitterness against the demigod Arkat, who had destroyed a friend.

THE SECOND AGE

The years of the Second Age are ca. 500 ST to 1100 ST. The final years of this age vary by region, most concluding with whatever local disaster overthrew their civilization. Despite the cataclysms at the end of the age, there was little at its start to forebode doom ahead.

The forces of Chaos enjoyed little success then.

Two great schools of investigation existed in the Second Age. One originated in the far east and became a popular mystical religion which created new horizons of magic. The political form of this religion was the Empire of the Wyrms Friends, the Dragonlords. The vast energies for maintaining this type of magic severely oppressed many peoples, and after a time they no longer believed that their leaders could return the Golden Age to them, and began revolting. Aided by foreign gods, the rebellions spread, and destroyed the Empire of the Wyrms Friends in 1042.

In three generations, the peoples of the world took upon themselves the eradication of the dragonewts and their kin, in vengeance for their oppression during the Empire. In 1120, the True Golden Horde entered the nesting ground of Dragon Pass. There they met a world full of dragons, come to their home from across space and time for the sake of their souls. Few humans escaped from this Pelorian disaster, called the Dragonkill for what the dragons did to all the humans in Dragon Pass, which brought new respect to the ancient races.

The second line of investigation was from the God Learners. Their secrets were a synthesis culled from many diverse cultures which brought about new types of magic. Cleverly exploiting the similarities and differences in all that they found, creating grand and grandiose devices or magical spells, they wove the four modes of magic into one etheric cloth of powers and energies which seemed to envelope the cosmos.

They achieved special freedom not available before to god or mortal, making new realizations, and devising

measurements and recordings, and computing and testing their results among the world of the gods.

The God Learners pioneered our understanding of the God Time. They knew of the travels of Arkat, and of others before him who did not often realize what they did. The God Learners standardized many myths and methods for reaching to the secrets of the gods. They went into the mysterious Other Side to retrieve legendary artifacts or to view cosmic events which had been forgotten. They were accomplished mages, and several among them were noted as heroes of later ages.

Analogous to the God Learners in the political sphere was the Middle Sea Empire, also called the Jrusteli Empire for the island from which they emerged. They dominated the sea after driving off the Waertagi shipbuilders. They rarely took a region, but seized individual cities or established colonies, then let their overwhelming culture infiltrate and take advantage of whatever outlets were available. They ruled almost all the important coastal regions of Glorantha in the Second Age.

They fell because they bent Nature too much to their own ends. The forces of the old world and the Old Gods made abrupt changes which destroyed the newcomers. The brooding Waertagi struck suddenly and sank not only ships but lands as well. The Kralori lands mustered great mental powers and drove their oppressors into the ports first, then flushed them from the land altogether. The lands of Seshnela, Jrustela and Slontos were sunk beneath the sea, and Brithos disappeared also.

A curse swept across the sea, making it impossible to pass over the surface of the oceans. This also destroyed much of the Waertagi strength; they claim this treachery was by Zzabur, ancient wizard of Brithos. Coupled with the great lands lost to the sea, this was a mortal blow to civilization, and the coasts were abandoned. Power shifted to the interior of the continents for the next age.

Where Arkat settled and retired, there developed a powerful and dangerous country, called the Kingdom of Arkat by its peoples and the Dark Empire by its foes. The nation deserved both names. It conquered with quick success or used horrible magics to subdue, punish, and destroy. Though benevolent when untroubled, the Dark Empire was cruel when provoked. The Jrusteli helped conquer the Empire while aiding their relatives, the Seshnegi. The Jrusteli were quick to share in the plunder, and many afterwards saw parts from the Dark Empire in the Jrusteli secrets.

The memory of the Dark Empire survived in parts of Ralios. That is often a land of city-states strung along the fertile rivers, and they revere the name of and worship Arkat. But to many afterwards, the name and memory of Arkat was considered a curse, and they looked upon the Gbaji Wars as the thrashings of two detestable foes.

No cry of Chaos or uprising from the ooze dismayed the world. The great lands were sunk, Zzabur's curse swept the seas clear, and then the dragons slew thousands in self-defense. The Second Age was over.

C. 900 ST

EMPIRE OF WYRMS FRIENDS

MIDDLE SEA EMPIRE



THE THIRD AGE

The coasts soon became abandoned and mysterious. The great ports became darkened and ruined troll haunts. Though rivers were friendly, no sailor could bear to sail the sea.

In the west, Tanisor ruled in the south, heir to refugees from broken Seshnela and mistress of the great river system into Ralios. The kingdom of Loskalm prospered in Fronela, controlling a great peaceful bay. The city-states squabbled, fought hill tribes and Krjalki, or temporarily united against Tanisor. In Peloria, the tired eastern satraps trembled before mounted barbarians, while the west knew peace. In Kralorela, the ancient mystics lived on, spreading benevolent peace for the submissive farmers and stirring unspoken passions among the richer classes.

In 1220 ST, great stirrings in the world centered in the land of Peloria, presaging an event which would utterly change the spread of Chaos across the world. It was the birth of the Red Goddess. The birth was a long-wrought magical spell completed with the extraordinary event. Some say that the goddess was a shattered spirit from the Gods Age who was resurrected by the Seven Mothers. No one knows her parents.

The unearthly powers of the Red Goddess stirred fear and mistrust from the peoples and deities about her, and

her early life was a time of battle and victory. Her battle was temporal at first, then she entered a great Heroquest to find herself and her secret inner powers. She was gone for years; her lands fell into disrepair as enemies slowly crushed them. At last she reappeared, this time riding the Crimson Bat, and she spread terror before her. Afterwards, with the Bat and her army, she spread her conquests.

Because her growth was unprecedented and because she was blatantly connected with Chaos, the Red Goddess' growth stirred the ancient powers of the Elder Gods. After destroying the empire of Carmania, she warred with a race of magical beings at a place called Castle Blue. The Old Gods were drawn into the conflict, mustered to dispel this eruption of Chaos from the universe. The world seemed torn apart, but when it was remade the goddess was victorious. In mystic struggles and arcane judgments, she had proved herself a part of the world of Glorantha, unable to be cast out by the greatest powers and magics. Shortly afterwards she took upon herself the great piece of earth, leaving behind the Crater, and ascended into the sky, where she is now visible as the Red Moon.

The Red Goddess met and overcame some strange deities in her Heroquest, and these are said to be part of her source of odd powers. These gods include Arachne Solara and Nysalor, and philosophers say she also is intimate with Time. These are all strange powers to the gods of the world, and many still fear and mistrust her.



The Crimson Bat was a demon of Chaos tamed by the Red Goddess as her steed. A cult of priests feed it with the body and souls of sentient beings and are responsible for it on the battlefield, where it is the most feared weapon in the Lunar Empire's magical arsenal.

C. 1220 ST BIRTH OF THE RED GODDESS



Happily, the Red Goddess in no way condones the widespread worship of Chaos entities which follow the ways of the Devil and fall into moral depravity. 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 ways of Chaotic gods. Lunar history contains lessons of generals and priests gone bad, and points them out as bad examples.

By its faith, the Lunar Empire must accept Chaos in philosophy 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 training in the mountains. Yet many Lunar heroes gained fame by killing vampires 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 Lunar Empire has grown powerful and effective. It has conquered most of Peloria, and nibbles the borders to push beyond, but the final effect of its cults and temptations is yet to be seen. Foreigners are uncertain about what has been brewing inside the imperial borders. Lunar citizens, content in the fruitfulness and peace of the Empire, are often blind to what they might see. Even the Red Goddess, known as the Mistress of Time, is blind to the future.

Philosophers say it is time for a new cataclysm to end the world age, as seems to occur every 500 years. Others see the gods and spirits drawing closer, as the powers of certain men attain godly stature.

It is the start of the times when the world is pushed to excess and it is time for hard reckonings. Powers are stirring to make a stand. Old foes have strength for new troubles.

The Hero Wars have already started in Dragon Pass. The Lunar Empire conquered Dragon Pass and used incredible magic to imprison the gods Orlanth and Ernalda in the Underworld despite the Compromise. The Cosmos shuddered and shook, and many fear the Cosmic Compromise, long frayed, has been torn asunder. Chaos has erupted out of the breaks and cracks in the world, threatening all with a new Great Darkness. Desperate Sartarites brought their gods out from Hell, calling stars down from the heavens and raising new planets. Orlanth thundered for vengeance and his worshipers raised a True Dragon from beneath the New Lunar Temple in Dragon Pass, devouring half the Lunar Army before the dragon ascended into the Sky Dome. A victorious barbarian warlord led an army of Praxians and Sartarites into Dragon Pass.

This warlord is Argrath Dragontooth, a distant member of the Sartar royal household and refugee from Lunar justice. He is known as the White Bull among the tribes of Prax and claims the throne of Sartar. Argrath, the Liberator long foretold, has relit the Flame of Sartar in Boldhome and boldly challenged the Red Emperor himself.

The war between Argrath and the Red Emperor is destined to draw the greatest collection of heroes and demigods the world has ever seen into Dragon Pass into a war that threatens the very existence of Glorantha: the Hero Wars. And the war has already started. 🐉



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.

Glyph 12 pertains to the Hero Wars in Dragon Pass. As interpreted by the scribes of Londario, the glyph depicts:

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.



SHE WHO WAITS TEELO NORRI IRRIPPI ONTOR DEEZOLA YANAFAL TARNILS JAKALEEL THE WITCH DANFIVE XARON
THE SEVEN MOTHERS



OFFSPRING



THE RED GODDESS

NYSALOR



RED EMPEROR



GREAT SISTER



HWARIN DALTHIPPA



YARA ARANIS



HON-EEL



JAR-EEL



GODS OF THE LUNAR WAY



THIS SECTION IS ACTUALLY PART of the “revised” Irenstos Theogony collection, but has been included here for ease of understanding. It was obviously written by the later reviser, as the Lunar Way did not even exist during the time of the God Learners.

In the God Time, Glorantha had a moon, sometimes described as red, other times as blue or even purple. Some give a celestial origin for the moon, calling her the daughter of Aether or Yelm; others give her an Underworld origin, calling her the daughter of Primal Darkness and the Primal Waters. Still others make her an impossible pairing of celestial and Underworld powers.

During the Gods War, the moon was cast down from heaven and shattered. Some say it was by Orlanth, others blame Mostal, and still others blame Yelm’s vengeful kin. She fell to earth in many pieces, the largest being the Blue Moon Plateau in Peloria.

Sedenya is the name she is known best by thanks to the Red Goddess. Sedenya was the daughter of either Aether or Yelm, depending on the story. She was the goddess of Mernita, the Turning City, which lay beneath her. She fought with Yelm and was one of the Rebel Gods who murdered Murharzarm. She claimed be the Turning Sun, but was dragged from the sky by the celestial gods. Sedenya crashed from the sky upon her own worshipers, destroying their city entirely. The Red Goddess is Sedenya reborn within Time.

SEVEN ANCIENT MOON GODDESSES

■ **Verithurusa** was Sedenya’s name as a Celestial Wanderer. She is called the Mistress of Wisdom and the Overseer of Mernita; sometimes she is called Jernedeus or Jernotia. She was a daughter of Yelm who left her place when she saw Umath spiraling around the Middle Sky. Verithurusa did many things which were innocent, unwise, and foolish. She broke ranks, ignored her father, believed a liar, was robbed, impregnated, and outlawed. She also sang, danced, ate, loved, led, wanted, wept, and laughed. She is associated with the Full Half Moon.

■ **Lesilla** is the Dara Happan goddess of mothers, the Bearer of Life and the Descending Blue Moon. She founded the city of Mernita and her children resided there. She sat overhead as a stationary Blue Moon, while simultaneously ruling Mernita in the Golden Age as Queen Cerullia. She was given the choice of dying herself or all her people dying instead. Lesilla sacrificed herself, and was pulled down from the sky. The remnants of her corpse form the Blue Moon Plateau. Since that time, she has lived among womankind as one of them, teaching mortals the secret of her Spiral Path. She is associated with the Crescent Go Moon.

■ **Gerra** is the Dying Moon. She was once a great and powerful goddess, but through her own haughtiness brought terrible punishments upon herself. She insisted on doing unspeakable things, and so was reproved with increasingly severe methods until she was subdued. She then descended into the Throne of Woe to enter the Underworld. Gerra has several holy places in old Carmania. They are all gruesome, sacrificial pyramids where initiates mutilate themselves and perform human sacrifice. Although many initiates die every year in these rites, many more volunteer and come from hundreds of kilometers away to die there. Gerra is called Our Mother the Shadow.



- **Rashorana** is the Liberator, the Goddess of the Seventh Soul, and of Illumination. She was either last of the gods made or the first Chaos deity created. She has taken many forms and has had many strange powers she did not use, for she had no interest in either the mortal or divine realms. Such restraint was one lesson of the Great Teacher. She had the power of Illumination, a way to open a being's soul to Transcendence. Rashorana was troublesome to the unchanging world; she was often cursed, maimed, or otherwise nearly destroyed by her foes. As Atarks, he was castrated. As Sedenya, she was cast down from the heavens and shattered. As Jernotius, he was turned to stone. As Osentalka, he was made incomplete. As Nysalor, he was dismembered and cast about. Yet Illumination cannot be eliminated, and Rashorana has always returned. She is associated with the Black Moon.
- **Natha** is the Goddess of Balance, both of Blessing and Nemesis, thus an active manifestation of the revolving power of change. She is also called the Keeper of the Second Hell, the Empty Half Moon, Avenger, Destroyer, and Murderer. Natha has used her powers to bring Life or Death, Light or Darkness, good or evil into the world, as was necessary to maintain the work of Creation. She has been recognized and feared for a long time, and has received propitiatory sacrifices and dire invocations from Pelorians since the God Time. She is associated with the Empty Half Moon.
- **Ulurda** was the celestial huntress, the Blue Moving Planet that appeared before the Dawn. She appeared in the Celestial Forest and stalked the Sky Bear, which had taken all the stars and animals. Ulurda caught it, but instead of killing it, she tamed it. She released the stars, and went among them in the Sky. Ulurda also lived upon the earth, and she was called Orogeria, the Lady of the Wild, and Keeper of Life and Death. She is associated with the Crescent Come Moon.
- **Zaytenara** is the daughter of Yelm born when the Young God confronted Burburstus. She was the Master of Transcendence and Messenger of Above. When Umath first spiraled around the Middle Sky, Zaytenara fled from his violence and out of the world. She is the Great Mind, the Universal Consciousness, and "She Who Comes." Zaytenara is associated the Full Moon and is sometimes called the White Moon.



THE BLUE MOON

The Blue Moon (called Annilla by the Blue Moon Trolls or Veldara by the humans of Pamaltela) is ancient and mysterious. She was active and important in the God Time, but when violence enveloped the cosmos, she was shattered and cast down from heaven. The Blue Moon Plateau is the single largest piece of her body that struck the Surface World.

Part of the Blue Moon remained in the sky, rising and falling in its own unpredictable pattern and controlling the tides of Glorantha. Three secretive cults worship the Blue Moon: the Blue Moon trolls of Peloria; the Veldang of Pamaltela; and the Zaranistangi Loper People.

Artmal is the son of the Blue Moon and Lorian the Skyriver Titan. He came to Pamaltela during the Golden Age, and founded the fabulous Artmali Empire. Artmal aided his uncle Tolat against Umath the Primal Storm and received the Red Sword of Tolat, which Artmal later gave to his heirs. Artmal closed himself into a tomb, and from there he gave prophecies and advice until he was ignored by his descendants who broke all his old treaties.

Orlanth later destroyed Artmal and scattered his parts. The Empire became a wasteland and its people were enslaved. Artmal's blue-skinned descendants are now called the Veldang, and they still remember the glorious days when Artmal himself walked the earth and when Artmali ships sailed a lovely sea where the bleak Nargan Desert now lies.

THE SEVEN MOTHERS

The Lunar Goddess prepared all the world for her return, and seven individuals came together to bring about her rebirth. They are called the Seven Mothers, though three were male. They were occult conspirators who lived before the rebirth of the Red Goddess. During the declining years of the Carmanian Empire, they met in the small city of Torang, and performed the final ritual which allowed the Lunar Goddess back into the Mundane World.

They sought out parts of a deity which they believed would be able to help them, gathering together pieces of the long-forgotten Lunar Goddess, who had been dismembered and scattered across the Cosmos in the Gods War. In return, the Red Goddess bestowed her secrets upon them. The Seven Mothers have left the earth and joined the Red Goddess in immortality as the first Lunar New Gods.

- **Deezola** was a queen along the Arcos River in what is now the satrapy of First Blessed and a priestess of the local Earth Goddess. She became a New God and is the Keeper of Vows, the Avenger of Wrongs, and the Unshakeable One. She is now associated with the Crescent Go Moon.

- **Irrippi Ontor** was a sage outlawed from the cults of Buserian and Lhankor Mhy. He came from Yuthuppa and was a friend of Yanafal Tarnils. He became a New God and the Master of Secrets for the Lunar religion. He is now associated with the Full Moon.
- **Yanafal Tarnils** was an exiled nobleman from Yuthuppa who still ruled his lands. He later defeated his master, Humakt, in battle and became an immortal New God. He is the Lunar War God. He is now associated with the Empty Half Moon.
- **Jakaleel the Witch** was once a shaman-priestess of dark powers in the mountains of Jord. As one of the Seven Mothers, she became the Mistress of Black Magic, Keeper of Secrets, and Source of Mastery for the Lunar religion. She is associated with the Dying Moon.
- **Danfive Xaron** was a bloodthirsty outlaw who volunteered for the most dangerous task in the ritual of recreating the Goddess. His partial success earned him the position of Gatekeeper, Porter, and Night Watchman for the Lunar pantheon. He is now associated with the Crescent Come Moon.
- The ritual through which the Red Goddess was restored apparently required a participant who was ignorant of the ritual's intent. **Teelo Norri** was a barely pubescent urchin chosen at random from the streets of Torang for that purpose. She is the New Goddess of Innocence and Experience. She is now associated with the Full Half Moon.
- **She Who Waits** was a mysterious person, spirit or deity whose unfathomable secrets and powers are known only to the illuminated initiates of the Red Goddess. Some claim that she was a member of the Blue Moon cult. She is now associated with the Black Moon.

THE RED GODDESS

Moon Goddess, Mistress of Time, Sister of Chaos, and Lurker Upon the Veil are some other titles given to this unique goddess. She was born in the Gods Age but was broken and scattered during the Gods War, not quite dead but not quite alive either. She was reassembled and reborn in 1220 by the Seven Mothers.

After her rebirth, the Red Goddess was not content, and she went on a dire Godquest to find her Seventh Soul. At the culmination of this journey, she contacted Nysalor, and brought her gift of Illumination back into the world as part of herself. Through Nysalor the Lunars have access to Chaotic abilities and powers unreachable by normal deities, as shown by the Red Goddess when she returned

to the world in 1232, riding atop the Chaos demon known as the Crimson Bat.

After conquering Peloria, the Red Goddess fought a fierce, magical war at Castle Blue where she forced the Old Gods to accept her. She ascended into the heavens as the Red Moon in 1247. She left her son, the Red Emperor, behind to rule over her Empire.

The Red Goddess founded the Lunar religion, a strange mixture of mysticism and practical magic, of barbaric cruelty and dignified beauty, of freedom and of tyranny. Its philosophies are unique and complex, and includes acceptance of Chaos as part of the universe. Illumination is an essential part of the Lunar religion and she embraces seemingly incompatible powers such as Life and Death. She has taken for her domain the Middle Air, and so earned the eternal enmity of Orlanth and other Air Gods.

ILLUMINATION

Some say that a goddess called **Rashorana**, who was either the last of the gods born, or the first of the Chaos creations, was the first to develop and teach this philosophy. She is said to have been killed by the god of entropy during the Great Darkness.

Near the end of the First Age, the mortal races successfully built a new god, Osentalka, "The Perfect One," later called Nysalor, "The Bright One." In western Genertela and Dragon Pass, the divine being came to be called Gbaji, a vulgar word meaning "The Deceiver" or "Damned Liar."

The new god and his disciples, commonly known as Riddlers, spread their version of this philosophy across much of Genertela, since, except in Kralorela, much of Rashorana's teachings had been long since forgotten.

Arkat the Liberator fought a great war against Nysalor and his followers, spending three generations in the task, and in the end leaving a trail of cinders across the continent before his final victory. Almost all believe the god was destroyed but all agree that the philosophy of Illumination survived. Some contend that worship of Gbaji continued in secret from the First Age to this day, while Nysalor is revered in today's Lunar Empire.

In the Second Age, Nysalorean Illumination was banished, forbidden, and destroyed. However, other beliefs that shared many of the same characteristics (most specifically the extraordinary state of mind that fundamentally transforms the individual): Umbarism, Empire of the Wyrms Friends draconic consciousness, Kralorelan draconic mystics, Vithelan mysticism, the Umathelan Cult of Silence, and even some God Learner schools all provided liberation similar to that of Nysalorean Illumination.

In the Third Age, Illumination is most prevalent within the Lunar Empire, where the philosophy is widespread among worshipers of the Red Goddess and the Seven Mothers. In Dragon Pass, new forms of Illumination, based on draconic consciousness or Arkat's teaching, have come to the fore,

BECOMING ILLUMINATED

An Illuminate is one who has gained special insight into the Gloranthan cosmos. This insight always completely alters that individual's perceptions of the world, as well as her place in it. How she interprets and interacts with the gods, the Runes, and the cosmos is fundamentally and forever transformed.

The insights of Illumination are gained through many methods, the most widely known being the study of the Nysalor Riddles. Mystical apprehensions and spiritual doubt gained through Nysalor Riddles can fundamentally transform the individual. Within the Lunar Empire, the Seveining Rites are the primary path towards Illumination. Overseen by priestess of the Red Goddess called the Illumination Examiners, these rites assault the candidate's personal worldview with deliberate and conscious assaults by demons, gods, and the universe itself. The candidate survives only through the teachings of a Lunar New God that binds, protects, and preserves her as she dissolves into the All.

Similar insight may also be gained through contemplation of certain poems, pieces of art, parables, dramatic events, and remarkable objects. The secret magical insights Argrath teaches his warlocks should also be considered a form of Illumination.

promoted by Argrath's Sartar Magical Union. Illumination is known elsewhere, most notably in Kralorela, East Isles, Ralios, Jrustela, and Vralos. The Near Ones or Friends of Pamalt are also thought to be Illuminates by some.

CRIMSON BAT

In the Gods War and First Age, the Crimson Bat was a terrible demon of Chaos and Death that roamed the world without restraint, devouring entire villages and regiments. Arkat defeated the monster and banished it from the Mundane World.

In the Third Age, the Red Goddess found the Crimson Bat in the deepest pits of the Underworld and bound it to her service. She returned riding the Crimson Bat and brought terror and madness to her enemies. Lunar historians refer to this battle as the First Battle of Chaos, and use that day, Freezeday, as the feeding day for the Bat.

THE NEW GODS

Besides the Seven Mothers, several followers and children of the Red Goddess have achieved immortality and become the New Gods of the Lunar religion.

- **The Red Emperor** is the son of the Red Goddess and the demigod ruler of the Lunar Empire. He has no name, only titles. He is Moonson, Lord of the Four Quarters, Staff and Pillar of God, Leader of the Egi, Shah of Shahs, and the Bright and Illustrious Emperor of Dara Happa. As a living god, the Red Emperor presides over the rituals that maintain and revive the cosmos and is in charge of maintaining the magical connections of the empire. The Red Emperor first appeared at the Battle of Castle Blue. Although he can be slain, no death can claim him for long. The Red Emperor has been reborn many times. Whenever the emperor is killed, the priests in Glamour begin the rituals that will allow them to aid the Red Emperor in regaining himself and the parts of his soul that may have been damaged by his death. The Red Emperor is worshiped throughout the Lunar Empire as a separate divine entity apart from his mother. He is the Highest Priest for the cult of the Red Goddess as well as the subject of his own cult. The current incarnation, or Mask, of the Red Emperor is called Argenteus. He is a peaceful and benevolent emperor who makes few practical efforts to run a reluctant world. He prefers to make secret and public displays of affection and pleasure instead of watching his armies march. He leaves the easy practical problems to his advisors and personally makes sure that there is enough love and ecstasy in the world.
- **Great Sister** is the demigod daughter of the Red Goddess. Some say she was born when the island of Mernita rose during the Great Flood. Her birth is a Lunar mystery, but she was at her mother's side during the Battle of Castle Blue. Like the Red Emperor, she is thought to have worn several masks. She was tasked by the Red Goddess to teach everyone something of the truth of Nysalor and she founded one of the most important Nysalor cults in the Lunar Empire.
- **Etyries** was a daughter of Issaries who went to hear the word of the Red Goddess. She listened well, learned what the goddess meant, and worked her way to become Etyries, goddess of merchants, messengers, and heralds. In becoming a goddess, Etyries usurped spells and skills possessed by other deities.
- **Hwarin Dalthippa** was a daughter of the Red Emperor. She founded the famous and beautiful city of Jillaro, conquered the provincial barbarians and integrated them into the Lunar Empire, and built the magical roads which today crisscross the region.

- **Yara Aranis** exists to terrorize and slay the horse nomads of Pent. She is the Second Inspiration of Moonson, the daughter of the Red Emperor and Gorgorma, conceived in the Underworld. She is the goddess of the Glowline and she is the patron goddess of the seven Temples of the Reaching Moon. The Temples of the Reaching Moon are her most important holy places. A temple to Yara Aranis is the heart of each complex, twinned with one to the Red Goddess. Criminals and rebels are sacrificed to feed Yara Aranis and maintain the Glowline; their tortured souls are bound forever to the temple as slaves and guardians.
- **Hon-eel** is the daughter and Third Inspiration of the Red Emperor. The Lunar Empire was desolated by horse barbarian attacks in its early years. After the barbarians were defeated, Hon-eel appeared and renewed the empire. She restored provincial lands which had drifted from Lunar rule because of the barbarian

attacks, settled new lands, drove the last of the horsemen off, and discovered a new food grain, maize, for Peloria. Hon-eel danced her way to the end of the universe and brought back rich blessings of fertility for all who were wise enough to call on her.

- The Fourth Inspiration of Moonson, **Jar-eel** is the current incarnation of the Red Goddess in human form. She is the daughter of the Red Emperor and a great-granddaughter of Hon-eel the Artess. Jar-eel is the defender of Lunar civilization and enlightenment. Blessed with grace, beauty, and intelligence, she is worshiped within the Lunar Empire as a living goddess of Love and War. ✎

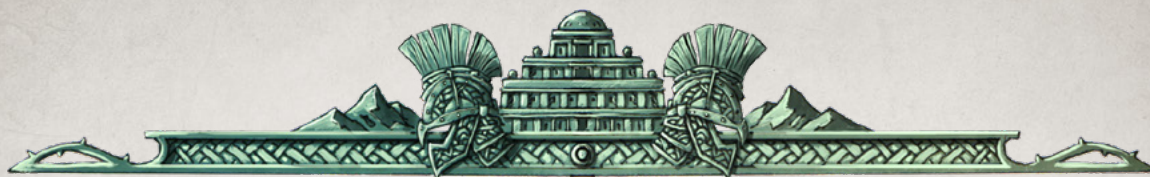


The Seven Mothers. From left to right: She Who Waits, Irrippi Ontor, Jakaleel the Witch, Teelo Norri, Queen Deezola, Yanafal Tarnils, and Danfive Xaron.



This picture depicts a mythological scene where the Red Goddess dances into the night sky, lifting the Red Moon with her. The Red Goddess is in the foreground, dancing her way into the sky, with the Red Moon behind her.

Red
Moon
2016
1/17



THE REDLINE HISTORY OF THE LUNAR EMPIRE



THE REDLINE HISTORY IS THE court history of the Lunar Empire, ordered into existence in 7/50 (1621) by the Red Emperor (or one of his household) in anticipation of the Extra Full Moon Year. It was written by "Irrippi Ontor" (i.e. by the imperial scribes), and no individual author is named. However, it is widely believed that its principle author was Fod-Ariam, an Irrippi Ontor scribe, best known for his mystical poetry. The Redline History incorporates sections from the Fifth Wane book, *She Blesses Who Reads This*, as well as several other Fifth and Sixth Wane sources. It includes a fragmentary codicil written that could not have been written before 8/2 (1627), widely believed to have been added by Fod-Ariam.

This particular copy of the Redline History belonged to King Gormoral of Vanch, and contains his personal annotations, which have been included here in the footnotes.

THE CARMANIAN EMPIRE

Around the year 700, the Kingdom of Loskalm was engaged in a deep and intense war over the succession. Among the contenders was Syranthir Forefront, a skilled general who gained his name from his particular form of battle, which was to give strict and explicit orders to his officers, then ride to the front of his army to watch the events occur or fail, and be prepared to lead the decisive charge himself.

He left home and enemies after being betrayed by his wife and brother. His army, ever loyal to him and having as little to lose as he in the ravaged land, set off to follow the Great River (the Janube) inland, eventually finding employ by the Sweet Sea merchants to combat the savage Baloris barbarians. Settling that, Syranthir and his army set out eastwards, to lands unknown to civilized peoples.

Around 729, Syranthir met the people of Lake Oronin, who guided him down the Oronin River to the place where Shardash, later the Carmanian capital, was established.

The Carmanians established a feudal society upon the "pauper farmers" who they encountered, and pressed conquests into the rich river valleys. They were militarily feudal in nature, favoring an armed nobility, superbly trained and equipped, to a rabble of foot soldiers. They also introduced a new type of farming into the land, which increased the yield of every field it was used upon. Finally, they brought the Third Eye Blue cult of metal-smiths to

Peloria. These innovations, and a brute band of gods to maintain their power, established the Carmanians early, and greatly aided their growth.

They eventually helped the Empire of the Wyrms Friends dispose of the decadent Dara Happan Empire, and led nations aiding in the disposal of humans and dragonewts of Dragon Pass many years later.

By the time of the war with the Lunar army, the Carmanian Empire had changed little in internal structure, despite its conquest of large territories and populous cities. Metal-smithing had spread across Peloria, and their agricultural methods were known to the enemy. The old kingdom could not respond to the changes forced by the Lunar Empire, and collapsed under pressure.

ZERO WANE: THE RED GODDESS

The Zero Wane began with the birth of the Red Goddess and ended with her apotheosis.

THE BIRTH OF THE GODDESS

1220 (0/0) is the recorded and accepted date of the birth of the Red Goddess. The event took place in the city of Torang, in the land of Rinliddi, within the region known as Peloria. The magical event which precipitated this divine act was brought about by a conspiracy of seven beings, later known as the Seven Mothers, although three of them were men.



The Seven Mothers were:

- **Queen Deezola, "The Binder Within."** Formerly the ruler of lands on the Arcos River, she became the Keeper of Vows, the Avenger of Wrongs, and the Unshakeable One.
- **Jakaleel the Witch, "The Spindle Hag."** Once a shaman-priestess from the mountains of Jord, she became the Mistress of Black Magic, Keeper of Secrets, and Source of Mastery.
- **Teelo Norri, "Young Life."** This young girl was chosen apparently at random from the many on Torang's streets for the ritual. She became the Cupbearer for the Goddess, and Spring of Eternal Youth.

- **Irrippi Ontor, "The Brown Man."** A sage outlawed from the cults of Buserian and Lhankor Mhy, he became the Master of Secrets.
- **Yanafal Tarnils, "Ram and Warrior."** An exiled nobleman from Yuthuppa, he became the God of War.
- **Danfve Xaron, "Bridge for the Seeker."** A bloodthirsty outlaw from the south who volunteered for the most dangerous task in the ritual. His success earned him the position of Gatekeeper, Porter, and Night Watchman for the Seven Mothers.
- **"She Who Waits."** A mysterious, unnamed personage whose identity is unknown to outsiders.

At that time, Rinliddi was broken into small, mistrusting principalities, each ruled by established dynasties, and each working for their own petty ends. To the west the Carmanian Empire manipulated the border satrapies, while to the east the increasingly hostile horse-barbarians were regularly raiding the country in growing numbers.

Little is known of the political motives for the Seven Mothers. Lunar legend gives them only the highest praise and moral righteousness. Other hints indicate that political expediency and a simple lust for more power motivated at least two of the conspirators. Whatever their motivation, their results were permanent and inspired.

Four days before the birth of the Goddess, a horse tribe shaman, who was probably in the conspiracy as well, ambushed and wounded the Carmanian War God (Humakt) during a ceremony in Spol. Meanwhile, an enchanted hunt had drawn off most of the regional nobility. The birth was attended by three miraculous signs: the Young Elementals appearing to promise homage, the Song of the Animals, and the Spider's Protection. Shortly afterwards the Spol noblemen who managed to return from the hunt began a search for the infant Goddess which resulted in their deaths.

ESTABLISHMENT OF FIRST BLESSED SATRAPY

Torang immediately declared itself in support of the Goddess, followed by other towns nearby. A battle on the Arcos River established the ragtag army and nation of the Goddess, with followers immediately naming the battle "First Victory". The Goddess, in turn, named her new lands "First Blessed," and named a lover as first Satrap.

In 0/6 (1226) the army of the Goddess drove off neighboring invaders at the Battle of Eleiu Hararn, establishing her control, and expanding her territory. In response to harassment and plain desire for additional territory, the Goddess began encroaching upon the neighboring principalities which did not join her rule.

In 0/8 (1228), while raiding the territory of Satrap Nandelus, the now named Lunar army was confronted by a major nomadic invasion, rumored to be hired by the Satrap himself. At least four tribes sent warriors, probably numbering some 12,000 riders in all. The engagement was called the Battle of Seven Horses, because the Goddess captured that many magical steeds from under their leaders. One contingent of attackers was virtually annihilated by a dazzling array of magic from the Goddess; two others wasted themselves upon fixed Lunar infantry squares on a hilltop, thanks to the manipulations of the Lunar mages. The last contingent, the Char-un, was fixed into place first by spells, and then by enchantment at the spectacle of their allies' destruction.

At the end of the day, the Char-un warriors swore loyalty to the Goddess in the most demeaning terms, virtually offering themselves in slavery to her. She accepted, and

shortly afterwards these horse nomads moved close to the Lunar lands, shielding the eastern border from the other nomads. They grew quickly in strength, thanks to Lunar money and training, and were loyal allies through the whole period of the Goddess' stay on earth.

In 0/8, after Sacred Time at the end of the year, the Goddess left the mortal realms upon adventures that carried her beyond the lands of her followers.

THE BATTLE OF CHAOS

In 0/10, two years after her departure, the Carmanian sorcerer Mahedres Redbeard, who had served four generations of Carmanian shahs, declared that the Goddess was gone, trapped in the Seven Teeth and Two Jaws, and that her lands were ready for reconquest. Yanafal Tarnils, one of the Goddess's Mothers, had gone to try to rescue her, and the other remaining Mothers were unable to properly defend the lands of First Blessed without his martial expertise. Two years of probing attacks were followed by invasions.

In 0/12 (1232) the Carmanian army marched to the walls of Torang, besieging seven forts or cities along the way, and laying assault ladders upon the walls of the sacred city five times before the arrival of the relief army under the command of the returned hero Yanafal Tarnils.

The Battle of Chaos was a three-day affair, excluding the skirmishing between scouting cavalry as the armies closed. The first fight took part far from the city, when a tribe of Char-un cavalry took the initiative and attacked wildly down the main road, drawing much of the Carmanian infantry to stop it in the late afternoon. A solid infantry square held off the Char-un, and awaited reinforcements, which scared off the cavalry. But the maneuver had been a feint, and a select band of people managed to break out of the city and join their friends outside. There followed a Lunar ritual which lasted two full days, and was a dangerous attempt to find the Goddess wherever she lay.

On the second day, the alerted Carmanians drew up to await the Lunar relief forces at Horgaf's Pass. The half-crazed Char-un gladly charged at the Carmanian nobility, who impetuously met them with charge and counter-charge. The heavily armored cataphracts carried the day, but were too winded to follow up properly against fresh spear and bowmen.

During the night, fresh troops arrived from the Carmanian armies left behind to besiege the forts. A powerful Lunar ritual had rewarded them with several valuable allies, and a force of Yuthuppan mercenaries had arrived as well, with a mercenary force of Sable People. But the Carmanians still outnumbered the Lunar forces, which were relying heavily upon magic to withstand the attack.

On the third day, the Lunar forces stood desperately on the defensive while the Inner Circle magicians finished their long search for the Goddess. The army formed into a large square atop a hill, where the exhausted magicians

and the horseless Char-un took refuge. The Carmanian commander threw his infantry against the fortified position and managed to breach it with his own leadership and magic. The Char-un reserves fought poorly on foot, and the Carmanian cataphracts had reached the sacred Lunar band and even slain two of the Mothers before the search was completed and the Red Goddess appeared.



In 1235, the Red Goddess led her armies to attack the Carmanians.



She came riding atop the demon known as the Crimson Bat. This was a creature from Chaos itself, with unearthly powers and abilities even when constrained to the Middle World. Never before had a mortal exhibited such control over a Chaos creature, but the Carmanians were not heir to such knowledge. The Goddess rode among them, spreading appalling death wherever she went, and driving many mad who were unable to defend themselves against the mind-warping properties of this Chaos influence. The sad survivors of this fight wandered madly off in a group, and roamed the countryside for generations as a dangerous band of crazed and semi-chaotic marauders known as the Mad Sultanate.

The Carmanians who managed to escape went home with tales of Lunar evil, and in their way of thought saw that as Truth. Proof was easy to present, and the Carmanian Empire began girding itself and seeking allies against this force in the world that flaunted its power over abomination and evil. Nations and peoples who had previously stayed neutral in the war quickly joined the Carmanians in their fight against the Lunar Queendom. This fanatical and unthinking hatred and psychic fear of the Lunar potential would plague the Empire for all of its centuries of existence.

Those friends of the Goddess who viewed the victory and her subsequent control of the demon were further convinced of the truth and strength of the magic present before them. Their support and subsequent connection to the Goddess increased their internal and integral power.

Afterwards this battle was called the Battle of Chaos, though this was later amended to be the First Battle of Chaos. The overwhelming Lunar victory assured them of a period of peace to rebuild their losses, and glory in the power of the Red Goddess.

CONQUEST OF THE PELORIAN BASIN

In the following years, First Blessed was established as the center of the Red Goddess' power, and the Lunar satrapy began a period of solid growth and expansion. Under the tutelage of the Goddess the troops and magicians could learn many new magics and tactics for battle, and other more creative skills went to work in constructing the legendary realm of peace and prosperity which the Goddess promised.

The losses of the Carmanian feudal nobility in the Battle of Chaos weakened them seriously for years, forcing a reliance upon allied and mercenary troops for the fighting while the younger children and newly ennobled families trained in skills and grew in numbers.

The Carmanian Empire held solid allies among all those peoples who did not witness the abilities of the Red Goddess. Those beings who did view the carnage included many immortals who viewed the event with varying reactions. Particularly important was the reaction of Raiba, city-deity of Raibanth and one of the deities of the Dara Happan Tripolis, which had been defeated and occupied by the Carmanians for a hundred years.

In 0/15 (1235), the Goddess led her armies to attack the Carmanians. She led her army through the land of Kostaddi, whose inhabitants were available as untrustworthy mercenaries, and dangerously left the lines of communication open to enemy attack. The Carmanian general was no fool, and promptly sent forces to cut off the Lunar retreat and stir up trouble among the Kostaddians, and then took his main force southwards through the Oslir Valley to intercept at Raibanth. Much of his force was made up of native Yuthuppans, although at least half were allies from Spol and Arir.

The Lunar army camped at the gates of Raibanth, and the Goddess began her great greeting ritual for the city god. The inhabitants waited patiently while this went on, under strict orders to wait for the approaching army.

To the astonishment of the people of the city their own god Raiba rose from his temple and went to greet the Goddess, promising friendship and honor between them, and the immortals made terms for their alliance. By the time the Carmanian commander arrived, he found the occupying troops of the city dead or captured, and the whole of the Raibanthan army mustered beside the Goddess. When Raiba spoke secret words to his cousin, Yuthu, the troops of that city deserted as well, leaving the Carmanian commander to delicately extricate himself and his troops from the rebellious province.

In 0/16 (1236), Yelmgatha of Orlentos, an ally of the Living Goddess from Kostaddi, undertook the Ten Tests in Raibanth and was enthroned as Emperor of Dara Happa. Shortly afterwards, the city of Alkoth, unconquered by the Carmanians and strong from its lands called Henjarl, joined its brothers, and the Dara Happan Tripolis once again raised its triple-spheres over the battlefield.

In 0/17 (1237) it seemed they would prematurely be drawn into battle, but the Carmanians withdrew from their attempt to rescue High Satrap Korlov Ogolthor, brother to the Shah of Carmania, and the Lunar Empire withdrew from their attempt to recapture the city of Karantes, leaving behind many prisoners.

In 0/18 (1238) Elz Ast fell, and even though it resisted the Lunar attack for some time, the rest of the Kingdom of Karasal surrendered with it. Twice Blessed, a thinly populated and wildly hostile land, maintained a friendly relationship with the Lunar Empire after that. That same year, the Red Goddess freed the slaves of Vonlath in the First Manumission.

THE FOUR ARROWS OF LIGHT

Fighting between Carmania and the Lunar forces continued for ten years after the liberation of Dara Happa, but intermittently as both sides probed and hoarded their strengths for the big battle to come. Many Lunar prophets wandered across Dara Happa, teaching to others what they had seen, and instructing them on the Goddess' message.

In 0/21 (1241) the time was right. The Carmanians had been fighting desperately to lure or draw the Lunar Powers into a fight when the Carmanian Deities were at the height of their abilities. They wasted many months and sacrifices in ploys and diversions, for the Red Goddess was likewise working all her energies towards the same point of climax and conflict, but without wasting men and magic on diversions. Even so, most of the Pelorian Plains had fallen to Lunar troops by this time.

The Carmanian deities chose to fight from their position of greatest strength, and gathered about the axis of their oldest altars, located in the capital of Shardash. The armies were strengthened by all those peoples who were convinced that they fought against the growing of evil Chaos, and awaited the invading Lunar host in the wide plains before the capital.

On the day before the Lunar scouts encountered the Carmanian outposts, the monstrous Cacodemon was sent by the Red Goddess against the Carmanian priests. The



This picture depicts the magical battle of the Four Arrows of Light between the Carmanian Empire and the rising power of the Red Goddess. Atop a low rise the Red Goddess and her chief advisors, Irrippi Ontor and Yanafal Tarnils, summon the First Arrow of Light. In the distance, we can see the Carmanian army lined up, with dark gods and demons hovering above them. The battlefield is covered with these shadows, but they are about to be parted by the Arrows of Light. Source: Temple of the Ascending Goddess, Glamour.

deity from Ssar On Gror, who was born of Darkness and had the shape of a giant scorpion.

The next day, as Char-un cavalry drove off the Spol, Worian and allied cavalry from farther Fronela, the four Young Elementals made a determined attack against the Will of Humakt, the Carmanian War God. Humakt summoned the deepest of his dark powers to combat the servants of Chaos, and the severed dead of the True Warrior chased the four Young Elementals to the edge of the world.

As the morning of the third day dawned, it saw the Lunar army assembling for battle opposite the mustered Carmanian host. The body of Carmanian deities drew up

in shadowy form hovering over their army, endowed with their fullest power and manifested in their Dark Aspects, as destructive agents rather than the Bringers of Life. Thus, by mustering the natural forces of Darkness to overcome Chaos, the Carmanians prepared to meet their Lunar foe's most hideous aspect in battle.

The Char-un cavalry drove off the Spol allies again, but were shattered by the Carmanian Exiles, who pursued them wildly off the field and past the camp where the Lunar priests were completing their ritual. The Elemental priesthoods attached to the Lunar forces provided magical support against the Carmanians, but enemy superiority soon exhausted the Lunar forces. The manifestations of the Dark Sides of the Carmanian deities were naturally finished earlier in the day than their Light Aspects would have been, and so their spirits moved forward with their priests and the worshippers' power.

This forced the Lunar priests to expend portions of their energy earlier than hoped, for their ritual could not be completed until more of the Power of Light had surged into the Surface World. But the Lunar priests had again tricked the Carmanians by revealing a yet-unexposed side of themselves, and exposed the inner New Light of the Goddess, every bit as powerful as that of the ancient Fire Gods, and with all the natural advantages of Light against the forces of Darkness.

Once committed, the aspects could not be changed, and the Dark-visaged deities of the Carmanians hurled themselves upon the Lunar forces. The Lunar mages loosed the first of their deities bathed in a weak glow of Lunar Light. This was Irrippi Ontor, Master of Secrets, who revealed the First Arrow. These were the weakest aspects of the Light, which was an array of Lunar glammers with enough power to bedazzle the powerful deities of Carmania. This foray of glammers was also powerful enough to slay the weaker deities and spirits of the foe. Although the Arrow struck well, Irrippi Ontor was knocked down by the Hammer of the Sky, and the Carmanian deities moved forward and were met by the Second Arrow.

The Second Arrow struck the Carmanian gods just as the Lunar Priests cast great binding magics upon the Carmanian cataphracts, and succeeded in stopping all but the Elite, who were then engaged by the Full Moon Corps in close combat. The Second Arrow was Yanafal Tarnils, War God for the Empire and Wielder of Fury, who fell first upon the King of the Carmanian gods. King Karmanos was wounded in the assault, but brushed off Yanafal on to several of his sons, who engaged the Lunar War God and were slain. At last Humakt fought Yanafal, but they fought each other to a standstill, even though Yanafal was aided by his devoted warriors and Humakt was not.

The Third Arrow was delivered at High Noon, and was the Arrow of Pure Sky Light. This was controlled by Kana Poor, Scribe of Time and Wielder of Age, who used the immense and all-pervasive light of the world to drive back the minions of Carmania with his Truth. After, there followed a great attack which drove away all

of the Carmanian deities save those who resisted with secret powers.

The Lunar infantry fell upon the Carmanian infantry, but the surprise appearance of an Altinae demigod for the Carmanian side temporarily held the attackers as he sacrificed himself and his followers for the escape of a good portion of the men, who by this time had seen the defeat of their deities and were leaving the field.

The Fourth Arrow was delivered by the Goddess herself, and was her own secret Lunar light exposed in brilliance to the few remaining Carmanian deities. Their secret powers withered before the glare of the Goddess, and the remaining enemy deities fled or died.

The Goddess allowed her army to celebrate the victory with a complete sack and burning of the city of Shardash, which has remained in ruin ever since then.

This completed the major conquests of territory by the Goddess herself, and left the Lunar forces controlling or allied to most of the major powers in Peloria at that time. Lunar prophets entered the liberated lands of Pelanda. The ancient secrets of that land led many astray. Valare Addi fell into error and had hundreds of followers before the Red Goddess herself put an end to her cult in 0/23 (1243).

CASTLE BLUE

Castle Blue is the name given to the magical hidden castle located in Oronin Lake, at the edge of the territory conquered by the Lunar advance. The castle itself was a great squat tower, crowned with many smaller towers, around which were built the dome-shaped houses of the residents. The inhabitants of this castle were an immortal race called the Veth Ethdisi, and were very close to the inhabitants along the shores of the lake. Castle Blue considered those people among their own followers, and had always defended them from external aggression. Even the Carmanians had respected the holding of Castle Blue.

The Old Gods chose Castle Blue as their last stand. The truth of the Red Goddess had to be proven to them. It was as if the Goddess had proved her right to exist in the mortal world, establishing an empire and a cult, and also in the divine world, by returning from her Godquest. But the Old Gods had not yet completed their own tests. The gods, often with some reluctance, entered themselves and their followers into a two-year fight about Lake Oronin, during which the normal separations of Myth and Mortality were erased as gods and mortals met and died upon magical fields of blood and belief.

Harash Darbeest was the name of a human lord married to a princess from Castle Blue. Harash was slain in the Battle of Four Arrows of Light, and his sons took powerful oaths to avenge the death. With their family connections, the Sons of Darbeest soon involved all the magical isle's inhabitants, as well as the remaining humans from the lake's shores. Many people had powerful dreams of a battle that had not yet occurred.

The Sons of Darbeest ambushed Tarndarl Suneye, who had released the magic that slew Harash, and killed him and all his company. And the next day, all his holdings in Yuthuppa were burnt. The feud escalated rapidly, as the Dara Happans took revenge, and were joined by Lunar officials, until finally the Lunar Empire itself joined. When an army of the dead sailed from Castle Blue and burnt Meglardinth, the barrier between the worlds vanished, and the Red Goddess' opportunity presented itself.

From 0/25 (1245) to 0/26 (1246), a fierce, magical war raged about Castle Blue in which combatants either gained immortality or their names were lost forever. The Goddess mustered a wide array of powers led by her Scarlet Warlord (also known as Daskalos the Sword in the Eye) to confront the Old Gods, including the Crimson Bat and her daughter Deneskerva. Many other gods became active and engaged. Orlanth claimed the Goddess was evil, the Warlord of Charg said it was his duty to fight Chaos, and even the blue men worshipping YarGan came up from underneath the Sweet Sea to fight. The fighting was fierce, terrible, and glorious. The gods and goddesses had great difficulty keeping their people out of foreign hells and the fabric of the world changed in the fighting.

A year into the fight, the Red Emperor appeared for the first time and for the rest of the battle was always seen at the side of his mother, the Red Goddess, along with his sister Deneskerva. Moonson was a Hero of combat and rule, and struck down ancient heroes and living gods as easily as mortal men.

At the end, the fight was over, and the Old Gods abased themselves before the Red Goddess and swore acceptance of her. Some swore allegiance as well. The Natural Order had been torn by the fighting at Castle Blue, and after peace came again the universe was made whole once more by including the Red Goddess and her powers.

The magical city of Castle Blue was reoccupied by the surviving members of the old race. They accepted a single migration of strangers to enter, and then shut their gates to all but the most determined of seekers. Inside, it is said, they nurse the maimed and weakened casualties from among the immortals who also survived the War of Castle Blue, although no one knows if this is for mercy or vengeance.

THE APOTHEOSIS OF THE GODDESS

In 0/27 (1247) the Goddess danced her last dream upon the face of the earth, sketching out the plans for her heavenly and temporal domains, revealing the secrets of her inner soul to the High Initiates of her Lunar cult. Then she took the ground she had danced upon, and wrapping it about her like a cloak or a cuirass, clinging her secrets close to herself, she ascended into the sky, rising higher and higher until she reached the Middle Air. There she

HIDDEN CASTLES

The Hidden Castles were magical places, often of large expanse, which appear infrequently in Glorantha. Other examples include the Hidden Greens of otherwise deserted Prax, ghostly and deadly Kartolin of Ralios, the City of Rose-Colored Glass in the East, and several islands.

The origin of these places is questionable, and possibly varied. It is certain that their origin lies, like all else, in the spawning of Time. It seems likely that these Hidden Places were not of temporal origin, but were mostly magical in nature and thus able to appear in other places to some extent.

Their regular appearances in the mortal sphere may have included years of absence sometimes, and a flickering back-and-forth reality at others.

The inhabitants were evidently immortal to a "natural" death, or else were extremely long-lived. They were generally of considerable power, but seemed lacking in ambition or ability to expand far beyond their own flickering properties.

Nonetheless, they were unusually good-natured if unprovoked, and it was easy to maintain friendly relations with them, whether the friends, who occasionally offered sacrifices as well, were human, troll, Aldryami or Mostali.

took her seat and began turning slowly, watching over her domains in history and myth from the heavens.

Upon the Surface World, the Red Emperor was left behind to fill in the void left by the Goddess' departure. He summoned the first of his Inspirations. With the other High Initiates, he led them in the Dance of Returns, and drew upon the world the plans and dreams where they would live, giving strength and comfort to those who had made the dance, and making secret doors for reaching the Goddess and other Lunar realms.

Where the Goddess had taken the earth for herself was left a great gaping hole, whose bottom no mortal knows. Its sides were lined with steep impassable walls with but a single entrance. This entrance is protected by Glamour, the capital city of the Lunar Empire, and also the First Inspiration of Moonson. From there the Red Emperor, Son of the Moon, rules over the Empire, while his scarlet mother watches from overhead.

THE QUEST OF THE RED GODDESS

The quest of the Goddess is famous throughout the Lunar Empire, and illustrations of it are common in many artistic media. The most famous images depicting this quest is a set of seven plates.

ILLUSTRATION OF A LUNAR VASE



THIS DRAWING IS TAKEN from a Lunar vase from the period about 1/49 (1296 ST) and was created by the much renowned, and much copied, artist Tattis Clayshaper. Upon the left is a mountain, actually the Crater itself, which far overshadows the city of Glamour in this representation. Other vases of the same period show the barbarian attacks upon the city (which took place in 1/28 or 1275) and show the capital city rather than the Crater. I interpret this to indicate that Jannisor's attempt was a much more serious threat than the later invasions, reaching to the Crater itself rather than being halted at the city gates.

Upon the mountain are the Lunar Star Twins who converted the Sable People and slew Jannisor. They were popular among the Sable people afterwards. The Ringing Bridge connects the Crater with the Outer City and is crowded with attackers. Jannisor himself leads the assault. Note his magical shield, named Brighteye in the legends. His most important daemon familiar, Karash'arll, follows (This creature later appears as a Lunar slave of the dead). Third comes an elf, representing the host from Rist who fought, says a tale, "to avenge themselves against the stars before Fate burnt their chances." Fourth is the Queen of the Sable

People, whose betrayal of the Hero has been exalted in Lunar annals as the Grand Sable Conversion, and marks a holy day in their calendar. Fifth is a cavalryman, possibly a Char-un warrior. Sixth is a representative of the Dara Happan Tripolis, notable for the extraordinary spear being wielded. Last is a representative of the barbarians who followed Jannisor, possibly the champion named Onstheus of Imther legend.

Beneath the bridge, waiting to take the casualties, are three deities from the Lunar Underworld:

The naked woman is the "Holder", whose jar can imprison any soul for up to seven earth years. This deity was a real terror to non-Lunar magicians.

Jajagappa is an adopted deity from the Dara Happan pantheon. He is the armed psychopomp of the Underworld. He has the ability to go and fight the souls of the powerful dead, and drag even great magicians to Death. His net is crowded with less powerful souls.

Finally, Annara Gor is called "Terror and Eater" in non-Lunar texts, while the Red Goddess called her the "Guardian of Secrets."

Source: Jillaro Temple of Illuminating Truth.



THE FIRST WANE

THE RED EMPEROR

The Red Emperor did not make his first appearance on earth until shortly before the Battle of Castle Blue. His earliest appearance was as just one among many would-be heroes of the Red Goddess' army of admirers and court followers. It is possible that there were many others of her children in the crowd as well besides Moonson and three others who became famous. The other three were

Great Sister, the Goddess's Daughter, and Moonson's Cousin. The others who may have been in the crowd were potential candidates who died in their attempts to prove themselves. Moonson himself was wounded to death, but recovered well enough to complete his task.

Before his recognition, the Red Emperor-to-be called himself Doskalos, surnamed the Sword in the Eye. He was renowned as a master swordsman, and an aggressive, even reckless, heroquester who once even stole away Orlanth's chariot.

His recognition came one year and twelve days before the Lunar Army's main force marched out of Glamour to enter the mystical regions around Castle Blue. The Red



Jannisor Chaos-Binder and his daemon familiar, Karash'aril, leads his army of volunteers and allies past the gates of Glamour.

Emperor led his mother's armies well and wisely, and proved his superiority in the Lunar Way, including that of controlling Chaos.

At the start of the First Wane, Emperor Yelmgatha was ruler in Dara Happa and the Red Emperor oversaw his mother's realm in Rinliddi and the Pelorian Plains. Yelmgatha had always supported the Red Goddess, and all of his sons had died fighting for Her. His last and eldest son was killed fighting for the Red Goddess at Castle Blue. In 1/1 (1248) Emperor Yelmgatha appointed Moonson as his heir. Yelmgatha went further: he had Moonson undertake the Ten Tests of the Emperor and invited the demigod to rule jointly with him as the Red Emperor. Thus, from 1/1 (1248) to 1/3 (1250) is called the "Time of the Two Emperors."

When Yelmgatha died in 1/3 (1250), the Red Emperor was then enthroned upon Yelm's Footstool in Raibanth and the One Hundred Gods and Goddesses came and made obeisance to him, and honored him with gifts and treasures. Although he was enthroned in Raibanth, the Red Emperor watched over the Empire from Glamour, his First Inspiration.

Outlaws and rebels sought to usurp the Red Emperor's throne. The most notable was a Dara Happan nobleman named Vinyargatha who claimed to be a "distant" son of Yelmgatha. He also claimed that he had been enthroned in 1/3 (1250). For twenty years, Vinyargatha "On the Run" stirred up trouble in the Dara Happan Tripolis, until he was finally caught and executed for treason in 1/23 (1270).

THE NEW GODS

Several followers of the Red Goddess became demigods and were active during the First Wane. At the beginning of the Wane, not all the Seven Mothers had yet left the Middle World to live on the Red Moon, although by 1/30 (1277), even Queen Deezola had left to join the Red Goddess. These New Gods carried forth the teachings of the Red Goddess and filled roles in the growing Lunar pantheon.

Deneskerva and her Sisterhood of New Consciousness brought Illumination and the truth about Nysalor to those who would listen. They built their first delicate, lattice-like temple in Glamour in 1/35 (1282). Throughout the First

Wane and the Second Wane, people learned about Nysalor, but most people outside of the literate elite did not have the time to care or the resources to do anything if they did.

Etyries, originally the daughter of a southern merchant who was illuminated at the feet of the Red Goddess, became a New God when she traveled among many peoples and places, and used the mysteries of the Lunar Way to communicate with them. Valare Addi traveled to Hagu and both resurrected and redeemed herself. She continued her teaching, and eventually went to Glamour where she was taken to the presence of the Red Emperor, and was finally brought to the Moon as a New God.

THE BLOOD KINGS WAR

1/3 (1250) the West Reaches of the new Lunar Empire erupted into war following the ascent of the Goddess into the sky. Heirs to Carmania, true and false, launched a furious war in the misguided hope that the Empire would be weaker without their Goddess present. The Red Emperor led his army to meet the invaders and gained the first of many victories. He left Vakthan, one of his sons, in charge of securing peace upon the West Reaches, and returned home with most of his army.

The Vakthan-ilart clan ruled the Oronin Satrapy at the time, and waged a private war against their foes afterwards by maintaining an aggressive position. Forts were established in the Brass Mountains and were used as bases for war.

The entire Wane was marked by war in this sector as the Empire and the Sweet Sea Confederation raided, prodded allies to war, and attempted to seize land. The area was more of a place for skill and adventure than large-scale invasions, although the latter did occur. We have no dates or names except for the opening fight, mentioned above. This long struggle was a triumph for the Vakthan-ilart clan. It officially ended in the next wane (2/12) when the Joker Prince of Worian threw his children into the raging Assail river and beheaded himself atop his fortress.

JANNISOR'S TRIUMPH

In 1/15 (1262) a native of the Imther region named Jannisor gained great fame for the feat now called "Jannisor's Triumph," wherein he imprisoned the Crazy Tribe. This tribe of madmen was the survivors, and descendants, of the (first) Battle of Chaos fought in 0/12. They had been wandering south through Jarst and Garsting wreaking havoc upon land and spirits, and defeated several terrible armies which attempted to fight him. Jannisor made new magics, enlisting the local Earth Goddesses to imprison the mad people with the nets which the Hero had made. The act was successful, and the first of the Mad Sultanates was formed in Tork. From this, Jannisor gained the name Chaos-Binder.

DARA HAPPAN REBELLION AND JANNISOR'S WAR

The Tripolis of Dara Happa had been liberated from the Carmanians in the Zero Wane by the Red Goddess and was bound to her by treaty and oath, but many were secretly loyal to the false emperor Vinyargatha and perversely considered the Red Emperor a usurper. Additionally, the gods of Alkoth had never sworn to a treaty with the Goddess and Henjarl was not a portion of the Empire.

When the Emperor forbade Dara Happa river boats passage north of Elz Ast, the Tripolis ejected Lunar government officials from their cities. Lunar agents incited some Kostaddi tribes to revolt, but failed to bribe the Sable High Queen. When Vinyargatha was finally captured and executed for treason against the Empire in 1/23 (1270), the Tripolis raised a new false emperor, Vinyardavu, and seized all the property of Lunar citizens and sent them into exile, then began searching for allies. Jannisor the Hero, was one of the allies.

In 1/24 (1271) Jannisor answered a Dara Happa plea and raised an army of Laramite and Wilktar tribal warriors and magicians to accompany him. The first battle was soon fought at Einar's Farm.

In 1/25 (1272) at Vashpolis, Jannisor led the Dara Happa army and allies to crushing victories in a second battle.

In 1/26 (1273), the Red Emperor was maimed and his spirit bound within his body after a personal duel with Jannisor.

In 1/28 (1275), Jannisor led a volunteer army against the city of Glamour. The Outer City fell easily to his eager and skilled troops. The Great Bridge was assaulted and carried, and the cheering army entered the sacred city upon the wake of a Sable war band. Jannisor was aware that the Sable Folk were immune to the Lunar influences outside of the Inner walls, but he seemed ignorant of the deeper contacts between the "Lunar Deer" people and the Red Goddess. This proved his undoing, and the Hero was killed by the Elder Star Twin, while the Sable People received the secrets of inspiration from the Younger Star Twin. The army of Glamour drove the rest of the invading army mad, to death or to slavery.

There followed ten years of sieges to conquer the Dara Happans. The cost was great, but the Dara Happa river allies were bought off and their mighty fire deities were dimmed by the growing Lunar Glow. By 1/38 (1285) the city of Alkoth, always the most powerful, surrendered, and their deity humbled before the Goddess, and accepted the pantheon. Rather than be captured and executed, Vinyardavu fell upon his own sword.



THE CHAR-UN AND SKYBURN

The reason for the deterioration in Lunar and Char-un friendship is not known at this time. It may have been longstanding, as hinted by their non-appearance among the troop lists at the first victory against the Blood Kings mentioned above. A famous Lunar vase illustration shows a mounted warrior assaulting Glamour, but we do not know if this was a Char-un.

The Char-un legends state that their Khan, Panishi, was cheated in a game by the Red Emperor, and robbed of his inheritance. When Panishi complained, the Emperor calmed him with a promise of "more land than you came from, more richness than your spirits could count." The Hero accepted, then learned that the Emperor had given him the realm of Erigia (the Emperor later used this method to rid himself of Ethilrist).

Erigia was, at that time, a dense conifer forest, whose northern reaches were unknown to men, and whose Aldryami population had swollen after the overthrow of the elvish kingdoms of the Second Age. The prospect of nomadic cavalry overthrowing elves in their own woods looked dim, except that Panishi stirred his own magics and created a fearsome weapon.

In 1/30 (1277), the ritual was begun. It was maintained by refugee priests from the cities of Yuthuppa who had taken refuge with the Char-un Khan because of the Tripolis Wars.

In 1/32 (1279), the ritual ended and unleashed the event now called Skyburn.

Skyburn began at dawn, "pale fire dripping from bough tips," and increased in intensity until at noon "Hellfire pouring from the sky, burning stone and soul." By dusk the entire land was naught but glowing embers, which still smoked the next day as the Khan led his tribe to explore their new lands.

Many Aldryami survived, preserved by the most ancient magics of the inner forest. They assembled and met Char-un in a battle called Elf Hate Won, fought in 1/32. Defeated, the Aldryami turned westward, and moved over the Greystone Mountains into Fronela. Panishi then set upon his final Quest. He accomplished this by performing three tasks for Erigia's goddess, Mother of the Forest, who had been badly offended by his actions. The successful completion of these heroic labors earned him his Herodom, and later immortalization as Founder of the Tribe. The land suffered cleansing winter until Panishi completed his task, but afterwards burst into renewed splendor for his people.

SOUTHERN EXPANSION AND MOONBURN

Fearful of the Empire since they aided Jannisor, the southern lands of Peloria maintained an uneasy peace. In 1/42 (1289), they erupted into a war when the Butterfly Princess of Darjiin was killed and Elemexdavu was raised

as a pretender Emperor. Despite foreign intervention, Darjiin fell to the Red Emperor within two years.

Dara-ni, a previously subject state of Alkoath, provided refuge for the River People and Dara Happan refugees, and held a firm alliance with the elves of Rist, and maintained powerful allies among the barbarians of Sylila.

In 1/44 (1291), the Emperor ordered a Moonburn begun, modeled on the earlier Char-un event. The different forms of Lunar magic required five years to complete the spell, and allowed the defenders to prepare some countermagics as well, which dampened the final effect in comparison to the original Skyburn. Many portions of the land were untouched.

The elves of Rist, caught without allies and in open ground by the Lunar Army, were killed or forced to leave their native land. They kept their old centers which survived, but most of the race abandoned their roots and moved into haunted Dorastor.

Lunar colonies were planted at Rist, and warfare against Dara-ni continued. No decisive battles were recorded between 1/49 and the end of the Wane in 1/54 (1301).

THE SECOND WANE

THE EMPTY CONQUEST

Lunar contacts with the peoples of Twice Blessed had been friendly ever since the Red Goddess aided their Council of Queens during the Zero Wane after the fall of Karasal. In return, the peoples had maintained a helpful attitude toward the Empire, sending mercenaries and gifts to their aid. Many people from Twice Blessed tribes had studied in the Empire's schools as well, and their knowledge of the magical standing stones and their use was always sought after by Lunar priests and priestesses.

In 2/3 (1304) all Twice Blessed peoples were expelled from Karasal and South Eol, and their lands and properties were impounded. This event, called the Salt-Diamond Incident (for reasons now long forgotten) also included the military seizure of two strategic forts in Eol. Another motivation was to seize certain Door Stones to trade to the dwarfs of the Jord Mountains.

The peoples of Twice Blessed knew better than to war against the Empire, and so withdrew to their forts and their islands in the Thunder Delta.

In 2/29 (1330) trouble broke out anew when the Satrap of Karasal attempted to throttle a visiting Etyries merchant named Erian Soor. Erian managed to kill him first through luck and, when set upon by the Satrap's guards, called upon the ancient powers of Twice Blessed. After a miraculous escape, she and her party were joined by kinsmen who had hurried south to heed her mystic summons.

At the Poralistor River she was met and engaged by Aro-nius Jaranthir, a Lunar nobleman commanding a company of heavy cavalry. Aronius was nearly killed and his cavalry

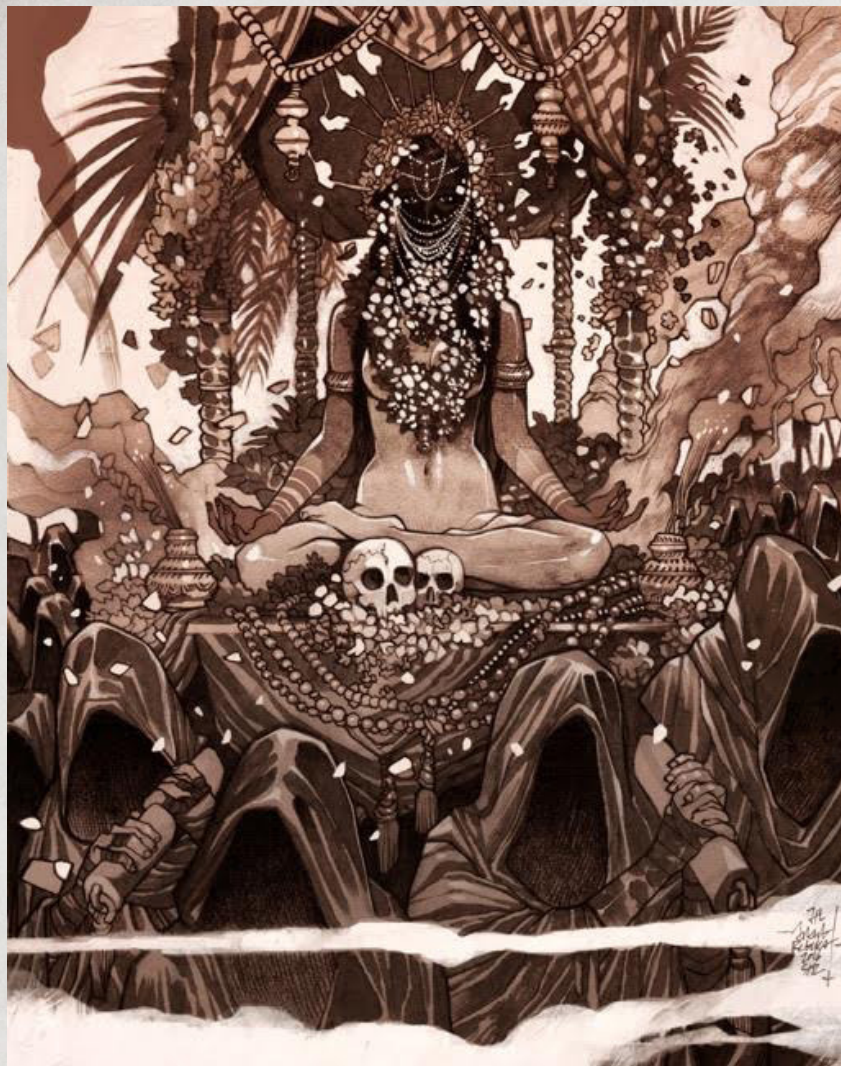


thrown to the earth by her magic, and the priestess Erian lost a foot and half of her powers in the struggle. Parg Ilsi, a general noted for his skill in dealing with barbarian tactics, was dispatched with picked troops to teach the people of Twice Blessed a lesson. To combat the great magics of the land, several schools of magicians were also sent to accompany him.

In 2/31 (1332), after a year of fierce combat, the Eldest Elder of the Council of Queens offered herself as a sacrifice for her people. She promised that her people would give up all their lands, possessions, and lives, but not their beliefs or souls. Parg Ilsi proceeded to take all that

was offered and, with a cruel twist of Lunar magic, stole their souls as well. Free to act as he desired, the demented general proceeded to rape the land, people, and powers of the region.

The subsequent horror is a blot on the Lunar name, and an eternal shame that continued for ten years. By 2/41 (1342), the stories of Parg Ilsi's horrors and debauchery began to spread to the other Lunar provinces, forcing the Emperor to act lest the provinces rebel. On touring the once-beautiful land, he was staggered by the destruction and personally dispatched demons to drag Parg Ilsi to the pits of perdition. The Emperor lamented and mourned



Hwarin Dalthippa, a female warrior-magician and an incarnation of the Red Goddess, is being carried out of her beloved city atop a funeral bier. She is seated in a lotus position atop the bier, her face painted black in mourning of her dead husband and son. Many priestesses and magicians are chanting a funeral dirge.

for a week, then rose and granted all survivors of Twice Blessed these things:

1. Return and restoration of all bodies, souls, beliefs, and properties if possible;
2. Propitiatory sacrifice every eleven years, offered to the survivors or their descendants until the recipients should decide to release the Empire from this task; and
3. Imperial protection of lives, properties, and beliefs for as long as the Emperor shall live; and freedom from taxes.

In return for this astonishing gift, the people of Twice Blessed agreed among themselves to embrace the Lunar Way, and changed the name of their lands to Thrice Blessed to mark the magnitude of the gift. This whole episode is called The Empty Conquest in Lunar annals.

THE BINDLE WARS

The Kingdom of Bindle was the most powerful of many such territories bordering on the Sweet Sea. The lands between the Brass Mountains and the sea were all Bindle territories providing good, rich grazelands on the interior, and three large cities upon the sea: Talst, Prin, and Banlot. The Bindle navy controlled the eastern sea and the Upper Poralistor as well, and its river ships plied their trade as far within Peloria as they were allowed.

In 2/25 (1326) Bindle, aided by other Sweet Sea allies and the Char-un tribes, went to war against the Empire attempting to seize territory in the West Reaches. Spol fell, and the forts of the Brass Mountains were besieged.

In 2/30 (1331), the Char-un changed sides and the Bindle army was defeated in two successive battles.

In 2/31 (1332) Orlik Bearface, a mercenary working for Bindle, boldly led a devastating raid into Char-un territory and flailed the Char-un's sacred Great Horse.

Retaliation was swift and fierce, and the horsemen swarmed across the Bindle farmland, sacking the interior and successfully assaulting Talst. The rest of the kingdom surrendered, but the barbarians would not be appeased and attacked a second city, Prin.

In 2/34 (1335), Aronius Jaranthir had recovered from his wounds and was now a famous Lunar general. He finally drove off the Char-un and began a program of resettlement and rebuilding of the devastated West Reaches. His efforts finally led to a conversion of the inhabitants to the Lunar Way, but because his family was not a member of the powerful and ruling Vakthan-ilar clan, Aronius and his heirs never gained Satrap status within the Empire.

In 3/30 (1385), their insistent presence and native loyalty assured that no other clan or cult could rule there. As a result, the region was finally given Citizen-Foreigner status.

THE CONQUERING DAUGHTER

Hwarin Dalthippa was a daughter of the Red Emperor and a High Priestess in her own power.

In 1/49 (1296), she was present at the resettlement of burnt Rist and was the leading peacemaker with the earth spirits there. Under her leadership, the Lunar colonies were established and she gained many estates in her own name.

In 2/8 (1309) she married Ingkot Axe-and-a-half, the most powerful chieftain among the Sylilan clans, and together they quickly subdued all that land. The inhabitants of Dara-ni could see the fate of having lands of the Emperor's daughter on both sides of their country. They made one daring and desperate attempt to use their river magics to muster the old Tripolis (Alkoth, Raibanth, and Yuthuppa) to their aid. Lunar power was greater and the expeditionary party fell to the clutches of the Lunar guardians.

In 2/15 (1316) the land-dwellers of Dara-ni then sued for peace, but the river peoples withdrew in disgust and moved upriver where they lived in isolation but in great strength. Lunar expansion into Sylila provoked widespread hostility among the tribes of the south, who laid aside petty differences to fight the looming foe.

In 2/16 (1317), the Blue Deer Princes of Vanch invaded and burned Jillaro. The retaliation was swift, and the hides of the Princes decorated the army headquarters in that town afterwards.

In 2/25 (1326) Sylila (expanded now to include the old lands of Rist and Dara-ni) was adopted into the Empire as a Satrapy, with Hwarin and Ingkot as founders of the first ruling clan. The acropolis of Jillaro was rebuilt and the surrounding city seemed to leap into being under the watchful eyes of the Satrap. She prepared the cities' grounds herself, and her calm beauty is apparent. The lands around the city were made to grow a luxuriant clover to forage Ingkot's favorite steeds, and so the city is sometimes called Jillaro-of-the-Prince's Green.

Barbarian troubles continued as a rabble, called the Kynneling Alliance, was intercepted while boldly transporting some especially hostile river people, worshipers of Bold Vareleus, across the wide land of Aggar, but the Lunar forces received a severe military and magical defeat. Gwythar Longwise is named in Lunar sources as the leader of these enemy forces, and under his command a great force of gods was assembled at Mirin's Cross, a fortress on the junction of the Oslir and Black Eel rivers.

In 2/32 (1333) Phirmax, a son of Hwarin and Ingkot, was killed while building the bridge which later bore his name. The bridge was finished later, by his children, while his father sought vengeance. He hunted the river spirit called Bold Vareleus and slew him with "dwarf magic blades, noiseless and handleless, which returned to their caster upon command." Ingkot was drowned in the battle as well, and washed downstream until his body was caught upon a footing of his dead son's bridge. In return for these acts, Hwarin Dalthippa began her celebrated Daughter's Road Campaign.

After several years of active preparation, the Conquering Daughter initiated her physical and magical invasion of the barbarians of the southland. She chose the greatest line of Power across the land and determined to move directly along it to the object of her desires. All her preparations had been made to complete this task.

In 2/46 (1347) she set out, heading south from her beloved city of Jillaro upon a hearse drawn by demons, her face painted black, with many magicians and priestesses chanting a funeral dirge. At the Bridge of Phirmax she spoke with her husband and son. At the far side mounted a war unicorn, put on a red mask, and began marking the straight road with her tracks. At Mirin's Cross, she and her allies confronted the gathered power of Gwythar Longwise in a four-day battle of magic, which raged wild upon the world. Spirits were broken, dead gods rose, and the New Fire of the Lunar Way burst brilliant through the barbarian midst. When it was done, a path across the Black Eel River was made, hard and indestructible, but as clear as the purest crystal. It was held stable on the changing waters by powerful runes. Atop it now stands the blinded guardian called Gwythar Grimwise of the Two-handed Axe. The army which followed and supported the Conquering Daughter crossed upon this Crystal Bridge and stormed the barbarian fortress there. Many fought desperately and savagely. Many others surrendered to the daughter.

The path continued and finally halted at Filichet, upon the shore of Lake Invaress, where the Daughter took for herself the Helmet of Perides and accepted the submission of many barbarian chieftains. By the end of the year she had returned to her home in Jillaro and, after a year's rest, she began the ritual again with a new goal in mind. At this time, the Jillaro Stelae was also begun.

The second road began in Cafol, a small town in Sylila, and ran eastward crossing the Oslir at the second branch of the Bridge of Phirmax. In Vanch, her army defeated the Bison Kings, and bound the defeated Vanchites to their road-building duties. She halted at Hilltown, a trade center near the Imther Mountains, where she exchanged the blades of Ingkot for a belt with three stars on it among the diamonds, three iron eggs laid by a cardinal, and three blue furstones.

In 3/3 (1358) the craft god, Iphigios, came to the city and constructed a beautiful statue of the Satrapess in ivory and gold. It was placed in the entrance to the family palace. While celebrating that night, the Conquering Daughter was caught unawares by the otherwise unknown assassin called No Print (so called because he left no physical or magical trace to follow him by). Her body was cast into a crevice afterwards called Hwarin's Well. Her worshipers can go there to receive oracles if they can brave the terrors of the pit. At other times, she can be summoned by the city as their War Goddess, and she is also worshipped by many warrior women, wives, or people who honor the arts.



THE THIRD WANE

THE SOUTHERN WARS

Although many chieftains and wizards had paid homage to the Conquering Daughter, the changes and flux of barbarian tribal politics meant that her worship gained no permanent position in those lands. Even the crippled deities of the previous pantheons were replaced by unruly fellows of their own divine clans. Most powerful among the new foes of the Empire were the young demigods

of distant Dragon Pass known as the Earth Twins, and Mitchuinn, a war spirit who had once been human. The latter provoked the Lunar Empire to action by leading a powerful raid right down the Daughter's Road, wounding Gwythar Grimwise and defacing the Bridge of Phirmax before being driven off.

In 3/7 (1362) the Lunar army approached, seeking a grove of trees and armed with fire magics. The Earth Twins first displayed the awesome power of their cult in the Battle of Falling Hills. The cream of the Lunar army was destroyed, including two members of the Hwarin-Ong Satrapal clan.

In 3/19 (1374), fighting between the Empire and hill barbarians ended when the great invasions by horse nomads reached the region. This was the southern prong, led by the Opili nation, noted even among the Horse Peoples for their savagery, who had already laid waste to Garsting and cities upon the coast of the Elf Sea. They penetrated to Imther before being met in pitched battle.

The Battle of Quintus' Vale was fought between the Opili and their allied horse nations, aided by their shamans and plains spirits. The Lunar army had many barbarian allies and were aided by the powerful Lunar College of Magic and many native cults. The slaughter was terrible and the vale is still haunted on Full Half Moon nights, but in the end the horse nomads were defeated. Shields on their backs, they withdrew. They were later ambushed in Balazar by the kings there. The Opili tribe stayed in Garsting for some time afterwards.

The army of Sylila, fresh from its victories, marched northward to aid the Empire against the greater barbarian invasion. It was one of several armies destroyed by the invaders over the next few years. The Satrapy of Sylila shrank in size as hill barbarians and mounted nomads raided more heavily upon the borders, but during the entire wane the citadel of Jillaro was never plundered and the goddess there took no wounds.

THE NOMAD INVASION

The northern invasion was led by the Vay-uang nation, a powerful alliance of tribes controlled by a single clan. Also mentioned, as less powerful allies, were the Bao, Kroft, Huang, and Dovgarsh nations.

None of these tribes were strangers to the Empire. They all lived in the region called the "Redlands" (because of the immense amount of blood shed there) for at least two Wanes. Two tribes were survivors of the Battle of Seven Horses in 0/8 (1228), which had so impressed them of the Goddess' might. They all hired out as mercenaries of the Empire or its foes at one time or another, but, except for their internecine warfare and individual raids, they had lain dormant for fear of the wrath of the Goddess.

Sheng Seleris, Son of the Morning, was a demigod who grew powerful enough to oppose the Goddess, using a combination of his own secret magics.

In 3/20 (1375), the Great Army of Sheng Seleris moved from the Redlands across the river Arcos into Jarst. Rather than oppose this force, the natives either fled or joined forces with the enemy. The Great Army moved into First Blessed, pushing quickly across the whole province. The citizens retreated into their citadels to await the army. Foot warriors followed the horde (hungry in the ravaged land) to begin their plunder of the walled towns, temples, and sacred preserves.

The first battle, at Yuthuppa, was in the autumn of 3/20 under the light of the Crescent-Go Moon. The Lunar hoplites were surrounded and slain. Arcane alchemy from Sheng Seleris exploded the mighty gates of the city, its inhabitants

were slaughtered, every temple was defiled, everything mobile was taken and anything immobile was broken.

In 3/21 (1376), the Lunar feud with the spirits of the Oslir River continued to cause the Empire ill when they assaulted a Lunar relief convoy sailing north from Sylila. They then aided the nomad horde to cross the great river without trouble. Another Lunar army, marching to meet the foe, was destroyed. The plains of Peloria were filled with unbeatable, rampaging nomads who drove people from their lands and into the cities which had not yet suffered the nomads' touch. Other refugees fled westward to the West Reaches, which had turned away enemy raids throughout the Wane. Others went south to Sylila where the devastation was not so bad. Many fled to the Silver Shadow, to live or die in the shadow of the Red Goddess and rely directly upon the magics of the Emperor and his city.

Lunar magicians succeeded in resealing the Erinflarth River against the passage of the water spirits, thereby trapping many of them within the Empire.

By 3/32 (1387), all those water spirits had been killed or driven out.

In 3/30 (1385) the army of Alkoth invaded Vonlanth. At the same time, Dara Happan traitors formed an army that invaded Henjarl. Neither side succeeded, but Alkoth was greatly weakened.

In 3/33 (1388), Sylilan refugees formed an army which reinforced Alkoth and helped prevent a second sack of the city. From there, they began an active pirate campaign against the nomads' river traffic. Without their former river allies the nomads were easy targets upon the river, and within a few years the Alkoth pirates had reached the Thunder River.

In 3/34 (1389) the nomads laid siege to Outer Glamour, although pestilence drove them away before they could enter. Sheng Seleris wrestled with the Red Emperor at the gates of the city, and though neither was hurt the Emperor drove the invader away. It was not for ten years, though, that a Lunar army would claim a victory in the field.

As meager as the pirate victories on the Oslir were, they provided a communication link between several very important cities which gained strength enough to close their gates to the invaders and expect some relief for doing so. After the Emperor wrestled the enemy deity there was close contact with Glamour as well, although the losses were heavy among those who passed between the city and the river.

In 3/42 (1397), a large army marched north from Sylila to relieve the city of Alkoth. The enemy cavalry eagerly attacked but were virtually destroyed through Lunar magic. Word spread quickly and the army of Glamour marched south to meet them. An attempt to prevent the link-up gave the Emperor another victory as well.

In 3/49 (1404), Sheng Seleris personally appeared outside Alkoth and this time the city surrendered after his red-skinned priestesses enchanted the city's god. Alkoth accepted a nomad garrison.

FRONELAN SETTLEMENTS

The onslaught of horse warriors dislodged much of the population of the Empire, and the largest portion that fled escaped westward, away from the invaders. The West Reaches, still ruled by the family of Aronius, absorbed many people, but there were some who preferred to keep going. In Fronela they were accepted into the Kingdom of Valmark, and allowed to settle in three cities, (one of which the colonists founded) called Holvborg (entered in 3/29, 1384 ST), Starvdyke (3/33, 1389 ST), and Norri's Hill (founded 3/41, 1396 ST). The latter was ruled by Jarl Norri Spliteye, who married a refugee Lunar priestess.

These regions contributed little to the restoration of the Empire, having given allegiance to another rule. Most of them maintained their Lunar outlook and were the first infusion of this belief into Fronela.



Statue of Yara Aranis in the Temple of the Reaching Moon.

YARA ARANIS, THE SECOND INSPIRATION OF MOONSON

When the Red Emperor wrestled with Sheng Seleris it was not merely a battle of muscles and grips, for both were demi-gods with great magics, and their conflict extended beyond the physical plane. During the psychic turmoil, each was probing the other, seeking secret fears to use as a weapon in the struggle. Both emerged wounded and victorious, and both set about constructing great plans built on the other's weaknesses.

The Red Emperor used the secret fear of the nomads to summon their Goddess of Tormented Death, who ruled over a hell reserved for outlaws, exiles, and captured sylphs. He courted her grandly using alien sorceries as his calling card; inhuman promises as his proposal; and sealing their vows with unholy rites performed by forgotten deities. The child of this union was named Yara Aranis.

Yara Aranis' first temple was built outside of Glamour, without walls but with a central courtyard open to the sky and surrounded by rows of columns on all four sides which were roofed over in places. Underneath each of these irregular roofs lay an altar, idol, or other minor place of worship. Within it, exposed for all to see, lived the daughter of the Emperor and the hell demon, accompanied by priests and priestesses dressed in imperial scarlet.

In 3/42 (1397), a nomad warrior was tempted to rob the temple. He is now called First Slave by the cult and his spirit still guards the temple there.

Emboldened or freed by this victory, Yara Aranis set upon her first trek outside the temple. She stopped to rest on the banks of the Oslir, and there her second temple was built. She did not await robbers here, but set off on several hunting expeditions to capture slave spirits to guard the place. This is the place where boats from Sylila stopped to unload and was called Good Shore by boatmen.

By the end of the Wane Yara Aranis had established two more temples, and instituted many training schools for her cult.

In 3/50 (1405) Sheng Seleris and his horde failed to dislodge her temple at Good Shore, and she even caused a quarter of his followers to desert a year later.

In 3/54 (1409) the Red Emperor named his daughter the Goddess of the Reaching Moon, and revealed her powers to be those of the probing and battling forward edge of the Lunar front. The temples provided centers for magical defense, and the "Glowline" which they could set up formed a decisive and permanent barrier against hostile magics while the temple was inviolate.

The Wane ended with the hopeful apotheosis of the Goddess of the Reaching Moon into the Lunar pantheon, and the spread of her cult among the remaining Lunar strongholds in the Pelorian lowlands.



THE FOURTH WANE

THE STRONG-MAKING PEACE

The Lunar name for this period, The Strong-Making Peace, is a euphemism for their overall weakness. They claimed to be preserving their strength during the relative peace, though they had a tough time maintaining themselves at all. Strong points did remain, for Glamour and the region of the Crater spread their influence to the shores of the Oslir River (including Good Shore and the remains of

Raibanth) and the cult of the Reaching Moon Goddess kept those regions well protected. To the south the lands of Sylila were severely restricted by incursions from Tarsh, but the region about the city of Jillaro preserved themselves from any raids throughout the entire nomad occupation with the aid of the Conquering Daughter. East of Glamour, the Sable People remained strong within their fastness of the Hungry Plateau, and their royal house often led raids against the nomad hordes. Farther west from Glamour, the hills of the Western Reaches preserved Lunar civilization under the leadership of the Jaranthir cult.

Other major cities maintained their existence by paying tribute to the nomads instead of taxes to the Emperor. The

THE LUNAR NEW YEAR CEREMONY

Throughout all Glorantha the Rebirth ceremony of the Sacred Time is of utmost importance. During the week-long ceremony, most god-worshipping peoples act out their sacred myths of death and rebirth. 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 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.

When the Emperor is in Glamour, the annual rebirth ceremony is held at the Monument to Time. Amid a great amphitheater, a steep seven-stepped pyramid juts skyward. Atop the pinnacle the Emperor and his closest advisors lead the magical act. Upon the pyramid priests lead secondary rites. From there officials, chosen ones, and the other elect few who obtain such an honor watch. The circular coliseum holds the thronging mass of thousands which gathers each Sacred Time.

During the first six days of the Lunar celebration the Red Emperor, or his local stand-in, receives gifts from a representative of the four directions in the morning. These gifts often include annual tribute, symbolic gestures, friendship presents, and honorary tokens. They also always include a ritual item used by the Emperor during the ceremonies that day.

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

On the fifth and sixth days, the Emperor receives presents from Above and Below: the invisible worlds around which the others revolve. He also reveals his Annual Staff, a hardwood stick which he must hand-carve each year, placing into it his plans and aspirations and secret methods of

success. At the sunset of the sixth day, the Emperor dissolves his body, leaving the Annual Staff suspended in the air until his return.

Surrounding the floating staff are the most intimate friends, relatives, and trusted staff members. They face the floating staff and maintain magical contact with their beloved leader as he traverses the magical planes. Certain among them, in ritual turn, will rise and address the crowds gathered outside the circle, explaining the routes and rites which the Emperor is experiencing. At the end of the sixth day, if all is successful, everyone loses contact with the Emperor. Usually a stupor passes over all the assembled crowd, most of whom simply collapse in the court.

No one knows what happens to the Emperor for the next day. However, he has always returned, and so the rite is a perfect success. The Empire takes that as a sign of their "correctness."

During the seven days, Secondary rites are held upon the pyramid. Usually, each of the five Gloranthan Elemental pantheons is given a day to celebrate their particular rites, and usually in the traditional Order of Creation: Darkness, Sea, Earth, Sky, and Air. Sometimes, the Emperor has arranged special ceremonies, wherein the most powerful of each cult participate as foes in each others' ceremonies. Such affairs are spectacular and devastating, and some say they smack of God-Learning. Sometimes special ceremonies, whose purpose is not understood and whose participants are unknown, are performed.

Every New Year ceremony has special rites on the seventh day, which aid the return of the Emperor and gain good will and luck for the year. During this time, a small slip can cause great errors, and if the sum of errors is too large among all participants then the year can, despite all else, be bad.

When the Emperor is not in Glamour, a stand-in takes his place. Across the empire local versions of this rite take place. All have the same purpose: to renew the world and make it safe from destruction for another year.

provincial regions often kept their Lunar religion but that did not keep them from raiding Lunar lands. The lowlands of Peloria became a wide grazing ground for the Horse Peoples as they had been in the Dawn Ages.

The situation, though, was far from hopeless. The Temples of the Reaching Moon continued to spread from Glamour, and each one built was another trap for the nomad chieftain Sheng Seleris.

In 4/14 (1423) having increased its strength on the river, Sylila sent a secret army into Alkoth which surprised the nomads there and drove them out. The mighty gates of the city were rebuilt: barred across with iron and magic. The city temple was purified and again consecrated to the Moon, and the city of Alkoth formed another nucleus for the Lunar refugees to concentrate, linking Glamour with southern Sylila.

These small successes were not ignored by the invaders. They were quick to destroy any Lunar stronghold when troops from Glamour poured forth to plunder their herds or camps. The witches and shamans among the nomads spread their beliefs among the terrified peasants of Peloria so that many foreign spirits inhabited the land. Cities not still controlled by the Empire either supplied troops to the nomads or they fell entirely to invader control and rule. By mid-Wane the situation had grown dangerous. Each side waited, gathering strength while the demons of the enemy camps growled songs of misery long into the dark nights.

THE EMPEROR'S DUEL

In 4/34 (1442) trouble fell first amid the very heart of Peloria when Sheng Seleris revealed the power which he had stolen from the Emperor in their wrestling match of 3/34 (1389), 54 years earlier. He had hidden it in the heart of a ruby-throated hummingbird which lived in the Gardens of Karresh. Sheng Seleris had stolen a portion of the Emperor's worship and sovereignty. Kostaddi abandoned all Lunar ways and fell into the worship of the nomad overlord. Yara Aranis, the bane of Seleris, crossed from Good Shore and challenged the nomad to battle. Seleris easily tossed her to earth, severely wounding her back and liver. Hours later the Red Emperor was bedridden with an unknown disease.

In 4/35 (1443), the Red Moon visibly dimmed when Sheng Seleris was apotheosized as a Hero by the gods of Peloria. His might and power lit a new star in the sky. He sent his haughty overlords to exact tribute and worship from all of conquered Peloria, and prepared his troops for a great war against the remnants of the Empire. The Emperor, seeking a cure for his illness, fled into exile. He left no traces of his path on the mortal world to be later followed.

Sheng Seleris began a merry hunt for the Emperor, but agents of the Son of the Moon blocked his way at every turn. Each attempt to slow the Hero, however, cost the Empire more and more strength.

In 4/36 (1445), the Sable People opposed Seleris to gain time for their beloved Emperor and their entire royal house was slain by the savage raiders. The High Priestess of the Blue Moon was attacked for defending her nephew, which began a wave of troll-killing through all nomad lands.

In 4/40 (1448), the Emperor seized the opportunity to escape by tempting the Mad Sultanate to invade Sheng Seleris' domain in Kostaddi by sacrificing himself. But Sheng used his powers and people cleverly, and turned the invading horde from his lands with minimal losses. He sent them scurrying south, up the Erinflarth River where the Mad Sultanate eventually made their way into dark Dorastor. They either settled in that land, passed their way over the Kartolin Pass into Ralios, or met their deaths at the hand of the twisted elves and strange chaos of the region.

Sheng Seleris did not let the Emperor's mortal death stop his search, and he led the greatest invasion of the

center of Lunar power ever attempted. With his loyal band, he scaled the edges of the Crater and from there leapt onto the surface of the Red Moon itself. He ransacked the Emperor's Moon Palace during his hunt and won against the multitude of denizens and guardians of the Moon that tried to stop him. Sheng never found his prey, and he was eventually forced to flee back to the earth or lose all his followers to senseless war on the Moon. For eleven years the Emperor was forced to live a life of disguise in the land of Doblian, married to a weaving woman. From there he patiently awaited the fruition of his plans, while Sheng continued his search in vain.

In 4/47 (1456) Sheng sacked the dwarf city of Jord's Eye mistakenly believing the Emperor to be hiding there, making him deadly enemies of all Mostali.

In 4/51 (1460) came the final showdown between the Red Emperor and Sheng Seleris. The Emperor's magical rituals came to maturity and spread their omens far across the Pelorian Plain. The leaders of the nomads sent their armies home and went to meet their God King. The elite of the Empire crept from hiding and, disguised, gathered in the city of Kitor in the Brass Mountains. The citizens of the city were sent away and the Emperor began a game of ravenkaaz with the bastard child of the Blue Moon, patiently awaiting the arrival of the nomads. The Blue Moon Daughter found that she was losing in her game with the Emperor and enlisted the aid of Aronius Jaranthir to finish it for her. The Emperor could have easily completed his win over his old friend, but instead he conceded the game and granted this prince of the Citizen Foreigners special rights and privileges for his victory.

During the battle the next day, magic and fire rained continually down on the city of Kitor for hours. Entire sections were melted from the power of the magic. The mountain which formed the foundation of the city bled. An ancient oak became a twisted tree that seized the souls of the warriors and trapped them in its tortured body. The ranks of the nomads were petrified by Lunar magic. Called the Legion of Stone, their bodies decorated the walls of the city decades later.

The soul of Sheng Seleris was tossed into a deep, deep pit where it lay, broken and suffering, forever in the clutches of the mother of Yara Aranis and other demons of hell.

THE RESTORATION OF THE EMPIRE

After the utter defeat and destruction of their God King and their best leaders, the nomads began a withdrawal from Peloria, drifting eastward. The Empire had also lost a severe number of their leaders in the war but the Lunar troops were better trained and were eager to do battle with the despoilers of their land.

In 4/52 (1461), they goaded the nomads to fight again near the city of Karantes. Lunar magic again destroyed



Sheng Seleris leading the attack on the Emperor's Moon Palace on the Red Moon. The Red Moon still bears scars from this attack.

the morale of the nomads and they were forced to accept insulting and degrading peace terms.

In 4/53 (1462) the treaty did not last long, and war quickly raged again. The Emperor and the cult of Aronius Jaranthir gave chase and drove them to rout. The Emperor, accompanied by his allies from Carmania, marched to Raibanth and liberated it from its foes. He raised the Triple Banner but some people, noblemen or commoners or priests, doubted that the Red Emperor was who he said he was. They acknowledged that he certainly seemed to be Shah of Carmania, and also a wise teacher, but also a man with many traitorous heretics among the lower classes, who followed him. He was certainly a great magician and holy man, and some acknowledged him to be the Son of the Red Goddess. But they doubted he was truly the Red Emperor, "for five of his parts are not the same."

The Red Emperor then invoked the powers of the Ten Tests, and furthermore offered the scofflaws the chance to name one test each. If the Emperor failed, he would be revealed to be false and they would be able to punish him.

But if he succeeded, they would lose their holdings and status for themselves, their kin, and their heirs, forever.

The challenge made many people re-examine their doubts. At least four great families agreed. Each had their own reason, and their own expectations of rewards. All failed, and the Emperor's followers easily occupied their territories afterwards. All the acknowledged that the Red Emperor was the True Emperor.

In 4/54 (1463), imperial troops slaughtered the nomads at Yuthuppa when the nomads attempted a mass withdrawal of their herds and families from central Peloria. The carnage was terrible and made even the mighty Thunder River run red with Lunar vengeance. The pitiful remains of the nomads fled eastward, finding some refuge with allies in distant Pent. The menace from the east was finally quiet.

THE SOUTHERN SITUATION

While Sheng Seleris was pursuing the Emperor through mortal and magical planes, the lands of the south were eager to reap their share of Lunar booty. The Kingdom of Tarsh was the leading power. Its nobles and kings were brave leaders in raiding and plundering. Sylila suffered heavily in the regions not controlled by Jillaro, and southern columns penetrated Darjiin and Kostaddi. King Orios Longarms had the unfortunate fate to cross the cursed borders of the Mad Sultanate of Tork. The boundaries of this place fluctuated at times, and during the illness of the Emperor they expanded, quickly overwhelming the normal countryside before the inhabitants could flee the population of madmen with strange powers. The Tarsh king obviously felt secure in his recent victories, and he could not know of the latest change of the border, for he blundered right across it, setting the madmen free. He should have seen the border, for it appeared as a shimmering in the air and as a thin purple line across the ground. It is possible that the Emperor, who was in the region at the time, could have disguised it.

Whatever the cause, the results were quickly seen. The army of Orios was encircled and destroyed, and the crazed victors then turned and marched across the broken barrier of their imprisonment. The Mad Sultan caught the Red Emperor unawares, killed him and his followers, and continued into nomad-held Kostaddi. They were eventually turned southward by Sheng Seleris.

The results of this were beneficial for the Empire in the long run, for the disruption that the Mad Sultanate caused among the nomads was far greater than all the victories of the Empire against Sheng Seleris.

The end of the Fourth Wane left the South (under Jillaro) and the West the most powerful regions still under Lunar control. From these areas, led by Glamour, the Lunar Way found a swift resurgence of belief in the Goddess and in control of the lowlands of Peloria during the next Wane.



THE FIFTH WANE

THE END OF THE NOMADS

The major activities of the Fifth Wane are covered in detail in “Histories of the Dancer,” the biography of Hon-eel the Artess, who is called “The Third Inspiration of Moonson.” The Fifth Wane is often called Hon-eel’s Wane because so much of its history is identical with her activities. Essentially, she restored the empire’s old borders with the subtlety of her Arts, and also worked to expand them.

Her influence made a permanent impact upon the history, society, and art of the empire.

The Lunar Empire suffered heavily during the reign of Sheng Seleris. The nomad usurper had parceled the empire out to his subchiefs, who grazed their stock in the rich barley fields and annually culled the villages for slaves to sell. Meantime the southern provinces suffered even more, for the Kingdom of Tarsh regularly raided the region and departed with plunder, from both the hapless villagers and the nomad overlords.

When the Red Emperor defeated Sheng Seleris in 4/51 (1460), the nomad’s loyal household departed, thereby liberating the Heartland. But left behind were many lesser



This fresco depicts the goddess Hon-eel, a demigoddess daughter of the Red Emperor. Above her is the Red Goddess, her grandmother. Hon-eel dances atop the corpse of King Pyjeemsab and is accompanied by the Red Emperor (who in various incarnations is the Sun God, the son of the Red Moon, the father of Hon-eel, and her lover). A defeated Horse Queen and storm barbarian worship her. Source: Temple of Hon-eel in Palbar, Oraya Satrapy, Lunar Empire.

outland lords, some of whom had been rebellious even to Sheng.

During the early Wane, the Provinces (Vanch, Imther, Holay, Saird) were returned to the Lunar fold through the active missionary work of the cult of the Seven Mothers. Conflicts inevitably occurred, but the populace generally welcomed the return to Lunar ways. Within a generation most peasants, except those stuck in the hills, rejoined the Lunar religion in one of its forms. The Doblian Satrapy was liberated from nomadic overlordship without the Seven Mothers, but by the efforts of a young woman, a dancer named Hon-eel.

In 5/2 (1465 ST), the Lunar Army provoked the last of the nomad usurpers into the Battle of Iron Fences, near Ganbarri (in First Blessed). The nomads, already dispirited, were broken and forced to flee.

During this Wane, the Red Emperor founded the Three Fifths families, three of the most powerful noble houses in the Empire and all descended from the Red Emperor.

HON-EEL THE DANCER

The Cyclical Inauguration festivities of the Lunar Empire fill the first week of the Lunar Sacred Time. At Glamour, favored leaders from regions about the empire enter the holy places to join into the most powerful rituals of the Red Goddess. It is a great honor and responsibility to participate.

The participants bear great weight and responsibility for their every movement is watched carefully for omens. Each is responsible for their own transportation, preparation ceremonies, and self-defense. There is no set precedence, and so no one knows what order they are to arrive in. When they do the seers take copious notes, chart their stars and winds, and make grave comments about what each arrival means.

The Sacred Time before the dawn of the Fifth Wane saw the nobles of

the Westlands, mostly members of the Jaranthir Household, arrive on the first day.

On the second day, the peoples of Sylila, led by Hwarin Dalthippa the Conquering Daughter (she had returned to earth for this special occasion), appeared in full splendor "to witness the special day." No one knew what she meant and she did not say more.

On the third day came Yara Aranis the Reaching Moon goddess, drawn in a huge gilded wagon by a horde of her worshipers. Behind was arrayed a great throng of her followers from across the Heartlands.

On the fourth day came two peoples. First was the queen of the Sable Tribe, and her proud household. In the light, their steeds all looked red. The second were the Carrot People, from the poor gods, who were the last to be invited. The pathetic antics of Garands to ape his betters so upstaged the Queen that she left the grounds, reorganized her entourage, and returned after dark, as if she had not been there before. This should have been all.

On the fifth day came a surprise visitor: an unknown woman intruded into the most secret rites of the empire. She threatened to ruin all good luck of the year by her secret entry. In a fit of anger, the Emperor tried to destroy or banish her, but the blow was rebuffed. She should not have been able to be there at all, and she should have been destroyed if she did not qualify to be there. She asked permission to speak, and got it.

She said she was the fatherless daughter of Sandene, a washer woman in a village in Doblian, and she had a message for whoever would listen to her.

The Red Emperor was the first to volunteer to listen, and he hailed her as Hon-eel, and acknowledged that the woman Sandene had been his protector when he hid from Sheng Seleris eighteen years ago, and that this was the daughter he could not acknowledge while he was in hiding.

Hon-eel bore a message from the tribal kings of Doblian of surrender, and their promises of ancient tribute, and an eager promise to support the Red Goddess as long as she stayed in the sky.

The Red Emperor agreed to this, and invited his daughter to live in Glamour, and to undertake the journey to the Moon. She had more to give to the empire than a bunch of barbarian kings eager to rule and rebuild their country, but that could wait.

Then the Cyclical Inauguration was finished with two days of prayer, feasting, and joy. Thus, on the first day of the new year the empire had grown, and its ancient lands of Doblian restored to it.

Hon-eel had been born 18 years earlier in 4/36 (1445) but had attained apparent maturity in only seven years. Hon-eel's magical prowess was immense. She had become an initiate of Pela at age 12, and a priestess a year later. Her second great act was to bring forth more food for her people.

Coupled with her innocent charisma and generosity, she pleasantly promoted her way of life upon the world.

In 4/52 (1461) Hon-eel was 16 years old, and a dancer by trade. She encountered the snake-whiskered Dragon Kardalo of Losdolos Angsur, the Genertelan Dragon who had sporadically ravaged Doblian since the dawn of Time. When it came, Hon-eel met it alone, and no one knows what passed between them. But the dragon left the region without feeding, and was not seen again until her death, many years later.

In 5/2 (1465) aged 21, she went on her obligatory journey to the Moon, and returned with her seventh soul radiant and alive. She turned right back to spreading the seed among the hungry, but now also bore the seeds of the Red Goddess too.

At that time, Vinval-ney envisioned the Dance of Three Reconstructions. Hon-eel learned it, and led many magical rebuildings. She was present at the reconstruction of Raibanth and was especially popular in First Blessed, which had been ruined by so many years of occupation and brutal repression.

In 5/7 (1470), aged 25, she went on her Godquest, and traveled to the Green Age. There she bore a golden-haired son with her elf god lover, who gifted her a bag full of magical seeds. Their son died a tragic, young death, but the seed proved useful in the hills of the Southlands, where Hon-eel was instrumental in spreading the cultivation of maize throughout those regions.

Before her ascendance, her activities throughout the empire caused her to manifest herself as an incarnation of the earth-goddess. Today, she is worshiped as the Lunar Earth and Mother of Corn.

One great act she performed at this time was against the wicked Telmori, or wolf people, who were creating a reign of terror through the countryside of Sylila. Aided by three spirits, Hon-eel turned the creatures into full wolves, incapable of turning ever again into human form. Thus, she lifted their baneful curse.

Hon-eel was plainly a peaceful demigoddess, intent upon spreading the secrets of her fertility cult about the empire. It was probably the Emperor who decided to use her politically to gather or tie in allies and client states. However, Hon-eel certainly did not protest being so used, and she manipulated all such activities to her own ends. Indeed, her earliest actions in subduing Doblian are an example of this.

It was probably the Emperor who decided to send her to the horse nomads to try to convert them to the Lunar Way. As was usual with Hon-eel she traveled with only six companions, one of whom was a man.

THE RESETTLEMENT OF ORAYA

Hon-eel led a large colonizing movement into the unplowed lands of Oraya, expanding the empire upriver along the Arcos and creating a buffer state between First Blessed and the eastern nomads. Her success was a combination of political events and her personal struggle

for immortality, which culminated in a devastating defeat for the nomads.

In 5/2 (1465) after the Battle of Iron Fences, the nomads had agreed to withdraw past the Arcos River into the region called the Redlands. This left the region called Oraya open to colonization for the first time in Lunar history. The Emperor sold licenses for land, trade rights, and other accouterments of civilization to enterprising companies whose agents enlisted, purchased, and captured the future populace from among the unsettled people of the empire and its frontiers. A significant part of the populace came from the far west, where recent conquests by the White Bear Empire created a considerable refugee population fleeing the Fronelan Lunar city-states. To counteract the threat of the horse nomads, who still loomed in nearby eastern lands, the Emperor supported the migration with priests, money, troops, and Hon-eel.

In 5/17 (1480), Hon-eel led the first pilgrim and settler bands up the Arcos river to settle the future sultanate of Oraya. They blessed the ground and invited the light of the Red Moon to cover them fully. They raised a fort, then a city, and invited more settlers. Many came from among the poor of Dara Happa and other parts of Peloria. Though the nomads still nursed wounds and grudges, Hon-eel kept the peace for many years by making them concentrate upon magical contests.

Hon-eel visited the horse-peoples several times, intruding into their temple complex at Palbar. She was challenged to magical battles by local shamans, Pure Horse priests, some hero spirits of the tribes, and by the Mother of Horses. Of these, only the last proved a worthy opponent, and she was Hon-eel's main challenge in fulfilling her quest for immortality.

The magical challenge between Hon-eel and the Most Reverend Mother of Horses of the northern Redlands tribes was to see who could wed the Sun, or his highest representative, within the next three years. This was a great and difficult act requiring years of preparation and execution. Hon-eel quickly gained fame and popularity in the empire when she began courting the immortal Sun God for her husband.

First, Hon-eel had to prove herself worthy to the step-mother of the Sun, a goddess jealous of her hold on the god and reluctant to let his powers and blood descend to mortal races. Hon-eel performed three miraculous acts to impress the goddess.

One such act was to deliver the Mask of Cattel, the secret weapon of Dag the Muncher, Ogre King of the city of Iralval. Hon-eel succeeded in beguiling the king long enough to steal the sacred mask, and her friends were bold and powerful enough to withstand and kill the king, though most of them died in the success. The jealous goddess took the mask, and it is lost to humanity.

In 5/22 (1485), she proved her fertility to the goddess. She danced for it, and casually blessed every woman in the city of Torang to bear twins. She followed this with a final act that was to prove herself worthy to the step-mother

of the Sun. She defeated Ernalda, a great Earth Goddess whom the Sun once wooed, in a beauty contest.

Hon-eel spent much time in the Tripolis, undertaking intense rituals and learning the ethereal secrets of the Cult of Three Lights that was active there. Well prepared, Hon-eel set off during Sacred Time, departing Raibanth when it lay in cold and darkness. From there she roamed the shadowy realms of God Time, losing herself in the Great Darkness until she found the fabled Eastern Gates of the world. This was a great path, but one which she was prepared to take after her study and use of magical powers. In hell, she joined a crowd of faceless strangers chanting to the departed Sun. And, at the dawn of time, Hon-eel the Artess joined the entourage of gods who were freed from Death. She participated in their Grand Dance of Time. Through those mystical moments she did not forget her task, and in the majestic steps of creation she touched beams of light streaming from the right hand of Yelm—the Secret Light of the Sun. And in that touch bloomed magic, quickened by Hon-eel's own spirit, and she returned safe and content again to the realm of the world at the dawn of 5/23 (1486).

In the meantime, the Most Reverend Mother of the horse nomads called upon the Cult of the Golden Bow to answer her summons and to repay her for all the gifts she had bestowed over the forty years of her reign. The Golden Bow cult worshipped a son of the Sun, recognized as a golden wheel or disk by these tribes. That cult's priests and shaman began great rituals and quests to arrange for their own High Priest to manifest the greatest form of their god, the Son of the Sun, and to impregnate the Most Reverend Mother to prove her power.

When Hon-eel returned to Palbar, she met with the Most Reverend Mother. The nomad witch was stout with child, and she was accompanied by her own followers and the Golden Bow cult chanting songs of power and making her birth easy and light. She bore a son, afterwards called Noonlight, who the Blessing Ladies declared would have a bright future as a hero of the Sun.

Hon-eel's labor was more difficult, and she was accompanied only by her usual six companions who did not bother with a show of power to make a bright omen before birth. Instead, the area was as dark as the place where Hon-eel had awaited the Sun, and five of Hon-eel's friends silently sent invisible energy to aid in the birth. The nomads were all frightened, as they should have been, and the pain and passion of Hon-eel's birth affected all who watched, though not all in the same way.

After everyone had suffered enough, Hon-eel gave birth to a son. He was blond and pale-eyed, radiant as the yellow sunlight of the day sky. He said, "I am Daylight."

And then Hon-eel gave birth to a daughter. The girl was white-skinned and fragile, with white hair and a radiance like that of starlight in the night sky. "I am Nightlight," she said.

Then Nightlight dismissed her own midwife, and this made the nomads much more comfortable. They called

for the vote of those concerned, and it was agreed that Hon-eel's children were greater, and so surely her wedding with the sun had been with a higher manifestation. The pair have remained important in Orayan worship, and are called Twilight and Nightlight, and are worshipped with Noonlight in one temple.

Some of the tribes voted only because they were afraid of the children, and others because they were afraid of the midwife.

The children then claimed the land which they were born into, and marked its boundaries with poles and shadows. At this many of the tribes moved away, to the Redlands or further into Pent. Bitterness remained, and sporadic raiding began shortly afterwards.

Despite the activity in Oraya, Hon-eel found time to travel triumphantly through the Empire. Her tour included duties as well, including an entry into the enemy kingdom of Tarsh.

In 5/27 (1490), Hon-eel attempted to integrate the Lunar doctrine into the native Tarsh Earth Cult. She did this by performing the Whole Dance of Spring for the chthonic goddess during the most secret of the earth rituals. The attempt was only partially successful, and though Hon-eel left an infant son on Tarsh's throne, the kingdom was torn by civil war as soon as she left. Her son, Prince Phoronestes, was well guarded by Lunar viceroys and eventually ascended to his throne at age 16.

THE NIGHTS OF HORROR

The nomads said that they had lived in the Redlands since the beginning of time. They said that they were never followers of Sheng Seleris, and they brought forth slaves which they had taken twenty years earlier when the remnants of the army of Sheng Seleris fled this way.

In 5/40 (1503), the Redlands nomad situation grew catastrophic. The settlements in Oraya were intended to act as a client state to protect the ancient province of First Blessed. But in the first pitched battle the Lunar outposts were overrun, the cities besieged, and screaming shamans again called demons upon the hapless farms of First Blessed.

Preliminary encounters with the regular Lunar army were indecisive and both sides hurriedly sent for reinforcements. The Imperial Army of the South was east to restore the situation but the army was destroyed by nomads in 5/42 (1505) as it marched through Jarst.

In 5/43 (1506) the Imperial Army of the West, convinced at last that Fronela was permanently under its curse of the Syndic's Ban and was no longer a threat, arrived in First Victory and joined the Heartland Corps in the march up the Arcos valley to relieve the surviving Orayan cities. The nomads slowly gave way before the march, gathering strength.

"Nights of Horror" is the name of the two-day battle that followed. More than 150,000 warriors and magicians took part. The wily nomads had hired the services of a

magician family from distant Orathorn to aid them, and the sorcerers had remained concealed until now. Their surprise entry into the magic battle destroyed most of the Lunar magicians. When the army began to crumble, Hon-eel alone halted the collapse of the right flank by destroying seven spirits in combat, oblivious to the mob of filthy nomads who struck at her from all sides.

When the Lunar regular cavalry was enveloped on the left flank, the Emperor grew desperate and summoned his powers of Chaos to aid him. The Orathorn sorcerers summoned their own secret powers and this combat with the Lunar Chaos suddenly loosed alien worlds upon the battlefield. All mortals turned and fled, fighting wherever they had to against the inhuman foes which dropped from the burning scarlet and yellow skies. Hon-eel herself died there, fighting desperately and successfully to save the Emperor's favorite children from furry, many-legged things, which scuttled about and waved shrunken heads that bobbed about on scrawny antennae. The Snake-whiskered Dragon of Losdolos Angsur appeared and, though he set the Emperor's children down in Yuthuppa, Hon-eel was never seen again. The Emperor disappeared but reappeared some time later.

The impact of this military conflagration was understandably immense. Survivors were numbered by the handful in both nomad legends and Lunar records, making it a disaster as great as that of the Dragonkill War of 1120. The nomads slaughtered their herds where they stood and took only their best stock and the surviving wives and children into the lands of Pent. It is said that each warrior in Pent had a hundred wives that year. They abandoned the Redlands and the fields grew thick again for the first time since the Dawn.

One side effect of this activity was the annual tribute of red-headed infants sent by Oraya each year. These were reared by the Emperor's household, and became the caravaneers of the famous Etyries Caravan, called the Red Hair Tribe by the nomads. This pack train departed every other year from Palbar, traveled across Pent to Kralorela, and returned the next year. No nomads dared threaten the route, which brought rich and decadent luxuries into the heart of the empire.

Like the nomads the Empire withdrew, too, though not in geography. Peaceful at last, the Emperor and his subjects pursued the Lunar "inward path." From this period forward, Lunar philosophies change from avid reconstruction to self-indulgent gratification. New art styles, magical fads, and bizarre cults flourish, and an increasing gap appears between the leaders and the mass of Lunar peasantry.

The end of the Wane found the Empire in its most calm and peaceful state since the Goddess had left the earth. The borders had been secured by the Syndic's ban in the west and by the nomad withdrawal in the east. The south was troubled with war, which the Emperor carefully nursed to provide a limited theater of action for the ambitious, the adventurous, and other troublemakers.

By the Wane's end the Lunar Prince Phornostes of Tarsh, now 26 years old, could handle it.

The rituals of the Changing Wane began with an audible sigh of relief from a weary empire.

THE SYNDICS BAN

In 5/37 (1500) occurred one of the most incredible events of Gloranthan history, called the Syndics Ban.

The event was a magical catastrophe, which stopped all communication between political units within the land of Fronela. Kingdoms, tribes, nations, and city-states were irrevocably cut off from all outside contact. Borders between lands were usually visible as a foggy bank that quickly grew too dense for any perceptions to penetrate, then reacted to the intrusion with some magical effect. The effects varied from place to place and time to time, but travel was always impossible. Some of the more common effects were to walk out of the fog with no perception of having turned around; violent rejection, sometimes by powerful giant hands, bone-crushing fists, or gusts of icy wind; attacks by monsters, often of types unseen before or since; no end to the fog in the outward direction although expeditions marched for lightless days, yet found themselves home when they traveled backward for an hour; a solid, but invisible and unclimbable, wall; or permanent disappearance through mysterious means. Even spirits could not carry messages between lands.

The origins of the Ban are not yet clear, but certain facts are known. First, the local god or spirit of communication, called God of the Silver Feet, was killed by a conspiracy of sorcerers, wizards, and priests led by Prince Snodal of Loskalm. The heirs of Snodal claim to have spoken to the prince's ghost, sent by the Invisible God (say some) but summoned through darkest necromancy (say others). The prince claimed that the effort was necessary to preserve Fronela from a tremendous curse sent by Zzabur, the malicious sorcerer of Brithos whose motivations have always been secret. Scholars at the University of Sog, seeking to duplicate the summoning of the prince, got instead some of his companions in the heroic venture, who corroborated the prince's tale. Those summoning scholars also speculate that the disappearance of Brithos was not an intentional act by Zzabur to move his land to another plane (as claimed by the Brithini of Arolanit), but a disaster caused by the backlash of the failed spell against Fronela.

The effect upon Fronela was complete, and each land lived for a century or more in complete isolation from its neighbors. Reactionary religious zeal was understandably conservative. Many local cults claimed the end of the world had come: another Great Darkness had destroyed all the evil of the outside world, and would destroy the survivors too if they did not resort to the most stringent religious observations.

The cause for the Syndic's Ban's lifting is also a mystery. The scholars of the University of Sog speculate that the same force which broke the Closing of the seas began the

deterioration of the Ban, possibly as a side effect. Many others claim to be the source, with the most persistent claim being by the High Archpriest of Loskalm (whose long sorcerous ritual is on record), the loudest claim being from the Kingdom of War (who claim to have burst all bonds and broken magical walls), and the most piercing voice coming from the Lunar city-states (whose moon boats, they claim, have been operating in secret for years).

The Ban lifted in a general west-to-east movement, but never moved in a regular or predictable fashion. Some lands were left as isolated islands surrounded by freed regions. An impenetrable wall runs down the center of the Esel River, Sweet Sea, and Greystone Mountains and separates the western Lunar Empire from Fronela. Only the magical Lunar airship fleet, skirting along the Rockwoods, has established contact in the region.



THE EMPEROR'S RETURN

The Red Emperor was thought killed in the Nights of Horror, which also destroyed the nomads, the imperial army, and most of the Emperor's entourage. However, he reappeared later that same year at Amuli (in Darjiin) during an otherwise insignificant Full Moon rite. The Emperor went to Raibanth with his supporters and witnesses. Doubt was high among the old nobility, for the Red Emperor no longer resembled his old shape, and they wanted to make their high priest of Yelm into the new Emperor. The Red Emperor challenged the High Priest to a contest of the Ten Tests and the imposter withdrew. The Red Emperor underwent the rite and proved that he was, indeed, the true Emperor.

The Emperor spent 5/44 (1507) and more doing little except to hunt through the seven years to find and rescue the souls of his loyal subjects which had been cast about during the Nights of Horror. This action, more than any other, convinced the rest of the Empire of his identity. It also ensured the loyalty of those whom he saved, and their living kin.

The Emperor then established institutions to preserve and teach high learning. He established the great University at Glamour, with its many compounds, temples, meditations halls, libraries, and parks. In 5/54 (1517), he expanded the Order of the Day with the other New Monks and personally selected the first Examiners.

Around this time, the Emperor began a great patronship of the arts, favoring intellectual, artistic and architectural endeavors over war. He honored the One Hundred Imperial Artists, one for each city, whose first task was to erect monuments to the Red Goddess and her son. Surviving works from before Sheng were copied, improved, and expanded upon. Increasingly complex styles became favored the Red Emperor and those who followed his lead.



THE SIXTH WANE

The Sixth Wane was a long period of peace for the empire. The security of the borders continued. Trade flourished and all the lands within Peloria flourished under Lunar rule.

The terrible losses at the Nights of Horror impacted the imperial attitude greatly. For the last decade of the Wane, talk, discussion, and debate questioned the events which had just occurred. The effect was, at first, merely paralyzing. Later, it brought forth a conscious withdrawal from expansionist policies. The rulers first, and later the citizens, increased their interest in their own cultures and

styles, and shunned the foreign. The increasingly complex art styles, starting with the Orayan Fifth Style, reflect the increasingly introspective attitude of the late Fifth and entire Sixth Wanes.

The long hostile lands of Talastar, Jarst, and Garsting took more positive views of the Lunar Empire as they watched the imperial splendor grow and their kings and chieftains came to curry favor with the empire. They accepted luxurious gifts and Lunar wives, who entered the cults of their land and taught some Lunar magic to a few of their women. In this way, Jarst and Garsting were married into the Empire by the end of the Wane.

The rapid growth of Oraya continued, and many people settled further in the Redlands when reports of the plain's fertility made their way back into the Heartlands. No horsemen bothered the settlers there.

DART COMPETITIONS

The peace and prosperity which the Goddess had promised when she rose to the sky now lay upon all like a rich, plush cloak. No hostile enemies bothered the borders, no virulent rebellion quelled on the interior, and no foolish demigods interfered with the emperor's taxes.

But the peace was not without its changes. Where war and aggression could not be directed outwards against external foes, it was instead directed inward like a fine scalpel, to cut away the evil rot within the empire. Those who were not fit to rule were removed, often with the harsh and brutal cutting of the sword as well as the scalpel. Imperial law strictly forbids war between noble houses. As a result, conflicts between noble houses (especially over control of a satrapy) are waged through internal assassination and clandestine warfare called "Dart Competitions". The name comes from the ancient sport which has been popular since the First Wane among the Lunar nobility. When Gargron of Karresh used a poisoned dart and a "drunken misthrow" to eliminate a rival for a powerful administrative position in 1/49 (1296 ST), the practice began. It soon had spread and developed into a very sophisticated form of private warfare, popular among the ruling nobility.

Dart Competitions are struggles waged by assassination, sabotage, disinformation, and economic warfare. The Imperial court officially turns a blind eye to these activities, but sometimes encourages them or even takes part, if commoners and imperial properties are not harmed in the least. Development of the Dart Competitions were along several lines of interest, but all included the imperial nobility itself as targets and agents. There are public events, sometimes with champions of noble clans fighting each other, or with the nobles themselves fighting, or with trained agents fighting the nobility. These affairs are very popular with the common people of the Empire, even though the formality and ritual combat often went on for hours or days before any blood was shed.

Much deadlier were the "secret games." Again, the imperial nobility were the targets of these contests. The most secret magical agents were used, although cruder methods (such as hiring Harrek the Berserk) were occasionally used.

The legitimated violence of the Dart Competitions provides a controlled means of venting the volatile pressures of internal intrigue. Rather than resorting to open war—which would ravage regions, interrupt trade, divert tax revenue, and demand an imperial response—they allow grudges to be settled and pecking orders established by more discriminating means. Moreover, Dart Competitions hone the survival skills of the Lunar elite and develop

cadres of specialist assassins and combatants whose abilities may be of value to the Empire. Dart Competitions have also wiped out several less fortunate noble houses. The Red Emperor is known to have been killed once in a Dart Competition.

Lavish amounts of money are spent on buying, raising, or otherwise preparing special agents for the Dart Competitions. During the Sixth Wane, when peace prevailed through the empire, some satraps spent up to 85% of their entire military budget on their Dart Competitors. Some of these persons grew quite famous during their own lifetime, even in the colorful and jaded Lunar courts.

The beauty of these expensive competitions was that they were the sole means available for the powerful and often volatile Lunar sorcerers to vent their madness on worthy targets: each other. Rather than spending all the money to raise armies of soldiers to fight for the whims of the rulers, the rulers instead hired very special and elite forces to wage private war at public expense, but not at public destruction. Thus, although a noble clan might fall from power through the bloody grudges of another, the trade of the satrapy would pass unhindered, and the cities would not be sieged or the fields burnt.

The Red Emperor had begotten a special demon whose province it was to punish any individual and their clan who might wage a Dart Competition against an inferior target, or to punish a noble who used some means other than the Dart Competition against each other. This demon was sometimes referred to as the "Tax Demon" since it interfered with the nobles only if the Emperor's taxes were ever interfered with.

In the long internal peace following the Nights of Horror, Dart Competitions grew in significance and importance.

In 5/46 (1509), the Rastari-ining clan seized rule of the Karasal Satrapy from the decadent Eledre-jen, who had ruled since the Third Wane.

In 5/50 (1513), a Dart Competition in Sylila conducted by the Virishi against the Hwarin-ony clan proved so destructive that the Red Emperor unleashed the first Tax Demons to destroy the Virishi.

In 6/3 (1520), the Molari-sor took Oraya Satrapy, replacing the crippled house of the Eel-ariash, who nonetheless kept control of the cult of their demigoddess ancestor.

In 6/10 (1527), the Jenet-aror clan of First Blessed was forced to abdicate the satrapy as the result of a Dart Competition. An incarnation of the Red Goddess called the "Flower Poem" was summoned at a special ceremony and took a new lover, founding the Taran-il dynasty. Two years later, the Red Emperor himself was assassinated as part of a failed attempt by the Jenet-aror to return to power. Upon his return, the Red Emperor executed the last members of the Jenet-aror for treason.

In 6/26 (1543), the Eel-ariash took over Oronin after exterminating two of the three clans that make the wondrous Moon Boats in a particularly vicious Dart

Competition, as well as causing great damage throughout the satrapy and beyond. The Red Emperor sent Tax Demons against them, but Eel-ariash proved immune to them. They defied the Emperor and embarrassed him in law, so the Emperor ultimately gave them their regalia of office, although he begrudged them many honors and blessings.

In 6/31 (1548), the Wylua-oor took Darjiin, in a Dart Competition widely believed to be backed by the Red Emperor.

In 6/44 (1561), the Hwarin-ony clan of Sylila was destroyed in a Dart Competition that ranged throughout the Lunar Provinces. As a result, the Errio-unit clan were recognized as the satraps of Sylila. The satrapy largely abandoned the traditions of the old Orlanthi hill culture and became a fully assimilated part of the Lunar Heartlands. The ambitious Errio-unit dynasty, ambitious and eager to establish relationships with neighboring tribes, spread their influence through diplomacy, bribery, subversion, and conquest.

In 7/4 (1575), the Yanorio-ilart overthrew the Eel-ariash in the Doblian satrapy. The Eel-ariash long had enjoyed the support of the Red Emperor, however, soon after their victory, the Yanorio-ilart were chartered by the new mask of the Emperor as satraps, and the Emperor was known to have been pleased with the result. This is widely considered the low point in the fortunes of the Eel-ariash clan.

A more recent Dart Competition between the Wyua-oor and Yanorio-ilart clans unleashed the demigod Harrek the Berserk.

In 7/36 (1607), to everyone's horror, Harrek the Berserk killed the Red Emperor and then fled to the dark forests of Fronela.

THE ENDLESS SYMPOSIUM

In 6/5 (1522) the Red Emperor did not return from a mystical exploration and his body was burned. Soon after, he returned, in a new body. The Red Emperor proclaimed himself sated with higher pursuits and now needed to familiarize himself with gross matter. The Red Emperor loved to eat and drink, and struggled to make sure that all his subjects were fed. The Red Emperor built a palace for the Endless Symposium of Glamour, where drink flowed day and night, which attracted and destroyed so many debauchees.

In his mystical pursuit of material indulgence, the Red Emperor's form became corpulent and obese. Finally, in 6/10 (1527), he was forced to change bodies after an assassin from the Jenet-aror family forced him to evacuate his gross form.

The Red Emperor returned at a ceremony in Hargoth later that year and was quick to avenge his assassination. The last members of the Jenet-aror family, former lords of First Blessed, were all executed for treason. The Red Emperor stopped attending the Endless Symposium, although the institution continued.

DRAGONEWTS DREAM

In 6/18 (1535), King Phoronestes of Tarsh, the son of Hon-eel the Artess, died suspiciously in Furthest. His son and heir, Philigos, was a callow youth barely fifteen years old, but recognized as king by the Red Emperor.

In 6/21 (1538), followers of the bloodthirsty Earthshaker rose in rebellion against King Philigos, led by a drunken savage called Palashee Longaxe. Palashee may have been drunk but was a ferocious warleader and Philigos and his family were forced to flee Furthest to Glamour. Palashee was acclaimed king of Tarsh by the Earthshaker.

Such was the tranquility of the Sixth Wane that the Red Emperor saw no need to act against the rebels until such time as he saw fit.

During 6/22 (1539) and 6/23 (1540) occurred a most peculiar incident called the Dragonewts Dream. For reasons unknown to any mortal, these two years saw many ghostly appearances of dragonewts. These phantoms were usually reported to be performing rituals. At one site, closely observed, the experts said the rituals were apparently from the Dawn Age, judging from the non-draconic phantom participants in the ceremony.

These phantom dragonewts were utterly indifferent to their present surroundings, passing right through solid buildings and walls as if they were not there. Their presence often disrupted local religious or magical rites, but nothing could be done to interfere with their ghostly performances.

The Red Emperor sent observers to witness the Dream, and learned that the objective of the dream was to repopulate Dara Happa with the dragonewts. He spent 6/23 preparing the Emperor's Reply, a huge recounting of the Origins of the World that omitted the dragons from it. It was performed at Sacred Time, and as a result, the Dream stopped and no repopulation occurred.

After making his reply, the Red Emperor substituted corn women for humans in the Hon-eel planting rites, to the shock and surprise of many old priestesses. When the protests continued, the Red Emperor released the Crimson Bat, until the Bat Feeders killed them all.

The Emperor made many other religious innovations. He lit the Forty-Two Candles, avoided the Golden Rituals by creating the Golden Proxy, and condemned the seditious Gbaji Faces without compassion. He opened the Hideous Zoo, and began resettling the Redlands with prisoners. In 6/29 (1546), the Red Emperor allowed himself to be devoured by the Heron Goddess in the Dorkath Rites, while dressed in snakeskins.

WANT MORES

The Red Emperor returned in 6/30 (1547). He acted against many of the most powerful families in the Empire, most famously the Eel-ariash. To the commoners, he repeated Nysalor's words promising self-fulfillment "as if you were a noble." The Red Emperor gained great pleasure

supporting the little people against the great houses. The Emperor even occasionally ordered all troops and guards out of a city to allow the mobs to pillage and plunder to their own satisfaction.

The Red Emperor opened many of the tombs in Oraya and took out the lavish grave goods from there. When the magical defenders of the tombs reacted against this desecration, the Emperor's priests simply extinguished them. When descendants and priests gathered to complain about this, the Emperor reminded them that he himself had placed the goods there earlier. He had planned back then to come and recover them now. Although he had told no one this plan previously, the Red Emperor reminded that he did not explain imperial policy to anyone but his mother and the New Gods.

THE WAR FOR TARSH

In 6/38 (1555), the tranquility of the Sixth Wane was disturbed when the Red Emperor proposed a major military adventure—the South War. Subsequently there had been some unrest among the army officers, and the attack was in part to appease them. It was also to reinstate the line of the Red Emperor as rightful kings of the barbarian Kingdom of Tarsh. Philigos, a grandson of Hon-eel had been driven from his throne seventeen years earlier by a barbarian usurper. Now an adult, he led a grand army with the full support of the Red Emperor to retake his homeland from the usurper. The army laid siege to many cities as they went and slowly reclaimed the country.

At Karnge Farm, in Fire Season on Windsday of Movement week, the Lunar high command went to attend a peace parley, but with typical deceit the Tarshites and their Sartarite allies ambushed them and slew every Lunar officer but one. This one survivor was a terrible loss for the barbarians, for it was Phargentes, the heroic younger brother to the murdered Prince.

After the Sartarite army returned home, the persistent Phargentes tried again, and this time slew the usurper king. Phargentes led his army on a forced march to Furthest where he took the crown for himself.

Phargentes loved to entertain troublemakers, would-be heroes, and anyone who liked battle or war. Every year, the Emperor sent Phargentes a gift of more soldiers, weapons, and other undesirable things which he wished to keep out of the rest of the empire. In this way, war was confined to the provinces and the barbarian lands.

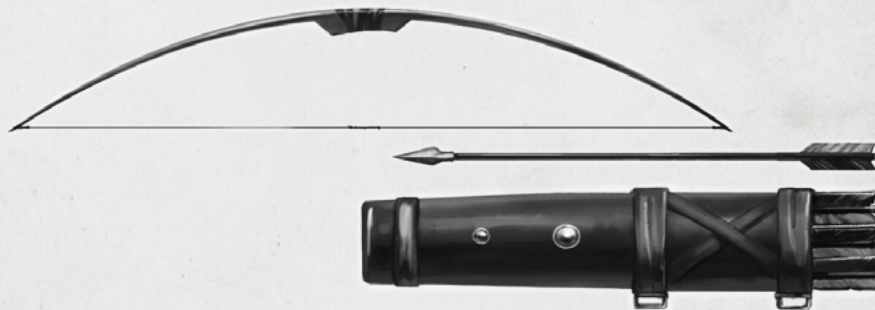
Among those who aided Phargentes in reclaiming Tarsh was the atheist demigod Ethilrist, who claimed to have fought for and against the God Learners and harrowed Hell. The Red Emperor offered him his own land to rule in exchange for thirty years of service. After Phargentes was acclaimed king, the Red Emperor granted Ethilrist Black Horse County in the Grazelands.

BLACKFACE

In 6/41 (1558), the Red Emperor lay down and voluntarily expired before his assembled court, being needed elsewhere. The Emperor reappeared abruptly in Ebon City some time later, climbing out of the sacred cave when it was empty between rites. The Emperor gathered his handful of loyal officers to him and crushed the flock of wild rebels who were conspiring to resurrect Gbaji. Because of the role he played, the Red Emperor was called “Blackface” for the next several years.

In 6/44 (1561), Red Emperor instituted the Celestine Games, which he loved beyond all else. These contests honored oratory, archery, and acting. The Red Emperor became a great promoter of games, always attending the Zasturnic Games, betting heavily and distributing coins among the poor so that they could bet too. He even went to the Oroginan Contests when he had time.

The Red Emperor sought hard to reimpose Order. In 6/44 (1562), he reorganized the Provincial System. The Emperor confirmed Phargentes as the Provincial Overseer, but rid the office of all shirkers and cheaters, and put the scribes among them. In 6/49 (1566), the Emperor instituted the Terminal Debate system, whereby those beings who wished to confront Arachne Solara had to engage each other first, with the loser always dying. If no one challenged a contender for seven years, the Web ritual was finally allowed.



This was their first contact with outsiders at all, and general contact within Fronela did not occur for another decade.

In 7/19 (1590), an indication of the imperial strength was shown with the buying of Talastar. The chieftains of Talastar, eager to reap their portion of the empire's riches, accepted a cash settlement for their loyalty on so called White Shirt day. They converted to the worship of the Seven Mothers en masse. Any protestors were killed, sold into slavery, or driven into the wilds of Broliar or Dorastor.

In 7/22 (1593), the Emperor organized and outfitted the Kalikos expedition that brought increasingly mild winters to Peloria.

In 7/28 (1599), the Red Emperor assembled his whole court at the top and foot of the Footstool in Raibanth. He addressed them all, urging them to find the traitors among them who would scandalize the office of Emperor. He then rose into the air and burst into flame, reaching at the same moment all the way to the Sun with his hands and down to the Footstool with his feet. Then he regained his humanity, and awaited the execution of his orders from his throne. The mob turned upon itself, and those who had disbelieved in the Emperor's united identity were dragged out, sentenced, and killed before the day was finished.

Later that year, the Emperor ordered a great public celebration to be held at the Enverinus pyre, built for the occasion outside of Raibanth. As the crowd watched, the Emperor's body was placed onto the pyre. The flaming corpse then rose, grew wings, and flew off.

When the Red Emperor returned, he corrected the temporary changes he had made earlier for his convenience while getting certain long-term spells done. When the scribes refused, the Emperor personally led people through Glamour to whip the false Proxies, and then to hunt them and their friends down through swamp, city, and mountains. The Red Emperor took back command that had rested in the hands of the Proxies.

THE IMPERIAL NOBILITY

The Imperial Lunar nobility are those who trace their descent to the Red Goddess, in most cases through the Red Emperor. Only some twenty noble families survived Sheng Seleris's purge, including Hon-eel, some of the priestly lineages such as the Assiday family, and the families that have the rights to travel on the Silver Bridge. These families are called the Old Children and are owed great respect throughout the Empire.

Since the return of peace within the Lunar Heartlands, the Red Emperor has sired more than a hundred sons and daughters. The Red Emperor often maintains several consorts and concubines, many being his own descendants. Each child of the Emperor becomes the founder of an imperial lineage, and their children enjoy the status of imperial nobles. All the satraps and provincial kings come from the imperial nobility, as do most of the important

priesthoods, the entire Full Moon Corps, and most of the imperial bureaucracy.

The powerful, resourceful, or clever houses intermarried and produced more powerful and magical individuals. Most prestigious was to have a family member become the consort or even a concubine of the Red Empire, who then strengthened the family's prestige by bearing offspring.

By the late Seventh Wane, there were 50 acknowledged imperial lineages. The largest and oldest number several thousand members, with numerous cadet branches, and have palaces in Glamour, rule satrapies and provincial kingdoms, and have private armies and personal gods. The smallest and newest have but a few members and live in royal apartments in Glamour.

The greatest of the families were acknowledged to be the Eel-ariash, Yanorio-ilar, Assiday, Valar-telsor, and Tharkalist families:

- **Eel-ariash.** They control many temples, the Hon-eel cult, the satrapy of Oronin, and the province of Tarsh. They also have Jar-eel. A Three Fifths family.
- **Yanorio-ilar.** They control many temples and the satrapy of Doblian. A Three Fifths family.
- **Assiday.** They have great influence in Raibanth and in many Yelm temples, rule Dragon Pass and manage the Lunar School of Magic. They are an old Dara Happan noble family that married into the Imperial family.
- **Valar-telsor.** This clan has ties to both the Red Emperor and Great Sister. They claim the pre-imperial Lunar heroine Valare Addi as an ancestor. They are notorious for their tendency to ally against whoever is the most powerful of the other clans. They are patrons of the Natha temple and of several schools of Illumination.
- **Tharkalists.** The Seven Daughters are the newest of the big players, but have great power. They are the consorts of Argenteus and have had numerous children (including now several adults) with the Emperor. They encourage the Emperor's extravagance and serve as his gatekeepers, advisors, and staff the court with their allies and clients.

THE CONQUEST OF DRAGON PASS

The military adventure in the south was maintained, at first by King Phargentes because he hated the barbarians so much, and later so that the Emperor could send generals and soldiers there to be trained.

In 7/11 (1582), the last stronghold of the Tarsh Exiles was stormed.

South of Tarsh lay two kingdoms, one of hill barbarians, the other very strong with magic that rivaled that of the Lunars. The barbarian kingdom was called Sartar, and it was the main enemy of the Lunar Empire after the fall of Tarsh. Its capital, Boldhome, was a brilliant city, and for a change the Empire cast covetous eyes upon barbarian riches.

Sartar was ruled by the heirs of their Founder, the Sartar after which the kingdom was named. They were allied with several of the other powerful kingdoms in the pass, and upon at least two occasions, the Sartar Army managed to destroy invading Lunar Empire armies. The Sartarites, having begun their commitment to battle in 6/38 (1555), maintained a state of war against the Empire until the end of their kingdom. In 7/26 (1597), leading members of the royal household were killed in the Holy Country, greatly weakening the kingdom.

In 7/30 (1601), much of the remaining royal household of Sartar went south to aid the Holy Country. Without the brilliance and magic of the young princes and princesses, the Sartarite militia was unable to match the Emperor's professional army when it invaded the following year. The Sartar army was brushed aside at Dwarf Ford and the Emperor descended upon Boldhome, assaulted it with great losses, and sacked the capital, sparing none. The assault is best known for providing the beginning heroics of the demigoddess Jar-eel the Razoress. She led the storming of the barbarian citadel, Boldhome, hidden high amid magical mountains. Its plundering was a subject for Provincial poetry for many years. Blue Moon assassins then beset those members of the royal bloodline who survived the fall of Boldhome. It took a decade until the last member of that household died in distant Seshnela.

THE WHITE BEAR AND THE REIGN OF ECSTASY

In 7/36 (1607), the Red Emperor was killed while he was with his family in Doblian by a murderous demigod called Harrek the White Bear, an assassin neither man nor beast, good nor bad, light or dark. To the wonder of all, the Emperor returned only seven weeks later, and took no vengeance.

The Emperor's newest incarnation sought love and ecstasy rather than mundane vengeance. He preferred to make secret and public displays of affection and pleasure, than to scheme or dissemble. The Red Emperor left the easy practical problems to his advisors, and spent much time in his stately pleasure palace in Glamour. The Seven Daughters served as his chief advisors and prevented lesser advisors from upsetting the Emperor's enjoyments.

The next year, a large Chaos army from Dorastor troubled the peace of Talastar and Sylila. This was the origin of the Seven Problems from Dorastor. To prevent future eruptions from upsetting the peace of the Empire, the Red Emperor tasked King Hakon of Talastar with the duty of holding the forces of Dorastor at bay. The Justice of the

Red Emperor proved so powerful that even the Rebel Gods could be compelled to serve the Empire.

JAR-EEL

Jar-eel was sired by the Red Emperor in 7/17 (1588), after generations of planned breeding which had been calculated by the wisest among the Eel-ariash clan and cult. In 7/18 (1589), she was among the Legion of Infants accompanying the Moon Boat expedition to Fronela that overcame the Syndic's Ban.

In 7/31 (1602), Jar-eel led the Imperial Bodyguard up the cliff face to storm Boldhome. In 7/39 (1610), she performed a mystical dance that brought spiritual liberation to the King of Tarsh and left her bearing his child. In 7/42 (1614), she defeated a slave rebellion in Oraya and gained the undying loyalty of its erstwhile leader, Beat-Pot Aelwrin. In 7/45 (1616), Jar-eel arranged the capture and spiritual dismemberment of Belintar. With this, her Godquest was complete and Jar-eel was acknowledged as one of the New Gods of the Lunar Empire. Her temple was opened in Glamour in 7/46 (1617) and the elite Blood-spillers Regiment of the Imperial Guard embraced her cult of the Moonsword.

Throughout the Seventh Wane, the White Moon movement grew in strength and popularity. This heresy holds that it was never the intention of the Red Goddess to create an enduring temporal empire. The White Moon cult holds that to perfect the Red Moon, the Empire must wither away. More radical voices suggest that the Empire must be sacrificed to the Red Moon. Only then will the Lunar Way be able to spread throughout Glorantha and the Red Moon shine White in the Air. From a fringe, harmless teaching, the cult has spread across the Heartlands and draws its support from the highest echelon of the Lunar religion—the Nysalorean mystics.

Finally, in 7/51 (1622), the Red Emperor ordered that all White Moon cultists must submit to Jar-eel and recant their heresies. In 7/52 (1623), the City of the White Heart simply disappeared. The unexplained disappearance of so many mystics and teachers resulted in much of Peloria rebelling in armed protest later that year. An attempt by the rebels to take Yuthuppa was defeated in 7/54 (1625) by Jar-eel, but events soon after prevented her from delivering justice to those rebels.

THE CONQUEST OF KETHAELA

The other kingdom was called Kethaela or the Holy Country. It had spent the last two decades preparing against the Lunar invasion. Their land was a powerful place, where many Old Gods and Rebel Gods often visited. The leader of that land was a strange demigod named Belintar. His subjects contested in the Tournament of the Masters of Luck and Death for the honor of hosting his divine power and no one stopped him. He made many shrewd deals with the gods of his land, and created many surprises.

In 7/34 (1605), the Imperial Army marched against Kethaela. The defenders mustered all their armies but were brushed aside by the superior Lunar army in several battles. But the Lunar army discovered too late that this was a mere diversion; it was not men which would stop the invasion, but magic. The great natural magic of the land was used by the defenders to stop the empire.

The Kethaelans made a huge wall that just kept building itself, marching across the countryside and keeping pace with the fastest unit that tried to outflank it. One time the army split and part of it tried to climb over, only to find themselves enclosed on the far side by another wall. Another band just leapt right over and ran, but a new wall erupted from the ground and paced them. Then many thousands of men assaulted the wall at once, along kilometers of its length, as if it were a city not a wall. They clambered over its spiny, poisonous surface, and down to the other side. There waited the Kethaelans, who killed the small bands as they climbed down the wall. This was called the Building Wall Battle, and it was a Lunar defeat. The Red Emperor was amused when he heard about it, and turned once again to his latest delights, giving it no further attention.

The commanders of the Provincial Army were not so satisfied with conquering Dragon Pass. They listened to merchants, who said that another route to the sea lay nearby, through Prax where the savage animal-riding nomads live. To combat them, our own troops from the Hungry Plateau were brought first, to make allies among the wild Sable folk and purchase livestock.

In 7/39 (1610) the Provincial Army set off, led by Imperial Sable cavalry, followed by troops of imperial dragoons and peltasts mounted on mules, and surrounded by innumerable Sable nomads. The army marched across Prax and seized Pavis, a great trade city there.

In 7/40 (1611), the seaport of Corflu was refounded with great pomp and hope. New cults were established and confident populace began building large adobe walls. Sailors from the distant Thunder Delta were brought in to construct a fleet, and ships from across the oceans came there to trade, for they had all heard of the wonders of the Lunar Empire, and seen the great planet in the sky. Now they came to trade, to taste our goods, and to learn the truth of the Red Goddess.

In 7/48 (1619), volunteer elements of the Provincial Army undertook an invasion of the Kingdom of Kethaela to crush the Rebel Gods. General Fazzur Orindori quickly conquered the ancient kingdom of the Steal Woods, confining the Rebel Gods to a single fortress. Like most Provincials, the General lacked patience and failed to take the fortress, preferring instead to obtain the submission of the Queen of Esrolia to the Empire.

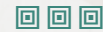
In 7/50 (1621) the Emperor sent his kinsman Tatus to finish the task of suppressing the Rebel Gods, which he did, killing the Last Rebel. The Emperor proclaimed that year to be an Extra Full Moon Year, a full

year of celebration throughout the Empire. Dragon Pass was conquered.

This celebration proved to be premature. Despite the defeat of their Rebel Gods, the hill barbarians continued to fight on. In 7/51 (1622), the Lunar Army suffered a defeat at the Battle of Amber Fields, where the hill barbarians ambushed several regiments and destroyed them. That same year, Nochet, the largest city in Esrolia, overthrew their pro-Lunar queen and rebelled against the Empire. Tatus was forced to send the main army in Dragon Pass to besiege the city; an impossible task since Nochet could supply itself from the sea. When Tatus learned that the rebel queen had allied with the Wolf Pirates, he ordered the siege to be abandoned. Tatus hired a second barbarian army to even the odds, but the Wolf Pirates were led by the mad demigod Harrek the Berserk, and they pursued the Lunar Army. In 7/53 (1624), the Lunar Army was routed at the Battle of Milran. The Broken Ring returned into the sky with terrible violence and destruction. The sky seers of Yuthuppa looked to the heavens in horror, as lost planets returned to the sky, stars fell, and the orderly cycles of the Sky Dome creaked and shuddered.



*The Lunar priests and magicians lost
control of the ritual and a monstrous
True Dragon awakened ...*



THE DRAGONRISE

To restore order to the cosmos, the priests, priestesses, and nobles of the Lunar Empire gathered in 7/54 (1625) to sanctify the new Temple of the Reaching Moon in Dragon Pass to finish the task of suppressing the Rebel Gods. The Governor-General of the South assembled thousands of Lunar magicians, provincial leaders, and many regiments of soldiers to sanctify the new Temple of the Reaching Moon in Sartar.

Instead disaster struck. Rebels following a bandit chief made their way into the Lunar ceremony, killing many and disrupting the careful flow of magics. The Lunar priests and magicians lost control of the ritual and a monstrous True Dragon awakened beneath the temple. It devoured the temple, the priests, the magicians, the provincial leaders, and the regiments of soldiers. In one moment, half the Empire's military might was destroyed. Many of the Empire's greatest leaders, including Appius Luxius, Tatus the Bright, and Enerian Scarlet, were lost forever.

The destruction would have been worse, had the Red Emperor not used every iota of magic he could gather to ward off the True Dragon, at great personal sacrifice.



The Dragonrise destroyed the Lunar Army in Dragon Pass and ended Lunar rule in Sartar.

THE EIGHTH WANE

The Eighth Wane is known throughout Glorantha as the Hero Wars, but the Lunar Empire already calls it Jar-eel's Wane. It is a time of great wars and trouble in the Empire and the rest of the world as the powers of the gods shifted and the fortunes of men changed.

THE REVOLT OF THE REDLANDS

In 7/42 (1613), the first of the Voor-ash peoples from H'har as Jing appeared in the Redlands. They claimed to know nothing of the Nights of Horror or any agreements with the Lunar Empire. After a hundred years, the horse barbarians had returned from the steppes, but were ominously silent for years as they increased in numbers. The Red Hair Tribe learned that they had traveled across the whole land of Pent, far beyond the Redlands, and worshiped new Storm Gods.

In 7/50 (1621), the first raids from the Voor-ash began. The native Oraya and Redland militia quickly crushed the impudent barbarians, who sulkily withdrew and returned a year later with a larger army. There was, again, a Lunar victory, in 7/51 (1622), but at much greater cost.

In 7/53 (1624), the Voor-ash appeared in strength, allied with many lesser tribes to augment their army. The new confederation was led by Dranz Goloi, called the King of the Wings. The nomad warlord had sworn upon the Burning Spear to meet the Red Emperor in single combat. The following year, Oraya fell, as did most of First Blessed and the Red Emperor was forced to personally thwart an attempt by Sheng Seleris to slip out of the Underworld. Pentan bands raided the outskirts of Raibanth, and deep into Imther and Holay.

Then in 7/54 (1625), the True Dragon rose in Dragon Pass, and the Lunar Army of the south was lost. Soon after, the Lunar army was routed by Dranz Goloi at the

Battle of Diavizzi Ford in First Blessed. The Red Emperor ordered the remaining garrisons of the Lunar Provinces to be stripped and sent them to First Blessed to fight. The Red Emperor appointed his demigoddess Jar-eel the Artess to command the remaining imperial armies.

In 8/1 (1626), Dranz Goloi suffered his first reversal when the Lunar Army, led by Jar-eel, riding atop the Crimson Bat, routed him outside the walls of Blessed Torang, and revealed herself to be the incarnation of the Red Goddess in the Third Battle of Chaos. Dranz Goloi and the survivors of the nomad army withdrew to the Redlands to regroup and recruit.

THE GREAT REBELLION

With the Provincial Overseer devoured by the True Dragon, and the Provincial Government in shatters, the hill tribes in Aggar, Talastar, Vanch, Imther, and even Holay rose in rebellion. The rebels in Aggar defeated the remaining Lunar friends in that province and acclaimed one of their own king of Aggar.

By end of 8/1 (1626), much of the Lunar Provinces were lost to the Empire, except for such strongholds as Tarsh, Mirin's Cross, and Vanch. In Imther, an imperial appointee ruled little more than Hilltown.

The Red Emperor saw the draconic plots behind these rebellions and more. He ruthlessly purged Glamour and the Heartlands of traitors, White Moon sympathizers, and secret Gbaji worshipers. After the Third Battle of Chaos, the Emperor brought the Crimson Bat to Henjarl to punish the treacherous Lodrilli before they could act. When Ashidavar of Yardesh protested their loyalty, and asked why the Red Emperor punished them so, Moonson said, "Fool! I do not punish them for what they have done! I punish them for what they have not yet done!" ✎



This painting depicts the demigoddess Jar-eel with her lover/bodyguard Beat-Pot Aelwrin. Around her are various individuals and gods that aid her or have been defeated by her. Source: Temple of the Fourth Inspiration of Moonson, Glamour.



G LORANTHAN MAGIC IS THE FORCEFUL alteration of the fabric of reality using rituals, symbols, actions, gestures and language to call upon the power of the Runes. Magic is intimately involved in cult and religious practices, and is how Gloranthans understand, experience, and influence the world.

RUNES

Runes are symbols with inherent power. They serve as aids in manipulating the universe. However, merely looking at a Rune is not enough to use it. A magician must know how to call upon the Rune to gain any benefit.

Not much is known about the Runes themselves, although they have changed over time. It is a question of dispute, even among the gods, whether the Runes reveal a deep harmony in the universe to which even the gods must conform, or whether the Celestial Court created them as manifestations of the gods.

Pragmatically, it doesn't matter. The Runes exist, and they work.

RUNE CLASSIFICATIONS

Runes fall into the following four categories: Elements, Powers, Forms, and Conditions. Each god has one or more specialties within the forces described by the Runes. These are the areas in which that particular god, and therefore his or her priests, is most effective and versatile. To say that a god is a Fire Rune god, an Illusion god, or whatever, is to say that priests of that god specialize in that area. The specific Runes are described below, by class.

ELEMENTS

Glorantha is made of the Elemental Runes. They are raw and lifeless essence, unintelligent and inert except for their primal urges. They are what form the ground you walk on, the air you breathe, and the warmth that you feel. During the Hero Wars period in Dragon Pass, six elements were recognized (one grudgingly).

● Darkness

The most ancient Rune, the First Born, the Waker from the Void, from whom all other Elements were born or descended. Darkness was the first Element to arise out of the Primal Chaos. Darkness is traditionally most potent against Chaos. The mace and the rock are the weapons of Darkness, and lead is its metal.

⚡ Water

Water was the second Element, born of Darkness. As an Element, it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth. The whip, the flail, the net and the trident are the weapons of Water, and quicksilver is its metal.

□ Earth

Earth is the third Element, Queen of Life, Mother of Many, and Supporter of All. She fills the central portion of the world, both physically and spiritually, and because of this, her surface is the primary manifestation of the physical plane. At least half the cults in Glorantha include the Earth in some manifestation or other, as Life-Giver, Mother, Stone-Father, Shaker, or Primal Ancestress. The axe is the weapon of Earth, and copper is its metal.

⊙ Fire

Fire is the fourth Element, and usually the last one accepted in the common world. He is the Crown of the World, the Purity of Station, the Distant One, and the Emperor of the Sky Dome. The Sky is different from Air, for Air separates Earth and Sky. After defeat by his son, the Sky has been aloof from mankind, although his children remain close. The spear and the bow are the weapons of Fire, and gold is its metal.



☿ Air

Air is the Fifth Born, the Son of Earth and Sky, whom he tore apart to make room for himself in the world. He is the Breaker of Laws, Destroyer of Heaven, Father of Fury, Fighter Against Darkness, and Lightbringer. The sword is the weapon of Air, and bronze is its metal.

☾ Moon Rune

Moon is the Sixth Element, and little accepted amongst her peers. Outside of the Lunar Empire, she has little recognition, although the Moon is sometimes considered a Condition Rune. The sickle is the weapon of Moon, and silver is its metal.

POWERS

These Runes symbolize the members of the Celestial Court; the Power Runes are unique in that they are formed in mutually antagonistic pairs. There are several other theories about the Power Runes besides this dualistic one, but we know that this theory was popular during the Hero Wars period. Some other philosophers claimed that there was a gradual step-building pattern among the deities, which follows the established Creative Devolution theories.

Regardless of the truth, it is important to remember that most people, including the magicians of the time, knew very little about these Powers except the rudest beginnings of their spiritual potential. Expressions and experiences dealing with their inner natures are tasks for the greater deities, and not the races of men. Still, no one would deny that every person knows something of each of these Powers, and may tap them in varying degrees.

☺ Harmony

This Rune is said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered throughout the world. She is the power of Healing and Community.

☹ Disorder

Some say that Disorder is the First Born of the Powers, and so is the foundation of the universe. The symbol itself is of unknown origin.

☼ Life

This Rune symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. It is the symbol of growth and life.

☠ Death

Known to be the First Sword, the immortal and cursed weapon used to bring Death to the world. Death is the unyielding fate of all living creatures, both mortal and divine. Death is a frightening but necessary agent of eternal change who can be used in a courageous and noble way to preserve the world.

⚔ Stasis

The various names for this Rune - such as Immobility, Unchanging, Solidity, Stone - illustrate the ideas behind it. The dwarves claim that this is the First Rune, for it provided the foundation from which everything else was created, or else provided the foundation of hard laws that were used to overcome the forces of Chaos. Content, satisfied, and stable, it is often called the power of Being.

⚙ Movement

This Rune denotes the ancient wheel of the Mover. As usual, there are claims for it to be the First Rune, for without it there would have been no growth from Chaos. Restless and ambitious, Change introduced Conflict into the world. It is considered the sire of Air and is called the power of Becoming.

☼ Truth

This is a Rune of the ancient, all-seeing Sky Gods, and is said to represent the torch that the Grey Ones used to escape from Chaos. Thus, its constancy and order set creation apart from random, unsettled Chaos, and so it is yet another candidate for the First Rune.

⚡ Illusion

The Father of Lies always claimed that this was the First Rune, for without it there would be none of us to think we ever were. He refused to explain further.

FORMS

The Form Runes can be understood as the basic molds that were used by the greatest gods to populate the many niches of the physical plane. A god is often described as being of a particular Power or Element, and the Form determines how this force is expressed.

Everything has a Form Rune but they are rarely a source of magic powers other than the just form itself. For example, all of mankind have the Man Rune (♂) but it simply means that they are men (and not gods, disincorporate beings, animals, or plants).

The following Runes depict the most basic of their respective forms.

☿ Plant

This Rune is the Father of Vegetation. During his lifetime, there was an intense period of vegetable growth and dominance upon the Surface World, called the Green Age. Thus, this Rune is the symbol of the first life upon Glorantha.

♁ Beast

This Rune is also called the Dragon's Eye, and is supposed to represent the armor plate over a dragon's eye. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs), though no one has had the nerve to ask a dragon about it. All beasts have the Beast

Rune. When a non-beast has this Rune, it often means that they can take the form of a beast.

✧ Man Rune

This Rune represents the humanoid shape, and is common among all intelligent humanoid races. Some other races interpret it as “slave” or “food.” It is said to represent Grandfather Mortal, about whom there are numerous folktales; he is also sometimes called simply Old Man, Progenitor of Races. He fathered many races, built some more, and provided the form for others that were created during the Gods Age.

♣ Dragonewt Rune

As exotic as the race it represents, it is found only in Dragon Pass, Kralorela, and a few other regions with a dragonewt nest. Unlike most other Form Runes, it cannot be used with an Elemental Rune, though there are several Dragonewt Power cults, all modified by the Dragonewt Rune.

✂ Spirit Rune

This Rune describes the spirit aspect of the universe. Shamans are always tied to the Spirit Rune, since it is by dealing with the entities of this Form that they gain their power.

♠ Chaos Rune

This Rune is descriptive of those who are descended from the Forces of Entropy. Such creatures are usually bound to some Form, since even Chaos must obey the Laws of Time, but it might be combined with any other Rune, even opposed Powers. Nothing is totally safe from the taint of Chaos.

CONDITIONS

There are four main Condition Runes: Infinity, Mastery, Magic, and Communication, and many minor ones. They often modify (or condition) another Rune by showing which aspect of an Element, Power, or Form is served by a deity.

∞ Infinity

The mark of the gods. Those that possess the Infinity Rune are divine themselves. This is not used lightly as it implies total control of the power flow around the user, making them invulnerable to almost all magic, among other abilities. It is characteristic of gods, dragons, and demigods only.

♂ Mastery

The all-purpose Rune, Mastery can be used as a symbol of Mastery of Men, Magic, or the Elements. As Master of Men, it describes a Hero. As Master of Magic, it symbolizes any deity or cult of reasonable power. As Master of the Elements it denotes a sort of innate intelligence among

the physical stuff of the world. The exact origins of the Rune are lost, but it is connected with the Dead Gods whose gigantic crowns are still sometimes found among the abandoned peaks of the world.

✧ Magic

This Rune indicates a connection between men and gods. Almost redundant in this magic-rich world, this Rune describes how a deity or individual deals with the power of another Rune. Since it is impossible to deal with the Runes without magic, it means much more. The symbol also has a much deeper meaning, denoting an individual’s “personal power.”

✧ Communication

The Communication Rune is a unique composite of the Movement and Harmony Runes. It symbolizes language and speech, passage and transit, travel, trade and roads. The God Learners widely popularized this Rune as the symbol of trade, but it is more than just that.

✧ Luck

Many legends and tales teach the futility of trying to outmaneuver an inexorable fate that has been foreordained. This Rune is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.

✧ Fate

A very few cults use this as an expression of the way of the world. Used by those with no other explanation for their status in the world, and by those at the top, to justify their position.



OTHER RUNES

Several other Runes were known in Dragon Pass in the Hero Wars period, and other Runes are known throughout Glorantha. These Runes include specializations of the Element Runes, sometimes called sub-elements, such as Shadow, Cold, Heat, and Light. Runes linked to specific gods, heroes, creatures, races, cultures, or lands are also known.

ELEMENTS

The five Elements are what Glorantha is made of. The Lunar religion includes the Moon Rune as a sixth Element, but that is rejected by all other cultures.

Darkness is associated with darkness, cold and the underworld.
Originally owned by Nakala, its current owner is Subere.

Earth is associated with earth, agriculture and physical things.
Originally owned by Gata, its current owner is Ernalda.

Fire is associated with fire, sky and light.
Originally owned by Aether, its current owner is Yelm.

Air is associated with air, storm and violence.
Originally owned by Umath, its current owner is Orlanth.

Water is associated with water, fluidity and seas.
Originally owned by Zaramaka, its current owner is Magasta.



Zzabur's Sigil This sign was one of the most common magical symbols in Glorantha, and was admired by the God Learners for its simplicity and information. Later versions grew more and more elaborate, but Zzabur's basic sigil could be found almost anywhere and was used even by cultures with no direct contact with the God Learners.

The sign is a five-pointed pentagram inside a circle. The God Learners associated the number five with the Man Rune and corresponded the number with our five senses, the four limbs and head, the stages of consciousness, modes of experience, or elemental origins. The circle is numerically and symbolically equivalent to zero or the Cosmic Egg, wherein all potential resides. In its gross aspect, the sign is of unborn mankind contained within the potential of the universe.

The pentacle traces the cosmological progression of the elements. Darkness was first, then Water, then Earth, Fire, and lastly Air, whose birth began the War of the Gods and returned the world to Darkness again.

The circle's narrow ends trace a series of natural superiorities of the elements when they meet in opposition. This superiority is an ingrained tendency, but not always a certainty. The mythology of Glorantha is full of examples which bear out this formula.

Thus we see that Darkness has advantage over the Earth (as seen by the somnolence of the Earth goddesses during the Great Darkness); Earth can tame Air (as seen in the marriage of stormy Orlanth to benevolent Ernalda); Air lords over Water (the weapons of storm now include the powers of Water); Water powers triumphs over Fire (such as when Lorian invaded the Sky and turned it blue); and the light almost always overwhelms Darkness (who fled the Underworld when the dead Sun god arrived).

The center of the diagram is the most changeable. Although the Man Rune is most common, in this example we see a Law Rune befitting the Rokari grimoire from which these pages come. Lunar grimoires are likely to place the Moon Rune in the center, describing it as one of the true elements. Its origin is untied to the other elements and there is no chain of superiority, or perhaps there is mastery over all. Of course these Lunar ideas are rejected by all other cultures.



Cosmology

Major Runes

Runes are the building blocks of Glorantha. They are symbols, archetypes, embodiments, and the actual matter or energy of the mundane world. Runes originated with the very creation of Glorantha. Their precise origin is unknown, and believers in particular Runes always insist that theirs was first-made. Tales link the gods of the Celestial Court with the Runes, each god embodying a Rune. Their interactions led to the births of the Young Gods; these newer deities are often associated with one or more parental Runes as a result.

Each Rune has myths associated with it. Some have elaborate cycles woven around their stories. They begin with a member of the Celestial Court who owned the Rune, and end with the current Greater God who owns it. In these stories the Runes are sometimes treated as things, or beings, or abstract powers, or even all three. The powers of the Great Runes are universally acknowledged. The deities who command those Runes are the Greater Gods. Those deities cannot be changed without altering the very fabric of the universe. Such alteration is against the Cosmic Compromise which began Time, and cannot occur. There are numerous lesser Runes, not all shown here, and many signs and symbols as well.

About these pages

These four plates come from the Codex Ivesti, a bound and illustrated manuscript of the Sharp Abiding Book from the late 14th century. The Codex Ivesti is particularly notable for incorporating far more God Learner texts than later Rokari works and also incorporates material originally derived from Zzabur's Blue Book. Despite this, the book has survived the censors of the Rokari High Watchers.

Ivestos, the book's author, was a Rokari wizard-priest who had been honored by the Brithini with permission to enter Arolanit, only to be forced to flee three years later after trying to magically invade the Palace of Pentacles.

This copy can be found in the Blue Temple of Leplain and is one of the three original copies. It was mostly penned in a coded script (which may be the key to its survival) with regular hawthorn bark ink, now brown with age. The pages shown on these plates were later illuminated with gold leaf, diagrams and fine colored inks. This copy is approximately 250 years old, although the illumination is much younger.

POWERS

Symbolizing the members of the celestial Court, the eight Power Runes are formed in antagonistic pairs. Opposing cults often have opposing Power Runes as part of their identities.



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FORMS

These are descriptive Runes. A god is usually described as being of a particular Element or Power, and the form determines how its Power or Elemental form is expressed.

Man is associated with human life.
Originally owned by Grandfather Mortal, its current owner is Grandfather Mortal.

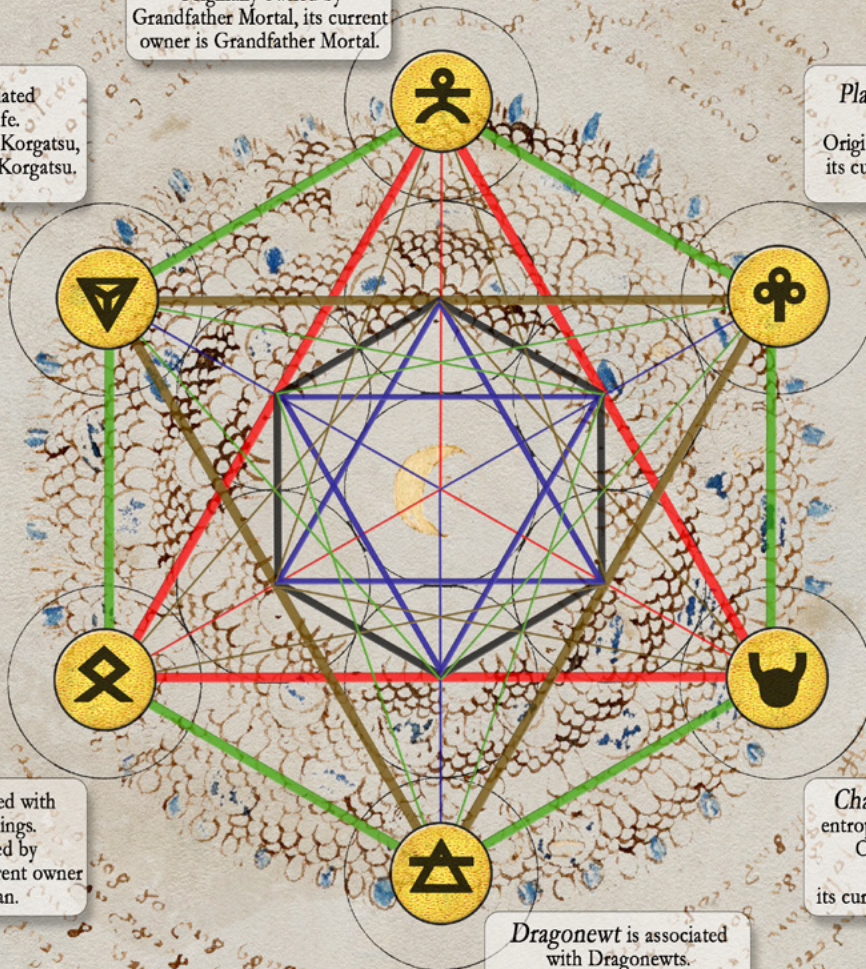
Beast is associated with animal life.
Originally owned by Korgatsu, its current owner is Korgatsu.

Plant is associated with plant life.
Originally owned by Flamal, its current owner is Flamal.

Spirit is associated with discorporate beings.
Originally owned by Horned Man, its current owner is Horned Man.

Chaos is associated with entropy, evil and corruption.
Originally owned by Primal Chaos, its current owner is Wakboth.

Dragonewt is associated with Dragonewts.
Originally owned by the Cosmic Dragon, its current owner is Dragonewts.



WHAT IS MAGIC?

To grossly oversimplify, Gloranthan magic is the interaction of mortals existing within Time with the timeless and eternal powers of the God Time.

In the God Time, there was no division between the worlds of men and gods, between life and death, or body and spirit. The Gods War introduced the power of Death, which separated all with violence, death, and entropy. War entered the world and the endless beauty and harmony of the universe was destroyed. Reality was fractured.

The eternal gods themselves would have ceased to exist but for the Cosmic Compromise, whereby the gods that still were voluntary abdicated their free will within the temporal world rather than lose their All into the maws of nonexistence. The gods remained eternal at the cost of being limited to their God Time actions; their actions in Time are fixed in place. If they were ever to transgress from their fixed portions of the universe, they would enter the temporary world where Death and entropy would rob and destroy them.

Magic draws upon the timeless and eternal God Time to affect the mortal world of Time. With magic, a priest of Orlanth can call down thunderbolts from the sky, a Praxian warrior might call upon a spirit to guide his arrow true, or a sorcerer might command the waters to seize and capsize an enemy trireme.

GODS, SPIRITS, HEROES, AND DEMONS

Most Gloranthans distinguish between gods and spirits; however, such distinctions are not consistent and vary from religion to religion. The various ways gods and spirits are classified provide an example of the amount of diversity that exists concerning how they are perceived and understood by different cultures. Although the labels often cover different groups or mean different things, there is yet a certain amount of commonality.

The people of Dragon Pass traditionally classify the supernatural entities connected to the Otherworld as follows:

- **Gods:** Entities we offer (or could offer) sacrifices and prayers to and who eternally exist in the God Time. They include such great powers as Ernalda, Orlanth, the Red Goddess, and Storm Bull, down to lesser powers like Vingkot, Waha, Yinkin, the New Gods of the Lunar Way, personal guardian deities, and so on.
- **Spirits:** The discorporate entities that are present individually in all parts of nature—animals, plants, rocks, winds, fire, soil, waters, and so on. Sometimes, they are servants of the gods (and

confusingly, the personal guardian deities sent by the gods to protect priests and devotees are typically called “allied spirits”); more often, they are independent of the gods and serve nothing except their own needs.

- **Demons:** Malevolent and harmful entities that might otherwise be classified as gods, spirits, or even Heroes. Some evil people worship them as they would a god, spirit, or Hero.
- **Hero:** These are mortals who, as a result of their actions, have some eternal existence in the God Time. Examples include Argrath, Arim the Pauper, Beat-Pot Aelwrin, Broyan of Whitewall, Colymar, Ethilrist, Gunda the Guilty, and Kallyr Starbrow.
- **Demigods:** These heroes whose deeds also make them gods. The difference between a hero and a demigod is one of degree, not nature. Examples include Arkat, Belintar, Cragspider, Harrek the Berserk, Ironhoof, Jaldon Goldentooth, Jar-eel the Razoress, and Sartar.

TYPES OF MAGIC

The God Learners identified three distinct types of magic: spirit magic, Rune magic, and sorcery. Mysticism is claimed as a fourth path by Illuminates and by the cultures of eastern Glorantha, but the God Learners (who ruled much of the East) rejected that as a separate magical system. In the Third Age, Lunar magic is claimed to constitute a fifth path by its practitioners, although that claim is not widely accepted outside of central Genertela. Each type of magic constitutes a different way for the mortals of Time to interact with the powers of the God Time.

For all types of magic, the Runes are the ultimate source of power. Each of the Runes originally belonged to a member of the Celestial Court, the assembly of Old Gods who ruled the universe between its creation and the Gods War. Two types of deities were recognized within this assembly: the Powers and the Elemental Rulers. The Runes divided themselves into various specialized parts, creating the gods, and combined with other Rune powers. The Celestial Court was destroyed with the coming of Chaos and the Core Runes are now owned by the Great Gods, but many lesser entities possess specialized Rune powers.

Spirit magic (also called animism) concerns communication with the spirits that reside in the natural energy currents of the world. These spirits are typically associated with a specialized Rune power. Spirits are commonly placed into charms, which are then used to perform magic. Powerful spirit magicians can travel into the Spirit World to directly interact with spirits.

Rune magic (also called divine magic or theism) involves the sacrifice of living things or physical objects by

worshippers to a god, allowing the worshipers to participate in the mythological deeds of the god. Those initiated into this method of magic may worship a pantheon of gods or may devote themselves to a single god. As a result of sacrifice and participation, the worship can wield some fraction of the god's Rune power.

Sorcery (also called wizardry) involves the study of the Runes as permanent and indestructible laws of the universe. This approach is logical and imposes the caster's will upon the material world.

Mysticism uses strenuous disciplines such as asceticism, austerities, and meditation to strip away the material ephemera that accrue with daily and cosmic living. The practitioners of these disciplines can amass great magical potentiality that can either be released to enhance another magical technique or not released to spiritually develop. Although it is claimed to be a fourth type of magic by the dragonewts, Illuminates, and Eastern mystics, the God Learners rejected that claim.

Lunar magic is claimed by the Lunar religion to be a fifth type of magic, which appears to be a weird combination of all four magical systems. Only those whose Moon Rune has been awakened can use it; powerful use of this magic either requires or causes Illumination. Many non-Lunars claim that Lunar magic is simply Chaos disguised with a glamour.

CULTS

Cults provide communication between mortals and the divine. A cult can be dedicated to the worship of gods, minor ancestor spirits and local heroes, and anything in between. A hierarchy officiates at sacrifices and acts as the intermediaries between the worshipers and the deity. The hierarchy gains magical power (and a good living), the god gains power from the sacrifices, and the worshipers get whatever the hierarchy feels obliged to give them.

One deep need is assistance lent by the cult to the individual to protect his or her life during difficult times. Another need is some assurance or guarantee of immortality: Death casts the weak and the strong alike into the powerful maws of the cosmic entities. Still, another need is to provide worldly guidelines to the individual, which will aid in the search for safety and preservation of identity.

In short, a cult supports the individual's way of life. It gives him focus to find balance within himself and with others, and with the world, and defines his relation with the universe.

RUNE MASTERS

Among the Rune cults, several grades of religious officials are widely recognized, collectively called Rune Masters. Like so much of Gloranthan magical terminology, the titles are of God Learner origin, but are widely used throughout Glorantha. The Rune Masters are magic specialists.

- **God-talker:** These holy people might be farmers, nobles, soldiers, and even vagabonds, but officiate at cult ceremonies along with the Rune Priests. They are sometimes called associate priests. Many small cults only have God-talkers.
- **Rune Priest:** These magical specialists have a full-time occupation leading magical activities and performing sacrifices. Their mundane needs are typically provided by their cult.
- **Rune Lord:** Some religious hierarchies include positions of honor distinctly unpriestly in nature. These holy people aggressively incarnate the principles of the deities and are often called Rune Lords. The status of Rune Lords varies among cults. Most cults do not have them at all. Many larger cults have them—warrior-nobles head the fighting arms of the Orlanth and Yelm cults, for example. Some small cults, such as Storm Bull, have no Priests or God-talkers, only Rune Lords.

SHAMANS

Shamans are magical specialists who concentrate on interacting with spirits. Shamans exist part in the Mundane World and part in the Spirit World. Many cults prohibit their initiates from becoming shamans.



A shaman and his fetch communicate with a powerful spirit.

HEPHERONES' STATEMENT OF MAGIC

This document was written by the Carmanian mystic Hephherones of Ganbarri in the early Third Age, circa 1200. The insights are a synthesis of Carmanian dualism, humanism, and central Genertela pantheism.

To have a practical working knowledge of magic, one must understand what it is built upon. The essential system of Gloranthan energy exchanges lies in the inherent duality inherent in the spiritual and physical fabric of the cosmos.

Before Time began, there existed the world of endless bounty, life, and love. There was no end to existence and Power, and the entire world flourished in boundless creation and intelligence.

The Gods War sought to end that bright fury with violence, death, and entropy. War entered the cosmos, and the endless beauty and harmony of the universe was devoured by its negative half.

The Age of Time, during which we live, is that of the Compromise, wherein the Gods That Were did voluntarily abdicate their Free Will within the existing world, and accepted a limited Fate rather than lose their All into the maws of nonexistence. Thus, did those creatures and beings of great Power save themselves, in both spiritual and physical form, but at the cost of losing all self-change and growth.

By their choice, they also accepted the duality of Being and Notbeing. The belief and reality, of notbeing was the source of the potential death and entropy of the Immortals. Their demise could never occur if they upheld their static part in the cosmos. Yet, if they were ever to transgress from their fixed portions of the universe, they would enter the Mortal World where death and decay would rob and destroy them.

Humans are among those creatures that occupy the Mortal World, and within whose daily existence Death is a known and inevitable part. The necessity of Death in this realm is the result of the Great Compromise, wherein the Powers of the world created the Mortal World as a compromise between the powers of Entropy and Immortality.

Humans, and other mortal races, share in the common gift of Free Will, which is denied to those embedded within the structure of Immortality. It is this gift that allows mortals the ability to grow, change, and exert their individual will upon the world around them.

The dualistic realms of Immortal Destiny against Mortal Free Will are the basic polarities of the cosmos. From these poles of position comes all known reality: the eternally living and dying cosmos. The frictions caused by the co-existence of these opposing principles form the very energies that support both worlds. These energies are commonly called magic.

Magic is the interaction of the Mortal and God Worlds, and/or of conscious beings against destiny. Although the two polarities are mutually exclusive, there exists a common ground between them which is the place of energy exchanges, and this exchange of energies from divine to mortal or from mortal to divine is known as magic.

The exchanges of energy from mortal to divine are most commonly those of sacrifice. This may be sacrifice of physical goods or Power, of time and effort, or of services and vow. The forms of sacrifice are multiple and vary widely according to local practice. They are all generalized in that they are a freely willed gift to the recipient divinity which can never be recalled, and whose purpose is maintenance of the deity's stature in the Gods World.

The exchange of energy from divine to mortal are those of special gifts, curses, overgenerous returns for ordinary deeds, or specific aid in certain circumstances. The recipients may be whole peoples, as a general cult function, or to individuals as with powerful spells or heroquest gifts.

The heroquester may gain importance and ability in the Gods World by establishing a base of power. This is begun in the Mortal World, by extending oneself to the limits of mortal abilities and inclinations, to thereby fully know the mortal self. This allows for the development of higher senses and abilities which can then carry the magician into the Gods World.

Study and meditation upon the world of myth will familiarize the heroquester with that world's abilities, forms, and parameters. A successful and aggressive heroquesters will be able to manipulate the mythical forms according to the methods learned in the physical world. This manipulation and meeting of forces is the operation of magic.

Successful use of magic will allow an individual to grow within the mortal and divine realms, expanding in both will and consciousness to compete with the very Immortals in power.

Advancement of the individual Being is the purpose of existence for all within the Mortal World.

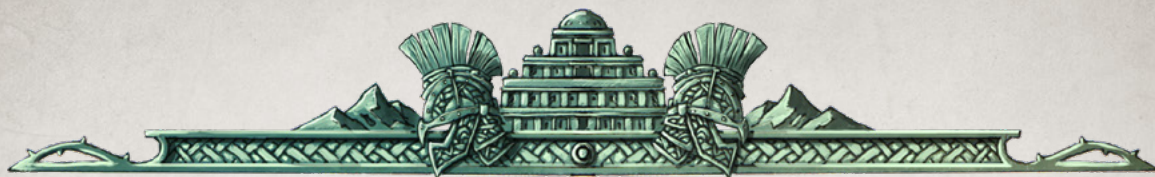
The entire cosmos has been bereft of the unification of Immortal Growth with Universal Will ever since the beginning of Time. The progression of the Many back towards the One is, and shall be, the vehicle for future progress and advancement within both worlds.



From the Temple of the Black Arkat at Arkat's Hold. Its depiction of the Glorantha deities is consistent with that in Dragon Pass and Kethaela, but shows some Lunar (or even Nysalorean) influence. Clockwise from upper left: Yelm, Humakt, Grandfather Mortal, Argan Argar, Lodril, Ernalda, and Orlanth. The central figure is an illuminated priestess of Ernalda holding a statuette of Arkat.



This piece depicts a group of holy people who have been garbed as their gods entering into the Otherworld and becoming incarnations of the gods they represent. We can clearly see a sage of Lhankor Mhy, a Wind Lord of Vinga Adventurous, and a priestess of Ernalda surrounded by dancing worshipers as they become incarnations of those gods.



GODS AND MORTALS



THE INTERDEPENDENCE OF PEOPLE AND their cosmos was irrefutable for Gloranthan survival. The living actions of the deities were fact and could be counted upon for aid or hostility. The cosmos, intelligent and with a limited capability of response, had little choice as to further development of it or its entities. It was left, instead, to the mortal races of Glorantha to further shape and interpret the world.

The possible interactions of intelligent humanity and the divine cosmos could have taken many forms. In Glorantha at the Dawn Ages there were four major ways of interpreting the world which were used, and their influences can be traced through history in the development of religion and the nations that fostered them.

These four concepts of dealing with the universe all had much in common, as would be expected where the worshipers and the worshiped are the same for each case. But the methods of approach are very different. The four methods were:

1. **The Pantheistic** method, as was active in Dragon Pass, and later, central Genertela.
2. **The Humanistic** or sorcerous approach, popular in Western Genertela.
3. **The Abstract** or Symbolic approach, popular with the Dragon Emperors of Kralorela.
4. **The Naturalistic** approach, as popular among the Hsunchen and in the Southern Continent.

Each mode of thought shaped the human culture and affected their outlook and treatment of the world.

For example, the Pantheistic method assumes people have a faith, knowledge, and a good working relationship with the gods. These people share the rule of the universe with the gods, giving the immortals Power in return for magic. They developed complex cults to educate people in communicating with the gods and to protect their secrets. The gods, used to dealing with individuals or cults, developed very personal traits and characteristics, and the integration of mankind with the divine evolved. People could communicate directly with the intelligence of the universe, albeit a limited part since no deity is omnipotent, and the comfort of having the world speak back during prayers and ceremonies is difficult to overlook.

The nature deities, when worshiped, are impersonal forces, almost beyond communication. They were not terribly skilled with great magic, but their feats with their powers and friends can be momentous. The people are often totemic in worship, claiming affinity with plants, animals, or parts of the inorganic world. This kinship is real, and it is not surprising that parts of their worship often duplicate Aldryami, Mostali, Hykimi, or Elemental rites.

The integration of the various methods of worship invariably brought trouble and confusion, but the attempt to do so was inevitable from the start. Whenever such a synthesis was successful, there was a rise of some great civilization. These will be mentioned briefly here, to note the magical connotations of each of the great empires of Glorantha.

In the Second Age, the greatest of the empires was that of the Jrusteli, or Middle Sea Empire. Their strength came from a synthesis of Western sorcery with the worship of the gods of Knowledge and Communication. This mastery gave them command of immense knowledge, and with it they began a regular and systematic synthesis of the world's religious systems. But they were destroyed in one of the last great upsurges of the Elder Races, where Nature swung back after being bent too far.

A similar synthesis gave command of Peloria to the Empire of the Wyrms Friends, when the Orlanthi of Dragon Pass combined the pantheistic worship with Dragon magic. They were noted for their worship of human Heroes as well.



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

GODS AND HISTORY

The influences of the powerful divinities upon the history of the world is varied, but evident. The world was built by the gods, and they still lived nearby. They no longer walked and lived among men, but they could be sought and found by the devout, and there was great interplay of energies between mortal and deity.

Great deities have many devout worshipers that belong to their cult. The followers of the deity were bound to adopt and maintain the attitudes of their immortal source of power, which meant that the deity still exerted influence upon the changing world of men. The cult members carried on proxy wars for their divine lords.

For instance, the myths are full of tales about the rivalry between Yelm and Orlanth. Yelm is the Sun God, son of the Primal Aether and Lord of the Middle Fire. His rival was Orlanth, son of Umath the Primal Storm and King of Storms.

These two met in contest many times, engaged in ritual rivalry at first, but later deadly combat, for command of

the Middle Sky. One of their first contests was to see who could throw the farthest, and Yelm won. The second was an animal contest, where the fiery Sun God produced the Sun Hawk, an eagle, a pheasant, and a winged horse. Orlanth brought forth a sheep, a great deer, a brown bear, and then summoned the mighty Thunder Bird. According to the judge, a mischievous deity named Raven, Orlanth won.

Offended, the Sun Hawk chased Raven from the field. But after that judgment the Thunder Bird always conquered the Sun Hawk.

The final contest is the best known—the contest of weapons. Yelm made his arrow of light, a miraculous weapon with powers to purify and shatter any soul with one attack. But Orlanth brought forth a sword he stole from his brother, Humakt. The weapon was called Death, and with it Orlanth sent Yelm howling in pain from the world, and plunging the Sun God into the Underworld to join the ranks of the lesser dead.

This began the Lesser Darkness, and let the howling hordes of Chaos in upon the fringes of the world.

After Time began, the two rivals were both in positions of great power, and had strong allies and friends among the gods and mortal families. And with these lesser allies, the rivalry continued.

In the Dawn Ages, the First and Second Councils, who worship Orlanth and other Lightbringers, fought for many generations against the Horse Peoples who worshiped the Sun Horse, a form of Yelm. When they overthrew them, and liberated their subjects, the new Dara Happan Empire worshiped Yelm as one of their Bright Trinity, and continued the war for many more generations. In the Second Age, the Empire of the Wyrms Friends, worshipping Orlanth and other Lightbringers, fought with the Dara Happan Empire and continued the rivalry.

In the Third Age, when the Red Moon entered both history and myth, the Red Moon eclipsed Yelm and his brothers. However, the rivalry for the Middle Air did not cease. Up through the Hero Wars, Orlanth fought, though his followers, against the Red Goddess who claimed both earth and heavens.

Age-old rivalries can be seen lurking in the wars throughout Glorantha. Study the elves, and see how they have been replacing their ancient forests, burned in spectacular song, with milder but no less potent gardens, seeming slaves to the humans who nurture their resting places so carefully.

Other ages-long plots by deities, include the grand design of Kyger Litor to cure her race of the Trollkin Curse set upon them by the Broken Council. The overrun of the Empire of the Wyrms Friends and the Third Council was an eradication of the Dragon powers from men, and the mysterious Dragonewts Dream leaves great questions about what the draconic plan might be. And the dwarves, silent and hidden, and oddly generous at times, work secret machinery to unknown ends.

Though such temple intrigues may continue, even individuals of rival cults are friends, and the temples of Yelm and Orlanth might sit side by side in a town, and whose priests work and fight together. The Grand Designs are not always visible, nor temporarily desirable at times. But they exist, and cults send their heroes upon mythical quests to fulfill some part of the plans of the gods. In times of crisis and greatness, mortals become powerful and can understand and manipulate the deity and cult to their own ends, but that always entails that the personal ends be close that of the worshipped god.

HEROES

The actuality of Heroes was a wild card in the slow process by which the deities could impose upon history. By attaining the immortal state of being a Hero, not bound by any cult but working freely within the worlds of myth, magic, and mundanity, a person could effect wide-ranging effects in history and among the gods.

Great Heroes had, in past ages, slain rebel and evil deities, such as Gbaji. They had also killed deities which were not quite evil, but who stood in the path of the Hero's own desires. This was prominent in the late Third Council, when some of the Lightbringers were temporarily thrown

from Power, or in the beginning of the Hero Wars, when the Lunar Empire briefly chained Orlanth and Ernalda. Some heroes, in a fit of passion or oath, had even slain neutral and innocent deities, such as the unfortunate death of the God of the Silver Feet in Fronela, which precipitated the Syndic's Ban.

Whenever such a calamity occurred there was a vacuum of power, filled differently at times. The Red Moon quickly filled the disintegration of the Carmanian pantheon. But after Arkat slew Gbaji, the highlands were filled with worshipers of outlawed spirits until the gradual return of Orlanth and the Lightbringers. In some cases, such as the Conquering Daughter, the Hero responsible could step into the vacuum and contain the power. It all depended upon the circumstances that surrounded the legendary exploits, and how much commitment the deities and heroes involved made to the event.

Such are the vagaries of history. Destiny, unchanging in its evolutions and subtleties, marked out the net of Time, while the exploits of Heroes traced brilliant or fearful scenery across its weave. Sometimes the weave is overwhelming, and evolutionary patterns are changed as societies overwhelm Old Nature, but even the new ways of the Hero quickly fade into the background if they are not sustained by the brilliance of the Founders or the energy of vigorous magic.

HEROES OF THE HERO WARS

This is a short and very incomplete list of Heroes known to have been prominent in the Hero Wars period:

HARREK THE BERSERK

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

Harrek gained fame as a Dart Warrior, a warlord, the king of the Wolf Pirates, a mercenary for the gods, and an iron-fisted tyrant of his own realm. He never forgot his common origins and never let a poor man starve.

JAR-EEL THE RAZORESS

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

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

ARGRATH WHITEBULL

The name Argrath is a Sartarite corruption of "Arkat" and means "Liberator." Argrath was born in 1596, the heir to Sartar through his mother Yanieth Two-Sight; he is a member of the Colymar Tribe through his father Maniski. Argrath was forced to flee his home on Starfire Ridge when he was 14 years old and fled into the Wastelands. While a slave of the Bison Tribe, he freed the White Bull spirit and received gifts from the dragons. In 1621, Argrath organized the defense of the baby giant and accompanied the Cradle to the sea. There he met Harrek the Berserk and together they circumnavigated the Homeward Ocean. During his adventures, Argrath gathered companions from many lands and gained remarkable insight into the nature of Gloranthan magic and mythology.

Argrath is extremely unconventional in his approach to heroquesting, combining Arkati insights, God Learner philosophy, and draconic mysticism with traditional cult secrets. He even possesses an uncanny knowledge of Lunar strengths and weaknesses. Despite this, he wields the magic of Orlanth like no hero before him.

THE RED EMPEROR

The Red Emperor is the ruler of the Lunar Empire. He is the supreme head of the political government, the highest priest of the Lunar religion, and commander-in-chief of the Lunar Army.

The Red Emperor has no name, only titles. He is the Moonson, Lord of the Four Quarters, Staff and Pillar to God, Leader of the Egi, Shah of Shahs, and the Bright and Illustrious Emperor of Dara Happa. The Red Emperor alone can lead the many peoples of the Empire. He alone can wield Justice amongst them for he has no territorial origins. Though regions differ in customs and politics, he alone can coordinate them all with equality. The Red Emperor embodies and manifests the Lunar principle, We Are All Us.

Religiously, the Emperor alone is capable of many Lunar magics, for he alone is the Son of the Moon. He is the Highest Priest of the cult of the Red Goddess, and holds supreme office in many others as well. As Emperor, he alone can see the greater needs of all, and order the movement of the Empire's gods.

It is the custom of the Emperor to change his form to suit the needs of the time and place. This custom began after the Nights of Horror, where the Emperor and most of his household and staff were killed. Foolish people

believe that there has been more than one Red Emperor, but he has always proved that he is the same whenever he returns from the Moon after his demise.

BEAT-POT AELWRIN

Beat-Pot Aelwrin was born amongst the nomads in the Redlands. Aelwrin was captured as a boy when his tribe revolted against the Lunar Empire and made a kitchen slave in the Imperial Train. Undaunted, he organized and led a successful slave revolt, earning his name by using only the tools of his enforced trade. But Aelwrin's plunder of the holy Frantic Ground and his rape of the dowager Priest-Mother brought Jar-eel into combat, and the revolt was soon repressed.

Once more enslaved, Aelwrin tried to kill himself rather than slice another beet for the Empire. Jar-eel again saved him, and took it upon herself to teach right action to the boy. He recanted after long, private hours of persuasive instruction. Now a man and high priest of the Moonsword cult, he is inseparable from the cult Immortal, Jar-eel.

BROYAN OF WHITEWALL

Broyan of Whitewall was the last sacred king of the Hendriki and between 1619 and 1625 he was the leader of the Orlanthi rebels against the Lunar Empire.

For three years, Broyan led the defense of Whitewall against the Lunar Empire. Although he defeated the Crimson Bat and countless assaults, Whitewall fell in 1621. The next year, Broyan defeated the Lunar Army at the Battle of Auroch Hills, and then went on to aid Nochet and was instrumental in putting together the alliance that defeated the Empire at the Battle of Pennel. Broyan was acclaimed King of Kethaela in 1624, but was killed by Lunar magic in 1625 before he could liberate Dragon Pass.

CRAGSPIDER THE FIREWITCH

This demigoddess is the best known and perhaps most powerful of all trolls. She began as a Dark Troll in the spider cult of Aranea and worked her way to godhood. At her beck and call are all the powers of Fire and Darkness. In the Second Age, she created the first Great Trolls in an ultimately unsuccessful attempt to overcome the Curse of Kin, and she commands an immense black dragon. Beyond politics, beyond mortality, she is a demigoddess with designs that come to fruition in other worlds.

DELECTI THE NECROMANCER

Delecti is a powerful sorcerer of the Empire of the Wyrms Friends who broke the barriers between Life and Death. By his arts, Delecti achieved a gruesome sort of immortality: he can transfer his spirit into a freshly slain corpse and live through it until the rotting flesh can no longer sustain him, at which time he seeks out another corpse. When the Golden Horde invaded the land, Delecti used his magic to create the Upland Marsh, where he has endured as one of



Prince Argrath was descended from Sartar through his mother's line. While still a boy, he was forced to flee his home on Starfire Ridge 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. He proved himself the true heir to the throne of Sartar. In the process, he became a dragon-friend and a giant-master.

the Unliving, protected by his army of Walking Corpses, ever since.

ETHILRIST, LORD OF THE BLACK HORSE TROOP

Although burdened with many other titles, Ethilrist usually settles for that of Lord of the Black Horse Troop. Ethilrist is an ageless mercenary who rents out his supernatural cavalry which ride upon demonic steeds. He was a famous Heroquester originally from distant Ralios and claims descent from the Hero Arkat. Ethilrist is most renowned for his invasion of the Underworld. Among the treasures he plundered from Hell were the Doom Hound, the Cloak of Darkness, and a herd of demonic Black Horses.

FEATHERED HORSE QUEEN

Ruler of the Grazeland Pure Horse People, the Feathered Horse Queen is a powerful Earth priestess who incarnates imposing powers for her worshipers and is the embodiment of sovereignty for all Dragon Pass.

GUNDA THE GUILTY

Gunda is the daughter of a Fronelan warrior woman who was conquered and raped by a cruel Brithini philosopher. Her youth was spent in flight and exile, and she quickly learned her mother's skills and was favored by her mother's grim Death God.

Gunda was but twelve winters old when she claimed by combat her first pack of Wolf Pirates. She is most famous for her stay with the notorious Queen of the Kiss, whose infamous buss seduced man, woman, and monster alike into sworn obedience. Of those so trapped, only Gunda broke the spell, her oath, and the Queen's back - but at the cost of never knowing love. Shortly thereafter she met Harrek, and from that meeting their friendship has grown. She is Harrek's chief lieutenant and fiercely loyal to the White Bear.

GONN ORTA

Gonn Orta is an ancient and well-known giant. He was born in God Time, a native to this region. During the Darkness, he was in Fronela and Ralios, usually seen with dwarves. He was relatively young and small at the Dawning, measuring a puny 12 meters tall. In the First Age, Gonn Orta lived in Fronela, which then was thinly populated by men. At the end of the First Age, Gonn Orta fought Gbaji, again with co-operation of the dwarves.

Gonn Orta's friendship with the dwarves soured during the Second Age, as did so many inter-species relations. He was instrumental in the famous Giant Revolt during the Second Age which smashed many dwarf strongholds and released the Jolanti class of giants. Since that time Gonn Orta has distrusted dwarves, though never holding blind hatred or automatic rudeness.

Gonn Orta traveled about for a couple centuries before coming to Balazar at the end of the Second Age. He settled in his present home in the year 1042, founding his market and remaining there ever since.

Gonn Orta is an intelligent observer and knows many facts of history which people find useful in their investigations. He has always been curious about magic items in general and has handled a significant number of them in his centuries of life. He is always interested in trading magic items or other goods, sometimes to simply keep items around until he studies them. These are good reasons for people to continue to seek him out over the centuries to speak with him.

In addition, Gonn Orta himself is a wonder to behold. He is 150 meters tall now, a walking mountain when he

moves about. But he rarely moves now, at least at a speed which people can recognize. Growing contemplative in his middle age, he often sits for seasons on end without moving at all. Weather means nothing to him. Sometimes his lofty head is as covered by ice as the greater mountains around him.

Gonn Orta seems slow to most people who try to speak with him. Many people think that he has come here to turn into a mountain like his more ancient kin all about. Others think he is here because he is waiting for something. Rumors sometimes say he waits until the new World Age to act, and more rumors remind us that such change in the world is coming soon.

Gonn Orta often appears to be looking for someone. In elder days, he had overwhelming curiosity about the little people and he used to spend weeks kneeling over a human city and studying it. When he first made his castle, he arranged it to make it easy for him to bend over the 'miniature quarters' and watch, or simply to pluck the roof off a building and stare curiously down into the revealed rooms. As years passed, this activity lessened, but it has never quite ceased. At odd moments, ancient Gonn Orta will stoop over his fortress and pluck off a beam and shingle section to gaze at whatever appears.

Gonn Orta still occasionally has one of the smaller giants pick someone up and put him into his hand for closer scrutiny. For two centuries Gonn Orta stared at every duck that came into town but he never seemed to find the one he wanted, or else got bored and lost interest. Ducks are now treated like everyone else.

INHUMAN KING

The ruler of the dragonewts is a dangerous and capricious being, motivated by things that no human being wants to understand. Within his own "city" his will is reality, and all the dragonewts of Dragon Pass obey him infallibly. He could be approached and negotiated with, but when bothered for trivial reasons he routinely devours the petitioners.

IRONHOOF, LORD OF BEAST VALLEY

The demigod ruler of the Beast Men has reincarnated several times throughout - and even before - history, most recently in 1615. He adopted the Grazeland Pony Breeders and was the first sacred King of Dragon Pass. Ironhoof is a centaur and lord of all horses.

ISIDILIAN THE WISE

The Dwarf of Dwarf Mine is one of the friendliest Mostali leaders of the world. Isidilian is ancient, having been forged in the God Time, and it is said that he was a member of the Unity Council in the First Age. The Dwarf was an ally of King Sartar and supported the House of Sartar until Saronil misused the secrets Isidilian had given his father.

JALDON GOLDENTOOH

This immortal Hero is destined to reappear each time all the tribes of Prax assembled 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.

In 1624, Argrath summoned Jaldon Goldentooth and together they cleansed Prax of the Lunar Empire. Jaldon then accompanied Argrath to fight alongside him in Dragon Pass.

KALLYR STARBROW

This Sartarite Heroquester was famous for her continued fight against the Lunar invaders. Queen of the Kheldon tribe and a member of the royal house of Sartar, Kallyr warred against the Lunars her entire life. She liberated Boldhome after the Dragonrise and was acclaimed Prince of Sartar. She tried to repeat the Lightbringers' Quest, but failed, and died at the Battle of Queens in 1626.

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. Because 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. ✎



A file of the Black Horse Troop follow their immortal captain Ethilrist on a path through a dark forest, on their way to fight as well-paid mercenaries in yet another war. They care not which side they fight for, only that their employers meet Ethilrist's terrible price for their legendary services.



*A Snake Pipe Dancer invoking
the draconic powers of their
wyter.*



THE SARTAR MAGICAL UNION WAS Argrath's most extraordinary innovation. These mounted battalions were a dizzying array of wandering devotees, bush shamans, supportive priestesses, twisted warlocks, crazed holy men, mystics, and various wielders of magical weapons of power. Argrath melded them together by creating new secret societies, each possessing magical secrets taught by Argrath; it is a compliment to his skills that he put together such diverse and often hostile individuals into compact and effective fighting units.

During his world spanning travels with Harrek the Berserk, Argrath discovered how to merge together diverse magicians and priests to form a magical unit with far greater power than the sum of its members. As Argrath gained greater insight, he taught new techniques to his warlocks and founded new units that used his new insights.

The first documented appearance of what was later known as the Sartar Magical Union is thought to have been at the Battle of Pennel in 1624. The Battle of Sword Hill in 1627 is rightfully celebrated as the first appearance of the Sartar Magical Union, whose magicians so devastated their Lunar enemies that the rest of the Sartar Free Army only pursued their routed foes.

Not all the units in the Sartar Magical Union were created by Argrath. Although most predate him, it was Argrath who welded them together and taught them how to use his magical insights and techniques.

Because of their training, the magicians can collectively create magical effects far greater than anything outside of the Lunar College of Magic itself. Although some traditionalists worry about using such blasphemies, even against the Lunars, Argrath enjoys the unqualified support of the Old Gods, and the god Orlanth showers him with favors not shown since Harmast Barefoot.

WARLOCKS

The magicians of the Sartar Magical Union are popularly called "warlocks" after a derisive comment by the Lunar general who opposed them at the Battle of Sword Hill. They have been taught techniques to wield great magical power through meditation and other strenuous disciplines. They include men and women in roughly equal measures, as well as a substantial minority not so easily classified, far more than in the surrounding population.

Argrath has taught them to perceive a higher consciousness through their inner eye; these teachings are like those Arkat taught his companions but include some element of draconic communication.

The meditative disciplines practiced by Argrath's warlocks include dance, chants, breathing techniques, postures, and other rites. Some rites include elements of Auld Wyrnish, both spoken and danced. The warlocks belong to other cults as well as that of the magical regiment; Lightbringer cults predominate, but some warlocks are Malkioni, shamans, and even Lunar cultists. Argrath's magic uses an eldritch blend of Arkati secrets, Praxian shamanism, God Learner theory, draconic mysticism, and even Lunar illumination, combined with more traditional cult practices. The magicians in most units come from a variety of different magical backgrounds and cults; by using Argrath's teachings they can summon their collective over-soul (wyter). To do this, the magicians perform arduous disciplines, which can take the form of meditation, austerities, chants, ecstatic dance, and even sex, to achieve a higher consciousness and unshakeable focus. This technique is sometimes called "egg hatching" or "hatching and birth" and is analogized with the labor every mother puts in delivering her baby. Through these means, the magicians send their souls away from their bodies to magically attack their foes. While performing their collective rites, the magicians are physically defenseless and must be defended by bodyguards.

Many commoners suspect the warlocks are Argrath's bonded tricksters (and a substantial number are in fact



Eurmial cultists). The warlocks are widely feared, and their cryptic and often transgressive words and deeds do not endear them to the superstitious. They are none-the-less under the direct protection of the Prince, who favors them greatly.

BASIC UNIT STRUCTURE

Each regiment of the Sartar Magical Union consists of a core magical group of priests, devotees, and other magicians, and their bodyguards. The unit's magic typically manifests as its wyter, the collective over-soul or deity of the mustered magicians. The disincorporate souls of the magicians are in magical communication with the wyter and accompany it, giving it additional power.

The wyter can travel a great distance away from the physical bodies of the magicians (often more than 30 kilometers), to wreck magical havoc upon an enemy regiment. A wyter is often powerful enough to rout or even destroy an enemy regiment.

A high priest, personally chosen and taught by Argrath, leads the regiment. The high priest is responsible for communicating with the wyter and coordinating the magic of the regimental magicians. A standard regiment of the Sartar Magical Union has between 30 and 60 specialist magicians—priests, devotees, and cultists initiated into the regiment's secrets.

Because the magicians are often defenseless—typically in deep meditation or in ritual interaction with the Otherworld—they are dependent upon their bodyguards for physical protection. The bodyguards are armed with the best weapons and armor available, and typically are members of the regimental cult with considerable personal magic. The bodyguards often serve as the regiment's magical reserve force. A standard regiment of the Sartar Magical Union has around 500 bodyguards.

EAGLEBROWN WARLOCKS

The Eaglebrown Warlocks was the first of the new Sartar Magical Union units created by Argrath himself. They were the first adventurers, exiles, freebooters, madmen and tricksters who volunteered to follow Argrath upon his return to Dragon Pass and Prax. They summon their wyter through sacrifices and austerities followed by ecstatic dances and chants and it manifests as a Thunderbird, a powerful Air spirit worshiped by the shamans of Prax.

EARTH TWINS

The Earth Twins originated in Esrolia and were founded by the Old Earth queen after she performed a joint ritual with Argrath. The warlocks of this unit use Argrath's techniques to wield powerful Earth magic, both malevolent and benevolent. The Earth is so receptive to their pleas that they can even create fords and bridges across rivers and causeways across lakes. Their rituals combine blood sacrifice and fertility dances, and their

wyter takes the form of two young women: one corpse blue and garlanded with skulls; the other rosy and angelic.

EGGLORD WARLOCKS

This elite magical unit was the second of the new Sartar Magical Union units created by Argrath himself. After he lit the Flame of Sartar, Argrath founded a new cult with personally selected adventurers, madmen, sorcerers, and tricksters from many traditions. He taught these warlocks secrets and riddles forgotten since the Second Age. The Egglord Warlocks are fanatical in their devotion to Argrath. They summon their wyter through collective meditation with members sitting in precise postures; the wyter manifests as a dragon.

ELEVEN LIGHTS

This unit calls down its wyter from the stars of Orlanth's Ring. The unit predated the arrival of Argrath and is known to have fought at Queen Kallyr's side at the Battle of Dangerford in 1625. They joined Argrath after the queen's death and learned new insights that greatly increased their effectiveness. They summon spirits from Orlanth's Ring to serve as their wyter.

FREE PHILOSOPHERS

This group of warlocks is closely affiliated with the Free Sages of the Lhankor Mhy cult. These warlocks perform purification rites and use theurgic symbols to enable their souls to ascend the layers of existence and correspond to the divine. Their collective over-soul manifests itself as a brilliant white light.

NIGHT JUMPERS

The Night Jumpers are an ancient Hendriki secret society who hunt trolls for sport. They are feared for their ability to leap behind enemy lines to terrible effect. They also possess the ability to see in Darkness, which allows them to fight trolls in their home territory.

SIR NARIB'S COMPANY

Narib was a sorcerer from Pithdaros, who aided the adventurer Rikard the Tiger-Hearted to conquer his kingdom of Malkonwal. When his employer fled from the Lunar Empire, Narib formed a "company" with his fellow surviving sorcerers and found their way into Esrolian service. Sir Narib entered Argrath's service in 1624 and has taught some of Argrath's magical techniques to his fellow sorcerers. They use a huge adamant nail to summon their wyter in the form of demonic entity wielding a flaming sword and riding on a blue lion.

SNAKEPIPE DANCERS

When he came to the Far Place in 1627, Argrath retrieved the glass Snake Pipe rescued from the Hollow. He gave it to his god and used it to compel a Dragon to teach him its secrets. He then founded a cult to keep those secrets and put the Snake Pipe into their protection. Through ecstatic dances they can summon their wyter in the form of an immense draconic serpent that can fly great distances through the sky.

STORMWALKERS

The Stormwalkers are a mixed band of men and demigods who live at the Old Wind Temple and are devoted to the Storm God Orlanth. The men can fly and the demigods can create a physical body at will. They supported Kallyr Starbrow in 1625, and later pledged their loyalty to Argrath in 1627.

The collective spirit of the Stormwalkers is a thunderstorm that follows their will and can move against the wind. They can control the weather throughout Dragon Pass, and can destroy entire armies with their storms and floods.

TOSTI RUNEFRIEND'S COMPANY

Tosti Runefriend is a Lhankor Mhy priest who has learned forbidden magic of both the Empire of the Wyrms Friends and the God Learners. He has devised a series of rituals whereby he can draw on the magical power of the participants to create large magical effects. This magic is performed through the over-soul of the participants, a lion-faced dragon surrounded in flame.

WARM SISTERS

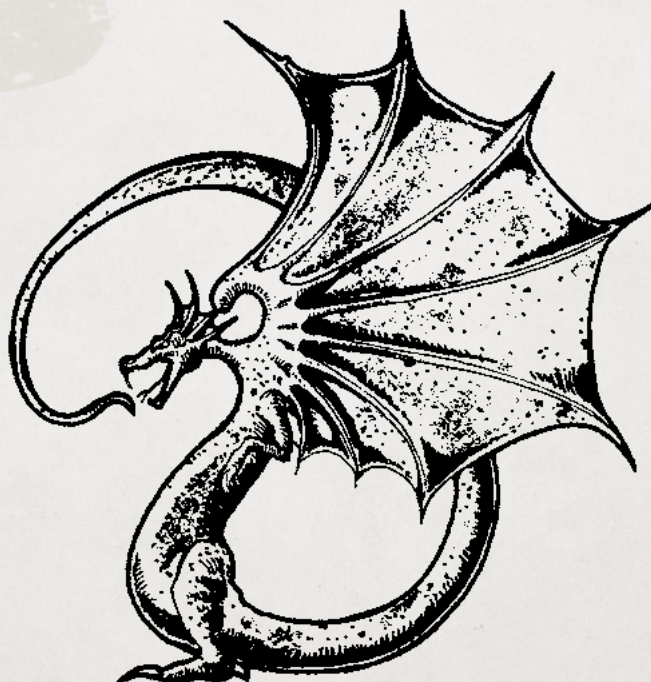
The Warm Sisters are Esrolian warlocks who use a variety of physical disciplines— meditation, posture, dance, and sex - to create a spiritual fire that gives birth to a powerful collective over-soul, which takes the form of a brilliant white swan. The Warm Sisters are one of the first units of warlocks and were formed soon after the Battle of Pennel.

WASP RIDERS

The Wasps are a species of giant insects tamed before the Dawn by a tribe of primitive pygmy cultists. They attack from the air with terrible effect.

WIND CHILDREN

The Wind Children are descendants of the Storm Gods. They joined Argrath in 1628 when he was acclaimed Warlord of Kethaela. They can summon kolati and umbroli to fight for them. ✎



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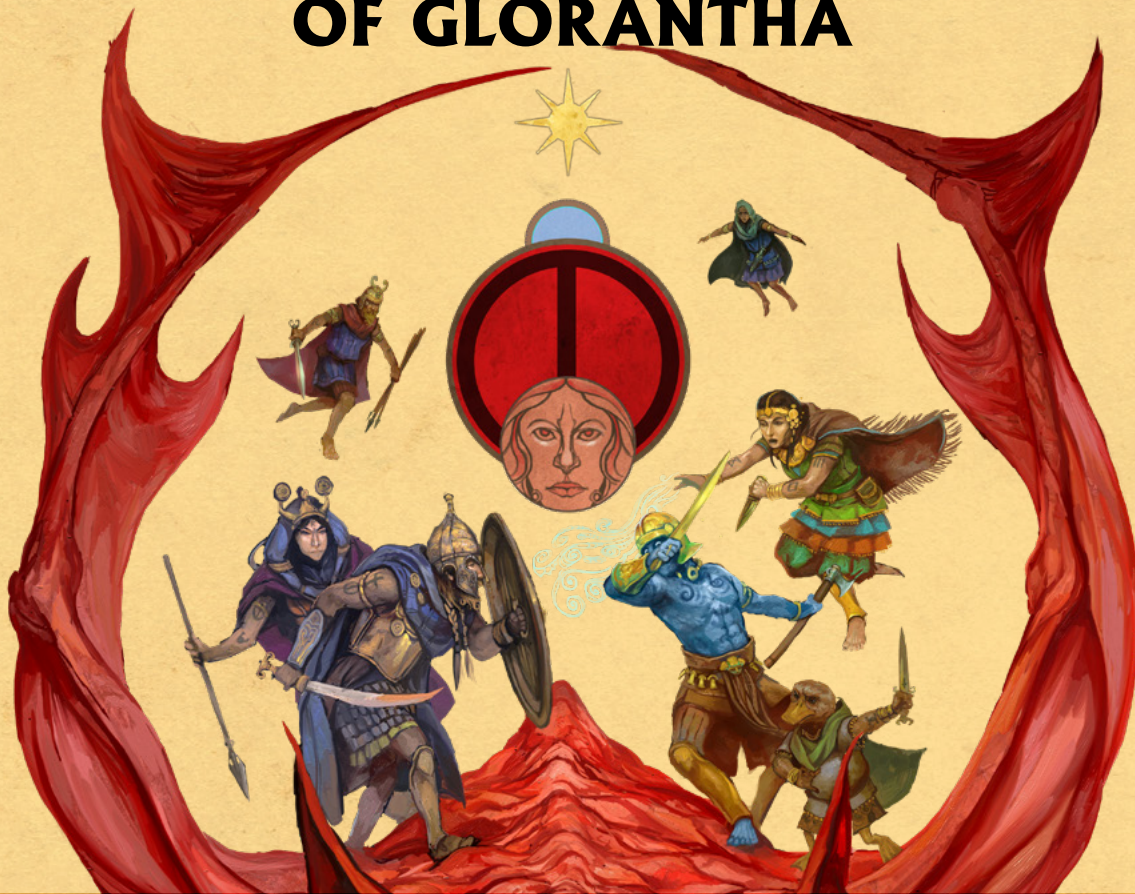
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