



Glorantha Book

The Avalon Hill Game Company

A Division of Monarch Avalon Inc.

4517 Harford Road, Baltimore, MD 21214

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HOW TO USE THIS SUPPLEMENT

IN THIS WORK we present an overview of the world of Glorantha, including such aspects as Glorantha's weather, and offer a detailed look at the largest, most populous area of Glorantha, the continent of Genertela, including character generation for that continent.

We can only begin to examine the vast world of Glorantha in this work. Other Gloranthan supplements are available and are recommended to the reader, such as *Gods of Glorantha* or *The Gloranthan Bestiary*. Future Gloranthan supplements will continue the process of investigation.

The Glorantha Book

This book contains essays on general aspects of the world of Glorantha. It includes the following: an introductory overview of Glorantha; a discussion of the Gloranthan universe; brief descrip-

tions of all the languages in common use in Glorantha; discussions of the different ways that Gloranthans measure time; and a definitive overview of Glorantha's history.

The Genertela Book

Genertela is the largest continent of Glorantha. It has been selected as the first area of the world to be dealt with in detail. Future supplements will cover the other major Gloranthan continent, Pamatela, and the many large islands of the world. The vast, mermen-inhabited oceans of Glorantha will also be examined.

The Genertela Book contains information on every major region of the continent, as well as a closer look at one smaller but important region, Dragon Pass. See the Genertela Book for more information on how to use it.

In addition to tables of character generation, the Genertelan Player's Book contains four essays designed to help you roleplay a Gloranthan character. The essays present the primary player character types to be found in the continent, and take a brief look at every aspect of these characters' cultures and lives. In addition, we present several interviews in which a father tells his young son about their society and their world. If running a character from the appropriate culture, players can read the corresponding story at the start of a campaign, establishing a firm basis for roleplaying. The gamemaster is encouraged to prepare similar stories for characters of other cultures to read.

Player Characters and Their Knowledge of Glorantha

Gloranthans rarely have access to information about the world outside their homeland. The typical Gloranthan knows little of the vast world in which he lives, nor is he concerned with such knowledge. Even adventurers, experienced and widely-travelled, rarely are aware of the full extent and the myriad details of Glorantha. Gloranthans are not stupid, simply focussed on local concerns.

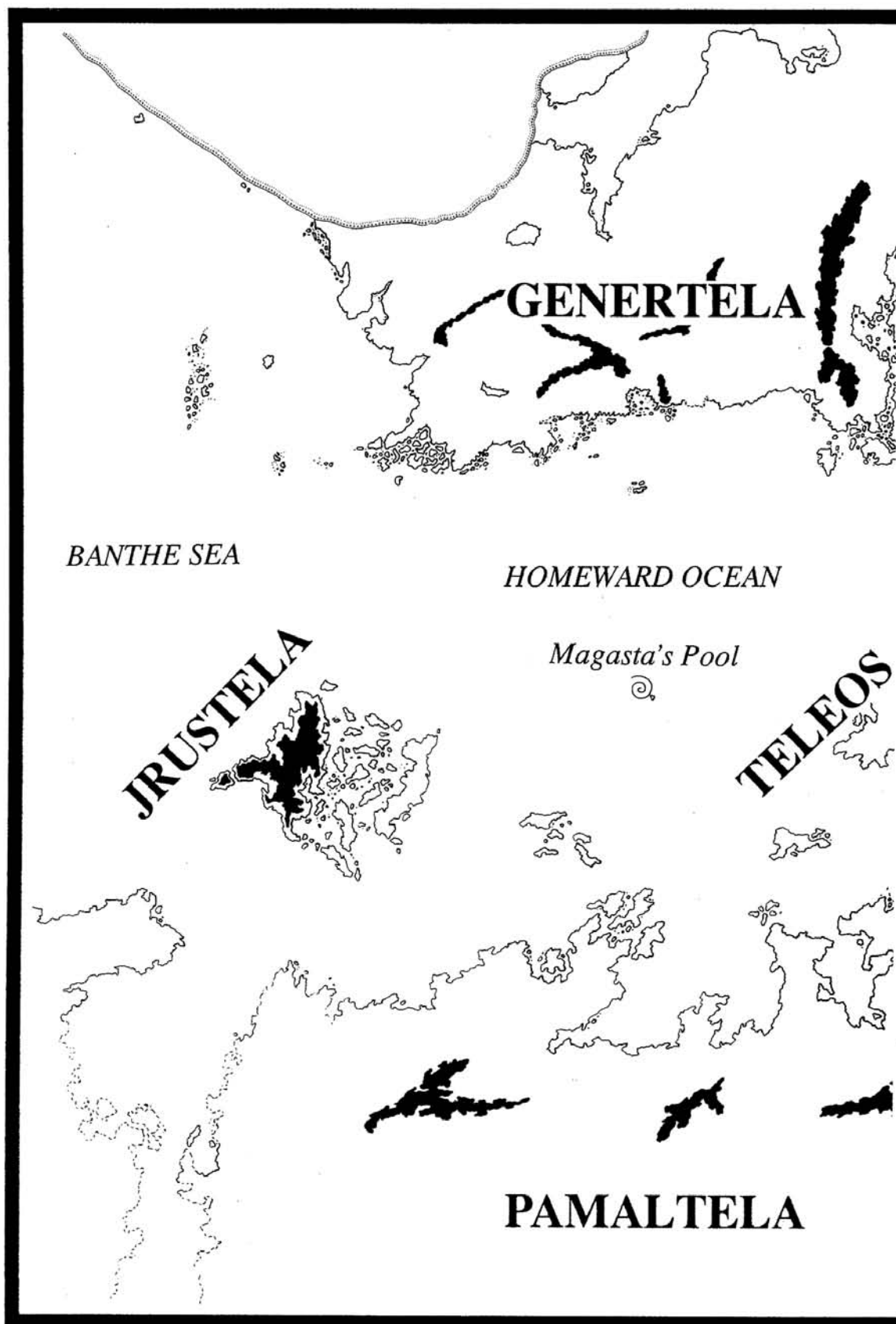
Gloranthan centricism is important because you, the reader, are likely to be involved in a Gloranthan campaign. As the owner of this supplement, you know far more than your character would, and it is possible that problems could be created from such unrealistic knowledge. Or perhaps you are the gamemaster for a Gloranthan campaign

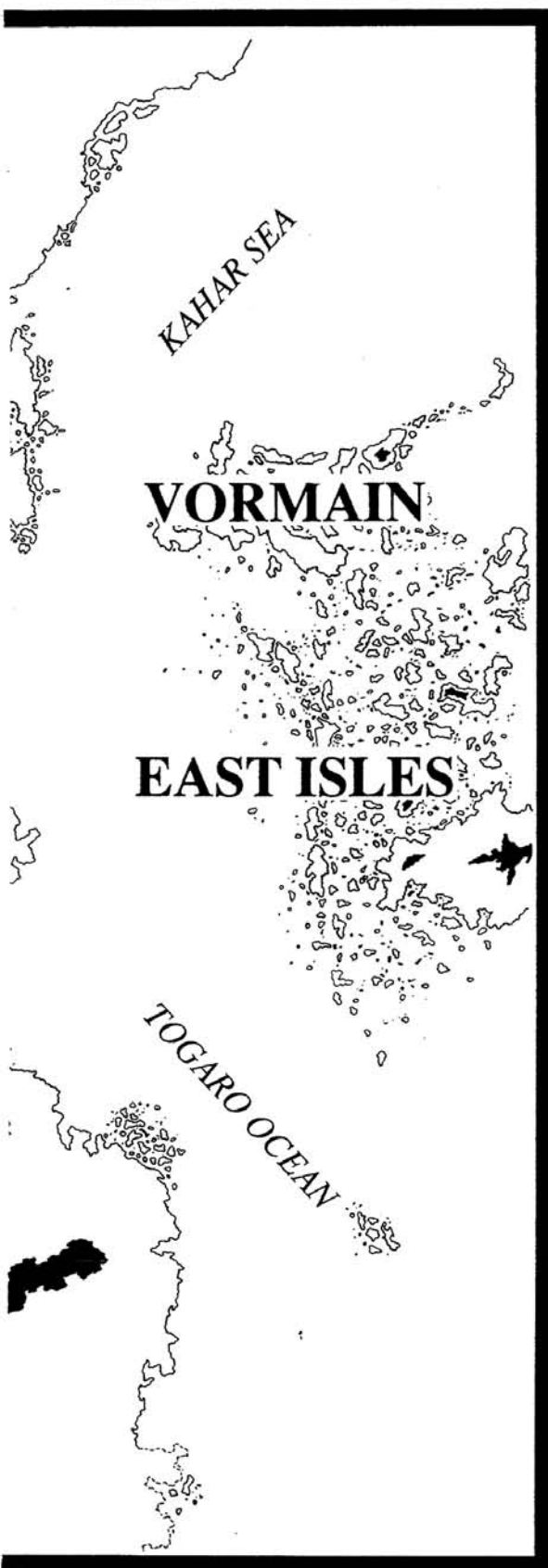
in which unrealistic roleplaying on the part of otherwise reasonable players is exhibited, due to the fact that they have carefully read the various Gloranthan supplements.

Gloranthan characters may know anything about their own culture and region, given appropriate age and experience. A cult initiate, for instance, has been initiated into the religious secrets of his culture. Adults will have had a chance to experience or hear about almost anything in their cultural milieu. However, it is usually unrealistic for a character to know of things far outside normal local experience — the secrets of exotic foreign non-humans, for example.

We suggest a simple rule to keep this situation under control. The notorious God Learner movement (see the History section

of this book) was reviled for its excessive, arrogant curiosity and misuse of information that would better have been left unrevealed. The movement still has adherents. Any player character exhibiting unrealistic knowledge of Glorantha, knowledge suspiciously greater than his position or experience would imply, is under suspicion of holding God-Learner beliefs and magic, with subsequent distrust and ostracism naturally following. As persons dangerous to society, God Learners are usually dealt with harshly once they are revealed, and there is no reason why a player character should be spared.





The World of Glorantha

Scale In Kilometers



The borders of this Glorantha map indicate the approximate boundaries of the Inner World.

Map Key



Area of Major Mountains



Glacier



Whirlpool



EDITOR'S INTRODUCTION

WHAT IS IT LIKE to be a Gloranthan? How is life on Glorantha different from life on Earth? This section attempts to answer these questions at a simplified level. There are several exceptions to each point, and a world of the complexity and size of Glorantha is subject to many interpretations. However, it is hoped that this introductory section will help both players and gamemasters make an easy start at understanding this fascinating world. Experienced gamemasters may have other interpretations, of course, and much remains unrevealed about Glorantha at this time.

Basic Gloranthan Facts

The world of Glorantha is in many ways similar to our own, but exists in a magical universe, where the laws of physics are subordinate to the whims of various magical entities.

To understand Glorantha you must appreciate its magical nature. The sun of Glorantha is a living god, Yelm, not a star. Many other deities besides Yelm exist, some more powerful, and all have power to directly affect the regions where humanity lives. Rulers and leaders of Glorantha use magical means rather than technological to achieve their ends, and even the most humble persons may occasionally encounter magical manifestations.

Humans are a very young species on Glorantha. The world has known other inhabitants through most of its life, including beings of great magical power, such as gods, demigods, and monstrous chaos entities.

Humans gained sway in Glorantha only recently, in the Second Age (about 1000 years ago). Before this period of history they were only one species

among many. Humans have adapted well to the world, expanding their realm at a steady pace up to the present time.

The majority of the sentient beings of Glorantha are humans (currently, humans of various races constitute about 85% of the population of Glorantha), but many other creatures and entities of ancient origin still exist and interact with humanity on occasion. The sentient non-human inhabitants of Glorantha are known collectively as the Elder Races. The major Elder Races are the dragonewts, dwarfs, elves, and trolls. A discussion of dragonewts is available in the *RuneQuest* booklet *Introduction to Glorantha*, part of the Deluxe Edition set. A comprehensive look at the Elder Races will be available in a later supplement, and supplements devoted to individual species will also be available.

The human cultures of Glorantha are many thousands of years younger than those of our world. Humans are at a far earlier stage of civilization development than we are, and currently function at levels roughly equivalent to our Neolithic to Bronze Age cultures. However, the pervading presence of magic, combined with interaction with the Elder Races, many of whom are far more advanced than humanity, have created cultures with no earthly equivalent.

The Physical Nature of Glorantha

Glorantha is a magical world, not a planet floating in space. As said before, its universe obeys other laws than those of terrestrial physics. The Inner World, the plane which harbors human life, is believed to be a flat, square mass of earth floating in a limitless sea of water. Two major continents and a myriad of minor

continents and islands rise from this mass above the surface of the infinite sea.

In general, the continents and islands of Glorantha are similar to those of Earth. Many odd, magical places or objects exist, however, such as the Block, a city-sized mass of magical material that sits amidst the plains of Prax, visible for many kilometers in any direction.

The surface geology of Glorantha is much like Earth's. Mountains, canyons, and volcanoes are similar in size and distribution, although a few stupendous mountains exist that were formed by magical events. Certain other ranges of mountains greatly predate mankind, and have been dramatically weathered away by aeons of time.

Glorantha's other natural surface features are almost identical to those of Earth. Salt seas, fresh-water rivers, lakes, various kinds of forests, deserts, swamps, and marshes are all present and in normal distribution.

Manifestations of advanced cultures, such as cities, roads, and planted fields, are far less common than in our modern world. In most areas, the world presents an unsullied, natural appearance to the viewer.

Minerals occur underground in Glorantha, and can be mined in a normal manner, although these minerals are different from Earth's. Oil and natural gas are not valuable to humans in their current stage of development, but may be present in certain areas, unknown to most disinterested surface dwellers.

Geologic activity is significant and dramatic in Glorantha. Continental drift has occurred over the ages. Sudden magical shifts or submergings of entire continents are not unknown. Earthquakes, volcanic eruptions, and other natural disasters are common, and usually attributed to the will of the gods or their worshippers.

The average surface temperature of Glorantha is similar to Earth's, as is air



density. Gravity is the same. Thus flight is possible. However, air and water currents are stronger than those on our world, and are influenced by magical factors.

Daily Life in Glorantha

Levels of Civilization

For most of her human inhabitants, Glorantha is a simple and unsophisticated world. In Earthly terms, most of mankind is still at a Neolithic or Bronze Age stage of civilization (limited agriculture, primitive tools, simple governments). Certain areas have attained a medieval or greater level of sophistication, due to the magic that pervades the world, or the legacies of past ages.

The Elder Races are at various stages of development. Most human scholars agree that trolls and mermen are at a lower stage of civilization, and place the dragonewts at the top (assuming that man can truly evaluate the dragonewts' ancient, almost inexplicable civilization). The dwarfs of Glorantha rate only slightly lower than do dragonewts, and clearly have the most developed technology.

Of course, applying human criteria to the cultures of other species can be a pointless exercise. For example, trolls naturally consider themselves to have reached a pinnacle of sophistication, and in certain terms, such as the availability of complex smells and sonic sensations within their caves, they are right, and can be proud of their achievements.

Human Racial Types

Glorantha boasts four major human races and several minor ones. There is a good deal of racially-motivated prejudice, discrimination, and intolerance in Glorantha, none of it with any more reason than racism on Earth. However, communications between regions is limited in Glorantha, and many people have never seen persons of different racial stock to their own. When several races share the same region, however, racism in all its ugly forms is just as likely as it is on Earth. Several cruel Gloranthan cultures even enslave persons of different race.

Three of Glorantha's four major racial types roughly correspond to Earthly equivalents, but the fourth is unique.

Agimori: a dark-skinned race similar to Earth's Negroes. The Agimori race is native to Pamaltela.

Kralori: this race resembles Earth's Orientals. They inhabit Kralorela, the Eastern Isles, Vormain, and Teleos.

Veldang: a blue-skinned people with no Earthly equivalent. Their skin is not bright blue, but slate-colored. The Veldang are native to Pamaltela, where they are found in Zamokil and Fonrit.

Wareran: a race corresponding to Earth's Caucasians. They inhabit most of Genertela. In Pamaltela, members of the Wareran race inhabit Umathela.

Other minor human or semi-human races also exist, including the green-skinned and amphibious Waertagi, pygmies in Pamaltela, and the Teleos folk, who are one of 6 colors. It should be noted that the presence of non-human and semi-human beings on Glorantha can lead to interesting assumptions. A person encountering another human of a different race for the first time may assume that he is seeing a creature of a different species altogether, with suspicion and fear engendered thereby.

Economics

Communication and trade between distant regions are rare in most of Glorantha. People rarely travel beyond their homeland. Long-distance trade and finance are not significant economic factors in Glorantha, although roving caravans led by famous Issaries merchants are always heard of from time to time (see *Gods of Glorantha*).

Most people make transactions in kind, rather than in coinage, although some powerful rulers or governments do mint coins on a regular basis. Such financial measures as moneylending, book-keeping, and banking are rarely used. Only the most advanced cultures of Glorantha, such as the Lunar Empire, have entered the economic stage in which these factors become significant.

Magic and Religion

The central theme of Glorantha is the relationship between man and the gods, between the mythical and mundane worlds.

Gloranthan religion and magic are basic to existence, acknowledged by everyone. The gods are acknowledged, experienced, and exert powerful influence upon the world.

The omnipresence of magic in Glorantha means that day-to-day life is different in many ways from that which we experience. Life centers around a person's cult or religion. Magic is a source both of increased safety and ease of life, and yet is also a source of conflict and even terror.

Injuries and even disease are not as serious on Glorantha as they are in our world, for physical damage and infection can usually be healed by one's friends or family, or at least by someone local. This contrasts with life on Earth, where many people's sole recourse for serious injury is to journey to highly-paid specialists found only in urban centers.

However, the ease with which magic heals wounds means that violence is even more popular in Glorantha as a way to settle disputes than it is on Earth.

Diseases are far more dangerous than injury on Glorantha, due to the presence of Malia, Mother of Disease, and other harmful entities. Disease healing is often available at a local level for only moderate cost, but still kills a significant number of infants and children before they can be taken to a healer.

Hunting and agriculture both benefit from magic. Fertility spells increase herding and crop yields, weapon-enhancing spells aid hunters' arrows, and so on. Thus more people can be fed from the same resources. However, the legacy of eons of magical wars and disasters means that areas rich in natural resources are few in number.

Demographics and Population Growth

The distribution of population in Glorantha is highly uneven. Great areas of the world are only sparsely inhabited by trolls, nomads, and tribesmen. Other areas are filled to the brim with various beings. Access to fertile cropland, sources of irrigation, or areas of good hunting



are very important, but so is the nature of the magic that holds sway in a region.

What does the presence of magic mean to Glorantha in demographic terms? Powerful magic may aid in the creation of a more ordered society with a responsible central government, as in the Kralorelan Empire (see the *Genertela Book*), with consequent benefits to stability, trade, and growth. On the other hand, magic may lead to war and anarchy, as in the Chaos Wastes of *Genertela*.

In areas with easy access to magic, death due to injury is greatly reduced. Infant mortality is somewhat reduced. Magic often aids sexual fertility. Extensive overpopulation has yet to occur, although humanity has been expanding for centuries, and the Elder Races have persisted in many places.

The stability of Glorantha's total population is primarily due to the presence of many destructive forces in the world. In combination these have so far balanced the forces that augment population growth, and in addition make much of Glorantha an uncertain and eventful place to live.

Life and Death

Existence is dangerous in Glorantha. Mankind must deal with frequent natural and chaotic disasters, constant wars of conquest and religion, quarrels with the Elder Races, feuds with neighbors, and raids by foreign tribesmen. Thus the value of warriors, adventurers, and mercenaries, to society.

The many deities of Glorantha have indirect but effective influence on population growth, wars, and abundance, both through their magic and, more importantly, through influence on their worshippers. These deities are palpably real, and the certainty of a life after death means that behavior is more important than survival for most people. If proper behavior is to attack one's neighbors, then so be it.

Many magical terrors haunt Glorantha, sometimes wiping out whole cities in a single day. The Juggernaut and the Mother of Monsters are two famous examples. Also, many of the cursed lands of Glorantha are believed to be expanding, at the expense of fertile areas.

History reveals that Glorantha suffers cataclysmic disasters every few centuries, such as vast wars between magic-

using societies, the destruction of entire continents, invasions by monsters or unknown races, and plagues of dire proportions. Prophecies indicate that a new and even more terrifying period of cataclysm may be imminent: the Hero Wars.

Thus death rates for most of the human communities of Glorantha are similar to those of ancient or medieval Earth, but with the death rate spread out over all age groups, rather than being centered on childhood and old age. More infants in Glorantha survive to adulthood than survived during Earth's middle ages, for example, but then these survivors must take on all the hazardous tasks that adulthood requires. Living to a ripe old age in Glorantha is quite possible, but often indicates that a person either gained great power, or that he shirked his responsibilities while younger.

In a sense, what the magic of Glorantha gives with one hand it takes away with the other.

Gloranthan Social Organization and Politics

Understanding the nuances of Gloranthan cultures will be useful if you wish to run an accurate Gloranthan campaign, or if you intend to role-play Gloranthan characters in an authentic manner, rather than like a 20th-century urbanite.

This section offers a generalized look at Gloranthan social organization, rather than considering specific cultures, and contrasts Gloranthan ways of organization to those of our own world. Information on specific cultures can be found under the Culture heading in each chapter of the *Genertela Book*. Major cultures that appear in *Genertela* are discussed in boxed text.

This discussion pertains only to the humans of Glorantha, not the Elder Races, whose social structures are too varied, and too alien and complex to merit a generalized analysis. Since humans are currently the dominant species in Glorantha, we can leave out consideration of Elder Race cultures without too much distortion of actual circumstances.

Like humans in our world, individuals in Glorantha tend to organize themselves into groups, for purposes such as defense, hunting, and crop-raising. Such groups, usually known as

societies, tend to evolve gradually from tribes into kingdoms, all the way to our modern nation-states.

The societies of Glorantha are still at an early stage in this process of societal evolution. Don't make the mistake of assuming that such societies and their associated cultures are less sophisticated or complex than our own modern, technological societies, however. Few students of Earth's high Middle Ages would presume to claim simplicity or unsophistication for the societies and cultures of that period!

Most of Glorantha knows little of the regimented, bureaucratic political and social organization practiced on Earth by our modern societies. Most people live in small tribal and racial homelands with weak central government, where strong personal leadership and local customs and traditions are most important. Chieftains in such societies are often selected more on the basis of skill and honesty than by their wealth and connections. Knowledge is imparted to children by friends and family rather than by a specially trained educational system. As a consequence cultures tend to have different values from our own. Gloranthans undoubtedly have different priorities and ways of doing things. It is likely that members of many societies even think differently from us.

Of course, not all Gloranthan societies are simple tribes. In some arid areas of Glorantha great nomadic khanates or mega-tribes have evolved. Certain fertile regions, such as the Janube river valley, are organized into independent city-states. Several major political entities, such as kingdoms or theocratic dictatorships, exist in Glorantha, mostly in regions where advanced agriculture is an effective economic strategy. The mightiest organization is the awesome and now decadent Lunar Empire. Members of even the most advanced of these societies still live, act, and think in ways somewhat unfamiliar to our modern Earthly societies.

For example, it is important to understand that all these methods of Gloranthan organization and government, from tiny clan hearths to great empires, are by necessity rigidly authoritarian in nature, with consequent limitations in freedom for the average man. Such democratic innovations as choice of religion, open criticism of the establishment, selection



of occupation by the individual rather than by tradition or heredity, and many other "rights" that you are probably accustomed to, do not exist for most Gloranthans. Even in comparison with the totalitarian regimes that are so common on present day Earth, the societies of Glorantha would likely be more violent, more repressive, and less enlightened. This is the price of survival in a hostile world.

In Gloranthan societies, power is held by a chieftain, king, or other supreme leader. The leader may be selected by reason of birth, or by his superior ability in hunting, war, magic, or some other form of endeavor. In most human societies the ruler's power is balanced by aristocracies or theocracies, noble or priestly classes accountable only to the ruler for their actions. Councils of such individuals sometimes rule in the place of a single leader. In any case, the vast majority of humanity belongs to the working class (farmers, hunters, fishermen, soldiers, artisans). These persons are all subject to the ruling class to a great extent, although the degree of oppressive behavior varies considerably from one society to the next.

How effective are the societies of Glorantha at providing services to their members, such as the distribution of food and clothing, defense against marauders, artistic and religious gratification? What about a society's ability to grow in population and expand its territory in competition with other societies? In both cases, major success often seems to require an ancient concept: bureaucracy.

One of the most successful societies of ancient Earth was Egypt, in which a simple theocratic bureaucracy was organized for agricultural purposes. Our modern technological states, whether authoritarian or democratic, are astoundingly expert in bureaucratic measures. Of course, there are no modern industrial states as we know them in Glorantha. Nor are there any socialist planned-economy states, or popular democracies. Also, there is no global infrastructure in Glorantha: there are none of the international organizations, communications or trade networks that are so important, if largely unappreciated, in our world.

In fact, there are few effective bureaucratic organizations of any kind to be found in Glorantha. Thus such vital activities of a society as widespread or-

ganization of agriculture, comprehensive tax collection, or military preparation, cannot be carried out efficiently. Such modern measures as universal military conscription are unheard of in even the most advanced societies of Glorantha. This severely restricts the power of most Gloranthan societies, even those with powerful magical and divine aid, to a medieval or even lower scale of activity and growth.

The few societies that do have both powerful magic and effective bureaucratic organizations, most notably the Lunar Empire, the Kingdom of Loskalm, and the Kralorelan Empire, have the most powerful armies, the greatest populations, and the most comfortable living conditions. These societies also wield considerable influence worldwide.

Magic can augment even hunter-gatherers' or nomads' ability to cause trouble, of course, and magic is certainly available to most Gloranthans. To take a culture from our world, equipping a tribe of nomadic Huns with Sunspear spells would dramatically augment that tribe's military power. But the Huns would still face the political and economic limitations that nomadic tribesmen have, such as the holding and governing of conquered domains, agreement on a successor to a dying leader, or division of spoils and authority among members of the ruling elite.

It should be noted that Gloranthan political organization varies widely and cannot be completely categorized in terms of Earthly stages of development. The same is even more true when it comes to understanding cultural concerns and quirks. The primary difference, yet again, is the omnipresence of magical knowledge and divine power. Even though the human societies of Glorantha are younger than ours and have not had the time to evolve our complex structures of technology, government, and fashion, unusual magically-influenced patterns of organization and culture occur, patterns almost alien to our imagination. Such cultures have structured themselves in ways difficult to categorize in conventional Earthly terms.

For example, the reclusive Brithini culture (see the Seshnela chapter of the Genertela Book) offers its people immortality, while denying them certain opportunities that are common in almost all Earthly cultures, such as the opportunity

to raise a family. The Brithini are governed by the mysterious Talar, a caste of leader-diplomats. This caste, like the other Brithini castes, has had unusual limitations set on behavior — limits that would be inconceivable to most Earthly ruling elites. To understand the Brithini one must understand the nature and purposes of their magic. Running a Brithini character as if he was a 20th-century Earth inhabitant who just happened to be immortal would be foolish: the gaining of immortality naturally has costs and consequences that run deep.

Many other Gloranthan societies are similarly subtle. We hope you will take the time to understand such points, and not oversimplify Gloranthan societies by imposing Earthly points of view.

The Adventurer's Role in Glorantha

Where do player characters come from in a roleplaying game? Why are they doing what they do? How do they fit into their society? Can they gain positions of authority or are they doomed to be outsiders all their lives? The primary purpose of this work is to aid the gamemaster in answering such questions by providing a detailed, exciting background for *RuneQuest* roleplaying that considers the role of the adventurer. A brief overview of these concepts is presented here.

It is important for gamemasters and players to understand that in *RuneQuest*, there is no class of persons known as, or identifiable as, adventurers. This is in deliberate contrast to many other roleplaying games. In *RuneQuest* convention, the word "adventurer" is simply a synonym for player character, although the implied component of risk-seeking is not accidental.

Exciting adventures are easily found in Glorantha, and anyone in Glorantha can be an adventurer, even a peasant or beggar, although the usual player character is more skilled than the average person in methods of survival, and has some degree of experience in duelling or in war.

Few if any Gloranthan cultures recognize the adventurer as a discrete occupation or class, of course, any more than



was done in Earth's past history. Rather, a player character can be anyone who leaves home to seek his fortune, goes on a long trip to seek a family member, joins a local movement to combat oppression, or is drawn into affairs beyond the normal ken. Adventurers generally take risks for some purpose, of course, but in Glorantha, that purpose can be almost anything: certainly not just experience and gold!

In some excellent Gloranthan scenarios the player characters are ordinary villagers who are caught up in exciting and alarming circumstances. However, the more typical player character is an outsider to the region in which the adventure takes place. He is likely to be a wanderer in search of fame, prestige, or simple wealth, using his considerable skills in personal combat and magic wherever he travels. Such characters have a greater chance of survival and are more exciting to play for younger players.

What are some examples of Gloranthan adventurer occupations? Traditional Gloranthan player characters that we've seen include scruffy treasure-hunters, famous mercenaries, treacherous professional spies, distinguished emissaries, drunken caravan merchants, even roving scholars — basically, anyone working in hazardous activities for a chance at a big gain. Note that merchants are not listed incorrectly: a merchant's life can be very risky as well as very lucrative in Glorantha.

How do such independent, well-armed, potentially dangerous persons fit into Gloranthan society? The answer varies from culture to culture and by adventurer occupation. Thieves, assassins, and other criminals, once identified, are almost always killed or run out of town in most societies, so playing such persons as characters is not recommended.

Mercenaries and wandering warriors are common sights in many regions. Such characters will be watched carefully, but not harassed unless they perform violence on locals, or violate local custom. Such non-threatening strangers as scholars will usually be welcomed, for knowledge can be a precious thing in Glorantha.

Do people point when they see a stranger wearing armor on the street? Yes, unless a war is in progress. Does the casting of magic in public cause undue attention from local authorities? Usually yes, especially if the person is a stranger, and the kind of magic is harmful in effect (i.e. Bladesharp as opposed to Flight).

As a general rule, gamemasters can assume that adventurers are conspicuous and under observation by any figures of authority in an area. Adventurers of a different species than the inhabitants of the area will be particularly conspicuous, of course.

As a matter of note, the word for "adventurer" does exist in most Gloranthan languages. The word means many things, but usually indicates someone taking risks, often illicit or at least without too many scruples, for selfish personal gain. More generously, the word can describe anyone undertaking daring, independent political and/or military activity on behalf of a greater cause.

This latter concept of the adventurer is worth looking at, since this is the kind of activity that many player-characters will be undertaking in a Gloranthan adventure. Such romantic and heroic activity has died out in our own world, to the loss of storytellers. Men of the stamp of Ulysses, Marc Antony, Sir Richard Burton, Harald Hardrada, or Tokugawa Ieyasu are rarely heard of, and the kind of independent, selfish, but often heroic activity such men were famous for is now quickly stopped by the strong

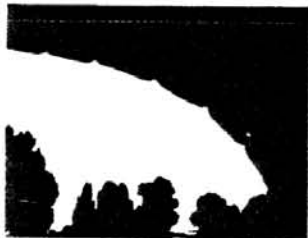
central governments that exist on Earth, who wish neither assistance or threats to their supremacy.

In Glorantha most governments can rarely monitor, much less suppress, mercenary warriors, roving merchants, or other independent individuals of the kind likely to be player characters. Many governments even encourage "adventurous" activity: for example, the city government of Pavis, in the Wastelands of Genertela, grants official licenses to independent warriors or treasure-hunters passing through the city on the way to the adjacent ruins (the notorious "Big Rubble").

Adventurers have become public figures in many cultures in Glorantha. The low level of political organization in most of Glorantha sometimes permits adventurers to seize great power in weaker areas, and often allows them to do great harm. The most successful adventurers are known as heroes, or even demigods, and are famed, for good or for evil, throughout the world. One of the most famous examples is the legendary Pharaoh of the region known as the Holy Country, who, it is believed, was a common sailor or sea captain before his arrival and rise to power.

The typical Gloranthan adventurer exists somewhere outside both the ruling and the working class, since his skills and courage allow him to evade subversion and fight back against oppression, yet his independent nature and lack of local official status prohibit a position of power in any of the more stratified Gloranthan societies. Heroes are those who surmount these, and other difficulties.

— Bill Dunn, 1988





THE SIX WORLDS OF GLORANTHA

GLORANTHA is briefly described in Deluxe Edition *RuneQuest*, in the Introduction to Glorantha book. This supplement offers players and game-masters in-depth information on the portion of the Gloranthan universe inhabited by humanity, and in this section offers an overview of the nature of some of the other planes of existence as well.

Please note that the name Glorantha can be used not only to describe the world in which adventures take place, but the other planes of existence that surround this central world. Thus Glorantha is sometimes called, by its scholars, The Six Worlds, normally listed as:

The God Plane

The Spirit Plane

The Hero Plane: The Outer World

The Hero Plane: The Upper World

The Hero Plane: The Lower World

The Inner World

The God Plane

The God Plane is an unchanging region of myth and legend where live all the great gods, their children, and their faithful followers. The heavens and hells of most religions are in the God Plane. Within its fathomless borders occur the events which created the known world. Every god and goddess who performed immortal deeds is there, doing the deeds which made them famous. The realms of myth can be reached through religious

ceremonies or through an unusually powerful form of magic called Heroquesting. Thus an intrepid, and powerful, journeyer can visit and participate in the birth, battles, and immortalization of his deity, unless the cosmic forces whisk him away first.

The God Plane cannot be reached while in a physical body. Most mortals reach it temporarily during regular seasonal ceremonies or permanently upon death. It cannot be placed precisely in the physical geography of the world, but stands motionless and unchanging, like the original image of creation. Sometimes parts of the God Plane seem to overlap upon the physical world, and then seem to take on a form similar to that known by mortals. But it is different, and is ruled by different laws than the knowable world, and only fools or priests visit there regularly.

The Spirit Plane

The Spirit Plane has no physical reality, but hovers about the Inner World invisibly the way a man's aura hovers about his body. Thus some physical correspondences exist between the physical and spiritual plane, but away from those points all is a featureless grey fog. The only forms within the obscuring mist are those made by the resident spirits or by shamans. Here reside the bodiless entities of Glorantha, the countless spirits which provide healing and disease, intellect and passion, power and spells. The Spirit Plane is also the place where lost souls drift, where broken dreams wander, and where nightmares feast.

The Hero Plane

The Hero Plane overlaps and encompasses three different regions visited by the greatest people of Gloranthan history and legend: the Lower World, the Upper World, and the Outer World. These lie beyond the reach of most mortals, far from inhabited lands. Heroes visit there to gain great treasures and friends to enhance their lives and peoples. Sometimes the visitors go there by almost mortal means, such as the fabulous boats which are sailed by Doraddi shamans to the edge of the world. A magical artifact can transport people; one can travel to the heavens with one of the Crowns of Brilliance left behind by the Star People. Some gates exist, like the Hell Crack, which trolls use and nomads sometimes fall into, which goes right to the Underworld. Sometimes rituals shift people into the Hero Plane, such as the Six Stones rite of the Humakt cult that leaves its participants in the bleak and lightless Underworld.

The Hero Plane is not for normal people. To the unprepared it is almost always fatal. Many hardy adventurers lose their lives here in vain attempts to wrest secrets and treasures from immortals.

Hero Plane: The Outer World

The Outer World includes those places which might be reached by brave or foolhardy explorers, but lie outside the realm of mankind. Most of the areas are known only from a single person's voyage of exploration, and it is unsafe to assume that the whole of the Outer World in any direction is like that one place. Thus the



northern land is called Altinela, or Land of the Altinae, but other races and creatures are likely to inhabit the vast northern lands as yet unmapped.

Sramak's River is a vast, perhaps limitless current which circles around the earth (the Inner World: see below) in a counterclockwise direction. The earth element floats upon it like a cork upon water. Within it live the eldest sea gods.

North of the Inner World lies the vast frozen lands of Valind's Winter Wastes. It is an immense glacier whose southern edge runs in a roughly southwest to northeast direction. It is inhabited only by trolls and ice demons. Somewhere within it lies The Palace of the God of Winter, from which no mortal has returned except Prince Snodal. Beyond the ice lies a region called Altinela which borders the endless void. The children of gods live there, and daily combat the inroads of chaos.

Kahar's Sea of Fog meets Valind's Glacier someplace far in the northwest of the Outer World. Varatchu the Bold went to that place upon an invisible tireless horse, and said a gigantic broken statue, bigger than a mountain, marks the exact place where Kahar and Valind made their borderline. The fog is impenetrable to normal human senses, full of lurking monsters. Within it hide places lost to history and mythology, such as Kyclerela, the floating island where Eurmäl was born one time. The Seven Twinships of Haragala, whose crews could neither starve nor be conquered, disappeared here.

The Farthest East has occasionally been visited by mystic travelers of the eastern lands. There lies the Gate of Dawn which springs open each day with a thunderous clang to release Yelm's fiery chariot. Around the gate live immortals whose skins are gold and whose voices are pure song. Some people say that the Land of Dawn is part of Vithela, while others say the river of Sramak runs between it and Vithela.

South of Pamaltela lies the Sea of Fire. It is so hot that even the water

burns. No boat has sailed there since the Artmali died out before Time began. The boiling water is carried counterclockwise by Sramak's river to warm the eastern parts of the world. The raging heat has turned southern Pamaltela into a desert, uninhabitable by humans.

West of Pamaltela, perhaps beyond Sramak's River, lies the land of Luathela. Therein are the blood-red Gates of Dusk, where dwells sorrowful Rausa, and from whence come the dreams that plague madmen and poets. The Luatha, a tribe of violet-skinned demigods, live there to destroy foolish mortals who seek the place where the sun sets.

Hero Plane: The Upper World

Above the sky is a realm of light and purity where the Sky People live. Sometimes some of the sky people are called angels. The Upper World is vast and bright, full of happy people and joyous landscapes. Wondrous creatures live there, like the Bird of Gifts, known to the Doraddi; the Thunder Man, popular among Kralorelan peasants; and Yingar the Messenger, who carries words of import from Malkion to earth.

Much of the Sky World are dotted with villages where no one is hungry or lonely, music and song fill the air, and everyone has whatever gifts they desire. Some parts, though, are stoutly defended forts to defend the realm. Some forts encircle holes in the sky-ground, which are stars when viewed from below. In one place is the Burning Prison, where troll gods send their wicked for punishment. The Forest of 100 Lights is a tricky place where monsters live, such the Dragon of Secret Delights, the Seventh Pleasure Seeker, and the Demon of Deadly Conflagration.

Travelers in this realm must tread carefully, for the natives dislike strangers who unwittingly pollute their world. Even the best-intentioned people often bring hatred upon themselves for their in-

cursions. When the Sky People are angry their wrath rains down with fury upon the hapless victims, proving that even these wonderful people are not faultless.

Hero Plane: The Lower World

Beneath Glorantha lies the Lower World, or Underworld. It is as far beneath the earth as the sky is above it. In the Lower World live inhuman denizens who are often maleficent towards mortals. It is the realm of the creatures of darkness. Vast territories are ruled by various races, many of which plot the downfall of the creatures of light and life.

The Lower World can be reached by traveling to the edge of the earth disc and following the hidden trails downward; by descending through any of several deep holes, such as the Hell Crack or Magasta's Pool; by magical transport, rituals which send people to secret places of power; or by dying.

The Inner World

The Inner World is the realm inhabited by mortals, and is the subject of most of this package. It is diverse in its subjects and settings, a place of a thousand gods and cities. It includes the northern continent of Genertela (featured in this supplement), the southern continent of Pamaltela (to be examined in a future supplement), and the myriad islands and oceans between (also to be examined in a future supplement).

The Inner World is the place where *RuneQuest* adventures commonly take place. In general, whenever someone goes outside this region, they never again return. Thus the Inner World is given most attention in this supplement, while the other five worlds deserve only passing mention. Unless otherwise specified, when Glorantha is referred to, we mean the Inner World.



WORLD HISTORY OF GLORANTHA

THE EVENTS OF THE PAST are open to many interpretations. In the Introduction to Glorantha book (in Deluxe Edition *RuneQuest*) we gave a brief intellectual listing of events and cultures. In *Gods of Glorantha* we gave the mythic view. Here we concentrate upon the facts of history: major events; the names of leaders; technical innovations; language and beliefs; and art.

Since the remains are of centuries-old materials, they are akin to archeological finds.

PREHISTORY

A Literary Interpretation

Readers of Gloranthan history must not be misled by its apparent brevity. Most Gloranthan calendars give "current history" as the year 1621 S.T., but all agree that hundreds or thousands of generations came and went before history began. These previous eras influenced the current world and were the predecessors of the existing realms. Several stages of prehistory exist. First is the Philosophical Stage, then comes Mythical, Dark Age, Gray Age, and History. The progression is apparent in the focus of each stage.

The Philosophic Age is concerned with abstractions. Most people can't understand much about such things and so little is said of this era. When two experts on this stage disagree most normal people can't tell what the savants are arguing about. The actual physical remains of this era are either apparent in everything (Kralorelan belief) or cannot be apparent (Malkioni) or sometimes can and sometimes cannot (Lunar). But the less time spent on this the better off we are.

The Mythic Age is concerned with the building of the world. The main actors are gods, and the greatest of them do not leave the stage until the end of the era. They make, and collectively break, the world of nature. The important humans are the culture heroes who found the various races of mankind. Most stories are myths, with some sort of religious meaning, and are often acted out in the most intimate rituals of worship. The stories are usually written by priesthoods, who rely upon the texts for some of their rituals. In delivery they are more like drama, wherein the audience are participants.

The Dark Age is one of confusion. The stories usually disagree with one another, new characters are introduced and dropped, and both gods and humans are important characters. Most stories are full of violence and destruction. A gloom and pall covers the era and the stories are called "Weeping Tales" in several languages. Most deal with facts of survival. Many are moral stories proving why people should act a certain way. Almost a third of these stories are told as parts of secret initiation rites.

In the Gray Age, order begins to assert itself. The survivors of the previous stories become culture heroes who guide their people to a safe and benevolent way of life in the new world. Human culture heroes are often builders of cities. The gods are generally distant, and most stories are of legendary individuals of superhuman, but not divine, power. Almost all these tales are told aloud, though some have been written down.

Finally, history dawns. About one and a half millennia ago the sun rose. Even the pragmatic and unimaginative historians of the west announce it in wondering terms: "On the fourteen thousand, eight hundred, and twenty fifth

Turning of the Red Sands of Time Zzabur bade his Talar and followers to cast their eyes eastward, and there for the first time since the first Turning of the device rose the sun." (Book of Parables, Number twelve).

Historical records are the best of all, primarily because of their profusion. Literacy becomes common in many places. Furthermore, the ravages of Time have not as often worn away the physical remains of vanished peoples.

The neatness of this cosmic order scheme makes it suspect. It was originated by the Dara Happa culture of central Peloria, adopted by the Theyalans of the First Age and spread to the West by the God Learners. It is clearly a Solar construction: the progress of the world mimics the initiatory stages of their religion. Note:

Philosophic Age — preparation for birth (Yelm the Youth)

Mythic Age — the bliss of childhood (Yelm the Warrior)

Dark Age — the trouble of adolescence, the initiations (Yelm the Teacher)

Gray Age — adulthood (Yelm Imperator)

History — old age (Yelm the Elder)

MYTHIC ORIGINS

A God Learner Interpretation

The creation of Glorantha occurred in discernable stages. Compilation of many origin myths allowed the God Learners to construct a reasonably acceptable series of ages.

Two opposed and balanced forces, usually called Grower and Maker, engaged in interaction various described as dance, procreation, song, weaving, and multiplication. From them emerged a



third, Glorantha, the Life Force of the world. All life stems from her, and every living thing is because her Life Force moves through it.

Glorantha bore children: the Powers and the Elements. These are the Rune Origins, and runes have their powers now because they incarnate these entities. Collectively they are called the Celestial Court. Together, in various combinations, they created the world of Glorantha.

In the center of the universe a great palace, also called the Celestial Court, or mountain, called the Spike; unified all the diverse parts into a harmonious whole. Hundreds of races, each as diverse and interesting as trolls or humans, existed in peaceful harmony. Over all of the beings over, upon and around the Spike was placed Yelm, Emperor of the Universe. His reign was benevolent, bountiful, and universal. All who did not acknowledge him lived in the Lower World, a wide shadow, peaceful and full of itself.

The Storm Age came next. Umath was born and brought tempest, violence, and change upon the world. His boisterous sons embroiled more of creation in turmoil by inciting rebellions of lesser gods and races against Yelm. All the Upper World was shaken by them pounding on the doors of heaven. At last Orlanth struck Yelm down with the New God, Death. Yelm's shade fled to the land of the Dead and his feeble light drove all the trolls and creatures of darkness out onto the Inner World. Ice ages grew, oceans froze dry, and most of the weak peoples died. This period is also called the Lesser Darkness.

The Great Darkness came after Orlanth left the Upper World to seek to free Yelm from death. Abandoned by its last leader, Glorantha was overwhelmed by its doom. Chaos entered the world, bringing it draining illness and cancerous mutation to the Life Force. Members of the Celestial Court could not resist. Armies of monsters and oceans of atrocities converged upon the Spike. When Life met Anti-life everything imploded into nothingness. The spike and its inhabitants vanished in a flash. Soon all of existence would have drained out to where it had been before creation.

The Gods Compromise saved the world. In the land of the dead the gods, once enemies and murderers of each

other, swore a pact of compromise together upon their own corpses and souls. They seized a mythic moment and made death die, then made entropy end. The goddess Arachne Solara presided, and she made a magic web out of the oaths of the gods, then cast it across the universe and bound it together. The universal Life Force which radiated and transformed itself throughout all Glorantha, now passed along the webs of Arachne Solara and bound the world into Time. Together the gods made Time begin, and Yelm, Emperor of the Universe, rose into the sky.

The rising of the sun marked the start of measured Time, setting the new existence distinctly apart from the dreamlike state of consciousness of the previous mythical ages. The gods and heroes of old remained alive in their various spirit and god worlds but forever cut off from active decision making in the created world. To salvage their creation the old gods had fossilized their own participation in it. Such was the nature of the Great Compromise that the gods chose to preserve themselves.

The mortal races of Glorantha maintained their free will and ability to create. The survivors had each adapted a particular form of survival which allowed them to live after the Dawn. Many maintained relationships with the gods, whose power was now accessible through ONLY the communications of the priests. The gods exerted their will only within the limits of the Great Compromise, stereotyping their activities and interests into what was eventually recognized as the fixed Nature of things.

Subsequent Gloranthan history shows the mortal races struggling to understand and participate as the central forces of the universe.

THE DAWN AGE

The sun rose. Heretofore only shifting patterns of darkness and shades of grey mottled the sky. The bright orb rose into the sky, descended, and has risen again every morning since. Several pockets of humanity survived the Darkness as unified, civilized cultures, albeit

materially impoverished and often fanatical about their ways.

The first five centuries since the Dawn comprise the Dawn Age. The young world grew, initially with cooperation, as if reflecting the recent Great Compromise. Among humans hostilities soon began or, more often, continued from conflicts known before the Dawn. Philosophers concluded that the Great Compromise included continual conflict in both Nature and Culture. The Elder Races are closer to their gods, all of whom participated in the Compromise, so were generally slower to begin their ancestral hatreds. The Dawn Ages was a time of peace between most Elder Races.

Several places survived as intact urban culture. Most of the Dawn Age's history consists of the interactions between these ancient peoples.

The Waertagi, a green-skinned people who claim descent from Malkion the Prophet, were of major importance in the First Age. Though local fishing craft plied all shores and non-Waertagi magical craft sometimes carried travelers across the seas, all trade was carried in Waertagi ships. Their great city-ships, made from sea dragons as much as a kilometer long, roamed everywhere. They kept the world's peoples secret from one another, so that no real knowledge of the peoples overseas was available to anyone but the Waertagi for centuries.

Other important cultures include: Seshnela, mightiest of the Western colonies; the Theyalans, originating in Dragon Pass; the Pelorians, an urban solar culture temporarily suppressed by nomads; Kralorela, which claims cultural continuity over millions of years; Vormain, as mysterious then as now; and the East Isles, ever teeming yet never expanding. Other important, but non-centralized, Dawn cultures include: the Praxian beast riders; the Pent nomads, solar-oriented horsemen who initially ruled, but were eventually driven out of Peloria; the Doraddi tribesmen of Pamaltela, whose brethren were starting to probe distant Fonrit; and Teleos, ever the isolate.

All these peoples had difficulties adjusting to Time, and conflict was common in the first five centuries of history. In most cases the humans carried on the same struggles they had fought before



Time began. Despite occasional war, most of the world was relatively calm compared to the fierce turbulence generated in central western Genertela by the Gbaji Wars.

Dawn Age Seshnela

Western culture survived the Darkness in several colonies spread around the Nelomi Sea, unified by Brithini lords and armies which moved about on Waertagi dragon ships. The Waertagi race had sailed the seas since the Lesser Darkness and maintained an unshakable alliance with the Brithini. In the first few years after the Dawn, Prince Hrestol, a Talar of impeccable standing, discovered a way to speak directly through Malkion to the In-

visible God, fulfilling a prophecy and instituting the modern Church of the Invisible God. Most colonies of Brithini eventually converted to Hrestol's new optimistic method of worship, relegating the island of Brithos to a reclusive and conservative path. Arolanit alone has maintained unbroken loyalty to Brithos through the ages. Now, the term "Malkioni" is usually used to refer to the Hrestoli Way or one of its offshoots.

Spurred on by Hrestol's liberating philosophy, the Kingdom of Seshnela became the center of Western civilization. Initially, the native goddess Seshna lent overt assistance to the ruling dynasty. The seeming paradox of the Hrestoli monotheists abetting, indeed even worshipping, the local goddess bothered no one for a century and a half as they took possession of the land. The Founding

Dynasty died out after the whole region empowered by the goddess Seshna was within the Kingdom's political boundaries. Two centuries later the Founding dynasty, called the Serpent Kings, and all overt contact with their ancient ways, were condemned as pagan and their temples sealed over.

The Serpent Kings' tradition of leaving the whole of the father's inheritance to his eldest son gained root in Seshnegi society, setting up conflict with the egalitarianism of the Hrestoli system. The resultant conflicts provided fuel for many fires and supplied the major cause of division in the kingdom for centuries. Sometimes the Hrestoli Idealists gained the upper hand, at others the Linealists held it.

The Kingdom of Seshnela had been promised, by the goddess Seshna, safety

Time Chart I — THE DAWN AGE

At the Dawn many centers of civilization existed, but history recognizes only three dynamic forces during the following centuries. In Genertela the movers of history were Seshnela and the Theyalans of the Barbarian Belt to the extent that the age culminated in a series of devastating wars between them. In Pamaltela the Doraddi continued a widely-spread, mostly-peaceful expansion.

Three other major civilizations thrived, but did nothing of world-shaking importance outside of their own spheres of influence: Kralorela, Vormain, and the East Isles. Other areas, populated by uncivilized, included the indigenous cultures in Prax, Peloria, Ralios, and Fronela.

0 - The Dawn. History begins.

Seshnela: Scattered colonies in Seshnela, Fronela, and Arolanit beset by hostile hsunchen.

Barbarian Belt: In Dragon Pass the World Council of Friends renews their Eternal Oath of One, and sends missionaries out north, east, south, and west.

01 - Seshnela: Military emergency caused by Basmoli conquests; Prince Hrestol accidentally Heroquests, discovers new revelations of the Invisible God.

02 - Seshnela: Hrestol establishes New Malkionism through Seshnela. Prince Ylream, the son of King Froalar and Seshna Likita, is born. He will be the next king, succeeding Hrestol as heir, and the founder of the Serpent Kings dynasty.

150 - Seshnela: End of Serpent Kings Dynasty.

c. 150 - Barbarian Belt: World Council of Friends is dissolved and replaced by the High Council of Genertela (also known as Second Council). Government moved to Dorastor.

c. 200 - Seshnela: Hrestoli revisionists, called the True Hrestol Way, establishes control of the Malkioni Church and outlaws all tapping, and condemns the corrupting pagan ways of the Serpent Kings.

c. 230 - Barbarian Belt: Battle of Argentum Thri'ile. Solar nomads decisively defeated, and migrate eastward into Pent and westward into Fronela. Pelorian farmers liberated from nomad control.

c. 245 - Barbarian Belt: Dara Happa Tripolis declares its independence from High Council of Genertela. The pattern of war between Orlanth and Yelm is re-established in the war between the barbarian uplands and the river valley people.

c. 365 - Barbarian Belt: High Council of Genertela broken by dissent when they begin the project to make Osentalka, the Perfect God. Trolls, dragonewts, and humans from Dragon Pass rebel and cast away their membership.

c. 370 - Barbarian Belt: Dara Happa Empire joins High Council of Genertela in the project to make Osentalka, the Perfect God.

375 - Worldwide: The sun stops in the sky. Yelm is eclipsed. Time is broken. Osentalka

is born, immediately renamed Nysalor, the Bright One.

c. 380 - Barbarian Belt: Dragon Pass conquered by High Council of Genertela. Kyger Litor is wounded: start of the Trollkin Curse.

c. 400 - Seshnela: Brithini army defeated in fight against Tanisor. Arkat is among the Brithini army, afterwards goes to Seshnela to preach against Gbaji, the Deceiver.

c. 410 - Seshnela: Arkat leads a crusading army from Seshnela against Tanisor, finally overcoming the Vampire King who ruled it.

c. 440 - Seshnela: Arkat and his army land in Slontos, liberate it, march to Dragon Pass, and liberate it.

450 - Barbarian Belt: Army from Dragon Pass, aided by Pentan nomads, invades Dara Happa.

Worldwide: Final Battle of Arkat and Gbaji in Dorastor. Arkat is successful and leaves all Dorastor a sleeping ruin.

Seshnela: Arkat settles in Ralios, lays groundwork for Stygian Alliance, establishes the trolls in Guhan, etc.

500 - Barbarian Belt: Arkat apotheosized.



and sovereignty within its borders, and from that security the peoples expanded. The Seshnegi Empire once reached all the way to Safelster, included the Fronelan coastline, and planted colonies in Jurstela. That phase of the empire ended when it tried to attack Brithos, and was crushed. Other dynasties came and went, always managing to unify the noblemen to resist invasion from Safelster, but indulging in internecine competition the rest of the time.

The Kingdom of Seshnela was small, with the king engaged in purging other dynasts of their inheritances, when Arkat came to the land at the end of the Dawn Age.

The Golden Empire of Osentalka

The Theyalan civilization, centered upon Dragon Pass, exhibited the greatest co-operation among species for the longest time. They had survived the Darkness together and called themselves the World Council of Friends. After the Dawn mixed bands of missionaries set off to explain the "new rules" of the world to everyone they found. Many smaller tribes of people had survived the Darkness, wandering about in shadowy ways until pacified by an intruding missionary. Many such tribes first listed on the explorers' maps subsequently eluded the light for centuries, up till the middle Second Age in places like Broliia and Ormsland.

In 150 ST the High Council of the Land of Genertela, more popularly known as the Second Council, was formed. It no longer included all member races in its ruling body, and policy changed from missionary work to war with the Pelorian nomads. At elvish behest, the government moved to Dorastor to facilitate control over the Theyalan converts in Ralios, called the Dangan Confederacy. In 230 the nomads ruling Peloria were defeated and driven into Pent, liberating the Dara Happan culture which within a generation began its own armed opposition to the High Council of the Land of Genertela.

In 375 ST the leaders of the Second Council ordered the creation of a god to rule them. Many members protested and

both humans and Elder Races in Dragon Pass revolted from the political community and called the Dorastor people the Broken Council. Even without the dissidents the High Council of Genertela grew in power, for the Dara Happans joined, impressed by the power of the project. The experiment succeeded, and spawned the god named Osentalka. A generation later Dragon Pass was conquered by the armies of The High Council of Genertela, which proceeded westward towards Slontos.

The Gbaji War

Osentalka's name was soon changed to Nysalor, the sun-child. His rule spread peace and prosperity across the whole realm. Peloria and eastern Ralios fondly remember the period as the Good God's Time. His worship transcended all political boundaries and absorbed family, kingdom, or cult with equal ease.

We don't know exactly what Nysalor did. None of the changes were concrete: no great art, architecture, cities, or families were initiated. Everything disappeared, as prophesied, when the god was killed, leaving only vague nostalgia and deep-rooted resentment against the killer. In current Gloranthan time (1621) the Lunar Empire worships a god they publicly claim to be Nysalor, though most of the outside world claims it to be Gbaji. Only the most experienced and sincere Lunar devotees know the truth, and they never speak directly, preferring abstruse riddles.

We know more about what Nysalor's empire did in the Western lands. Nysalor's priests, called the Riddlers, secretly initiated a terrible plague in the Western lands, then stepped in to cure it, thus treacherously gaining the gratitude and confidence of the people. Eventually thousands of people used every cruel and unwholesome magic conceivable to their twisted minds. And Nysalor somehow created Arkat, one of the most important and enigmatic figures of Gloranthan history and mythology. Arkat was a fanatic soldier extraordinarily able to detect and fight the forces of the enemy god he called Gbaji, the Deceiver. Never did Arkat call his foe by any other name, and now all the western lands know only Gbaji.

Arkat and Nysalor

The misty history of the Dawn Age is crystallized around the life of Arkat, who is called many other names by both friends and foes. His activities shaped all subsequent history.

Everyone tells a variant of the same story: "We all know that Arkat was a great hero who had proved himself even before he came to us. He quickly gained fame and expertise in our religious and military secrets. Leading our armies he conquered our foes first and then his, the armies of Gbaji the Deceiver. Then Arkat betrayed us, joined our rivals, and went off into further adventures with them." Arkat's history is one of successive cycles of success, failure, and transformation, complicated by the fact that each cycle betrayed his allies in the previous success.

Arkat was raised from infancy by elves in Brithos, who spoke highly of his childhood talents in the wild when they turned him over at age 13 to the warrior school. He advanced quickly, even among the keen competition of the specialized warriors.

In 400 an army from Brithos landed in Arolanit to punish the Kingdom of Tanisor for serious transgressions. At first one among many in the army, Arkat soon distinguished himself as both a volunteer and a survivor. He was proved efficient and bold, blessed by luck, and fearless of foreign terrain. He was instrumental in gaining aid from the Seshnegi in the war.

The limitations of his caste did not suit Arkat. He was reprimanded many times, and finally excommunicated. He found immediate acceptance as a Hrestoli candidate in the household of King Gerlant Flamesword of Seshnela. Within a year he mastered all the difficult trade of the farmer, demonstrated his mastery of soldierly sciences, and studied the sorcerous arts as he campaigned. The war against the vampire kings of Tanisor, turned into a crusade by Arkat's surprise preparations, succeeded. In 417 Arkat was named Grand Marshal of the Seshnelan Crusade against Chaos, a post he maintained until 425 when he cast aside the tripart triangle of the Invisible God and joined the barbarian Cult of Death to conquer Slontos.



Arkat's initiation into the cult of Humakt was hailed as a victory by the swords of that religion because Arkat's weapon had always been the Unbreakable Sword, supposedly wrought by Humakt himself. His conversion was necessary to the liberation of Slontos. The many tribes there recognized him as the long-promised Killer of Chaos, a title Arkat dearly coveted. During his initiation as a Sword of Humakt, Arkat was wounded, but also received one of the critical insights which launched his career as a Heroquester.

Later, he betrayed Humakt to join Zorak Zoran. His final transformation, to confront Gbaji in hand-to-hand combat, betrayed humanity itself, when he became a troll. At last, in 450 ST, Arkat and Gbaji met and the Deceiver was thrown down, dismembered, and carried away to far reaches of geography and mythology to be hidden. The truth about Nysalor, or Gbaji, vanished. Dorastor, once the finest land in Genertela, was left a devastated ruin.

Arkat is also the discoverer of modern HeroQuesting. HeroQuesting itself is ancient — since time immemorial intelligent Gloranthan beings had used rituals and ceremonies to contact deities and spirits. The most important rituals were kept secret, for those allowed initiates to actually travel to the realms of the gods and participate in the critical moments of their god's deepest experiences. Many such critical moments included interaction with creatures, gods, or monsters outside of the cult's control. The spiritual danger is real, but the ritualized setting fairly guarantees success for the worshipers so long as they have been faithful to their deity.

Arkat was a religious fanatic in every cult he joined, and entered into every rite and ceremony with supernatural zeal. After several initiations Arkat noticed that he came to the same "places" during the ceremonies, though in different roles. He mapped out relationships and guessed at connections, and with his new-found knowledge of ritual and mythology trekked through the living legends of Glorantha. Transformed again and again, Arkat set up a network of secret passages and relationships, a map of the Hero Plane.

Arkat retired after the Gbaji Wars to Ralios where he lived for another fifty or so years. He transferred to the Immortal

Realm about 500, though the precise date is a cult secret, and left behind a loose political confederation called the Stygian Alliance, which was destroyed and its remnants driven underground in the late eighth century by the Kingdom of Seshnela.

THE IMPERIAL AGE

Arkat's transference to the Immortal Realm marks the beginning of a period of great influence and magical activity among the cultures of mankind. This period is known as the Imperial Age (or as the Second Age).

THE EMPIRE OF THE WYRMS FRIENDS

The Empire of the Wyrms Friends (often called simply the EWF) was one of the two most influential movements of the Second Age, eventually touching upon the political, religious, and everyday lives of millions of beings. During the same period that the God Learners dominated the world's seacoasts, the EWF was stirring up the interior of Genertela.

The Empire of the Wyrms Friends began in Dragon Pass, whose very geography contributed to the accessibility of draconic powers. There lived the most powerful and sacred of all dragonewt civilizations, untouched by any external force, whether cosmic flood, eternal glacier, chaos invasion, or end of the world. The awed and terrified residents had always respected the dragons' hidden powers, undetectable by normal or magical human means. Thus

the seeds for the Empire were planted, latent.

The cult of Drolgard, a barbarian hero, had held the secret of dragon speech since time immemorial. The cult lost its secret to a spirit raid by the God Learners, who opened a school to teach it in Nochet. When the first band of graduates left the city to seek actual field experience in Spoken Auld Wyrnish they found the dragonewts open and friendly, almost pathetically willing to communicate with humanity. Most of the local humans, intrigued by the novelty, learned some of the tongue.

Thus opened the pathway to draconic magic. The geographic effect and mythic influences naturally directed themselves into these new outlets. People in the region soon found themselves thinking draconically without even trying. The subject attracted people of every interest: philosophers as well as hustlers, saints and con men, ordinary housewives and would-be heroes. Limited by their infant knowledge people quickly erupted into disputing factions. 573 was a very bad year for travellers through the area.

Vistikos Left-eye rose to importance. He was cast out of his own clan, and was later excommunicated from the Malkioni bishopric of Nochet, but until 575 was only one among thousands seeking to understand what was happening. He saw the unborn Inhuman Kings of the Dragons Eye and thereby obtained the right to interview the Cosmic Dragon. He asked the right questions, obtained the Second Formula, and established the first

Illustration: An Early Battle of the Hero Wars

The illustration on the following two pages shows the feared hero and defiler Harrek the Berserk (figure in white fur cloak) and his pirate companions as they destroy a temple during their assault on the Rightarm Islands, in the Holy Country (Maniria). This bloody event occurred recently, in the year 1616 S.T.

During the assault the main battle fleet of the Holy Country was destroyed by Harrek's pirate fleet. The sack of the Rightarm Islands and catastrophic destruction of the Holy Country's fleet have had severe consequences for the Holy Country.

This unexpected and unprovoked attack is considered by some scholars to be one of the first major events of the Hero Wars.

Note the varied equipment of the pirates in this illustration. Harrek's magical bear claws are also of interest.

SWENSTON
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of the Waltzing and Hunting Bands which converted all key political figures in one sitting. The Bands used music, drama, and fasting to spread correct dragon knowledge through the people, land, and spirit world.

The immediate results were rapid and impressive. Certain persons, chosen for reasons unknown to anyone, rose to prominence to organize a dragon-oriented society. All native customs were infused with draconic symbolism, as if they revealed secrets always there but never before recognized. Diverse peoples created similar fashions in jewelry, body painting, and all adopted the dart as a missile weapon. Conservatives were driven out, killed, or forced underground, eventually finding intercultural unity in a secret organization called the Old Day Traditionalists. Despite hardships of the change, the overall result was an improvement. People had more to eat, fewer fears, and enjoyed a plenitude of material and spiritual wealth.

In 578 the Empire of the Wyrms Friends was formally established as a ruling religious and political body over the Dragon Pass peoples.

The Empire of the Wyrms Friends was a natural target for the predatory God Learners, whose insidious ways penetrated family knowledge, cult secrets, and cosmic occultism with equal ease. Several incursions are recorded, ranging from physical invasion (842) to scholarly riots (as in Nochet, in 780, 826, and 886, which even spread to the capital) and to magical attacks (as in the Seven Hurricane years 818-825 versus Slontos). Throughout this time some knowledge was traded or stolen, but generally the EWF was successful in maintaining their distance from the God Learner way of magic. One prominent God Learner stated flatly, "They are of a different mind, another set of rules."

The goal of the EWF was to reconstruct the Great Dragon; a task encompassing both the physical and spiritual world, and accomplished when

certain ill-defined parameters were met. Its smallest manifestation, met early in history and thereafter revised many times, was cut into the ground, roughly carved out of a range of hills now called the Ormsgone Valley (though the dragon did not depart for centuries after its making). At its largest extent its spine was intended to be the Oslir, and its wings the Rockwood Mountains. Its intellect was to require the entire populace of Peloria divided among five cults, and its breath was to be the erupting volcanoes of the Holy Country.

As the Great Dragon slowly awakened, the world was to be enlivened by the draconic energies and bring about a Golden Age of perfection for all participants. The earliest participants would benefit first, with others following according to the length of time they had shared in the energies. This resulted in an accelerating pyramid-like growth. Many of the first-established had already passed out of spiritual contact into the cosmic dragon soul while newcomers in

Time Chart II — THE IMPERIAL AGE

Three extensive empires were the most influential forces throughout this age. Two were human: the God Learners, and the Empire of the Wyrms Friends. One was emblyli; Yellow Elf, from the Jungle of Errinoru.

c. 500 - God Learners: Formation of the earliest God Learner study groups in the Seshnelan colonies of Jrustela.

c. 573 - Empire of the Wyrms Friends: Great internal dissent in Dragon Pass as newly initiated draconists struggle to determine their direction.

575 - Empire of the Wyrms Friends: Vistikos Left-eye founds the first Waltzing and Hunting Bands to establish the formula and pattern for a draconic human life.

578 - Empire of the Wyrms Friends: Empire of the Wyrms Friends established to rule over the material interests of the leaders of the draconic movement.

c. 580 - God Learners: First western colonies settled along Umathelan coast, previously unoccupied by humans.

610 - Jungle: Lynelsian Council of Elders gives birth to Errinoru.

632 - God Learners: Nralar the Old dies after 114 years of rule. Civil War begins in Seshnela.

c. 650 - God Learners: Jrusteli Confederation formed by thirteen free colonies of that island.

654 - God Learners: Elf forests of Vralos destroyed through magic and fire.

c. 675 - God Learners: Return to Rightness movement begins in Jrustela as a moral and philosophical crusade.

c. 690 - Jungle: Errinoru completes the unification of all Pamaltelan Emblyli (except in Dinal).

c. 600 - Jungle: Errinoru elves seize Ironseed from dwarfs.

c. 710 - Jungle: Errinoru overcomes Doraddi chieftans, jungle spreads quickly over Taluk Mormadak.

718 - God Learners: Waertagi sea dominance destroyed by the Free Men of the

Sea at Battle of Tanian's Victory. First fire-bears created.

c. 725 - God Learners: Loskalm conquered by the Jrusteli Confederation after defeating Syranthir Forefront, who migrates all the way to Peloria.

734 - God Learners: Return to Rightness Crusade completes liberation of Seshnela from barbarians under the rule of Annmak the Peacemaker.

Jungle: Errinoru sets sail with his elf fleet.

737 - Jungle: Errinoru sails his personal ship down Magasta's Pool, disappears.

c. 740 - God Learners: Kingdom of Seshnela, aided by the Return to Rightness Army, defeats the Stygian Alliance and destroys the Cult of Arkat.

751 - Jungle: Errinoru's Star appears, and the elf leader splashes to earth in the Maslo Sea.

760 - Jungle: Errinoru departs, entering Dinal.



the outlands had not yet even responded to the Waltzing and Hunting Bands.

As the disparity between leaders and followers increased over time, so did distrust and hostility. The Old Day Traditionalists, once cast out and forced to flee, now found themselves vindicated. Their prophecies of infidelity and doom had been proved right again and again. Now they preached the Last Chance, and their fanatical resistance grew stronger. Ambushes became plundering expeditions, and bloodthirsty war leaders rose to prominence, making newly-converted peoples question their recently-gained wisdom. War raged along the borderlands as Fogarth Toothaxe led his Knights of the Wood. Fields and houses were all burned where Man of Five Stones, a naked growling mystic of Twice Blessed, led his army. Dijaar and his Five Friends each brought a horde of horse barbarians.

In the magic war, priest found common bond with any priest, and even accepted the help of the dark powers of the

north. Winter chills, troll raids, and hungry monsters stalked Peloria as her natives rebelled.

In 907 the danger reached Dragon Pass when a record winter froze everything, trolls raided in strength, and all harvests failed two years in a row. Although the death toll was low, and political borders were still secure as far off as Dara Happa, those signs portended the deep internal decay.

The guiding council in Dragon Pass grew acrimonious in its debate over proper methods to handle the crisis of the Old Day Traditionalists. Soon, internal dissent in attempts to maintain what was left destroyed as much as invaders did. Provinces rebelled, and tribes and kingdoms appeared where once unity had thrived. One popular group were the War Dragons, whose military successes were constant, but whose terrifying devastations rarely converted the populace back to friendship. Another, called the Above and Beyonds, were all for ignoring the troubles, saying "Even dragons have ver-

min. Pity them." Another, the Converters, reversed their own increased sanctity to assist the suffering populace. Some went among their nearest followers, hastening them out of physical reality, while others went among the ravaged borderlands to perform miracles and to mock martyrdom.

The demise was sudden. In 1042, the dragonewt leader, called the Inhuman King, decided that the secrets he had shared were not being used appropriately. Dragonewt forces, assisted by a small band of trolls of the secretive Blue Moon Cult, killed all key personnel and stole or destroyed all important artifacts. Overnight millions of people across Peloria, and hundreds of God Learners elsewhere in the world, lost all memory and understanding of Old Wyrms, of many magic skills and spells, and of channels to wisdom and inhuman power.

The Empire of the Wyrms Friends ceased to exist. In Dragon Pass the Last Chance priests and priestesses called in the old gods from ancient mountain tops

768 - God Learners: Adventurers seize control of Kralorela.

789 - God Learners: Empire of the Sea and Land created, also called the Middle Sea Empire. King Svagad of Seshnela is named Emperor to rule over Jrustela, the new Jrustell colonies, Loskalm, Safelster, and Slontos.

813 - God Learners: Warnings concerning spirit plane ecology published by Valastos With Seven Pens, but are completely ignored by other God Learners.

818-825 - God Learners: Seven Hurricane Years strike Slontos.

823 - God Learners: Emperor Miglos attempts to invade Brithos with a vast army and navy. The emperor is killed and his followers drowned almost to a man.

842 - God Learners/Empire of the Wyrms Friends: Major war begins when God Learners invade Shadowlands.

c. 875 - Empire of the Wyrms Friends: Greatest extent of conquered territory reached in Pent, Ralios, Fronela, and Prax.

907 - Empire of the Wyrms Friends: Two Year Winter strikes Dragon Pass.

849 - God Learners: Goddess Switch effected.

917 - God Learners: Windless Typhoon in Seshnela.

920 - God Learners: The Closing starts to radiate from Brithos.

922 - God Learners: The Closing reaches Fronela.

925 - God Learners: Ice Summer in Ralios.

930 - God Learners: The Closing reaches Slontos and Jrustela.

935 - God Learners: The Closing reaches Mirrorsea Bay.

c. 940 - God Learners: Jrustela sunk.

954 - God Learners: The Closing reaches Kralorela.

955 - God Learners: The Closing reaches Umathela, Teleos.

956 - God Learners: The Closing reaches Marthino Sea.

960 - God Learners: The Closing reaches Vornain.

975 - Jungle: House of Errinoru completely destroyed by mysterious new pest. Elf unity and empire ends.

1020 - God Learners: In Umathela the Lord of the World's Knowledge is overthrown by an elf and human alliance, ending the God Learners' rule there.

1042 - Empire of the Wyrms Friends: Leaders of Empire of the Wyrms Friends exterminated overnight, empire cast down.

1049 - God Learners: Seshnela sunk by Luathans.

1050 - God Learners: Slontos sunk, Jrustela sunk.

1051 - God Learners: Kralorela struck by the Dragon's Awakening Shudder which begins to sink the Suam Chow. Kralori citizens rebel against God Learner overlords.

1120 - Empire of the Wyrms Friends: Dragonkill War, in Dragon Pass, annihilates all human residents and the invading army of the True Golden Horde from Peloria. Only non-humans populate Dragon Pass.



and caves. Vestiges of the corrupt empire remained, most notably Delecti the Necromancer, who made a vast marsh to protect himself; and the minions of beast-men, races of frightening hybrid creatures like centaurs, minotaurs, and satyrs.

The liberated warlords of Peloria were not content with their freedom and sought to avenge their ancestors and enrich themselves. They systematically sought and destroyed all dragonewt settlements, sites, individuals, and especially reincarnation eggs, in an attempt to exterminate the creatures entirely. In 1100 the True Golden Horde mustered nearly all the military-aged men of Peloria and marched south to annihilate all dragonewts and carry away all signs of humanity from Dragon Pass.

The Dragonkill War of 1120 is so-named because of the dragons' actions, not because they died. No humans imagined the response of all dragonkind when the nest eggs of Dragon Pass were threatened. First dream dragons flew in, individually and in packs. Real dragons dropped from the stars like screaming meteors with howling more terrible than a winter storm. An ancient range of hills rose, leaving behind Ormsgone Valley, but that was not the largest dragon. Many years later, a ghost gave his children a glimpse of the endless monster which frightened the entire army of Raibanth to death. Even the Sun Dragon came to devour the Dayzatar priests.

All humans shunned Dragon Pass afterwards. A generation of boys grown up without fathers passed on a pathological fear of Dragon Pass to their descendants and created the myth of dragon invulnerability.

The God Learners

The God Learners were a philosophical school which endorsed a number of new and unusual magical methods and constructed a novel, unified interpretation to the many varied mythologies of Glorantha. The earliest practitioners were the Seven Explorers, a collection of wizards and priests of Eradinthanos, a city in Jrustela.

The unusual magical methods began with a novel way of looking at the world. The secret is dead with its initiates, but

was evidently called the *RuneQuest Sight*. It apparently allowed initiates to see the world as a series of patterns, relationships, and repetitive reflections which could be organized according to the now famous Runes. Their HeroQuesters followed the paths of their Runes through the spirit world, and then shaped the spirit world by planting those runes into other parts of it.

Their unified theory of mythology allowed the God Learners to deal with many mysteries outside of their original spirit contact and incomprehensible to the rational Malkioni mind set. They uncovered some amazing discoveries, uniting the mythologies of Orlanth, Yelm, Kralorela, Kyger Litor, the Invisible God, Magasta, and the Earths (which held, in common, opposition to various forms of Chaos). Less perfectly fitted were the draconic connection, the widespread Pamaltelan legends, the Grower/Builder Dwarf/Elf worlds, and most peoples' legends of origin.

Unfortunately, the shortcuts which the God Learners took often deprived them of the secret experiences necessary to truly understand this power. At first their shortsightedness had no effect: the famous experiment vulgarly called the Goddess Switch, of 849 in which two earth spirits were switched as objects of worship had no immediately noticeable result. Nor did anyone notice the subtle changes which occurred in Kralorela when the God Learners replaced the ancient Empire with their own version of draconic powers by adopting and expanding the previously obscure Path of Immanent Mastery.

The God Learners are the ones who organized all Gloranthan magic into three dominant systems. Not everything is really so neat. Sometimes local differences override the common factors which the God Learners used to categorize everything. Sometimes what seems obvious now is actually a God Learner construct. Grandfather Mortal, the first man, is one such, made up of many primitive tales about Old Man, Grandfather, Old Woman's Man, and others. The resultant story is nearly universally acceptable as a story of creation, but native to no place. Thus as we study Gloranthan mythology we must be careful to see where those stories come from: the story which the Orlanthi tell

about the origin of mortality is not the same one which the Malkioni tell!

THE BLINDNESS OF THE GOD LEARNERS

The detachment required by the most avid adherents of *RuneQuest Sight* blinded them to many of the realities of a compassionate and created world. Their HeroQuesters lost touch with the basic rule of Arkat: "No questing without respect and humility." Rather than recognizing unique living entities they saw a thing of numbers, abilities, and potential — mere raw material.

Many individuals with this blindness came to power early. The philosophy of the God Learners soon dominated the entire Jrustelan church. In 675 an adventurous younger generation sought a new power to help them return "rightness" to their own Jrusteli lands and to their ancestral home of Seshnela, which was occupied by a Tanisorian barbarian king. By 734 they had succeeded at both, and God Learners ruled great armies, navies, and treasuries.

The political movement which carried and followed the spread of God Learner attitudes was called the Jrusteli Empire. Initially called the Free Men of the Sea, it was led by several sea-going noblemen who dared combat the ancient Waertagi race, then destroyed them in the Battle of Tanian's Victory in 718. In a burst of triumph and exploration the Jrusteli sailors probed the seas properly for the first time in human history. The organization was originally a web of merchants who monopolized trading rights, always backed by new magic, threats of force, and vast wealth. When the King of Seshnela united the leadership of Jrustela with his own inheritance the new title, Empire of the Sea and Lands, was created.

As native dissent increased the ruling merchants seized local political power and, over two generations, became increasingly embroiled in widespread politics. The trade network became a sea-going empire of widespread kingdoms unified by old treaties, family ties, and the increasingly voracious God Learner magicians.

The God Learners boldly entered the network of the Gloranthan God World and reshaped it. They altered the heroplane almost at will. When the Raccoon Guardian of Tusunimmi Ford was



THE CLOSING

The Closing is the name of an event which swept the oceans clear of all surface shipping, and rendered subsequent navigation impossible. It began in 920, when the first ships were swept away from Brithos, and took 50 years to reach the Sofali Isles.

In 920 no one was sure what was going on. In the dozen open ports of Brithos an invisible wall struck hundreds of merchant ships simultaneously, keeled them over and sent them out to sea, anchors dragging and (usually) crewless. The few ships which escaped brought the terrible news across the Neliomi. A Loskalmi fleet confirmed that an invisible wall was moving slowly out from Brithos at a constant rate of about 300 kilometers per year.

The kings and wizards of Seshnela and Fronela had great confidence but were unable to save their ships or stop the wall. The fleets which remained in port were pushed into the docks, beaches, and quays of the ports. In Fronela the wall pushed everything right up Ozur's Bay so that the river around Sog City was choked with wreckage.

The moving wall seemed to radiate from Brithos. As it progressed, it seemed to change its character, and certainly its speed. It crept along the southern Genertelan coast, striking Slontos about 930, the Mirrorsea Bay five years later, reaching Kralorela in 954.

From 930 to 940 the Closing swept Jrustela in an especially harsh manner. Every watercraft, from huge cogs down to canoes and rafts, was smashed and a wave of water fifty feet high preceded the invisible wall. The severity makes some people believe that the whole effect was intended as a further punishment for the God Learners.

In 954 ships in the eastern ports of Kralorela were all swept out to sea, away from the land, but shipping within the Inner Waterway was spared. In 960 Vormain was isolated, to their intense gratification. Five years later the invisible wall pushed up to the fringes of the Eastern Island, but dissipated instead of moving among them. The fleet of refugees which had been moving eastward settled among the Eastern Isles.

The wave struck Umathela and Fonrit from 955 to 956. The natives were better prepared, warned by survivors from Jrus-

tela, but the destruction was less. No wave washed over the land. From 956 to 960 the coast of the Marthino Sea was closed. By 955 Teleos was isolated. A fleet of refugees had to choose between pushing further eastward, past the known lands of the Sofali, or settling in the Maslo's coasts. Most chose the latter.

The local effects of the Closing varied slightly from place to place, but uniformly prevented ship travel over the open seas. Most of the time an invisible force gently turned the ship around and shoved it firmly onto land again. Efforts to combat the force inevitably failed. Often on the Marthino coast, and occasionally elsewhere, ships were destroyed by monsters which patrolled close to shore. In most places small fishing craft continued to ply the coast, but never more than two kilometers out to sea. Only a few large bays allowed larger craft, and in the Ronthal Bay of Fronela 25 years passed before anyone dared to even try.

Combined with the effects of coastal depredations by the vengeful Waertagi and other sea creatures, the Closing cast a deep and lasting effect upon the peoples of Glorantha. Even among landlubbers the effect was dramatic. In some places fear prevented contact with the sea, such as among certain Umathelan peoples who refuse to enter any boat, even to fish. In Ramalia fear is so extreme that the government has no trouble enforcing its law which prevents any citizen from living within sound of the breakers.

The actual cause of the Closing is unknown. The Arolanit sorcerers say that the Closing was an accidental (and inconsequential) byproduct of a spell by Zzabur, the First Wizard, to remove Brithos physically to the Other Side. However, Harlophine Lastros, a cruel interrogator using morally questionable, but magically reliable methods, proved in 1127 that Marilion Varstanos, a leading Arolanit sorcerer in his lifetime, did not know the truth of the statement, and in fact was quite bitter about being abandoned by Zzabur's presumed departure to a better place.

The End of the Imperial Age

The Imperial Age is said to have ended at any of various dates: 940 when Jrustela sank; 920 when the Closing began; 970, when the Closing ended; 1042 when the Empire of the Wyrms Friends was overthrown; 1049 when Seshnela sank; 1120, at the Dragonkill War; or other various dates. Taken separately, none of the disasters was of worldwide importance. Taken together, the disasters weave a history of doom and despair occurring slowly over generations across all the human world, leaving behind a place of caution and conservatism.

THE THIRD AGE

As the various disasters that shook the world multiplied, it became clear to mankind that their lives had entered a new phase. This phase is usually referred to as the Third Age.

The Syndics Ban

Fronela was one of the first regions to be cut off from sea transport by the Closing. In 922, the effects struck, driving all surface craft ashore in one massive spectacular wreck. Ozur's Sea was open enough that ships and boats continued to ply its waters between north and south Loskalm.

A worse disaster was the Syndics Ban. In 1443 Prince Snodal, a son of the king of Loskalm, was chased into the winter wastes of Valind. He survived, and came out on the far side in the lands of the Altinae. They gave him a map of future Fronela, only one generation away. Most of the land was destroyed.

After returning Snodal searched through the worlds to find the meaning of the map, and a foreign priest traced the map to Zzabur, the Prime Wizard of Brithos who had begun the Closing. His plan was to sink the mass of Fronela for some twisted purpose.



Prince Snodal led a band of priests, Malkioni sorcerers, and specialists through the Hero Plane to a place where lived the God of the Silver Feet, the Fronelan god of communications. They slew him, and performed dread rites over the body.

When they returned they found disaster had befallen their land. Each separate state or region was cut off from its neighbors. Each region became isolated. Several years after Loskalm had been isolated a man, Snodal's son, came and occupied the vacant throne of the kingdom. The kings of the current dynasty are descendants of his companions.

The barriers which formed between lands were usually visible as a pale grey haze which thickened to a dense fog. Sometimes people went in and never came out. One bold Loskalmi expedition marched east through the haze upon a bleak plains for five weeks. They bore food for two and a half weeks, marking the time with a special device. Exhausted and starving survivors turned about to struggle home and found themselves at their starting point in hours. Temples to a single deity were unable to communicate with each other, even through the deity. Trained birds could not fly over the Closing, and sailing down the river was sure death as a great swimming beast with gaping jaws rose to swallow boats whole.

Many political entities thrived. Those which were self-sufficient thrived most, such as Loskalm, the Rathori, and the Jonating Kingdom. Many small city-states, especially those along the rivers, dwindled without trade and outside support.

The Syndics Ban ended first in Loskalm. In 1582 Dormal visited during his Voyage of Opening and was the first outsider to visit the kingdom since the start of the Ban. A year later a hunter reported that he had killed a spring deer. The species breeds farther north and had not been seen for 80 years. He led a party into the north and returned. Afterwards others penetrated the barrier and gradually it faded until by 1585 no trace of the Ban existed on Loskalm's borders.

The Thaw, as it came to be called, generally moved eastwards along the Janube and up river valleys. Two colonies settled by migrants from the Lunar Empire established some secret contact earlier as moon boats skirted the Rockwood Mountains and arched from

there down to the cities of Eastpoint and Riverjoin.

Sometimes new lands and peoples were found when the Ban was lifted. Most significant is the Kingdom of War, a region which breeds bloodthirsty armies which rage across the land seeking conquest, plunder, and death.

As of 1621, the Ban has not yet lifted completely. A barrier down the middle of the eastern Janube River exists, and Charg is still untouched. However, boats still sail on the northern half of the river, through the marsh, and established contact with the Sweet Sea.

The Lunar Empire

Most of Glorantha stagnated during the Third Age, as people recoiled in horror from the excesses of their ancestors' experimentation. Innovation and invention became words of trouble, and those who strove for new things worked in secret.

In Peloria, in 1220 a coven of divine researchers sought to reintegrate lost portions of magic from the Gods Age. In the city of Torang in the land of Rinliddi, synthesis was achieved, and a woman was born. Initially she was called She Who Has Come, later the Red Goddess.

She Who Has Come was first like a young girl, then a powerful woman, a terrifying demigod, and then a loving goddess. She brought a new healing philosophy to the tattered and tired peoples of Peloria, preaching tolerance and freedom. With open hands she bestowed generous gifts of food, healing, and transformation. With closed fists she dealt great blows to defend her people and to convert those who sought to hold her back.

Peoples and then their gods resisted the Red Goddess. For eight years she walked in the physical plane, then departed for a timeless HeroQuest through the lost ages where even gods cannot go. She tested her philosophies against demons and proved her theories against gods. She returned in four years and saved her followers from extinction, giving them victory, madness, and the Crimson Bat. Energized by things which had never before been seen in Glorantha, the Red Goddess turned to conquest and expansion for 13 years.

The gods of Glorantha rarely stir themselves from their immortal slumbering existence, for they are forbidden to do so by their own oaths upon the Great Compromise. One catalyst which can free them is the invasion of Chaos. The fact that the gods were roused proves that the Red Goddess wrought with Chaos. In 1247, a series of battles which tore the fabric of the real world raged about the magical Castle Blue on Lake Oronin. From this turmoil emerged the Red Goddess, intact and woven into the weave of the world. Since then the Red Goddess has been accepted as real and integral to the world of Glorantha.

Yet she is also a thing of Chaos. Somehow she incarnates that terrible thing, the Death of Gods, the Emptiness Before Creation, into the life of her worshipers. It defies all logic, and the compromise itself, yet it is true.

The Red Goddess ascended into the heavens in 1247. Gathering the very earth from about her the Red Goddess ascended into the sky, leaving behind a great empty spot called The Crater, into which no mortal may look or think without going mad, which is surrounded by a ring of impossibly tall crags. There she still sits in the sky, turning from black to red every seven days, still teaching her people her lessons and bestowing her blessings to all who bask beneath her light.

The political entity she left behind is the Lunar Empire, commanded by the immortal Red Emperor, who was selected, made, discovered, or somehow came to be during the battles of Castle Blue. This centralized theocratic empire has introduced many innovations which have earned its citizens splendor, luxury, and freedom. For instance, the Lunar Empire is the first nation to regiment its magicians and priests into cooperative organizations whose members have similar training, practice together, and strive for common good. This has proved especially successful in times of war, for other lands still rely on a few powerful individuals, assisted by lesser helpers.

The Lunar Empire enjoyed success for many years, gradually expanding its territory of believers. A ritual process in which the Glowline is gradually extended over new territories makes each conversion almost permanent, yet persistent revolts in southern Peloria and invasions by savage barbarians from Pent



disrupted the Empire from 1375 to 1460. The Pent nomads were led by the most famous Lunar enemy, Sheng Seleris, who brought down the Empire, plundered the Moon, and forced the Red Emperor to hide for 16 years. Yet even he was conquered at last, and the widows and children of the horse barbarians fled to Pent, a land which most of them had never seen.

Lunar expansion has continued into the southlands, overcoming native cultures and enfolding them into the Empire. The Red Goddess has sent her armies in a march to destroy or convert the worshipers of Orlanth, the Storm God whose blustering self-responsibility rivals the luxurious freedom of safety offered by the Goddess. They also war for control over the Middle Air. The march has moved forward: Tarsh in 1582, Sartar in 1602, and Heortland in 1620. This year the Red Emperor expects to make the declaration that the god Orlanth has at last been conquered.

Orlanth has objected, and his prophets speak ominously of the Invisible Wind, the Hidden Wind, the Wind to Come, and other portents no one has ever heard about before. Only the future can tell whether they speak prophecies or lies.

The Opening

The exact nature of the Closing is unknown, and likewise for the end of the Closing. Dormal never claimed to have broken the curse, just sidestepped it with the ritual of his cult. Now every deep water ship follows those same rituals successfully. Failure to do so means the same ancient gentle pressure shoves the ship ashore, or else monsters sink it at sea. In 1580 Dormal the Sailor first performed his ritual and, in a ship expressly built for the voyage, set to sea from the Holy Country. In three years he taught his ritual to everyone in western Gener-

tela, then sailed further westward into immortality, leaving further exploration to his heirs.

A Vadeli fleet seized opportunity fastest and sailed southward, claiming to be powerful demigods and demanding tribute. When refused payment the Vadeli sacked the decrepit coastal cities, taking what pitiful loot was available and imposing heavy fines. After their arrival in 1585, the Vadeli dominated Umathela and Fonrit without dispute, but in 1588 they encountered a strong fleet when they entered the Maslo Sea. The Maslo sailor trade had survived the Closing and the people were pleased to learn of the new freedom, though it took several years to steal the secret from the Vadeli. A Pamaltelan naval war ensued and grew, culminating in the Battle of Oenriko Rock in 1594 which destroyed both fleets and freed all the coasts of Pamaltela from foreign domination.

Ships sailing eastward from the Holy Country made contact with Teshnos in 1586 and opened the trade port of

Time Chart III - THE THIRD AGE

The political fragmentation and conservatism of the world made regional events important, for no powers overwhelmed great portions of the world. Thus each entry is a geographic entry.

1120 - Kralorela: War in Heaven raises dragons to honor the recognition of imperial and immortal Godunya.

1124 - Kralorela: Installation of Emperor Godunya over the land, sea, people, and lesser creatures of Kralorela.

1220 - Peloria: Red Goddess born.

1228 - Peloria: Red Goddess sets off on her HeroQuest.

1232 - Peloria: Red Goddess returns from HeroQuest, begins her final conquest of Dara Happa.

1237-1313 - Fogrit, Umathela: War Against Silence.

1247 - Peloria: Red Goddess rises into the sky.

1250 - Maniria: Grazelanders, refugees from Prax, secretly enter Dragon Pass.

1270-1285 - Peloria: Red Goddess wars against, then conquers the Dara Happan Tripolis.

c. 1300 - Fonrit: Rise of *tsanyano* movement in Afadjann.

1313 - Maniria: Belintar the Stranger swims ashore.

1318 - Maniria: First Pharaoh recognized, establishment of the Holy Country.

1319-1331 - Fonrit: Yranian Leapers dominate.

1330 - Peloria: Human refugees fleeing from the Lunar Empire enter Dragon Pass from the north, discover Grazelanders already present.

1340-1458 - Fonrit, Umathela: time of the eight Season Wars.

1375 - Peloria: Pent nomads, led by Sheng Seleris, occupy most of Peloria; Lunar Empire at an ebb.

c. 1411 - Kothar: Mother of the Wheel initiates the first Kresh.

1412 - Seshnela: Bailifes made King of Seshnela.

1443 - Fronela: Barbarians invade Loskalm; Prince Snodal escapes to land of the Altinae.

c. 1450 - Fronela: Arrolian Properties liberated from control of the Lunar Empire.

c. 1455 - Seshnela, Ralios: King Ullanus III of Seshnela conquers most of Safelster.

1470 - Maniria: Sartar comes to Dragon Pass.

1483 - Fronela: Prince Snodal returns to Loskalm, defeats barbarians.

1460 - Peloria: Red Emperor overcomes Sheng Seleris, Lunar Empire overcomes nomads, who flee eastward to Pent.

1490 - Peloria: Tarsh falls to the Lunar Empire.



Dosakayo. Efforts to reach the Kralori were stymied by the hostile Kralori fleet which, like the ships of Maslo, had survived because of a protected location, in this case Kralorela's inland sea. After this rebuff, Pharaoh of the Holy Country decided against further expansion.

Exploration continued, now on the part of the Kralori merchantmen, who bypassed Vornain, reaching the Eastern Isles in 1589, from whence the good news slowly wended its way southward, sending out waves of further explorers to carry the word to the next islands. In 1595 ships reached Teleos, which responded by building its own ships too. Three years later intrepid travelers from the Maslo reached Teleos, completing the circuit of open sea routes.

In twenty years the curse of four centuries was overcome. Coastal regions

everywhere began to grow in wealth and population as residents responded to the new trade opportunities.

THE HERO WARS

We have seen many times that absolute prophecies are impossible in Glorantha. Nonetheless, prophets exist, and are sometimes successful. Certainly conditional prophecies of limited marvel are often proven efficacious. Seers, especially those who make a living thereby, point out that the gods have their own calendars, and mortals can certainly attempt to understand great events which are unfolding. Other prophets state that their

foretellings come from sources above the gods.

Many prophecies have referred to a particular future disaster. Although the prophecies disagree in almost all details, they are remarkable because all call the event by the same name: the Hero Wars, New Hero Age, Battle of Heroes, etc., always implying a new generation of great and powerful people, just as in the days of yore. All the prophecies also agree that the heroes will be in deadly conflict.

The God Learners first accumulated the myths of the coming Hero Wars. Some people think they simply foresaw their own doom, but their destruction was not marked by any great heroes. The doom-laden Hero War prophecies remain in usage for most religions up to the current period.

1492 - Maniria: Sartar founds his kingdom in Dragon Pass.

1499/1500 - Fronela: Syndics Ban begun. Snodal and his companions disappear. Siglat, son of Snodal, is named High King of the now-isolated Kingdom of Loskalm.

1511 - Seshnela: The Most Grand Tournament of History is given by King Vikard of the Tourneys, marking the height of ceremonial chivalric opulence, and the end of his Ralios possessions.

1518 - Fonrit: First Jann of Afadjann uses the power of Darleester the Noose to expand his territory.

1539 - Maniria: King Sartar is apotheosized in Dragon Pass.

1559 - Fronela: King Siglat the Good, son of Snodal, dies.

1580 - Maniria: Dormal the Sailor sets sail, begins the Opening of the Oceans.

1581 - Seshnela: Dormal the Sailor lands in Nolos, beginning the Opening of the Oceans.

1582 - Fronela: Dormal the Sailor sails along coast, initiating both the Opening of

the Oceans and the Thaw of the Syndics Ban.

Peloria: Lunar Empire conquers Tarsh.

1585 - Fonrit: Vadeli fleets overcome Umathela and Fonrit.

1586 - Teshnos: Fleet from the Holy Country starts Opening of Ocean.

1587 - Kralorela: Foreign fleet from the Holy Country destroyed by Godunya's navy.

1588 - Fonrit: Vadeli fleet encounters Maslo fleet, naval war begins.

1589 - Vornain: Kralori merchant fleet arrives, initiating the Opening of the Ocean.

c. 1592 - East Isles: Kralori merchant fleet enters waters, initiating the Opening of the Oceans with this archipelago.

1594 - Fonrit: Vadeli and Maslo fleets destroyed at Battle of Oenriko Rock.

Fronela: first Rathori awake, liberated from Syndics Ban.

1595 - Teleos: Kraloreli ships reach island, initiating Opening of the Oceans.

1598 - Teleos: Maslo ships reach island, completing the Opening.

1602 - Maniria: Sartar conquered by Lunar Empire.

1605 - Maniria: Building Wall Battle thwarts invasion of the Lunar Empire into the Holy Country.

1612 - Fronela: Kingdom of War is discovered, begins its conquests.

1613 - Fonrit: Current Jann comes to power in Hombori Tondo.

c. 1615 - Jolar: Ivi Kange founds the Arbenan Kingdom to combat the encroaching Kresh wagon-people.

1616 - Fronela: Kingdom of Jonatela freed from Syndics Ban.

Maniria: Holy Country fleet destroyed by Wolf Pirates; Pharaoh dies, and is not rebodied. Political dissolution of the Holy Country begins.

1618 - Jrustela, Umathela, Fonrit: Terthinus, the Voice of the Deep, declared ruler of everything in and on the Dashomo Sea.

1620 - Maniria: Lunar Empire conquers Heortland.

1621 - Now.



TIME IN GLORANTHA

TIME MEASUREMENTS give excellent clues to the way that the user thinks. Cultures without some concept of time are rare, although the way time is dealt with varies dramatically. This section includes both human and non-human time measurements.

Western: the day and night are divided into two 16 "hour" periods. Westerners commonly use fractions of an hour, figured on accurate water clocks. Big cities have public clock towers. Time

candles are common among the less wealthy. The common reference to time is "o'clock", even for peasants who have never seen a real water clock.

Eastern: the parts of the day are divided into task-times. A typical peasant day is differentiated into work time, sit time, work time, eat time, and sing time. Night time is traditionally feared, with the following terms used to differentiate relative parts of the night: *theft time, murder*

time, curse time, cannibal time, monster time, torture time, spark-in-the-sky time. Robbers, witches, and criminals generally keep to the appointed part of the night for their nefarious deeds.

Pamaltelan: the Doraddi divide the day into quarters by the relative position of the sun, giving early morning, early day, early eve, and late eve. The night time is similarly divided, into gloaming, early night, late night, and dawning. Fonritians

The Traditional Kralori Calendar

The Kralori calendar is one of the most intriguing in Glorantha. It is in daily use by millions of people throughout the East (Kralorela, the Kingdom of Ignorance, Teshnos, and other lands past the Wastelands and Pent), so it can fairly be described as one of the most popular calendars as well. Here we give standard Lhankor Mhy translations of the names of the weeks.

Each week has 7 days named, respectively, 1-day, 2-day, 3-day, 4-day, 5-day, 6-day, and 7-day.

The six months of the Kralori calendar have rather peculiar names. The common Theyalan calendar's seasons correspond to the seasons of western Genertela, where that calendar originated. Most philosophers believe that the Kralori calendar's odd month-names correspond to those seasons which existed in the Godtime, when this calendar was first created.

THE MONTH OF SILENCE

The week of Wise Passivity
The week of Tranquil Composure
The week of Lucid Stillness
The week of Taciturn Solemnity
The week of Fortunate Incapacity
The week of Profound Solitude
The week of Futile Annihilation

THE MONTH OF SECRETS

The week of Erudite Obfuscation
The week of Concealed Truths
The week of Privy Trust
The week of Inner Knowledge
The week of Constrained Discretion
The week of Esoteric Reality
The week of Lurking Ambuscade

THE MONTH OF BEING

The week of Naked Essence
The week of the Fervid Soul
The week of Cheery Exhilaration
The week of Vitality
The week of Absolute Innascibility
The week of Pleasant Torpor
The week of the Journey's End

THE MONTH OF EXPERIENCE

The week of Practiced Sagacity
The week of Adroit Readiness
The week of Conscious Insight
The week of Ingenious Success

The week of Exquisite Sensation
The week of Poignant Memory
The week of Dull Oblivion

THE MONTH OF THOUGHT

The week of Assured Credence
The week of Seeking Comprehension
The week of Intelligent Incredulity
The week of Sufficient Omniscience
The week of Hesitant Cognizance
The week of Mature Nescience
The week of Mindless Dolor

THE MONTH OF SPIRIT

The week of Exuberant Creation
The week of Portentous Gloom
The week of the Unpathed Waters
The week of the Living Glebe
The week of Effulgent Radiance
The week of Novel Tempestuousness
The week of Universal Ruin



The Holy Days of the City of Pavis

Pavis is a famous city in the land of Prax. It contains a remarkable diversity of species and cultures, and deities from several different pantheons are worshipped. This diversity is reflected in the city's yearly calendar of holy days. Interesting deities worshipped in Pavis include the founder of the city, Pavis; the Seven Mothers, a group of demigods from the distant Lunar Em-

pire; and Zorak Zoran, the feared troll god. All these gods are described in the *Gods of Glorantha* supplement (Pavis is a City God).

Fully capitalized names represent High Holy Days. Days of the week (Theyalan reckoning) run across the top of the chart. Each box shows one of the five Theyalan seasons or Sacred Time. On the left within each box are the names of the weeks within that season.

DAY NAMES:	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
SEA SEASON							
Disorder							
Harmony							
Death	Zorak Zoran	Humakt					Waha
Fertility		Aldrya	Eiritha			Chalana Arroy	
Stasis	Storm Bull						
Movement				Orlanth			
Illusion						Lunar	
Truth					Yelmadio		Lhankor Mhy

FIRE SEASON							
Disorder							
Harmony							
Death	Zorak Zoran				Aldrya		Waha
Fertility			Eiritha		Humakt	Chalana Arroy	
Stasis		Storm Bull					
Movement				Orlanth			
Illusion						Lunar	
Truth					YELMALIO		Lhankor Mhy

EARTH SEASON							
Disorder							
Harmony							
Death	Zorak Zoran		Humakt				Waha
Fertility			EIRITHA/ALDRYA			Chalana Arroy	PAVIS
Stasis		Storm Bull					
Movement				Orlanth			
Illusion						Lunar	
Truth					Yelmadio		Lhankor Mhy

DARK SEASON							
Disorder							SEVEN MOTHERS
Harmony	KYGER LITOR						
Death	ZORAK ZORAN/HUMAKT						WAHA
Fertility	WAHA		Eiritha			Chalana Arroy	
Stasis				Storm Bull			
Movement			Aldrya	Orlanth			
Illusion						Lunar	
Truth					Yelmadio		Lhankor Mhy

STORM SEASON							
Disorder							
Harmony							
Death	Zorak Zoran		HUMAKT			Waha	
Fertility			Eiritha			Chalana Arroy	
Stasis					Storm Bull	STORM BULL	
Movement				ORLANTH			
Illusion						Lunar	
Truth					Yelmadio	Aldrya	Lhankor Mhy

THE SACRED TIME							
First Week				Orlanth		ISSARIES	LHANKOR MHY
Second Week						ISSARIES	LHANKOR MHY

use the same system, but some cities have water clocks in emulation of the Western system. These cities divide the parts of the day into quarters, giving 16 "hours" each of day and night, numbered 1 early morning, 2 early morning, etc.

Orlanthi: The Orlanthi arbitrarily divide the combined day and night into 24 periods termed hours, beginning at nightfall. Thus hours 12-24 are daylight, and those most often used in barbarian timekeeping. Each hour has its own special name, such as priestsing (hour 12), breakfast (hour 14), midday (hour 18), warytime (hour 23), and midday-two, the hour traditionally set to make new plans and conspiracies (hour 20). However, the barbarians often call an hour by its number, rather than its proper name.

Pelorian: solar tradition established a 100-hour period divided into four days. Popular usage has reduced it to 25 hours

a day. It begins at dawn, when the first gray is visible in the east, and counts 15 hours of "day", then 10 hours of night.

Elf: a specific time in a day is identified by whatever local plant event is important. Varies widely from location to location, even in a single forest, and day to day.

Dwarf: dwarfs seem to have an inborn sense of noting the passage of time, though this may be trained. Most dwarfs think in terms of work periods, counted consecutively from the moment they began their adult jobs. Thus, a dwarf may say he is "4,551 work periods old," or that an event happened "8,467 work periods ago."

Dwarfs do not operate on day/night cycles at all, but on a work/short break/work/long break sequence. Work periods for each class of dwarf range

from the long 37 hours for the quicksilver dwarfs to the shortest 17 hours for the gold dwarfs. Dwarfs seem to have no trouble understanding one another's scheduling, even when a quicksilver says to a tin "I will meet you at my 45,684 work period."

Iron dwarfs apparently hibernate when inactive, and can go for incredibly long stretches of work periods when necessary, creating the impression to surface dwellers that they never sleep.

Trolls: trolls count by nights. They do not subdivide time into regular sections. However, they do mark parts of the night by events, usually noting it with some natural event. "When the crickets start" is common, as is "when it is coldest," and "when the birds stop moving," and so on. Local trolls are often quite accurate with such measures.





THE LANGUAGES OF GLORANTHA

Human Languages

The human languages of Glorantha fall into several families, roughly corresponding with broad geographic distribution of the cultures. Languages within a family are similar enough that speakers of one language can communicate with those speaking another to a limited degree. In *RuneQuest* this is simulated as a percentage of ability to understand. To determine these percentages, first figure the speaker's skill in the main language ignoring any Communication bonus. The secondary language is figured from this, and then the Communication bonus added.

EXAMPLE: *Rurik the Restless has a Communication modifier of +5, and knows how to speak Old Pavic (a Theyalan tongue found near Kethaela) at 40%. He travels to Dragon Pass and needs to speak Sartarite. His Old Pavic skill minus his Communication bonus is 35, so his Sartarite skill is $35/4 = 9$. Adding his Communication bonus of +5 gives him a final skill of 14%. If Rurik then travels to Tarsh, which lies in Peloria, a different region, his skill drops to $35/10 = 4$, plus his +5 bonus for a final skill of 9%.*

Human Language Families

ARBENNAN

This family of languages is spoken by the Agimori of the Pamaltelan plains, the

great majority of whom belong to either the Kresh or Doraddi culture. These people are highly mobile and generally friendly to strangers. Thus, despite the vastness of their territory, only four major languages have developed, all closely related.

Doraddik: spoken by most of the Doraddi of Kothar and Zamokil. A speaker receives 1/3 his skill in Arbennan and Kresh, and 1/5 his skill in Tarint.

Kresh: spoken by the Kresh and some of their subject peoples in Kothar. A speaker receives 1/3 his skill in Doraddik, 1/5 his skill in Arbennan, and 1/10 his skill in Tarint.

Arbennan: spoken by the Doraddi of Jolar. A speaker receives 1/3 his skill in Doraddik and Tarint, and 1/5 his skill in Kresh.

Tarint: spoken by the primitive humans of Tarien. A speaker receives 1/3 his skill in Arbennan, 1/5 his skill in Doraddik, and 1/10 his skill in Kresh.

ARTMALI

The only major surviving language of this family is Veldang, spoken by the blue-skinned natives of Zamokil.

MASLO

These are spoken by the people of the Elf Coasts, who claim to have originally come from the sea.

Elamlanni: this is not one, but a series of very similar languages spoken on the Elamle peninsula. Each city-state has its

own tongue. A speaker of any Elamlanni language receives 1/2 his skill in all other Elamlanni languages. He also receives 1/3 his skill in Onlaksian and 1/10 his skill in Kimotian, Kumankan, and Thinokan.

Kimotian: spoken by the humans of Kimos. A speaker receives 1/10 his skill in all other Errinoru family languages.

Kumankan: spoken by the natives of Kumanku. A speaker receives 1/10 his skill in all other Errinoru family languages.

Onlaksian: spoken by the people of Onlaks. A speaker receives 1/3 his skill in any Elamlanni tongue, and 1/10 his skill in Kimotian and Thinobutan.

Thinokan: spoken by the people of Thinoko. A speaker receives 1/10 his skill in all other Errinoru family languages.

FONRITIAN

A group of four languages spoken in the peninsula of Fonrit. The original language of the aborigines is now extinct, though the Mondoran tongue still retains traces of it.

Afadjanni: spoken by the people in and around Afadjann. A speaker receives 1/5 his skill in Banamban and Kareeshtan and 1/10 his skill in Mondoran.

Banamban: spoken by the people along the coast of Banamba. A speaker receives 1/5 his skill in Afadjanni and Kareeshtan and 1/10 his skill in Mondoran.



Kareeshtan: spoken by the people of Golden Kareeshtu. A speaker receives 1/5 his skill in Afadjanni and Banamban and 1/10 his skill in Mondoran.

Mondoran: spoken by the people of the desolate interior of Fonrit. A speaker receives 1/10 his skill in all Fonritian family languages.

HSUNCHEN

The Hsunchen languages are grouped into a single family by Gloranthan scholars, but they are not mutually intelligible. Each Hsunchen people speaks its own shared language, and this language is the same regardless of geographic or chronologic separation. Ancient Seshnegi documents demonstrate clearly that the language spoken by the Hsunchen Basmoli invaders of the second century is essentially identical to the language spoken by the relict Basmoli tribes surviving today in Ralios and Prax. The noted Jruستي scholar Dakon Ven Dalorin demonstrated in 998 that the Basmoli living in Tarien (who may now be extinct) also spoke this same language. In light of this, it is interesting to note that those Basmoli of Ralios who became civilized and ceased worshipping their crude lion-god also changed their language over time, till now they cannot understand the speech of their more conservative cousins.

PELORIAN

The languages spoken in lowland Peloria. Peloria has been invaded and fought over many times, as demonstrated by the weird patchwork of languages existing here. The Orlanthi barbarians of the western hills speak various Theyalan dialects, and the people of Carmania speak a Western tongue. Most of the remaining peoples in the region speak a Pelorian language.

Balazaring: spoken in Balazar and by the few humans of the Elder Wilds. Speakers receive 1/10 their skill in all other Pelorian family languages.

Dara Happan: the cult language of the solar religions of Peloria. It is learned primarily by priests and pedants. Most religious literature is written in Dara Happan, even though much is now trans-

lated into New Pelorian or some other more accessible tongue. Speakers of it receive 1/5 their skill in New Pelorian and Pelorian Farmer Languages and 1/10 their skill in all Balazaring and Jarstic.

Jarstic: spoken by the barbarian tribes of Jarst. Speakers receive 1/10 their skill in all other Pelorian family languages.

New Pelorian: the official language of the Lunar Empire, and the native speech of the people of the Oslir river valley. Throughout the empire, educated people and nobility are likely to speak this as their primary tongue, whatever parlance is common among rural or common folk. Speakers receive 1/5 their skill in Dara Happan and all Pelorian Farmer Languages and 1/10 their skill in Balazaring and Jarstic.

Pelorian Farmer Languages: each region of the lowland Peloria, Worian, Arir, Kostaddi, etc., all has its own characteristic speech. Currently, the ruler of these lands speak New Pelorian, so many peasants learn it as a second tongue. Three centuries ago, the rulers spoke Pentan. Three centuries before that, they spoke a now-extinct Theyalan dialect. Speakers of any Pelorian Farmer Language receive 1/3 their skill in any other Pelorian Farmer Language, 1/5 their skill in New Pelorian and Dara Happan, and 1/10 their skill in Balazaring and Jarstic.

PENTAN

The languages of the horse barbarians of Pent, and those peoples descended from them. Each major tribe has its own language. All these languages are closely related however, and a speaker of any of them receives 1/2 his skill in all the others.

PRAXIAN

This "family" consists of a single language: Praxian, spoken by the Beast Riders of the Wastes and the closely-related nomads of the Hungry Plateau in Peloria.

TESHNAN

This family encompasses the human tongues of the jungled southeast corner of Genertela. It consists of three major human languages. Hordes of savages live in the bordering mountains and jungles, but they speak only Hsunchen dialects.

High Teshnan: the official speech of the Kingdom of Teshnos. Speakers receive 1/3 their ability in the other two languages.

Melibic: spoken on the isle of Melib, sometimes called Low Teshnan. Speakers receive 1/3 their ability in the other Teshnan languages.

Trowjangi: spoken by the amazons of Trowjang. Speakers receive 1/3 their ability in High Teshnan and Melibic.

THEYALAN

There are dozens of Theyalan dialects, spoken both by Orlanthi barbarians and more civilized folk. As an example of their multiplicity, in and near Kethaela are spoken Sartarite, Esrolian, Caladran, Ditali, and Solanthi, all Theyalan tongues. The language family of Theyalan is sub-divided into five sub-families, each associated with the major geographic regions of Fronela, Peloria, Ralios, Umathela, and Maniria. Anyone speaking one Theyalan language receives 1/3 his skill in all Theyalan languages within the same sub-family. He receives 1/10 his skill in all Theyalan languages in other sub-families. The non-human languages of Tusk Rider and Stormspeech are considered to belong to the Theyalan language family, though they fit into no sub-family.

VITHELAN

The languages of the Gloranthan Far East. These people believe that they originated on the continent of Vithelelan, whence they have been separated by emigration, rebellion, or geographic cataclysm, and all believe that their tongues can be traced back to the original holy language still spoken by the Blessed of Vithelelan.

Imperial: spoken by the people of Vормain. Speakers receive 1/5 their skill in Tanyen, and 1/10 their skill in Kralori and Stultan.

Kralori: spoken in the Kralori Empire. At one time there were fifteen different languages in the area now covered by the Empire, but the famous ruler Vayobi standardized a new speech, taking the best of the old dialects and discarding anything inappropriate. Now all citizens of the Empire speak one elegant tongue.



Speakers receive 1/10 their skill in all other Vithelan languages.

Stultan: spoken in the Kingdom of Ignorance. Scholars consider it to be a crude and bastardized form of the original Kralori language, predating Vayobi's time. It uses many troll idioms. Speakers receive 1/10 their skill in Kralori and Darktongue.

Tanyen: the most important language of the East Isles. It is the native speech of most East Islanders, and used in trade by all. Speakers receive 1/5 their skill in Imperial and 1/10 their skill in Kralori and Stultan. Several minor East Isles speak their own languages, usually closely related to Tanyen.

WESTERN

The tongues of the Malkioni-worshippers of Umathela and Western Genertela. All share the same written language, termed Western, though the spoken languages differ. Hence, literate Westerners from any land can always communicate by writing.

Brithini: spoken by Brithini everywhere. "The oldest unchanged human tongue," said the God-Learners. Certainly the Brithini are the most conservative of all humans, and their language has many words describing emotions, objects, or creatures that do not exist in the modern universe. Most scholars believe that the standardized written language of Western is derived from the Brithini spoken tongue, though the Brithini claim the opposite. Speakers receive 1/3 their skill in Loskalmi and Seshnegi and 1/5 their skill in other Western languages.

Carmanian: spoken in Carmania, now part of the Lunar Empire. Speakers receive 1/2 their skill in Loskalmi and 1/5 their skill in other Western languages.

Loskalmi: spoken in the Kingdom of Loskalm. Speakers receive 1/2 their skill in Carmanian, 1/3 their skill in Brithini, and 1/5 their skill in other Western languages.

Ralian: spoken by the people of the many petty kingdoms and duchies of the Safelster region in Ralios. Speakers

receive 1/2 their skill in Seshnegi and 1/5 their skill in other Western languages.

Seshnegi: spoken in the Kingdom of Tanisor. Speakers receive 1/2 their skill in Ralian, 1/3 their skill in Brithini, and 1/5 their skill in other Western languages.

Vadeli: spoken by the widely-scattered Vadeli people. Speakers receive 1/5 their skill in all other Western languages.

Nonhuman Languages

Nonhuman languages are listed here for convenience. They are known to many humans and can be studied. No families of languages are listed. This is not to say that families of non-human languages do not exist, but simply that humans do not normally distinguish differences within racial languages.

ALDRYAMI: the racial elf language, spoken by brown, green, and yellow elves. Since the separation of the elf nations across the world, the different forests have developed some local variations on the tongue, but these are more like accents than different dialects. All Aldryami prefer to use the most convenient local human tongue to communicate with non-elves, even if the non-elves show off their knowledge of Aldryami.

AULD WYRMISH: spoken by dragonewts and their kin, such as wyrms. No human can ever attain a skill higher than 25% in the spoken language, but dragonewts seem to have little problem learning other tongues. Dragonewts do not write, but during the Empire of the Wyrms' Friends a written form of Auld Wyrnish was devised by clever humans. Many Second Age documents were written in this tongue, and it is still popular among pedants.

BABOON: spoken by the giant baboons of the Wastes. It has no written form. Most baboons learn Praxian as a second tongue.

CETOI: spoken by Cetoi mermen (Ludoch and Ouori tribes). Speakers receive 1/5 their skill in Seaspeech.

DARKTONGUE: spoken by dark trolls. This language is very ancient, and writings in it exist from before the Great Darkness. Speakers receive 1/5 their skill in Shadowspeech.

DWERULANS: spoken by Dwerulans. It has no written form.

JELMRE: spoken by all Jelmre. It has no written form. This piping, gibbering language is impossible for humans to reproduce, and skill in it represents understanding only.

MAIDSTONE: spoken by the Grotarons (also known as the Maidstone Archers).

MOSTALI: spoken by dwarfs. This language is little-used, and even dwarfs prefer to speak some other language when outside their caves.

MURTHOI: spoken by blue elves.

PAROLARIAN: spoken by the goblins and Olarians of Sozganjio. It has no written form. Speakers get 1/5 their skill in Vorlarian.

SEASPEECH: spoken by Gnydron, Niiads, and Tritons. Speakers receive 1/5 their skill in Triolini and Cetoi.

SHADOWSPEECH: spoken by Jungle trolls. Speakers get 1/5 their skill in Darktongue.

SLARGE: spoken by slarges (all types). It has no written form.

STORMSPEECH: spoken by wind children and storm gods. Speakers receive 1/10 their skill in all Theyalan languages.

TRIOLINI: spoken by many Piscoi mermen (Malasp, Ysabau, Zabdamar). Speakers get 1/5 their skill in Seaspeech.

VORALAN: spoken by black elves.

VORLARIAN: spoken by all goblins and Olarians of Porlaso & Hornilio. It has no written form. Speakers of Vorlarian get 1/5 their skill in Parolarian.



DESIGNER'S NOTES

I FIRST LEARNED of Glorantha in the autumn of 1966, my freshman year at Beloit College in Wisconsin. Just before college I had run out of available books to read because of my peculiar reading habits. No fiction: sagas, myths, and legends were my fare, as well as the stodgy tomes which purported to explain what they all meant.

Temporarily blocked from reading, I decided to write instead. At the time hitchhiking was common, and I always hitchhiked to get around. I usually used the dull time to fantasize about my favorite subject matter. Eventually I made up a little story about a guy named Prince Snodal in combat with a gigantic guardian figure. Clever guy, that Snodal, and so he won.

Then I wrote a bit of history and geography to explain who and where he was, and a bit more fiction about him, and transferred my attention to Seshnela, whose details flooded forth in copious quantities. Through my Freshman year I wasted my college opportunity and also set down thousands of words, dozens of stories, and hundreds of encyclopedic entries. The bulk of information on First Age Seshnela was set forth from 1966 to 1969. Although it covered most of the world's myths and creation legends, all was detailed only from the point of view of the Kingdom of Seshnela. During this time I began to develop my Unified Mythology Theory.

One of my fantasies at that time was to have a batch of people contribute to the mythos of this world. Grandiosity is limitless in a college freshman riding a crest of creativity.

In 1969 I was hospitalized with a presumably fatal disease, but survived. Nothing has been the same since. Many previous attitudes changed, and my ongoing perceptions of the world did too. Inevitably, this is reflected in the Gloranthan material written afterwards, which more or less makes up the Second Age.

I wrote far fewer words at this time, and my ideas and interpretations changed over time. At first, I began cataloging the foreign lands which had previously been ideas or settings for my fiction. Many of the outer lands were fleshed out at this time.

My initial enthusiasm for a Unified Mythical Theory was replaced by an appreciation for the details which differentiate myths, and the reasons for it. I reread the textbooks from classes I had squandered years earlier to get a feel for the interplay of psychology, story, magic, and society.

In 1973 I met my wife and son, moved to California, and designed a board game called *White Bear and Red Moon*. Shortly afterwards our daughter was born and Chaosium was begun. Some time later *RuneQuest* was published, we adopted a son, and we licensed *RuneQuest* to The Avalon Hill

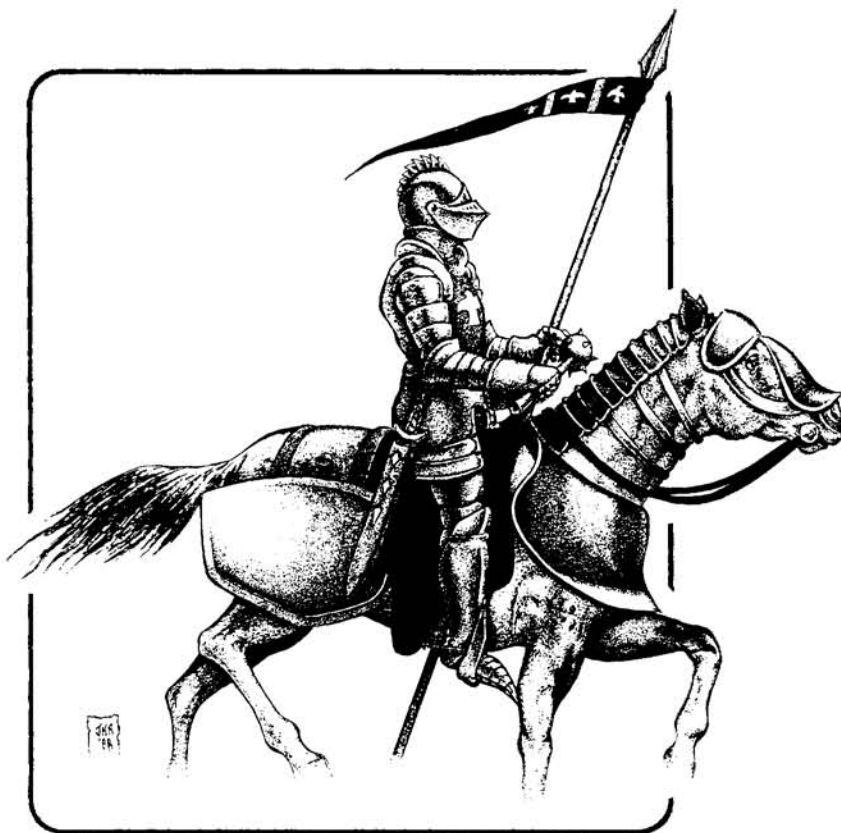
Game Company. During this period I compiled the bulk of data on the downfall of the Jrusteli Empire and the Third Age. Again, maturity and change have wrought their work upon Glorantha, the depth of the world has increased, and the accumulated data has grown ponderous.

Chaosium Inc.'s initial purpose was to publish a game about Glorantha. That it worked is a credit to its vibrancy and familiarity to you, its audience, and to the patience and support of my wife, Cam, who paid all the bills for years. Ironically, my adolescent fantasy of a band of writers assisting to detail the world has come true.

What is the future for Glorantha? We have reached the end of the Third Age. Its inhabitants and regions will soon all be detailed. My life has changed again: I am now a single parent, my children are teenagers, I run a successful game company. Where is the time to construct any more?

The Hero Wars loom, an era which has been wound up and, without any "off" buttons, switched on full speed. My initial intention was to create a fantasy world which delighted others and wherein they could participate. I have succeeded. Now Glorantha is yours, not mine.

— Greg Stafford, 1988



Genertela Book

The Avalon Hill Game Company

A Division of Monarch Avalon Inc.

4517 Harford Road, Baltimore, MD 21214

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Genertela Book

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GENERTELA

GENERTELA is the northern continent of Glorantha. It is the most important of the continents for several reasons. First, Genertela is one of the two largest continents. Second, it is the continent most densely populated by humans. Third, Fate has dictated that Genertela be the land in which the long-prophesied Hero Wars first manifest themselves.

Because of its size and importance, Genertela has been selected as the first main area of Glorantha to be dealt with in detail by Chaosium Inc. Future supplements will cover the other major Gloranthan continent, Pamaltela, and the many large islands of the world. The vast, merman-inhabited oceans of Glorantha will also be examined.

TIME FRAME: THE HERO WARS BEGIN

A cataclysmic magical conflict, destined to involve mighty magicians, heroes, and even demigods, has been foretold in the legends and dreams of almost every culture in Glorantha. This conflict is usually known as the Hero Wars. The continent of Genertela is fated to be the crucible in which the leaders and armies of the Hero Wars will be tested.

In terms of this book, it is now 1,621 Gloranthan years since time began (1621 S.T.). The opening events of the Hero Wars are occurring in Genertela. The descriptions of people and places in the following chapters deal specifically with the situation at this date.

What is the significance of the upcoming Hero Wars in game terms? One of the purposes of this supplement is to encourage campaigns in which powerful characters are prepared for eventual participation in the Hero Wars. Thus the time frame we offer here is the most

early phase of the Hero Wars period. Future supplements from Chaosium Inc. will permit Hero Wars campaigns (including rules for battles and other necessary material).

So, it will be many years before the great events of the Hero Wars period occur. Few persons are currently aware that the Hero Wars are already in motion in Genertela, for only minor manifestations have occurred as yet, events that can be interpreted in many ways. In a few lands, nothing that relates to the Hero Wars has occurred other than continued omens or prophecies. Reactions to these prophecies varies from culture to culture, though the subject is usually an emotional one.

Player characters may or may not understand the significance of the Hero Wars-related events taking place in Genertela, depending on their degree of training, position in their religious circle, or familiarity with history. Certainly few uneducated mercenaries will be able to interpret these events. Follow your gamemaster's ruling.

Note that in the following chapters we examine both commonly-known local prophecies of the Hero Wars, and offer brief descriptions of currently active local heroes and armies, along with predictions as to their likely fate.

GEOGRAPHIC AND POLITICAL DIVISIONS

Combining geography and cultures, the continent of Genertela can be roughly divided into four regions: the West, including Seshnela, Ralios, Safelster, and Fronela; Central Genertela, made up of Peloria and Maniria; the Plains, including Pent and the Praxian Wastes; and the East, including Kralorela, Teshnos, and

the southeast islands. These four great regions are often referred to in the text when broad generalizations are appropriate.

The ten chapters of this book are based on a more specific division of Genertela. Each chapter examines a primary geographical or political region. Each region is a large and important subdivision of the continent, on the basis of common culture, geographical unity, or political organization.

For example, the region of Maniria is defined geographically. Maniria consists of those areas within the semicircle formed by the Mislari Mountains and the Storm Mountains. These mountains form a natural barrier to travel, trade, and conquest, with the result that the various cultures of Maniria have certain things in common. But their primary unity is that of geography.

Readers must understand that much of Glorantha is not organized into nations or other large, unified political units (see the Editor's Introduction in the Glorantha Book for more on this subject). It would be impossible to cover each area of Genertela by political divisions alone, as is normally done in books about our own world. Those few political units of large size to be found in Genertela are treated as such, but the more fragmented regions, containing a mix of small political entities, are considered on the basis of geographical unity, not political unity. The Lunar Empire is an example of a politically unified region. As noted before, Maniria is an example of a region identified on the basis of geography.

The Lesser Regions of Genertela

It is likely that the people of Genertela would describe their own homelands on



the basis of finer divisions than those used to define our ten chapters. For example, the northern part of the land of Maniria, where it meets Peloria, is known as Dragon Pass. A resident of Dragon Pass might never mention Maniria while describing his homeland. In fact, he might simply name the particular kingdom within the Dragon Pass region that he knew and loved. Both Dragon Pass and the resident's home kingdom are sub-regions of Maniria.

Therefore, primary regions (chapter headings), if very large, may be divided into separate sub-regions. For example, the Lunar Empire is a vast and complex state, containing several dissimilar regions, each one of which is treated in detail as a separate subsection of the Lunar Empire chapter. On the other hand, Maniria has only one sub-region of enough importance to dictate its treatment in detail: Dragon Pass.

Dragon Pass has a special place in this book. It is a magical land of demigods and heroes, currently under the heavy hand of the Lunar Empire. It is an interesting place because it is so important in the overall scheme and future of Genertela, and of Glorantha itself. Although Dragon Pass is only a small part of the much larger land of Maniria (on the basis of land area or population), it has been given a separate chapter of its own in order to do justice to its great significance magically, militarily, and historically. No other small region has been given such detailed treatment in this book, though future supplements will likely examine similarly small areas of Glorantha closely.

CHAPTER FORMAT

This book is divided into ten chapters that follow a common format. We hope that the intentions of most items will be self-evident, but the comments below may be helpful in resolving any uncertainties.

The Opening Greetings

At the beginning of each regional section you will find a brief italicized greeting or

comment, of the type that a visiting adventurer might receive from a local person upon entering the region. The game-master is encouraged to use these simple phrases when appropriate, or better, to make up his own using the phrase given as a starting point.

The Regional Activity Tables

These tables list many of the most dramatic or colorful events that are possible in a particular region. The gamemaster is encouraged to activate these events as often as specified on the table for the region. This way, over the course of a longer campaign, patterns will establish themselves. Common events should be experienced again and again by the player characters, while rare events will be cause for surprise (and perhaps concern). We hope that a sense of the ongoing life of the area will be given thereby.

Population Figures

These boxed tables give rough estimates of the current total populations of each region, broken down into cultural and species groupings. The numbers listed will fluctuate dramatically over time, and must be considered estimates, not absolutely concrete data.

Various uses are possible for the population figures. For example, the numbers can be used to determine roughly how often a person from one of the subcultures of the region will be encountered (assuming the subculture in question is not secretive, nonhuman, or otherwise localized). Groups that represent a majority of the population of a region will often be encountered, whereas persons from a group that is small in number will rarely be encountered.

The Maps

In addition to the large geographical map of Genertela that you will find in this box, small political maps are given in this book for each region to which a chapter is devoted. Complex regions such as the Lunar Empire require several political maps.

The key for the geographic map is found on that map.

A primary political map key is given below. Any special features peculiar to a region are keyed on the map of that region. For example, only Fronela contains Grotarians, a tribe of headless giants. Therefore, only the Fronelan map shows an icon for these odd beings.

The Scale of the Maps

This supplement is not intended to be an exhaustive description of Genertela, but rather an overview. The maps of the various regions are intended to show only features of major importance. Thus these maps are very large in scale, and many details are not shown.

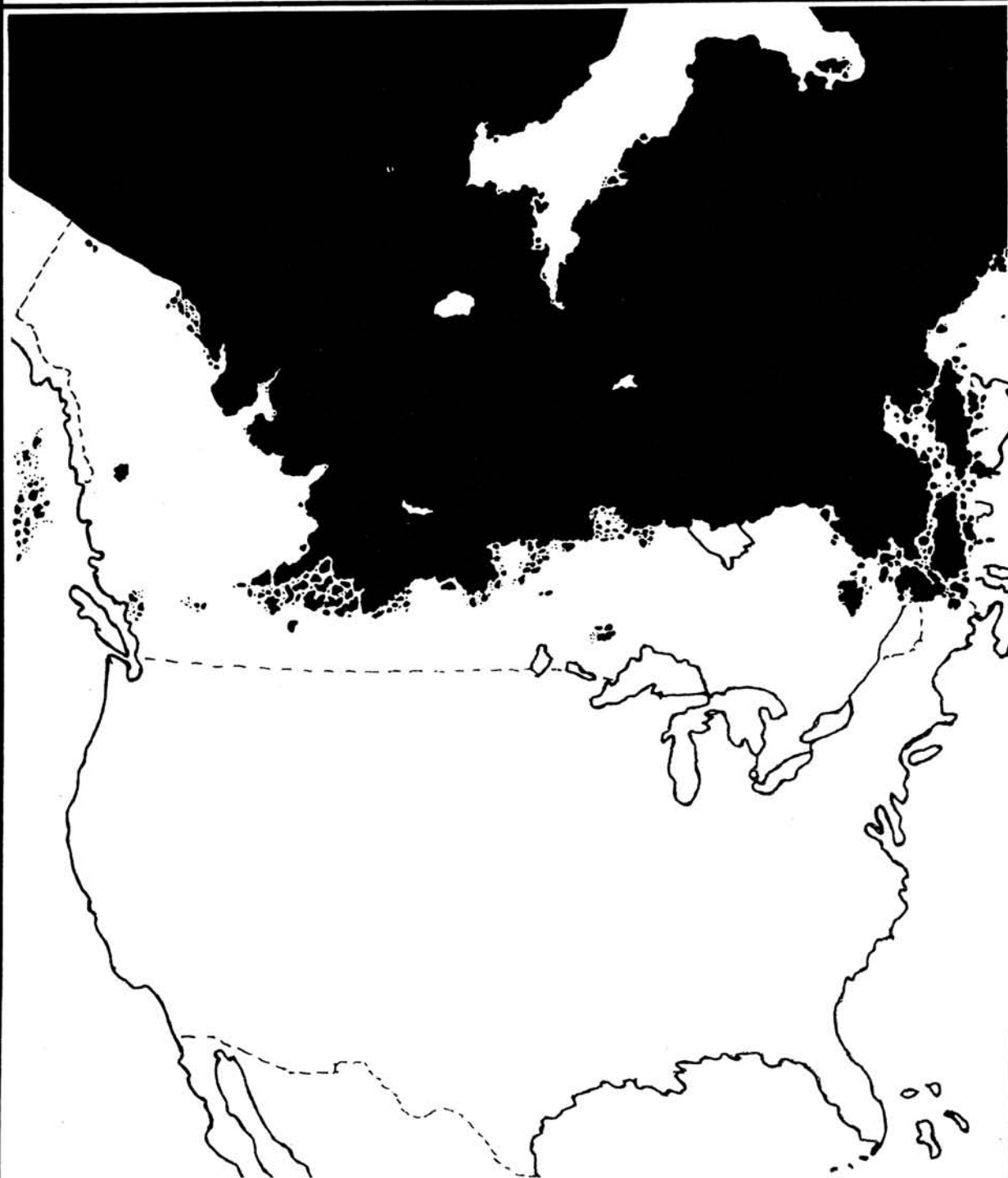
For example, the villages, forts, castles, hamlets and other small settlements of Genertela far outnumber the cities of the continent. But it would be pointless to try and show settlements of such small size and local significance on our maps. Always remember when using these maps that the seemingly featureless areas of blank space are often filled with villages, orchards, farms, and other signs of habitation. This is not the case in such desolate areas as the Wastes, of course. As a general rule, you can determine density of lesser settlements by looking at the population figures for an area. Densely populated regions such as Kralorela contain the most small settlements.

Travel Time

Two kinds of maps are provided with this supplement. The large geographical map is intended to be consulted whenever information pertaining to long-distance travel is required. Use the Time and Movement rules found in the Deluxe Edition *RuneQuest* Players Book to regulate movement.

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Size Comparison: Genertela and North America



W R V S P O T : : A Y D C Z U X G I O * I I I O S H A O W R V S P O T : : A Y D C

Political Map Key

----- Political Boundaries,
Normal
-.-.-.-.-
-△-△-△-△- Traditional Political
Boundary

NOLOS Independent Political
Power of Major
Importance (Kingdom,
Powerful Dukedom)

Cities:

- Metropolis
- Large City
- ⊙ Medium City
- Small City
- ∴ Ruins

Glamour

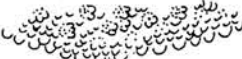
Note: Capital Cities
Are Underlined

 Region of Impassable
or Significant
Mountains

 Pass

 Stormwalk
Mountain Mountain of Importance

 River
wider, faster

 Heavy Woods

 Light Woods

 Battlefield

 Swamp

 HIGHER
LOWER
Cliff or Plateau

 Area of Hills or Rough
Terrain

Region Populated by Nonhumans:

-  Dragonewts
(Dragonewt Rune)
-  Elves (Plant Rune)
-  Dwarfs (Stasis Rune)
-  Beast Men (Beast
Rune)
-  Chaos (Chaos Rune)
-  Trolls (Darkness Rune)
-  Magic Place (Temple,
Holy Ground)

The regional, political maps do not show any but the most important geographical features. They are fairly comprehensive in their portrayal of cities, boundaries, and other political information, however.

A political map is best used in conjunction with the geographical map when determining travel times (choosing a

route for a group of adventurers to take, for example). Since only major cities are shown on the geographical map, the political maps must often be consulted.

Topography is shown in detail on the geographical map. The map key gives a brief explanation of each feature, but the following clarifications may be useful.

The mountain range symbol on the geographic map shows vast, impassable mountains. These are the greatest mountains of Genertela, in many cases formed by magic. Less dramatic topography is indicated with shades of grey, and lighter shading indicates progressively easier topography. As a general rule, lighter tones also represent lower elevation.



The darkest tone of shading indicates either mountainous or extremely rough terrain (crag, gullies, or other dramatic features), severely restricting travel. This level of terrain corresponds to the Mountains category of terrain in the Daily Movement Rates Table (see the Time and Movement section mentioned above). This terrain slows movement to 30% of normal.

The lightest tone of shading indicates low hills, slightly broken terrain, or highlands. This level of terrain corresponds to the Rolling Hills category of terrain in the Daily Movement Rates Table, slowing movement to 70% of normal.

Shading between the two extremes represents topography of intermediate nature. The gamemaster must rule as to the effect of such terrain on movement. Slowing movement to 50% of normal is a good compromise. A look at the text for an area may permit a more accurate ruling.

All the forests shown on the geographical map are medium to heavy in density, using the terminology of the Daily Movements Rates Table. Elf woods are always heavy in density. Other forests may vary within the boundaries shown on the map. As a general rule, slow movement to 70% of normal for forests. Light forests are extensive in certain areas of Genertela, but they have not been shown on the map for reasons of clarity.

All the rivers shown on the geographical map are Major Rivers in terms of the Daily Movement Rates Table. Note that we have indicated relative river widths by line thickness. At the thickest points, the great rivers shown on this map can be considered impassible except by rivercraft.

On the political maps, heavily mountainous terrain is shown in outline, and no lesser topographical information is shown. Rivers and forests are shown only when significant in terms of political or cultural divisions. On the other hand, cities are extensively represented.

Cities

The city size classifications used in this supplement follow the sophisticated analysis and terminology used in the *RuneQuest* Gamemaster Book, which considers availability of markets and other services in addition to population sizes when making classifications. Please refer to that work for a complete explanation of this process.

Please note that no towns or small cities are shown on either the geographical or political maps unless they have some special significance.

The Regional Hero Wars Articles

The purpose of these articles is to give an idea of where the major action is or will be, so that the gamemaster can involve his player characters or avoid it.

Prophecies of the Hero Wars

These chants, document excerpts, and odd quotations have a common theme: they all presage the coming of a new phase in Glorantha, the Hero Wars. Gamemasters who choose to run campaigns spanning many regions are encouraged to reveal the prophecies for each region to the player characters, establishing a strong mood of impending change.

The Heroes

These articles describe currently active major heroes, or potential major heroes, of the region. These are the leaders of the Hero Wars. They have begun to accumulate their awesome heroic stature already. Given here are some of their outstanding deeds, and some yet to come.

The player characters may wish to become involved with these remarkable people. Gamemasters must be firm in keeping heroes and player characters at a distance, for the sake of realism as well

as play balance. Of course, player characters may freely join groups led by or inspired by heroes.

The Hero Wars Begin

These articles contain notes on ongoing events which will generate important events during the Hero Wars. Exact dating is not possible, and maybe these things won't go *exactly* as planned, but they are all in the works.

These are the sparks of the Hero Wars.

Blank Lands

Blank Lands are regions of Glorantha which will remain undeveloped by Chaosium Inc. They will be left open for gamemasters who would like to have a local campaign set up in Glorantha, but who may be fearful of creating a region only to have it later contradicted by something which we publish. Blank Lands can also be used to fill in your own favorite weird encounters, characters, and monsters which might not fit into other Gloranthan areas.

While Blank Lands will not be published by us, Chaosium Inc. still maintains ownership of them and prohibits publication of them by anyone for commercial use at any time. This does not prohibit you from distributing your own information about them for your own campaign, though we do warn that you should try to follow the regional continuity of your chosen setting.

Remember that we at Chaosium Inc. always urge you to develop your own campaign, world, and game as you see fit. We are presenting the world of Glorantha as a prime example of how an entire and diverse mythical, philosophical, psychological, and natural ecosystem could be presented in a game format. We are attempting to produce a coherent and useful world system for you to play in. Blank Lands are the entry points of *your* dreamland into the ancient archiscope and land texture of Glorantha.

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FRONELA

Description: Fronela is divided into six parts which approximate its geographic and cultural divisions. The western part is mostly coastal plains, and is occupied by the Kingdom of Loskalm. The central portion stretches east and west along the

mighty Janube River for over 1000 kilometers (over 625 miles), most of which is navigable. The northern part is covered with forests which dwindle into the northern taiga regions near the glacier, and are inhabited by hsunchen primitive peoples. The southern areas, inhabited by the Jonatings, are generally more rugged and hilly, dotted with mixed forests. The fifth and sixth parts are both elf forests, strongholds of green elves.

Inhabitants: Fronelan peoples are of various types. Residents of Loskalm are of Wameran stock. The people of southern Fronela are mostly of ancient Theyalan blood and culture. Those of the north are tall dark Hsunchen. Residents of the Janube cities are mixed, incorporating traits from all the peoples about them.

Elves thrive in the Winterwood and Erontree forests.

A nation of dwarfs lives in the Nidan mountains to the south.

Ouori merfolk frequent the shores of the forested regions which are avoided by humans.

THE KINGDOM OF LOSKALM

"I am from the Kingdom of Loskalm. Welcome to our land!"

Description: Loskalm has three parts. North Loskalm and South Loskalm are both great peninsulas. The third, Junora is inland and connects the other two. Parts of Junora are not controlled by the Kingdom of Loskalm, but are similar in culture.

Note that there are no History or Places of Interest sections for Loskalm. This information can be found under the general History and Places of Interest sections for Fronela, below.

KINGDOM OF LOSKALM REGIONAL ACTIVITY TABLE

Determine monthly per city

COMMON EVENTS

- No unusual event
- Crusade recruiters visiting the area to gain support against the Kingdom of War
- Wizard of the Invisible God performs a miracle for one of his followers
- Tournament held by local knight-wizard; all invited, free food and drink, unusual market opportunities. Testing for promotions of all classes of knights and soldiery is available, including into the wizard class.

UNCOMMON EVENTS

- Fair held by local wizard-lord; all invited, free food and drink, unusual market opportunities
- Sog City diplomats are seeking volunteers to fight the latest emanation from foul Dills
- Contest being held among the commoners to see who will qualify for promotion to the Knight class
- Exiled nobleman from Junora is recruiting mercenaries
- Province raided (in north by Uncolings, west by Wolf Pirates, and south by Oranor and Junorans): all locals go into war drill; foreign volunteers for the battle are accepted

RARE EVENTS

- Exiled nobleman from Jonatela recruiting mercenaries
- Wizard seeks volunteers to test new potion
- Elf envoy group passing through on its way to Winterwood/Erontree
- Infamy perpetrated nearby: Prophet of the Nameless Man is sought for hanging by all citizens

Culture: Hrestoli, a successful idealistic state.

Among the Hrestoli of Loskalm every child, no matter what his father's office or holdings, is destined to be a farmer. When a child reaches early teens he is sent out to labor in the fields alongside all other farmers. Those who master the arts of farming (and prove acceptable to the rulers) may later enter the soldiery. Successful individuals among them may be raised in rank to the status of Knight, and thereby gain access to more arcane magical secrets. Certain Knights become wizards, capable of sustaining the spiritual needs of the land and its people. Wizards who show the most wisdom and judgment become members of the nobility. Thus, every nobleman understands perfectly the common man and has earned the respect of everyone who

Population of Fronela

Humans

Loskalm.....	3,200,000
Junora.....	800,000
K. of War.....	420,000
Jonatela.....	1,700,000
Timms.....	350,000
Karstall.....	70,000
Oranor.....	310,000
Rathori.....	1,000,000
Uncolings.....	300,000
Other Hsunchen.....	100,000
Sog City.....	600,000
Perle.....	50,000
Riverjoin.....	120,000
Zoria.....	50,000
Southbank.....	80,000
Eastpoint.....	100,000
Galastar.....	100,000
Total:.....	9,300,000

Nonhumans

Nidan Dwarf.....	300,000
Winterwood Elf.....	100,000
Erontree Elf.....	200,000
Total:.....	600,000

WRVRL0T::AYD*~W86X0*III0*~WRVRL0T::AYD*



A Grand Knight of the Order of the Swallow, from the Kingdom of Loskalm. Note the superb plate armor, in the latest style and worth a fortune.

he rules. It is not uncommon for knights, wizards, and noblemen to retire to the farm when their labors are done.

Language: Loskalmi.

Government: The King and the High Council rule by committee. They have the ultimate powers of government. The king has powerful privileges with his own treasury, the ability to make certain appointments, and the right to challenge any action performed in the land. He is also the court of last resort, the poorest man's champion, and the sacrificial hero, ready to die in the ultimate rite of his religion.

The kingdom is divided into eight provinces, each ruled by a Prince who is selected for office by the king and High Council. A standardized staff of noblemen assist in the administration.

The provinces are: Easval, Agria, Nevs, Tawars, Norans, Tarans, Jorri, and Pomon.

Junora is divided into several smaller counties, each of which is a flawed imitation of Loskalm in miniature. Most of its counties are not subject to Loskalm.

Military: The Loskalmi army is one of the best in the world. It is professional, motivated, well equipped, and magically powerful. It is divided into 11 battalions of 5,000 men each, ten of which are similar.

A normal battalion has 3000 armored footmen and 2000 knights. Half the footmen carry spears, swords, and large shields; the others carry crossbows, swords, and smaller shields. One tenth of the knights are Grand Knights, called wizard-knights by outsiders.

The last battalion is called the Noble Battle, and is of 3000 elite footsoldiers and 1500 Grand Knights, and the 500 Knights of the Golden Banner of Flame.

Each province also has thousands of unarmored but trained footsoldiers. These are mustered only for defense, never to invade other lands. Irregular

bodies of soldiery can be raised by designated individuals, either from within the kingdom or among foreigners.

A navy, consisting of two fleets of longships, patrols the coastal waters and has been successful in suppressing Vadeli and Ygg pirates.

Religion: Invisible God, Hrestol Sect

Loskalm: People of Note

Defin Anostos, Count of Einpor, Chief Equal of the Order of the Red Garter: This nobleman is the strongest leader among the many of Junora, and heads the successful Order of the Red Garter.

Gaiseron the Mystic: He is the most powerful wizard in Loskalm and is very ancient. He gave advice to Prince Snodal and King Siglat.

Gundreken of Valsburg: The King of Loskalm, he was once a squire to Prince Snodal, a famous hero of old.



JANUBE RIVER STATES ACTIVITY TABLE

Determine monthly per city

COMMON EVENTS

- Lunar missionaries from Riverjoin arrive to preach in Moon Boats
- Monster sighted in river, boat captains wary
- Large Rathori or Uncoling trade party arrives

UNCOMMON EVENTS

- Good deed done: credited to the Nameless Man
- Bad deed done: blamed on the Nameless Man
- River boats plundered by Kingdom of War pirates: mercenaries sought by captains
- Raid by barbarians against northern settlements: mercenaries sought for counter-raid
- Rumors persist of impending war against next city up/downriver

RARE EVENTS

- Mysterious plague strikes city: shamans hired to seek cause
- Thugs from the Kingdom of War causing unrest in the city
- River god roars: all initiates of river cult spend the day in prayer, sacrifice, and meditation

Meriatan: This Grand Knight is often called the First Knight of the Order of the Swallow. He is originally from Salona, and King Siglat once predicted great deeds for him.

THE JANUBE RIVER CITY-STATES

"I am from the city of (X), the finest in this land."

Description: Seven major city-states, as well as dozens of growing sites, sit along the great Janube river, practicing agriculture, fishing and controlling river trade.

Note that there are no History or Places of Interest sections for the Janube River City-States. This information can be found under the general History and Places of Interest sections for Fronela, below.

Culture: The riverine states provide a variety of local governments drawn from many different sources. Their religions are mixed, commonly considered to be stygian heresies because they accept Malkion and other deities. They use the heavy Loskalm plow and agricultural methods.

Language: Janubian, a tongue not closely related to any other. Very noticeably localized accents now mark the dialect of each city.

Government: Most Janube governments are city-states of varying leadership. Some are run by guild councils, some by temples or churches, some by inherited noblemen, and some by free election.

The most important cities are: Sog, Perfe (now part of the Kingdom of War), Riverjoin, Zoria, Southbank, Eastpoint, and Galastar.

Military: Most cities can muster a small number of professional soldiers, usually well equipped and disciplined. For self-defense ragged mobs of peasants and city dwellers regularly turn out to do their best. None of the cities are particularly expansionist.

The Janube is large enough for penteconters. Each of the major city-states commands a small fleet if possible.

Religion: although the Invisible God is often acknowledged as Creator, most of the cities have state-supported cults which identify the nature of the nation.

Janube River States: People of Note

Lord Death On A Horse: The ruler of the Kingdom of War is known only by this title. He is an avid headhunter. He eats meat raw, loves to see people bleeding and begging, and speaks every language in Fronela.

Varnaro of Riverjoin: The retired High Priestess of the Red Moon is the ruler of Riverjoin by popular acclaim. She is said to be able to kill by looking at someone. A huge translucent demon always stands, vigilant, at her side.

Prophecies of the Hero Wars

A FRONELAN PROPHECY: from Kyrmon's Scroll, 695 S.T.

"The Hero Age will come again: when the Nameless Man returns, and the Great Wolf howls at Sog's Gate, the Staff of Arinsor can open the Gate of Banir again. Woe to humankind

if the Three Weapons of Talor are not together."

The Nameless Man is a spirit which has haunted Fronela for years, moving from place to place as a mist which congeals and possesses innocents to further his long-lived, nefarious scheme of destruction upon mankind.

The Great Wolf is probably Telmor, or one of his incarnations. The wolf people are still very weak, wisely hiding in the hills and avoiding civilized humans.

Sog City, at the mouth of the Janube, is considered a center of civilization. Wolves at its gates indicate a very desperate time.

Arinsor was a chaos wizard of Gbaji the Deceiver's Empire, instrumental in opening the gate of Banir, though which monsters came, including the infamous Tarjinian Bull. Talor closed the gate and destroyed the wizard. His staff remained the primary key to open the Gate, located in Timms.

The Three Weapons of Talor are a two-handed sword, an axe, and a flail, originally wielded by three companions of the Laughing Warrior. Their current location is uncertain, and rumors place each of them in many different hands.



Corostis Jumps-like-Salmon: This magic man prefers to live outside and travels widely through eastern Fronela. He is known among the natives everywhere there. He is said to be good humored and helpful to everyone, but ruthless against any who try to take advantage of him. He is known by a huge bushy red beard and hair, and the fact that he never enters a roofed building without roaring first.

THE KINGDOM OF THE JONATINGS

"I am Lord (name's) man, from the land of Jonatela. What lord do you have as master, sir?"

Description: This wide kingdom rises from the southern Janube Valley in the north to the rugged Nidan Mountains in the south. Rivers run south to north, with river valleys dotted with towns and small cities. Castles, rich and modern in the lowlands and poor and ancient in the mountains, house the knights and noblemen who rule the land.

Note that there are no History or Places of Interest sections for the Kingdom of the Jonatings. This information can be found under the general History and Places of Interest sections for Fronela, below.

Culture: Western. The ruling class has an iron grip upon the populace. No guild councils protest these lords' taxes, and when peasants revolt they are routinely slaughtered. Great castles are built spanning the walls of most cities: signs of terrible oppression.

Language: Junoran, Syanoran, and Oranoran, three related Theyalan tongues.

Government: An ancient confederation of tribes, the Jonatings replaced their tribal government with feudal landlords who are now a hereditary class of knights.

Military: The government armies consist of heavily armed and armored cavalry, each attached to a local landlord, plus a larger number of footmen used primarily

to garrison castles. The masses of peasant infantry fielded for home defense are often useless. Mercenaries are often hired for the king's frequent wars.

Religion: The lords acknowledge the Invisible God but revere Saint Talor or any of several wargods. The peasants worship Ernald.

Kingdom of the Jonatings: People of Note

Belathgert: The Count of Karstall is called the Holy Count because he is so pious that he refuses to use his magic in any manner harmful to humans.

Congern: King of Jonatela, son of kings, and a man determined to reclaim his inheritance. Middle aged and ambitious, he is also a skilled siege expert.

Fraltigern: The Count of Timms is fiercely independent, sly, and supremely suspicious.

Jarngror the Killer: The Champion of Jonatela is a huge and terrifying man whose voice demoralizes normal people, whose battle roar causes horses to flee, and whose battle frenzy scream makes knights weep in terror.

THE BARBARIAN CLANS

"I am of the (bear, reindeer, other) people. May his spirit watch over us!"

Description: This land is of rolling hills and wide valleys, usually dotted with forests of evergreen trees. South lies the Janube River basin, a region often raided from the north. In the north is taiga and, finally, a huge glacier.

Note that there are no History or Places of Interest sections for the Barbarian Clans. This information can be found under the general History and Places of Interest sections for Fronela, below.

Culture: Hsunchen.

The northern peoples are divided into many small clans which struggle to survive their harsh realm. Their lifestyles are similar, differing mainly in the ancestors they worship. Most people in the east are Rathori (bear people) and most in the north are Uncolings (reindeer people). Many other smaller clans, tracing other animal descent, live among both tribes, and no single tribe dominates the mixture of peoples in Tastolar nearest northern Loskalm.

Language: Hsunchen languages, depending on tribe. Loskalmi is the most common second language.

Government: Government beyond the clan or extended family barely exists. Feuding is a common way to settle grievances. Royal blood lines exist among the clans, but even without it individuals are often able to organize and co-ordinate many clans to form a temporary coalition often called the Kingdom of Rathori, Kingdom of the Uncolings, and so on.

Military: All males are warriors, as are many of the females, especially among the Rathori. A common clansman carries sword, spear, and javelins, but with little

KINGDOM OF THE JONATINGS REGIONAL ACTIVITY TABLE

Determine monthly per town or city

COMMON EVENTS

- Sinister assassination plot against King Congern uncovered: perpetrators to be drawn and quartered soon
- Unhappy peasants threatening rebellion
- Peasant rebellion brutally crushed

UNCOMMON EVENTS

- Tournament scheduled; free food for all knights and noblemen who compete
- Raid by neighboring lord to steal cattle and sheep
- Knights killed by bandits, peasant rebellion apparently supported by a hostile neighboring lord
- Boastful foreign knight riding through accepting martial challenges

RARE EVENTS

- Merchants from Ralios visiting: unusual trade opportunities
- Dwarfs visiting from Nidan Mountains: unusual trade opportunities



armor. Organization is familial and training is negligible. Mounted troops are rare.

Religion: the Invisible God and the Oranth pantheon are acknowledged and sometimes worshiped, but most people are close only to their ancestral and local spirits.

The Barbarian Clans: People of Note

Fral Angor: This is the greatest acknowledged warrior among the Rathori. He once fought Black Hralf the Weasel in single combat and was not killed.

Vargartyr Too Big: He is a huge wild man who frequents the regions of Tassolar and Porent. He has huge ears, elk horns which he never sheds, and a shag-

gy red hide. He is friendly to anyone who gives him food and brushes his hair.

Janan Vartool: Called "the firebrand," this young Rathori warrior is a fierce warrior who has learned the Seven Spear Secrets. He is a renowned raider who has made many boasts which will surely kill him or make him a hero.

History of Fronela

At the Dawning Fronela was inhabited by Hsunchen. In the Dawn Age colonists from Brithos and, later, Seshnela, colonized the coast and began to expand upriver. Native resistance increased but was unsuccessful. Cultures inevitably mingled and blurred loyalties. At the end of the Dawn Age the hostilities crystallized under Varganthar, the Unconquerable Knight, whose barbaric armies destroyed most riverland settlements. Allied to terrible powers Varganthar threatened the fledgling Kingdom of Akem until Sir Talor, the Laughing Warrior, ended the threat.

In the Second Age the Kingdom of Loskalm was overcome by philosophical splendor of the God Learners and joined the Jrusteli Empire. Loskalm conquered the Janube valley as far as the city of Eastpoint, and in the process drove out Syranthir Forefront, an enemy leader. The Loskalmi kings razed cities, built others, and created an array of titles which are still often used. Complete control over Fronela was never gained; barbarians north and south of the river sporadically rebelled, invaded, and surrendered, and various counties rose and fell amid the byzantine politics of the Jrusteli empire. Yet no revolution succeeded completely until Loskalm itself threw off the God Learner yoke and withdrew all its foreign garrisons, welcoming any refugee into its borders. In a brief spasm of unity the rest of Fronela joined Loskalm in slaughtering all who remained loyal to the God Learners, then reverted to their native borders.

Despite their renunciation of the God Learner principles, the Loskalmi suffered heavily from the consequent damages wreaked at the end of the Second Age. By 925 the Closing cut off the Neliomi Sea, although a fleet persisted in the safety of the Ozur's Bay. Sog City dwindled into an abandoned ruin populated only by a few Brithini and by

green-skinned natives, descendants of Waertagi seamen.

The kingdom survived the revenge against the God Learners, the fury of the outland barbarians seeking plunder from the isolated and confused land, and the paroxysms of guilt and religious reformation. The result was the transformation of the kingdom into a self-sufficient and confident political entity able to maintain itself against all troubles. Not once during the ensuing centuries did son succeed father as king — each new king has risen from peasant parentage.

In 1443 northern Loskalm was invaded by a barbarian confederation. A young Lord, Snodal by name, lost a battle, his men, and his place in time as a vengeful foe cut him off and chased him northward. The enemy was Black Hralf the Weasel, and the defeated lord had no understanding of this relentless pursuit. His flight took him onto Valind's Glacier and beyond into legendary places and heroic realms. In a library of the Altinae he glimpsed an atlas of the future, drawn by Zzabur himself, and was dismayed to find his homeland devastated. Upon his return to Loskalm he set about to thwart the prediction. He returned to Loskalm in 1483. Although forty years had passed Snodal was only five years older. His return coincided with another national emergency whose perpetrator was Black Hralf the Weasel, now also the self-styled Son of the Devil. Snodal, armed with Altinae provisions and magic, led a resolute band of men directly to his old foe and settled the affair quickly. Black Hralf was killed. The barbarians fled and the rebels were hanged.

Prince Snodal was famous for other deeds too. He purposely exemplified the chivalrous life and stoutly defended the Hrestol Church with philosophical debate, law, and force of arms. His only failing was in his professed fidelity and love for his wife whose truth was destroyed when the mysterious Damosel of the Black Veil, from among the Altinae, delivered young Siglat to his father, then disappeared walking across the ocean to the west.

Snodal is best known because he organized the conspiracy which killed the God of the Silver Feet late in 1499 and instituted the Syndics Ban in Fronela. Within a few weeks of the decide the Ban's effects blanketed the land from the Neliomi to the Sweet Sea. Whether this

BARBARIAN CLANS REGIONAL ACTIVITY TABLE

Determine monthly per hearth

COMMON EVENTS

- Ordinary hunt preparing to set off
- Group preparing to move to new site
- Ancestors visiting in dreams; shamans call for special ceremony to investigate cause
- Enemy spirits in the region; shamans prepare for spiritual combat

UNCOMMON EVENTS

- Hunt for unusually dangerous or rare animal being prepared
- Unfriendly clan nearby: prepare to raid and to be raided
- Merchants visiting from lowlands with trade goods
- Unusually plentiful foodstuffs hereabouts, group plans to stay longer than usual
- Game and gathered food scarce, unexpected move planned
- Meet with another friendly group by accident, party to be prepared
- Meet with another friendly group, as planned: party being prepared
- Warlord, famous for raiding, is seeking volunteers for another attack

RARE EVENTS

- Ghosts of dead animals are haunting; shamans prepare for cleansing and exorcism
- Bad Man is howling; shamans depart to wilderness for secret ceremonies



result was anticipated by the conspirators is unknown since none of them have been heard from since the event.

The God of the Silver Feet was the local trade and communication deity. A coterie of sorcerers and priests prepared an intricate and elaborate plan and slew him. His death disrupted all communication within Fronela. First, a huge solid wall which appeared from the outside to be swirling grey fog, stopped all outsiders from entering on either the physical or spirit plane. Even religious temples, normally capable of instant (although limited) communication with each other, could not contact their fellows inside the Ban. Furthermore, all communication between "bodies" of people in Fronela was halted, though the precise definition of "bodies" is uncertain. The groups range in size from a couple of hundred families to the Kingdom of Loskalm, with almost 175,000 square kilometers intact. Nations, tribes, and city-states were cut completely off.

Many of the political entities thrived. Those which were self sufficient thrived most, such as Loskalm, the Rathori, or the Jonating Kingdom. Many small city-states, especially those along the rivers, dwindled without trade and outside support.

Snodal's son became King Siglat the Wise who wisely guided his encapsulated kingdom into a workable system of Hrestoli idealism. His preternatural knowledge and powerful personality shepherded the nation through the crisis into an idealized existence based on Siglat's revelations from Saint Hrestol. He ruled long and died in 1559.

In 1582 Dormal the Sailor landed, marking the end of both the Closing and Syndics Ban for Loskalm. This visit, announced by the Sog City priesthood beforehand, was the first outside communication to reach Loskalm in 111 years. For years an impenetrable barrier remained in the east giving a false hope that Loskalm was rid of its troublesome neighbors. But in 1587 the barriers began to fall, opening up the rest of Fronela in an erratic pattern from west to east. Some of the newly exposed regions were completely changed, and sometimes new political entities were discovered among the old residents. The easternmost regions of the land have not yet been opened.

The Heroes: Harrek The Berserk

Harrek was a Rathori Hsunchen youth, born in 1484. Like all Rathori he went to sleep in 1499. He was among the First Wakeup in 1594. When he saw that the planets were wrong he began wandering. For a time he was a mercenary for the newly emerging King of Jonatela. Noted for his potential, he was taken to the Lunar Empire to participate in Dart Competitions. Harrek learned to hate them.

In Rathorela, in 1609, at High Holy Day, he interfered with the sacrifice, slew the polar bear god and bound it within its skin, and upon return to Glorantha killed the outraged tribesmen who protested. Alone, he left Rathorela. That was his first HeroQuest. As a result he had a powerful ally in the bound god. He also discovered his first enemy, called the Shadow of the Spear.

By accident he opposed some of the first raiding parties coming out of the Kingdom of War. Perhaps it could have been stopped then and there, but he did not kill the Lord Death On A Horse.

Harrek became general of an army and led it victoriously to plunder innocent Sog City in 1615.

In 1617 Harrek was in Yggs Isles. Despite all odds the piratical god Ygg chose him as champion and awarded him gifts. Thus Harrek, in his great ship the Ice Serpent, led half the population from the barren islands. They called themselves the Ygg's People of the War Bear. They plundered the coasts of south and western Genertela, and finally settled at Three Step Isles. Since then Harrek has continued raiding with the Sea Bear Wolf Pirates, extending their terror to Teshnos and Melib, Jrustela, Umathela, and even Golden Kareeshtu.

Harrek plans to plunder the City of Wonders, the abandoned capital of the Holy Country. Soon he will meet Argrath of Sartar at sea, sailing upon a giant wooden cradle. Together they will fulfill his objective by aiding the Holy Country leaders against the Lunar Empire. Shortly afterwards Harrek and friends will go to Pamaltela where the berserk settles down with a kingdom of his own.

When they were opened many Janube areas revealed ruined cities whose scrawny natives had forgotten where the cities came from. Seven remained strong: Sog, mostly empty ruins but with its Brithini and Waertagi populations intact; Perfe, later crushed and occupied by the Kingdom of War; Eastpoint, freed to contact the Lunar Empire in 1589, but not able to contact neighbors until 1597; Riverjoin, in 1597; Galastar and Zoria, both in 1599, and Southbank in 1603. Most cities have been open less than 20 years and have not recovered to the possibilities of the open river.

In 1594 the first wave of Rathori bear people awoke, not knowing that years had passed. They went raiding with their neighboring elves, were astonished to see what their world had become overnight, and aborted their raids to hold council and assess the situation. Another large number of Rathori woke up in 1607, and another band, further north, only two years ago.

In 1612 the Kingdom of War burst forth from the Black Forest, which a century before been Fronela's last troll stronghold. Marauding bands raided for several years, but in 1618 began demand-

ing loyalty from conquered peoples and seizing goods as taxes, but keeping their murderous raiding elsewhere. Last year they seized Perfe, whose fugitive count has asked for help from the Kingdom of Loskalm. The king formed the Order of the Swallow to combat the Kingdom of War. It is hard to tell who is more eager for the fight.

Jonatela, a major power, was freed of the Ban in 1616. Unusually, the western portion of the land was opened to the king before the rest of the land was open to outsiders. Two years ago he began seizing castles from the Count of Timms.

Loskalm led in the exploration of new Fronela and its knights were instrumental in the lifting of the Ban. Yet the kingdom has exhibited no imperial intent and has scrupulously respected the territorial claims of nearby lands. However, attitudes seem to be changing since the king recently received homage from the Count of Perfe and has formed the Order of the Swallow. The future of Fronela surely lies in the direction taken by the Kingdom of Loskalm.

W R V S P O T : : A Y D P Z W X G I O * I I I O K H A W R V S P O T : : A Y D P



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Fronela: Places of Interest

Agria: The western province of the Kingdom of Loskalm.

Akem: The marshy delta at the mouth of the Janube is called Akem. It is dominated by Sog City. Manors and petty earldoms dot the area.

Armorn: These eastern 100 kilometers of the south bank of the Janube River are still enclosed within the impenetrable Syndics Ban. No one knows what lies beyond.

Arrolians: Collective name of the lands originally settled by Lunar colonists in the fifteenth century. Many are lost, but powerful among the remainder are Riverjoin and Eastpoint.

Charg: This hilly region is still closed by the Syndics Ban. An invisible wall runs down the center of the Esel River on the border of the Lunar Empire. A wall of fog surrounds it on other sides. It was a barbarian-infested land before the Syndics Ban, similar to other Orlanthi lands.

Dilis: This swampland is an evil place, full of chaos monsters. It has haunted western Fronela for centuries, and many a brave knight has herein met his doom.

Dona: The central expanse of the Janube river. It is fed by several tributaries from north and south. It is a placid river here, unbroken by any great obstacles, its banks hidden from each other by dis-

tance. Most of Dona was opened in 1593 and 1595.

Eastpoint (large city): One of the Arrolian cities, seized by force in 1392, conquered, but self-liberated again in 1470. It was released early (1589) from the Ban by clever (perhaps lucky, as well) one-use magic for the outward journey and Lunar moon-boats afterwards. It got its name in the Second Age when this was the farthest settlement of the Jrusteli Empire. The Red Goddess is the state-supported cult.

Ease (large city): Capital of the Loskal-mi province of Easval. This is the homeland of Snodal, and also holds his grave.

Easval: The most northern province of the Kingdom of Loskalm.

Einpor (medium city): City of Junora, seat of Count Anostos, a powerful independent nobleman.

Erontree: A mighty elf forest, primarily inhabited by Green elves, though a sizable minority of Brown elves also lives here.

Galastar (medium city): This is the largest city in the region. During the Syndics Ban the city was cut off even from the river and generally dwindled in population. It has since been populated mainly by immigrants from the rest of Mortasor who considered moving into the old residences, complete with posses-

sions, a fantastic step up in the primitive world forced upon them by the Ban.

High Llama Pass: This pass is the only safe route over the Nidan Mountains to Ralios. Halfway across is the citadel of Bad Deal, where dwarfs openly trade with humans. The Llama people on the other side of the pass control travel through the pass.

Hingswell (large city): Capital of the Loskal-mi province of Agria.

Janube River: Many city-states of Fronela sit along this great river. Like most river areas, no great numbers of river folk have been seen since the Dawn Age. The river priests of Janube divide the river into three sections whose names have been given to the many lands on either bank. Thus the names Arnstor (for the lowest portion — rarely used except by cult officials) Dona (central) and Mortasor (upper) are of regions, not states.

Jonatela, Kingdom of: This wide kingdom rises from the southern Janube Valley in the north to the rugged Nidan Mountains in the south. Rivers run south to north, with river valleys dotted with towns and small cities. Castles, rich and modern in the lowlands and poor and ancient in the mountains, house the knights and noblemen. The region was unified and founded by Jonat, a hero who travelled to Seshnela between the Closing and its destruction. During the Ban parts were cut off and now no longer pay homage to the King of Jonatela. Two years ago the king began seizing castles

The Hero Wars Begin

It is likely that the Hero Wars will take two forms in Fronela.

THE WARLORDS' ASSAULT ON LOSKALM

Brutal widespread ruin will mark the conflict between the Kingdom of Loskalm and the Kingdom of War. The cities and castles of Junora, a disunited region of feudal territories, are currently falling to the seige and assault of the Warlords and will mostly be destroyed.

Loskalm is preparing its armies, especially the Order of the Swallow whose

specific aim is to destroy the Warlords. It asks for no help from non-Malkioni, trusting in their Invisible God and the might of their experience.

The Kingdom of War rages onward, destroying and pillaging to collect the world's largest treasure horde. Mercenaries, knights from Jonatela and warriors from Tastolar and Rathorela, are volunteers to aid the Kingdom of War.

The Kingdom of Jonatela is the third major power in Fronela and its king may hold the key to successful conquest. Will they help or hinder the Kingdom of War?

THE ELF REFORESTATION

The elves are planting thousands of secretly stockpiled seeds across Fronela. When their spell begins, the seeds will spring into life and cover most of Fronela (outside of Loskalm) with a dense primeval forest which will expand from the two western elf strongholds. Their armies will increase with each growth, and they will annihilate all humans who do not submit.



in Timms to support his claim there. Although he has been approached, the king has decided not to commit to defending Riverjoin against the Kingdom of War.

Jorri: Province of the Kingdom of Loskalm.

Junora: This land is disorganized into many petty states and cities. Some people are still pagan Orlanthi, some swear fealty to the Hrestoli Archbishop of Southpoint, and still others belong to the Jonating Malkioni sect. Since the Syndics Ban, Junora has been under pressure from the Kingdom of War, the Jonatings, and Loskalm.

Karstall: This county was once part of Jonatela, but was isolated by the Ban and still demands independence. Though the king disagrees, he had done nothing yet.

Loskalm: This old and respected kingdom is rich, stable, and confident of its future. The unusual meritocracy, based on a revival of Hrestoli beliefs, has produced a fair and integrated society. Thanks to the long peace of the Syndics Ban cities thrive, and the old castles which used to mark the oppression and warlike nature of the nobility have largely been abandoned except in border areas, replaced by palaces, schools, and libraries.

Maidstone Mountains: Bitterly cold mountains inhabited by elves and the grotesque Maidstone Archers, headless three-armed monsters who are valued by armies as mobile ballistae. The archers take pride in their tradition of shooting down large flying monsters.

Molene (medium city): City in Junora, site of a County.

Morain (large city): The chief city of the Loskalmi province of Jorri.

Mortasor: This, the upper Janube region, has only recently been opened. Seven years ago Corostis Jumps-like-Salmon rowed a small boat from Galastar to the Sweet Sea. Since then trade has begun with the residents of the Sweet Sea and beyond. The lands south of Mortasor are still encased within the Ban's great wall.

The Heroes: Sir Meriatan

Sir Meriatan, Grand Knight and First Knight of the Order of the Swallow, plans to engulf the whole of Fronela in a war to establish the supremacy of his kingdom and religion. He is utterly confident in his land's ability to overcome everyone and everything with military might. He has learned of several secret ways to enter

into the Godtime and rob its denizens of magic and artifacts to aid his war.

"We must win," he has said, "because we combine all skills and arts into ourselves, just as our God combines all of theirs into Himself. If they did not insist on war so much I would pity them."

Nidan Mountains: Impassible mountains dividing Fronela from Ralios. Inhabited by dwarfs.

Nevs: A hilly province of the Kingdom of Loskalm.

Norans: The oldest province of the Kingdom of Loskalm.

Northpoint (large city): The capital of the Kingdom of Loskalm, this city is noted for its incredibly extensive and elaborate fortifications.

Okarnia (medium city): Capital city of the Kingdom of Jonatela where lie the old hero Jonat's bones.

Oral-Ta (ruins): A small cluster of rocky hills, dotted and riddled by ruins inhabited by creatures like lead centipedes which roll themselves downhill against invaders. They are believed to be the tortured souls of First Age trolls.

Oranor: A small barbarian kingdom, sometimes in the past part of either Jonatela or Loskalm.

Ozur Bay: Also called the Loskalmi Sea, this body of water lies between the Neliomi Sea and the Janube River.

Perfe (small city): The population of this once-beautiful city was slaughtered or carried off to slavery by the noxious Kingdom of War last year. Vicious warriors now occupy it, and rebuild its fortifications.

Pomona (medium city): Capital city of the Loskalmi province of Pomons.

Pomons: A province of the Kingdom of Loskalm.

Porent: The taiga waste which stretches along the edge of Valind's Glacier is inhabited by droves of migratory reindeer herders and trolls who prey upon them. Several explorers had reached the edge of the glacier by 1613, discovering reindeer without people in plenty.

Rathorela: Land of the Bear-people. The area is virgin forest, and though not dominated by elves many exiles from another forest still reside here. Several sites exist where tribes gather for autumn markets and festivals, but are too small to be shown on this map. Most bear people slept through the entire Ban, thinking it but a single night. Most of them were freed in 1594, 1607, and 1618. Several years ago the tribal unity of the many bear peoples was disrupted when one of their number, a young man named Harrek the Berserk, slew the grandfather of their race, the legendary White Bear who did not hibernate in winter.

Retrint: A blank land.

Riverjoin (large city): This ancient city converted to the Lunar Religion in 1462. The cult was imported with Lunar colonists, most of whom were fleeing oppression elsewhere. The Lunar pantheon was adopted intact, a new temple was built in the city square, but the general nature of the city, run like a medieval guild, was not appreciably changed. It was freed of the Ban in 1597 by boatmen annually working their way down the Janube from Dona. The city council is currently working to find allies against the encroaching Kingdom of War, and



reportedly has found some in Southbank and Karstal County.

Salisor (medium city): City in Junora.

Salona (medium city): City located in Pomon, and seat of the Duke of Salona.

Sog City (metropolis): Called *Sogolotha Mambrola* in the old tongue, this ancient city controls the mouth of the Janube River. This huge, decadent city is a haven for wanderers and transitory folk. It was founded by ancient Waertagi as a drydock site for their immense cityships. The green-skinned native population is descended from those ancient Waertagi. The vast ruins of the old drydock, large enough to hold a city-ship, dominates the northern city view.

Rule of the city is in the hands of ancient Brithini whose ancestors made deals with the Waertagi. They still keep those empty deals in preparation of the promised return of the Waertagi. They also run the day-to-day affairs of the city and its surrounding lands, but in an aloof and mysterious manner. The inmost city is surrounded by a red-hot brass wall and only pure Brithini by blood are permitted therein, so no one knows anything about its residents. A rough and ready law and tax collection system is enforced by Street Judges, foreign hirelings organized like an army. They are the only legal system encountered by most visitors, including the merchants. On the other hand, these Brithini are often unusually generous for immortals. They teach unusual magic incantations and spells at the ancient university, which holds one of the near-complete copies of the Blue Book of Zzabur in its vast, fireproof library.

Sog has seen better days. Many of its streets are abandoned and fallen into disrepair. In 1615 it was sacked by raiders led by Harreck the Berserk. But the recent expansion of sea trade has brought a great influx of people who are occupying the ruins and rebuilding. The mood is optimistic, sometimes bordering on fanaticism. The Cult of the Ship and the City is growing as even newly arrived foreigners get caught up in the excitement generated by the recurrent dreams of its residents about Waertagi cityships in disrepair. Of especial interest is the haunting of the University President by the vision, and his personal investment in the reconstruction of the drydock.

One of Sog's traditional duties is to suppress the monsters of Dilis. They own two Seeing Stones which can view portions of the marsh, and a branch of the University is required to keep watch and hire experts to suppress dangers.

Southbank (large city): This city is a stronghold of solar worship. Before the Ban only Yelmario was known here as a minor cult. Now Yelm is god here. Its surrounding territory was freed of the Ban in 1593, but the area within 3.45 kilometers of the city were not accessible until 1603.

Southpoint (large city): This city is the home of the Ecclesiarch of the Hrestol sect, who handles all theological matters relating to the Hrestoli sect, and theoretically is Supreme Authority over all Malkioni churches. All the churches of Fronela acknowledge his supremacy.

Sweet Sea: A cold, clear, freshwater sea whose banks are inhabited by a vigorous race of boat-loving fishermen called the Harangvats. The sea is unique in that it drains both west, into the Janube of Fronela, and east, into the Poralistor River of Peloria.

Syanor: A geographic name which was once covers the entire region south of the Janube and north of the Nidan Mountains, including Charg, Jonatela, and Oranor. The area is usually now called by the name of its dominant political power, Jonatela.

Tarins: The southern province of the Kingdom of Loskalm.

Tarnwall (medium city): This is one of the oldest cities in Loskalm, its occupation preceding the first migration of people from Brithos to Fronela.

Tastolar: This thinly forested land is the home of the Uncolings (reindeer people). Periodically the clans meet to form temporary tent cities, which vary in size but numbered 50,000 people in 1617. The highlands of the region, from whence the Third Eye Blue people first came, are still cut off by the Ban.

Tawars: A province of the Kingdom of Loskalm which lies on the Ozur Bay. It is famous for its cattle.

Timms: Once a portion of Jonatela, the county of Timms was isolated during the Ban. Freed in 1597, long before most of the kingdom, it now claims its previous isolation is incontrovertible proof that it is not subject to the King of Jonatela. Though the Count of Timms has lost several castles to the king he continues to resist. The Dona cities treat with him as an independent power.

Upriver: This region has many farmers within its rich valley, scraping out a meager farm and trading with the locals. Most market their products at Zoria.

Valind's Glacier: A vast, bleak region of unrelenting ice and snow from whence blow cold winds even in summer. Trolls hide there, and raid into Porent for food.

Valsburg (medium city): Capital city of Tawars.

War, Kingdom of: This kingdom was unknown before the Ban. After the Ban lifted, a cruel and oppressive people were discovered here whose armies range far afield for plunder. Their borders expand rapidly as people surrender to them to pay harsh tribute rather than suffer brutal raids. They claim to worship one hundred different gods of war. The Kingdom of Loskalm has recently formed the Brotherhood of the Swallow to crusade against the intruders.

Winterwood: The green elves believe that this conifer forest was the birthplace of the first green elves and that it was also High King Elf's last stronghold against the Darkness.

Zoria (medium city): The city of Free Love is here "because it's the best place in the world to keep warm," according to its founder. About three centuries ago a woman came here from the east. She claimed to be an incarnation of Uleria, goddess of love. Amid the bleak valley she built a town and a temple. The city and nearby people still follow her precepts. Rumor says that other places called Zoria exist. The city was freed of the Ban in 1600. The ruler, who speaks only when possessed by the founder of the city, says she does not fear the Kingdom of War. "Love is stronger than death," she says.



KRALORELA

"I live in the Land of Splendor within the blessed shadow of the Dragon Emperor, whom you know as Godunya. May his Eternal Peace enlighten and pity you!"

Description: Kralorela is divided into four narrow north-south bands of territory, plus the Bliss of Ignorance. Westernmost are the mountain ranges of

the Hsc Shan, Hsa Shan, and Hachuan Shan, collectively called the Shan Shan; next comes the populous region named Vaska Long, made up of five provinces between the mountains and sea; third is the Suam Chow, a rich and shallow sea dotted with the Gnow Chang Hia or "One Hundred Rice Islands"; and finally Hum Chang, the "Prodigious Island" which has two provinces on it. The Bliss of Ignorance is a region of difficult terrain and cruel inhabitants.

The land is fertile, with much forest and light jungle broken by many rivers. Most river valleys have been cleared by people for rice planting, and the annual floods bring rebirth for farmers and fishermen.

Just north of Kralorela proper lies the Kingdom of Ignorance, more properly titled Bliss in Ignorance. This is a human land, though it has an immense slave class of miserable trollkin. It is now an autonomous province of the Kralorelan empire, whose common folk have proved unable to be lifted from their misguided ways. The favorite deities here are worshiped nowhere else, and these people have never had a ruler who followed their own ways.

Inhabitants: Most of the residents of Kralorela are human. Dragonewts, mer-men (mostly hostile), and other non-humans lurk at the fringes of civilization.

Culture: Kralorelan. The civilized people of the Kralori Dragon Empire are of the Kralori (yellow) race. They live in a highly structured, orderly society, in which each person knows his station. A man or woman born to a farmer expects to be a farmer to the end of his or her days, to receive a farmer's recompense, to marry a farmer, to raise his or her children as farmers, and to receive a farmer's reward in the complex Kralorelan afterlife. The divine Dragon Emperor rules the nation through gover-

nors called Exarchs. The Exarchs are served by bureaucrats and judges called *hsin tu*, translated as "mandarins." The mandarins rarely deal directly with the populace, but are in turn served by a variety of functionaries and officers.

Despite this rigid pattern, the social order is far from a simple caste system. Every productive member is valued, and a good farmer is more respected than a bad mandarin. The Kralorelans know that their civilization is the most perfect in the world. They believe their arts are the most refined, their soldiers the most courageous, their cuisine the most delectable, their rulers the most inspired, and their magic the most impressive. When presented with evidence to the contrary, they maintain that moral superiority makes up for crude ostentation.

All adult citizens worship Godunya, the Dragon Emperor, as a matter of state policy. Their worship is channeled through the Exarchs, making them foci of magical power, and making the

KRALORELAN REGIONAL ACTIVITY TABLE

determine weekly per city or tribe

COMMON EVENTS

- Regional land spirits on benevolent blessing binge: festivals declared
- No unusual event

UNCOMMON EVENTS

- Curse of the Ancestors smites random victims
- Local potentate seeking scapegoats for crimes committed in area
- Naval campaign begins: corpses sought to man zombie galleys
- Wandering medicant monk turns all gold to lead
- Storm of illness dervishes assaults all foreigners; cures sold only by government herbalists
- Food rioting: starving hordes swarm across the land pillaging; all looters crucified
- Covert battle between local tongs; mercenaries sought
- Repairs to local irrigation canals/imperial roads/town walls are ordered by mandarins: all must work

RARE EVENTS

- Huan To invasion; starving refugees swarm in flight
- Raiding by neighbors (Vormain pirates; in south, Amazons; in west, Hsunchen); mercenaries sought
- Wandering medicant monk turns all silver to gold
- Sacred oxen make pilgrimage to area: all prices doubled

Population of Kralorela

Humans

Ignorance Humans	2,200,000
Shiyang	700,000
Hanjan	900,000
Jaubon	1,400,000
Puchai	800,000
Boshan	1,500,000
Wanzow	1,000,000
Kaisen	1,500,000
Modangs	1,100,000
Hsunchen	900,000
Total	12,000,000

Nonhumans

Ignorance Trollkin	500,000
Dragonewts, Hum Chang	100,000
Dragonewts, Fanzai	100,000
Wind Children	150,000
Trolls	1,000,000
Total	1,850,000

WRVZΛOT+:ΔΥΔΦΞΘΣΓΙΟ*IIIΟΔΗΑ●WRVZΛOT+:ΔΥΔΦ

People of Note

Archexarch Seven Dragon and Wisdom: The commander in chief of all military forces and thus the most clever, commanding, and combative warrior in the east.

Godunya, The Dragon Emperor: Godunya is called the Hidden Emperor because he was alive, but unrecognized, for many years before being installed into his office. The hunt for him is fondly remembered by many of the current residents of the land.

Can Shu the Glory of Ignorance: The current reigning exarch of the Kingdom of Ignorance, Can Shu reportedly believes that he will conquer the world by exporting Black Lotus Dust and eventually selling a large dose to the Sun God.

Imolo Wen: A great swordsman who cleared Boshan of two-headed monsters almost a century ago. He runs a famous martial arts school.

Kui Hui the Giant Hero: Shortly before the Opening, about 40 years ago, Kui Hui destroyed a fierce Lobster Demon which lived in the Suam Chow and destroyed the Magic Bridges. Kui Hui is so large that the exarchs created a horse the size of an elephant to carry him.

Yao Fune: This prophet claims that if everyone gave up all war then the sunken lands of the Suam Chow would rise again to their former glory. His cult has adherents everywhere, including among some of the exarchs.



Krakorelan martial artist, follower of the Centipede style.

History

Since the beginning of recorded events, which is "five million generations" for these citizens, the Land of Splendor, called by outsiders the Kralori Empire, has existed. It was uninterrupted by the Darkness and began history intact, uncaring of the rest of the world and unknown to outsiders. It was known only to the

Waertagi, a few East Isles merchants, and Vormain and Fethlon pirate raiders.

After the defeat of the Waertagi, the ancient line of Dragon Kings was interrupted in 727 by invading God-learner freebooters seeking plunder and lands. In 768, their magic confounded the emperor Yanoor and drove him to the next world to avoid assassination. Tens of thousands of distraught peasantry committed suicide. Most priests survived, knowing it was too late to join in Passage with the dead emperor. The priests and Exarchs

fled north to the land of Bliss in Ignorance. In the Emperor's place sat the New Dragon's Ring, five people who ruled from five cities and dried up the land's magic and vitality.

The New Dragon's Ring, impressed and amazed by the land's ancient dragon magics, soon stopped being God Learners, and appointed an Emperor to assist them in rule. The New Dragon's Ring fell upon the Land of Splendor like vivisectionists on a new animal. Rituals of ten thousand years duration were



broken, ceremonies of critical importance to world health were altered, and age-old rites were usurped and abused.

When the Oceans were closed in 950 the false Emperor and New Dragon's Ring concealed the fact for a generation. The land was shattered by the Dragon's Awakening Shudder in 1051. The Exarchs moved a star to make a particular alignment necessary for their Evocation of Dragons. When all Kralorela's magic was activated at once in 1120, the foreign dragons and priests were destroyed in the War of Heaven. Godunya, the current emperor, was consecrated right on the Exarch's schedule in 1124 and has ruled ever since.

During the Closing the Suam Chow remained navigable, and Godunya reinstituted the traditional navy even though the fleet could not leave the inland sea. The huge barges were usually used to help build the bridges which span the Suam Chow.

The appearance of ships from Kethaela in 1587 was a shock and fright for the Kralorelans. But Godunya acted

promptly and decisively. The foreign fleet was surrounded and sunk — all destroyed except one boat and seven sailors, all blinded in one eye, to take the emperor's message home. Only native junks can sail the Suam Chow freely. Foreign ships must land at the city of Lur Nop, in Wanzow. Kralorelan merchants have showed more adventurousness than their rulers, and sail often to the East Isles, Teshnos, and even Teleos. The fleet has never made maneuvers against other lands.

Places of Interest

Boshan: Southern province of the land, Boshan was plagued by two-headed creatures for 150 years until cleared by Imolo Wen, a swordsman hero.

Bliss of Ignorance: Also known as the Kingdom of Ignorance. A bitter and wasted land of rolling hills and twisted woods. Ruins of inhuman civilizations dot the land, ignored until some secret cult of twisted magic meets there and

peoples it with adulating crowds, mobs of sacrifices, and flocks of lost and hungry dead.

Chang Tsai (metropolis): In the Second Age, thanks to God Learner meddling, the Ogre King and Legion of Red Bones seized control of this city. After the Closing it was liberated by Thang How of Fuknama.

Chi Ting (metropolis): Here live the world's only "Friendly Silkworms." These rare beasts spin three cocoons rather than one, "in case friends have been robbed of their own." Naturally the silk merchants usually take all three anyway, tripling their income. Chi Ting is the permanent residence of the emperor.

Fanzai: Also called Dragon Island, the largest dragonewt colony is here. The Kralorelans often come to pay respects. The dragonewts themselves generally ignore the Kralorelans, but not always. The province of Wanzow covers the northern part of the island.

Fethlon: This jungle region south of civilized Kralorela is dominated by Yellow Elves, and generally shunned by all right-thinking Kralorelans. See the Teshnos chapter.

Fuknama: Large city which was ruled for 88 years by the Eight Sisters of Justice. The women began the Extraordinarily Fair Feminine Legalists, an institution which has become an adjunct to the exarch's legal system in the centuries since their lives. The last Sister lived to be 237 years old, and died about four centuries ago.

Guiching (City of Ornate Experience): Large city which is reputed to have the world's most lavishly equipped palaces which cater to any self-indulgence.

Goropheng: The Ruined City. This used to be the capital city of Kralorela until flooded by the ocean in the Gods Age. Its crumbling roofs and towers are still visible above the waterline.

Grombul: The inland flats of the Kingdom of Ignorance. These are icy cold in winter, but flower beautifully all

Prophecies of the Hero Wars

KRALORELA: Prehistoric dragon writing on the Cliffs of Chu

"In the endless passage of days again, one stands out.

As time goes by, faceless and passing, one day stands out.

That day is the Day the Magic Changes."

"In the endless mirage of magic powers, one is stark.

Among the illusions of this world and that, one confronts us.

That power is the Day the Magic Changes."

"Of all the wars of this time, last, and next, one frightens us.

In eternal combats, among gods, demons, and mortals, one is terrible. On the day after the Day the Magic Changes we see the Wars of the Heroes."

The God Learners claimed that magic had changed several times in Glorantha, generally declining from the earlier mythical eras. The most important change, for them, was the Sunstop, when the sun halted its passage and was blotted out by the Deathspider Shadow.



summer long. The Grombul is the source of many strange legends, such as the story of the Jibboo Sam and what it fed upon.

Hanjan: Province where Aptanace the Sage lived for his "central generations." His son Julang Hombondol invented dams and irrigation here and the land is extensively criss-crossed by irrigation ditches. Pai Raow, the favorite kitchen god, is from this place. It grows the finest sweet peppers in the world.

Hsiang Wan (large city): Dendara, the Mistress of Compassion, was born here, and her most beautiful temple still stands.

Hsin Yin (large city): Here lived Godunya for almost a century, unrecognized as Emperor in his disguise as a belt buckle salesman. Because of the Emperor's connection with the place every boy born here receives two bushels of rice and three large fish upon birth, and every girl born here receives three bushels of rice, a chicken, and two ducks upon celebrating her first birthday.

Hum Chang, the Prodigious Island: Three dragonewt cities are here. It is dotted with jungle, and many small rivers are filled with rice paddies. In the most ancient days, Hum Chang was connected to the mainland, but when the Blue Dragon of the Deep was angered he sent the Suam Chow to intervene and cut the island from the mainland. Two provinces are on the island: Kaisen, in the north and west, and Modaings, in the south and east.

Jankley Bore: A range of rocky hills in the Kingdom of Ignorance. The legendary home of the defunct god Sunstorm. The ghost of Sunstorm's third eye reportedly still wanders here after dark.

Jaubon: This is the central province of Vaska Long. The Rice Mother, daughter of Emperor Shavaya, was born here.

Kaisen: This is the northwestern of the two provinces on Hum Chang. Cho the Rocketeer found the magic crystals for his creations in this province, but they were all used up centuries ago.

THE HSUNCHEN OF KRALORELA

The hill regions, jungles, and mountains of Kralorela are populated by ancient, wild hsunchen peoples. The dominant tribes, according to Kralorelan philosophy, are:

Turtle people, who live on the sea in Teshnos

Bat people, in the jungles of Fethlon

Deer, who live in the hills

Yak, who live in the mountains

Eagle, who live among the mountain tops

Tiger, who move through all the regions

Many other tribes used to thrive in the area. These include peoples who would have lived in the regions now populated by the Kralori: the plains, river valleys, and littoral. These extinct tribes include the wild pig people, jungle hen people, combed sheep people, four-tusk elephant people, spurred deer people, barred seal people, and the dragon people.

The dragon people once ruled all of Kralorela, perhaps before the coming of the Emperors. Maybe the first emperors were really hsunchen dragon people — conflicting myths exist. But all tales agree that the dragon people disappeared long ago. Some moved beneath the sea, others changed themselves by magic into humans, and others simply flew away to serve the gods.

Koromondol: A wind-blown coast extending north from the Kingdom of Ignorance into the lands of legend. Trolls exiled in the Second Age fled here, and some remain, though most moved even further northward. The human inhabitants harvest prawns and watercress. The Creature Whose Initials Are Y.B.B. lives on this coast, as does the Nimble Hen, with its single twisted leg.

Kuchawn (large city): City of the Stars is another name for this site, which has the world's longest continuous record of observed heavenly events.

Laonan Tao: Large city where Kui Hui the Giant Hero, who saved the Huam Chow from the Lobster Demon, lives.

Lokow: Large city built entirely from stone taken from the Eggshell of Luy Wi, a son of Allgiver who was hatched by magic during the reign of Mikaday. As a result, no dust ever settles within its buildings.

Lur Nop: This large city in Wanzow is the only port of Kralorela which is open to foreign shipping. Traders from Vormain, the

East Isles, Teshnos, Teleos, and Kethaela meet here.

Magic Bridges: These are being built by Emperor Godunya as his pet project. Seven completed bridges extend from Hum Chang to Vaska Long, linking island to island along the way. The projects are work projects to keep the teeming masses of poor busy, and are the ultimate vindication of the Emperor's

DRAGONS

Dragons may well be the most ancient and powerful race of beings in the Inner World of Giorantha. Many legends describe dragons as the creators of the world.

Dragons are creatures of great rarity and mystery, and only a little is known of their nature. It is certain that dragons are vast in size, so huge that people who see the largest dragons are sometimes driven mad by the sight. Dragons are winged, and fly at incredible speeds. They are fully sentient, though their thoughts and secrets are far beyond human understanding. Finally, it is believed that they sleep much of the time, sometimes for long periods, even aeons. Unfortunately for humanity, during their sleep their dreams are so powerful that they spawn ravaging entities known as "dream dragons."

Both Kralorela and Dragon Pass (in Maniria) are inhabited by dragons. The most famous are the Red Dragon and the Black Dragon, both found in Dragon Pass. Except for the August Dragon, Kralorela's dragons are not well known to foreigners, except by the reputation they have gained in war.



reign. These kilometers-long bridges are most impressive to foreigners — bridges have houses, markets, even their own minor exarchs.

See boxed article.

Modaings: This province is on Hum Chang, in the south and east. The Firetower of Ban Yow, a lighthouse, is so tall that its flame is visible from hundreds of miles away. From there Ban Yow used to cast his fishing net made of golden chains and draw ashore monsters which he and his followers fought for sport.

Puchai: Province also called "The Narrow Land." Daruda created here the Well of Rising Dragons, a magical wind which sometimes rises and carries all within it upward into the sky realm where either wisdom or foolishness can be learned to perfection. A school of meditation is established to prepare people for the Well, should it occur again.

Sha Ming: Metropolis originally founded by all the people defeated or confounded by Huang Is the Cauldron Maker during the reign of Mikaday. They never pay their taxes on time and the city has been sacked by the Emperor's armies several times.

Shan Shan: These mountains were said to have been raised in the reign of Emperor Thalurzni. He commanded dragons to push upon the eastern shore so that the land wrinkled like a tablecloth and raised the mountains like a wall to hold out enemies.

Shiyang: Northernmost province, centered upon the wild and raging Kuwai

Tan Kang (River). Near the mountains the natives are much larger than normal, averaging 2 meters in height for men. The Emerald Fish Lord is the favorite cult along the valley.

Suam Chow: This wide sea is shallow and rich with life. In ancient prehistory the ocean crept in and filled the land, upon whose central hill was built the old capital whose roofs are still visible at the waterline at Goropheng. The coastal lands have since been slowly expanded by staunch dikes, and the sea is crossed by many magnificent bridges.

Ting Shui: Large city where the August Dragon has held court four times since the Dawn. When it meets he will interview any human being and mete out instant judgement, conferring curses or blessings as deserved.

Tung Shui An: Large city where no one may cook their own food, also called the "City of a Million Food Stands."

Tzu Lung: Large city which is noted for the beauty of its women and the melodiousness of its flutes. It also has a monstrous demon living below it which must be propitiated according to its eccentric whims or else it destroys selected buildings at night.

Vaska Long: The Western Riverlands. The land is fertile, with much forest and light jungle broken by many rivers. Most river valleys have been cleared by people

Prophecies of the Hero Wars

KRALORELA: A peculiar event

According to The Watchers of the Plasma, a Seer Society in Dara Happa, this year the Exarchs of Kralorela held a funeral ceremony for the Outside World.

After the ceremony, a squat, ugly idol was blessed and thrown beneath the waters of the Suam Chow. This may be connected with the writings of Emperor Shang-Hsa May-His-Name-Be-Cursed, in which appears an unnamed, frightening deity of the future, who is to be propitiated, but never worshipped.

for rice planting, and the annual floods bring rebirth for farmers and fishermen. About half of the population of Kralorela lives here. Many small rivers cut the land, dammed and filled with rice paddies.

Wan Hua: Large city where writing was invented by Alou the Brushman. It still makes the finest brushes.

Wanzow: Province where foreigners are allowed freely. A foreigner must live here for at least a year before traveling to anyplace else in the Empire of Kralorela.

Zon Am: An island, and a Blank Land.

THE GRAND BRIDGES OF GODUNYA

Each of the Kralorelan emperors has performed many great deeds which have shaped the world, but each emperor is also noted for a single effort which is especially significant for his reign. For Godunya it is his bridges.

The bridges are a living symbol of the relationships of the universe. They are an incarnation of a particular energy available to the followers of the emperor. When people walk on, sail under, live upon, or think about the bridges they are exposed to infinitely subtle lessons which help to

enlighten them in ways important to the universe.

The bridges each vary in structure, materials, and building techniques. In general, they are wide and strong enough to hold houses and, every 20 km or so, market squares. The tendency has been to use more piers closer together rather than attempting unnaturally long spans.

Exceptions abound. The Bridge of One Way abruptly ends its broad cobbled way at a single steel cable which spans a 12 km gap. The Bridge of Heaven and Hell has no place to purchase food. The Bridge of the Rainbow Way is made only of bamboo. The Bridge of Light and No Light, the Bridge of Liver and Bile and Honey, the Bridge of Ex-

archs and other Immortals and the Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts all have a huge section of arched bridge without piers, presumably to allow the largest of the Kralori battle barges to pass under.

The Seven Immortal Bridges of Godunya are:

The Bridge of One Way
The Bridge of Heaven and Hell
The Bridge of the Rainbow Way
The Bridge of Light and No Light
The Bridge of Liver and Bile and Honey
The Bridge of Exarchs and other Immortals
The Bridge of Beautiful Music, Transformative Sex, and Jade Thoughts

W R V S A O T : : A Y D C F Z W X G E I O * I I I O S H A S O W R V S A O T : : A Y D C F

LUNAR EMPIRE

Description: The Lunar Empire is a religious and political organization which rules the many peoples of Peloria. Feared and hated by outsiders, it is probably one

of the finest places to live. Tradition is appreciated and studied, but not slavishly adhered to. Opportunity abounds, and social and geographic mobility are widespread. Peace reigns — no wars have been fought here for over a hundred years. Government is stable and society content. The "infernal presence of chaos" which terrorizes the outside world is carefully avoided by most citizens, and the "taint of evil" is never touched except on a voluntary basis.

The climate is temperate. The once fierce winters have been tamed by the state-supported cult of Kalikos Icebreaker which annually sends a war party to fight Valind, the Winter God.

Inhabitants: The vast majority of Lunar citizens are humans. However, the egalitarian Lunar way attracts non-humans and accepts them as spiritual equals. The trolls of the Blue Moon Plateau form a large contingent of non-humans. A colony of broos is said to exist someplace, as is a legion of vampires.

Culture: People are molded by their local cultures, but the Lunar spirit offers a freedom which was unknown before the coming of the Red Goddess. This freedom is sometimes frightening, and only a few dare to explore all its possibilities. Yet the Red Goddess guides along the path, provides guardians and escapes, and can answer personal questions communicated through prayer.

Within the Lunar Empire, several cultures can be identified: Carmanian; Dara Happa; and Pelorian. Prevalence of these cultures corresponds with geographic boundaries, so the cultures are each discussed within the following subsections of the Empire.

Language: Although many languages are spoken within the empire, New Pelorian is the official state language.

Government: The Lunar Empire depends upon the Red Emperor and his immediate staff for unity and leadership. The Red Emperor is an incarnation of part of the Red Goddess and is responsible for maintaining her mundane empire. Leaders of political states and Lunar religious bodies report directly to him. He has been reborn several times. This time he is vigorous and active, experimenting with magic and involved in heroic affairs.

LUNAR TRIPOLIS REGIONAL ACTIVITY TABLE

*determine monthly per large city or metropolis
in Dara Happa.*

COMMON EVENTS

- Devotee of the White Moon peace declares impending birth of the new age
- Grand pavane of high Lunar nobility is announced: all gates closed for a week, selected streets closed for duration
- Government dignitaries visiting; city guard performs a ceremonial revue and inspection; all criminals go under cover
- New magical monument to be unveiled; two weeks of mandatory public celebration announced
- Infestation by unusual spiritual agency reported; Yelm priests purge site
- Church of Immortality is reported finally destroyed
- Dissenters stage sit down in market

UNCOMMON EVENTS

- Bodyparts merchant visiting; no questions asked
- Rioting mobs on anti-nonhuman rampage
- Rioting mobs accidentally slaughtered by over-zealous and undertrained temple soldiers

RARE EVENTS

- Rioting non-humans on anti-human rampage
- Devotee of Fiscal Anarchists giving away money (2d100 L. per person)
- Devotee of Heretics of Vitality releases undead into city streets: city watch units need help
- Church of Immortality is back and selling new memberships: informers, mercenaries and spies needed
- Major military campaign in preparation: army press gang rounding up all foreign warriors for Forlorn Hope unit
- Tentacled gladiator in town seeking volunteers for his training group

Population of the Lunar Empire

Humans

Aggar	140,000
Brolia	100,000
Carmania (Western Oronin)	900,000
Darjiin	950,000
Doblian	450,000
Eastern Oronin	500,000
Eol (Thrice Blessed)	250,000
Erigia	130,000
First Blessed	900,000
Glamour	500,000
Holay	150,000
Hungry Plateau	40,000
Karasal	300,000
Kostaddi	450,000
Oraya	400,000
Rist	380,000
Saird	600,000
Silver Shadow	175,000
Sylla	400,000
Talastar	200,000
Tarsh	360,000
Vanch	150,000
Total	8,430,000

Nonhumans

Brass Mountain Dwarfs	20,000
Jord Mountain Dwarfs	80,000
Imther Mountain Dwarfs	30,000
Blue Moon Trolls	380,000
Elder Wilds Trolls	430,000
Yolp Mountain Trolls	70,000
Total	1,010,000

ШR∇ΣΠΘ†:ΔΥΔϕ≈☾XGⅆ□※III○⊕†父●ШR∇ΣΠΘ†:ΔΥΔϕ



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The empire is divided into several parts, each described separately in the text below. These are:

CARMANIA: Once a powerful kingdom, the area is still feudal.

LUNAR HEARTLAND: Nine Sultans rule the Lunar Heartland, and their clans are responsible for supplying the Emperor's demands. The Heartland Sultanates are: First Blessed, Kostaddi, Silver Shadow, Oronin, Doblian, Karasal, Darjiin, Sylila, and Oraya.

LUNAR PROVINCES: Five kingdoms, all upon the Oslir River, have special status as tributary states. Native rulers collect taxes, pay special tribute, support temples, and coordinate their operations under the commands of a Provincial Governor. Many lesser tribes also obey the governor under simpler arrangements. Several other barbarian lands are

also subject nations (Sartar, for example), but not official provinces.

LUNAR ALLIES: North of the Heartland several peoples remain outside the direct rule of the Red Emperor, but have embraced the Lunar way and cooperate with the empire.

The Redlands are a vast empty region to the east settled by independent farmers over the last couple of centuries.

Military: Once a proud fighting force, the Lunar Army has declined into the static Provincial Armies with a single mobile army, the Heartland Corps, assisted by the two sizeable special forces of the Imperial Bodyguard and the Sisters Army. A century of peace has reduced numbers of recruits and civic enthusiasm.

Within the empire, magic flying Moon Boats carry messengers and occasionally troops with speed and reliability.

One prominent superiority of the Lunar Army is their unique use of sorcerer-priests organized into military units. Throughout Glorantha every army is accompanied by its priests or by a powerful sorcerer supported by his adepts, but no other army has yet duplicated the Lunar tactic.

Religion: The Lunar religion is one of tolerance and all-embracing unity. Its dogma is one of understanding and acceptance (though not necessarily support), even of enemies and of chaos. It views life, death, and chaos as part of one vast universal being who is being healed by the Red Goddess. Everything has its place and part, once healed to fit properly. Several deities representative of healed parts of the universal being are worshiped, often alongside a similar native deity.

Local religions and cults are tolerated, even supported if beneficial.

Prophecies of the Hero Wars

A PELORIAN MOON STORY: anonymous, circa 1300 S.T.

*"As night passes into day,
as summer follows winter,
so shall the White Moon follow the Scarlet."*

*"The worst war of the world can only be followed by
the best peace of the world."*

*"The White Moon is the Moon of Peace,
For none can be warlike when all weapons are broken."*

The White Moon is the Moon of Calm,

For none are quieter than the dead.

The White Moon is the Moon of Beauty,

But who shall remain to admire her?"

This old prophecy is widely believed in Peloria, though interpretations differ. The worshippers of the Red Goddess believe that the Red Moon shall transform into the White Moon when acceptance of the Goddess has spread over all the world. They usually add these two lines to the start of the prophecy: "As blood precedes a birth, / As a child becomes a woman,". The Pelorian hill barbarians believe that the White Moon cannot rise till the Red Moon has been pulled down.

History of the Lunar Empire

The Lunar Empire began about 400 years ago with the rebirth of the Red Goddess in the body of a human being. Over several years she found herself and attained immortality. She left the world and became an enormous ruby orb which sits in the sky, slowly turning red to black and back again over a week-long lunar period.

The Lunar Empire uses a yearly dating system which is different from the normal Solar Calendar. It is based on Wanes, each of which is 54 years. Dating is numbered by Wane/year. 1/1 was 1248. Thus 3/12 is the twelfth year of the third wane (or 1367.) Zero Wane refers to the time the Red Goddess was on earth. Dates before her coming use other systems, usually the normal solar date.

The Zero Wane saw the conquest of most of the Heartland. The First Wane settled civil disputes without the Goddess present, and expanded lands. The Second Wane saw expansion in the West Reaches and especially activities of the Hwarin Dalthippa, the Conquering Daughter, in the Lunar Provinces.



In 3/20 a great nomad army led by Sheng Seleris conquered much of the Heartland. Sheng Seleris was the most successful foe of the Empire and held the land in thrall for 85 years (1375-1460). Many customs of the nomads were adopted, such as using the title Sultan for ranking lords. The Red Emperor finally defeated his foe in single combat and condemned him to eternal torture in 4/51. The empire began a great recovery from the nomadic occupation.

In 5/1 Hon-eel the Artess (who lived from 1445 to 1506) began her career. This wonder-working heroine helped the empire to recover quickly from Sheng's rule and helped conquer the remaining horse barbarians, who disappear from history with her after the Nights of Horror in 5/43. In 5/37 the Syndics Ban of Fronela had ended all threats of invasion from that quarter. The empire settled into a deep and lasting peace.

The sixth wane saw the institution of seven new families among the sultanates, indicative of the inward-turning of the empire. Only the Provinces remained at war, providing a place for warriors to hone their skills and for vain aristocrats to search for meaning in life. Dart competitions grew in number and ferocity, but with increasingly less effect, and several competing clans were wiped out trying to take control of a sultanate.

The seventh Wane began 49 years ago (1572) and will close in four years. The greatest event of the period has been the overthrow of virtually all Orlanthi resistance in the south, culminating in the occupation of Heartland, in the Holy Country, last year (1620). Currently, only one bastion of the Storm God still defies the Empire: the fortified city of Whitewall, where King Brian of the Volsaxi tribe continues to hold out. Fazzur Wideread, General of the Provincial Army, expects to take Whitewall this year.

Some people in the empire claim impending doom. They point out that the war in the south continues, despite continued claims to have conquered all resistance. The Redland pioneers report that nomads have come among them trading and raiding, and that the horsemen have never heard of the Nights of Horror, or any treaties based on it. Count Kaufin Destrino in the West Reaches predicts impending doom when the Syndics Ban again opens the western borders.

Reformers claim widespread moral laxity, scholars decry a fall in education and experimentation, and priests worry because their attendance is growing but funds are falling. Other prophets claim impending transformation, pointing to the growing numbers of initiates to the Red Goddess, enlightened individuals, and increased dreams about the White Moon, whose coming will inaugurate a new peace for the cosmos.

CARMANIA (the Western Reaches)

"I am from Carmania in the West Reaches of the Lunar Empire. I am the man of the noble Count (name) of (place)."

Description: Carmania is a rolling land of moderately populated farmlands dotted by many old castles which dominate the adjoining cities.

Inhabitants: Humans are the residents of the area, of Wareran stock.

Culture: Western/Carmanian. The upper class are thoroughly Lunarized, though they maintain Western social traditions, including a noble class which includes knights, a middle class of townsmen, and a lower class of indentured serfs.

The Carmanians of Peloria originated in Fronela. Their culture combines many elements of Western culture, such as their feudal government and worship of the Invisible God, with barbarian elements, such as accepting worship of Ernald and Humakt.

Language: Carmanian.

Government: Five major families and several lesser ones rule parts of the region. All are directly responsible to the provincial governor. Enfeoffment is the standard of determining social standing.

Military: The army is medieval in nature, with a professional class of knights forming the nucleus of the force. Most private armies have been suppressed by the empire, though several military units serve with various Lunar armies.

A freshwater fleet on the Sweet Sea includes several dozen penteconters. The fleet's commander reports to the Provincial governor.

Religion: The Carmanian Invisible God is most common here. Other deities include Pelora, the grain goddess; Yelm, Orlanth, and the Red Goddess. A new upstart cult, called Invisible Orlanth, has grown from a simple spirit cult into a mass movement.

Carmania: People of Note

Alejandro of the Brass Arm, Count of Spol: The count is a great upholder of war and the military tradition and is often absent at the front with his privately funded Queen's Regiment, or hobnobbing at the imperial court. He leaves the care of his holdings to his mother, Yolanela, called the Taloned Countess.

Brostangian Archmoor, Hierophant of Carmania: This church position was instituted when Syranthir first settled in the

CARMANIA REGIONAL ACTIVITY TABLE

Determine weekly per county

COMMON EVENTS

- Knights of neighboring province issue sporting challenges to all knights of this province
- Missionaries from the Heartland are issuing magical challenges to all heretics and unbelievers of the Red Goddess
- Herald/storytellers of Count Kaufan Destrino are seeking volunteer laborers and garrisons for new castles build near Charg

UNUSUAL EVENTS

- Sorcerers in the employ of Countess Yolanela are resting nearby, their mission unknown; locals advise travelling elsewhere
- Vampire outbreak; all witnesses and infected are imprisoned by imperial authorities
- Great Tournament declared; all knights and initiates of Yanafil Tarnils invited to participate

RARE EVENTS

- Religious hostility erupts; all priests of the Invisible Orlanth go into temporary hiding
- Crimson Bat visits; land scoured for criminals and foreigners to feed it



area. The Hierophant denies any obligations to any Ecclesiarch save for the Spiritual Fathers summoned during High Ceremonies at the Cathedral each Rising Day. He has resisted pressure from many of his sorcerers to declare the cult of Invisible Orlanth a heresy.

Haraxalur the Bald, Count of Jhor: A descendant of Aronius Jaranthir (during his second life), this slothful nobleman does nothing to uphold the heroic bloodline. He is probably the fattest man in the West Reaches, almost certainly the richest, and perhaps the most stupid as well. Fortunately, good humor buoys his nature and he is blessed with wise counselors who keep his holdings in a kind of benevolent balance of generosity and need.

Kaufan Destrino, Count of Bindle: Although new to his county, Count Kaufan is already called the Castle Builder. He is convinced that Charg will be released from the Syndics Ban at any time and release some terrible horde upon his land. He has embraced the new cult of the Invisible Orlanth in an effort to encourage courage and battle skills among his knights.

Moralatap of the Anger, Count of Worion: He was once turned into a woman. His struggle to gain his rightful inheritance, which took over a century and was finally enforced upon the grandson of the usurper, has gained him an awesome reputation for perseverance, loyalty to friends, kindness for women, and cruelty to his foes.

Palamtales, Governor of the Western Reaches: Originally the son of a cobbler from Kostaddi, this administrator is an example of what effort, skill, and luck can get an ambitious man in the Lunar Empire. He is capable, canny, and untrusting, though outwardly polite to everyone he meets. He claims guidance from a guardian spirit undetectable to anyone.

Saranko, the High Priest of Invisible Orlanth: This impetuous young man elevated an obscure cult into the most popular phenomenon in recent years, even attracting one of the ranking Counts of the land to its flock. Although initially surprised by his own success, Saranko

has continued to popularize his cult and himself. He despises his half-brother, Brostangian Archmoor, and is reportedly motivated to do anything to harm or trouble him.

Yolanela, called the Taloned Countess: This clever woman is mother to Count Alehandro, the Archbishop of Carmania, Saranko the High Priest of Invisible Orlanth, and at least seven knights of great renown. She openly murdered one rival count, and is suspected of secretly murdering her husband as well, and forbids any of her daughters to marry or engage in sex. She supports the largest Teelo Norri orphanage in the empire, and spends one week out of seven there, changing diapers and washing clothes like an ordinary drudge. She is forbidden to come within three days' travel of the capital, Glamour, and is required to have knees, wrists, and nose on the ground whenever within range of the Emperor's Voice.

History of Carmania

Carmania was originally settled in 729 by Syranthir Forefront, a famous Loskal-mi general who rebelled against the God Learners and was chased here, with his followers. He founded the Kingdom of Carmania, ruling over a mixed native populace. The kingdom thrived during the Second Age, warring against and eventually defeating the Dara Happan Empire.

The Carmanians stubbornly but unsuccessfully resisted the Red Goddess. In 0/12 (1232) the Carmanians were crushed at the First Battle of Chaos, wherein the Red Goddess brought the Crimson Bat into Glorantha. In 0/21 (1268) they were again decisively defeated at the Battle of Dolebury, also called the Battle of Four arrows of Light. The royal house was extinguished, removing the center of resistance. Between 1/3 and 2/12 (1250-1313) the Lunar Empire conquered the region during a campaign known as the Blood Kings' Wars, eventually incorporating the land into the empire as the Western Reaches. Since then the region has been loyal to imperial rule with hereditary families of noblemen

who report to the Lunar Provincial Governor instead of a king.

About 121 years ago (in 5/37 or 1500) the Syndics Ban ended any threat of invasion from the west. Since then the knightly class has reportedly degenerated from a class of dedicated fighting men into a lazy mob of landless nobles. Though some have attempted to maintain their prestige and splendor with vast tournaments, others have sold their arms and armor as poor investments. Both tournament knights and non-fighting knights are often accused of laxity and sloth by old hard-liners like Count Alehandro. The hardest and most ambitious of the knights enter the mercenaries, usually the Queen's Regiment.

Carmania: Places of Note

Ajaak (medium city), in Worion: This settlement is noted for its cult of the Invisible Orlanth, whose priests tell a tale of how their god was enlightened and conquered the Invisible God. Its massive walls, fifty meters tall and five meters thick, are of unknown origin.

Bindle: This region between the Sweet Sea and the Brass Mountains is mostly ruled by Count Kaufan Destrino. During

The Hero Wars Begin

The Hero Wars in the Empire will begin with unexpected attacks from two supposedly docile groups.

THE WHITE MOON REBELLION

A major portion of the citizens of Peloria's Heartland will rebel in armed protest against the suppression of the pacifist White Moon Cult. The paradox of pacifists killing for peace will paralyze the movement, but will also decisively divide the Lunar Empire at the moment of its greatest military crisis.

THE NOMAD INVASION

The nomads from Pent will someday soon dare to invade and conquer the Redlands. A few years later, reinforced by more nomads from the interior, they will set upon the eastern Lunar Empire for pillage and ruin. Jar-eel the Razoress will prove her heroic status by her successes against them.



the Syndics Ban the Sweet Sea was treacherous and sailed by only the boldest. With the recent opening of the sea several cities have become important boat building and trade centers.

Burntwall (ruins): Once the capital of a kingdom which resisted the Lunar Empire, all that remains now are dangerous stones stripped of all mortar and blackened by magical fire on their southern sides.

Harandash (large city): Located near the confluence of the Sweet Sea and the Poralistor River, this city is experiencing an explosion of growth since the Syndics Ban opened movement across the Sweet Sea.

Jhor: Most of this province is overseen by Count Haraxalur the Bald, a descendant of Aronius Jaranthir, a local hero who aided the Red Emperor from 2/29 to 2/34, and again from 4/51 to 4/55. One third of the income from Kitor goes to him as well.

Kitor (large city): Enriched by nearby brass mines, the capital of Lunar Carmania has always been a center of wealth. Here sits the oldest temple to the Third Eye Blue cult in Peloria. The headquarters for the Provincial Governor are located here. Of the income from the mines, one third goes to the local Count, one third to the Provincial Governor, and one third to the Emperor.

Oronin Lake: Lake Oronin was the site of the climactic battle by the Red Goddess to establish herself as an equal among the deities of Glorantha. Before the battle a magic castle, called Castle Blue, rose proudly from the center of the lake. After the battle the castle disappeared from view and has not been seen since. No one can catch any living fish from the parts of the lake where Castle Blue once stood.

Spol: This region is the holding of Count Alejandro of the Brass Arm, a renowned soldier who leaves rule to his mother, Countess Yolanda. Although her personal life may be questioned, the region thrives under her care. The Count's stronghold is the unconquered Castle of God's Rock.

Storal (medium city): Trade flows down the Esel River to Storal, where it is traded at this city, which is also an important boat building center. Here Lunar forces overcame the last Carmanian resistance with the death of the Joker Prince of Worion in 2/12.

Worion: Most of this area is ruled by Count Moralatap of the Anger. The nearby tribesmen from Brolia send annual tribute to the Count, who ravaged their lands in gaining his position.

THE LUNAR HEARTLAND

"I am a citizen of the Lunar Empire, a native of the city of (X)." or "I am a Dara Happan, from the city of (Y)."

Description: The Lunar Heartland is a vast expanse of grasslands, now turned mostly to farming grains. It includes nine Lunar administrative regions, called sultanates, whose residents are imperial citizens and gain benefits thereby.

The population is heavily concentrated in the rich and broad valley of the Oslir River. Cities are noted for their luxurious noble palaces, immensely tall towers for defense or worship, and the squalor of their sprawling worker class homes. Although the Dara Happan peoples now belong to several different Sultanates, they still think of themselves as Dara Happans first.

The Heartland is a wide bowl, about 900 x 500 kilometers in size, mostly plains and gently rolling ground. The Oslir River and its tributaries drain most of it, aided by the Poralistor and Oronin in the north and west, and the Arcos in the east.

Inhabitants: Humans, of Wareran type, inhabit most of Peloria.

Culture: Two cultures coexist within the Heartlands. One, confined to the dense cities of the Oslir River and its tributaries, is the Dara Happan, inheritors of a proud and ancient heritage. The other, called Pelorian, is less exalted and less pretentious. The majority of the

farmers of Peloria belong to a society considered by many to be a watered-down, decentralized version of the Dara Happan culture. The Dara Happans often consider themselves the rulers and the Pelorians the followers, pointing out that the city dwellers worship Yelm, the ruling god, while the Pelorians worship Lodril, Dendara, Eiritha, and other inferior deities.

The Dara Happan culture claims descent from the pre-God War culture established by Yelm during his reign of Universal Peace. It is found in Peloria and has waned greatly during the last few centuries, eroded by their own exclusiveness and the liberal nature of the competing Lunar religion.

Dara Happan culture is extremely patriarchal, regarding women as mere chattel. Sons are favored over daughters, brothers over wives, and fathers over mothers.

Government is centralized, and leaders strive for a single world government under their rule, just as the Sun once ruled all the world. The three dominant city-states of the Oslir River maintained an artificial unity by claiming that the three sons who founded them were triplets. It is called the Tripolis.

The Dara Happans love tall towers stretching into the sky. They love symmetry, and their cities have concentric

LUNAR HEARTLAND REGIONAL ACTIVITY TABLE

Determine weekly per province

COMMON EVENTS

- No event of note
- All armed strangers issued identity cards

UNCOMMON EVENTS

- Beggars' parade demands food from everyone
- Temple prostitutes parade; prices doubled all week
- Just in time for local Fat Boy's Eating Contest: prize 250 L.
- Local bullyboys forming work gang to fix bridges: strong workers pressed into service
- Young Farmers of Peloria fair nearby, temporary stock show judges needed

RARE EVENTS

- Teetotalers' crusade storms random city: all toppers disciplined

W R V S P O T : : A Y D C Z U X G I O * I I I O S H A ● W R V S P O T : : A Y D C

The Heroes: Jar-eel the Razoress

Fourth Inspiration of Moonson, Jar-eel is fated to become the current incarnation of the Red Goddess in human flesh. She was born in 1588 after several generations of planned breeding which had been calculated by the wisest among the Eel-ariash clan. Blessed by grace, intelligence, and beauty, she has also obtained the Heroquester's objective of avoiding age. She is currently proving herself in all matters of the magical and material worlds.

In 1589 she was among the Legion of Infants accompanying the moon-boat expedi-

tion to Eastpoint in Fronela. In 1602 she led the Imperial Bodyguard up the cliff face to storm the Sartante capital of Boldhome. In 1616 she arranged the capture and spiritual dismemberment of the Pharaoh and his household.

She is currently busy in the Heartland, debating against the Keepers of the White Moon. She will travel to combat the rising threat of nomad armies from Pent, and later come to Dragon Pass to fight against Prince Argrath.

streets joined by radiating main roads which lead to the palace in the center. This form was maintained even after the city of Yuthuppa was divided by the Oslir River's change of course in the Dawn Age.

Their religion is the Solar Religion, centered upon Yelm and his sons and concubines. They consider other religions to be aberrant cults of outlaws and misguided souls.

Dara Happan civilization is patriarchal, urban, and rigid. The culture is modeled on the mythical government of heaven. Nobility are descendants from Yelm, prestigious professions are restricted to hereditary castes, and most wealth is held by a few dozen ranking families with family connections in the imperial government.

Families are patriarchal, tracing descent from an ancient ancestor. Patronymic surnames are common to designate ancestry. Women are considered socially inferior, though indispensable.

Urbanization is considered the optimal social situation. Trade is considered to be a special benefit of the sun god, and Pelorian village life is a source of jokes. City dwellers scorn anyone who lives outside city walls, even if they live in the valley and are descendants of a solar deity.

Beneath the veneer of Lunar social custom lies the common peasant of Peloria. These people have lived here since the Darkness, ruled at times by trolls, horse barbarians, Dara Happans, Carmanians, and Tarshites. Many bloods run through their veins. These folk, the backbone of the Empire, are mostly content to stay in their villages and farm.

Like farmers everywhere, they care little for their rulers, saying, "The goddess gives us bread and beer for life and plenty, oats to pay taxes, and cabbage for emergencies."

Families are not measured to some distant ancestor, but by blood and in-laws. Social responsibility extends in diminishing degree outward to six ranks of cousins and in-laws. Social success is measured in large numbers of dependents. Travel beyond a day or two is unknown. Marriage is patriarchal, with wives moving to the husband's house, but women have property rights, the right to divorce, and half of all gifts received during marriage. Old people are respected for their experience and wisdom and consulted on all important matters.

Villages and towns usually include two to five of these extended families who are related to each other. Villages have an acknowledged body of legal witnesses who oversee common problems and sharing of common goods. The village priest or priestess, often little different from other peasants, is usually spokesperson to strangers.

Most Pelorian cities are simply big villages whose foreign populace eventually took control from the native farmers. Whether internal laws are drawn from Carmanian, Dara Happan, or Theyalan customs, all cities are independent bodies, generally run by a guild council.

Some large, successful, or rich Pelorian families control widespread interests, generally in close geographic proximity. Success is measured by the number of dependents in a household, all of whom work and live together. Thus

the sprawling overcrowded homes are places of business as well as residence.

Language: New Pelorian, for the Dara Happan folk and upper class Pelorians, and various Pelorian farmer languages for the basic farmer-folk.

Government: The nine full sultanates of the Lunar Empire are each governed by a ruling family responsible for extracting the emperor's taxes, protecting the native people, assuring respect for the Red Goddess, keeping the peace, and enforcing the emperor's personal commands. They control all government functions including courts of redress, licensing of intercity travel and trade, police and fire brigades, tax collection, etc. and collect fees for everything. The ruling families commonly hold wide estates, many large businesses, and religious positions as well.

Sultanate government is simply overlaid upon the network of existing cities and towns. Tax collectors are headquartered in cities and send agents to each village, which is responsible for paying in food amounts set by the state.

Military: The Heartlands supply the Empire with the famous Heartland Corps of drilled soldiers. They can be sent anywhere in the Empire to serve. Each Sultan also keeps a small private army, as do the nobles under his command, but these are purely for local security and protection.

Religion: The Dara Happan sun religion revolves around Yelm, Emperor of the World. Their society models the perfect heavenly court of the Sun God. Five ceremonies tell the story of the god's life: in Sea Season, the Harbinger brings life; Fire Season, Yelm Providos is the hunter and grower; Earth Season, the Time of Contests ending in Yelm's murder; Darkness Season, the dead and suffering god; Storm Season, Yelm's liberation from Darkness; Sacred Time, transformation, rebirth and triumph. During these ceremonies the sun priests lead the rites and other priests lead their congregations through their parts in the celestial drama.

The Pelorian farmer religion revolves around the earth cycles, resulting in six



major ceremonies each year: one each season and one over the Sacred Time. The important deity, and cause for the ceremony, each season are: Pelora (Planting); Dendara (Growing); Asrelia (Harvest); Eiritha (Gathering); Kalikos Icebreaker (Fighting Winter); Dancers of Creation (Sacred Time).

Lunar Heartland: People of Note

Jar-eel the Razoress: This hero of the Lunar Empire is one of the Inspirations of Moonson. She has grown famous within the Lunar Empire for her great deeds, but is little known outside of it.

Red Emperor: The head of the Lunar Empire, this immortal is the parthenogenetic child of the Red Goddess and responsible for all the earthly workings of her political empire. He heads nearly all religious and political organizations.

Great Sister: Daughter of the Red Moon, this demigod is one of the very few beings not responsible to the Red Emperor, instead owning allegiance to the Red Goddess herself. She commands a small mobile army, and lives in the city of Graciodont. She is at least 125 years old.

History of the Lunar Heartland

Originally settled in mythical times by Children of the Sun, whose earthly palace was nearby (though no one can find the precise place), the land was overrun by trolls, then Pentan nomads, until liberated by the Theyalan Second Council at the Battle of Argentium Thri'ile (230 S.T.).

The Dara Happan Empire thrived during the early Second Age, centered upon the Tripolis cities which each worshipped one aspect of the Fire/Sky gods. Such was their strength that the general Kastok led a mounted army into nomad territory and defeated the native horsemen. The power did not last, and a few centuries later the Dara Happan empire was defeated and divided between the Kingdom of Carmania, in the west, and the Empire of the Wyrms Friends, in the south. The Dara Happans eventually

rebelled against their oppressors, and aided neighbors as well. They were instrumental in outfitting the True Golden Horde which invaded Dragon Pass in 1120. However, although the Tripolis was liberated from outside rule it never regained its imperial status.

In 1235 (Lunar 0/15) Dara Happa joined the Lunar Goddess and was incorporated into the Lunar Empire. The patriarchal Dara Happans resisted integration by the feminist Lunarites, resulting in political and religious conflict. The Tripolis revolted. From 1270 to 1285 war raged in the Oslir valley, but eventually the cities fell to the Red Moon. The government which had united the cities was exterminated and the Dara Hapan lands divided among several Lunar states. Since then the inhabitants have been loyal Lunar citizens.

Peace has reigned in the land ever since. Violence has been limited to the usual mobs rioting for food, peasants protesting shortages, or shopkeepers protesting taxes.

Lunar Heartland: Places of Interest

Alkoth (metropolis): This city of Darjiin was once one of the Dara Hapan Tripolis. The god Alkor, a son of Yelm from the God Time was worshipped here as the city god. Alkoth was the last city of the Tripolis to fall to the Lunars.

Carantes (large city): The capital of the Oronin Sultanate. When the Lunar army stormed it, the natives released a hydra upon them. The army ran, then the monster ate every resident. The city has been repopulated by immigrants from the surrounding countryside.

Crater: The Crater did not exist before 0/27 (1247). That year the Red Goddess danced her Dance of Memory and Promise, revealing her inner secrets to the high initiates of her cult. Then she took the ground she had danced, clutched it closely about her like a cloak, and ascended into the sky. As she rose the earth reached vainly for her child, raising a ring of steep and impenetrable mountains which rise kilometers into the air and form the walls of the Crater. Overhead the red moon hovers motionlessly. No one knows what lies within the Crater.

Nothing grows on its slopes, and only one entry is known, the city of Glamour.

Darjiin Sultanate: This sultanate is ruled by the Wylua-oor clan, who have ruled it since 6/31 (1548).

Darleep (large city): Kostaddi Sultanate.

Dorkath (large city): Darjiin Sultanate. This city annually reenacts a popular fertility legend which ends with a shameless orgy which lasts for three days. A special plumbing system was installed centuries ago to supply free wine for the duration of the ceremony. Dorkath was noted for its iniquity by the prudish Dara Happans.

Doblian Sultanate: Before the coming of the goddess this was called Arir. It is ruled by the Yanoriaio-ilart clan who seized it after a successful dart competition in 7/4 (1575).

Doblian City (large city): Capital city of the Doblian Sultanate.

Elz Ast (metropolis): This city located at the confluence of the Oslir and Arcos Rivers, is also the headquarters for the Pelorian river boat fleet. It was once one of the Dara Hapan cities.

First Blessed Sultanate: Formerly Rinlidi, this is the homeland of the Red Goddess and her cult. The ruling clan is the Taran-il, descendants of several men and a reappearing spirit called Flower Poem, which took control about a century ago.

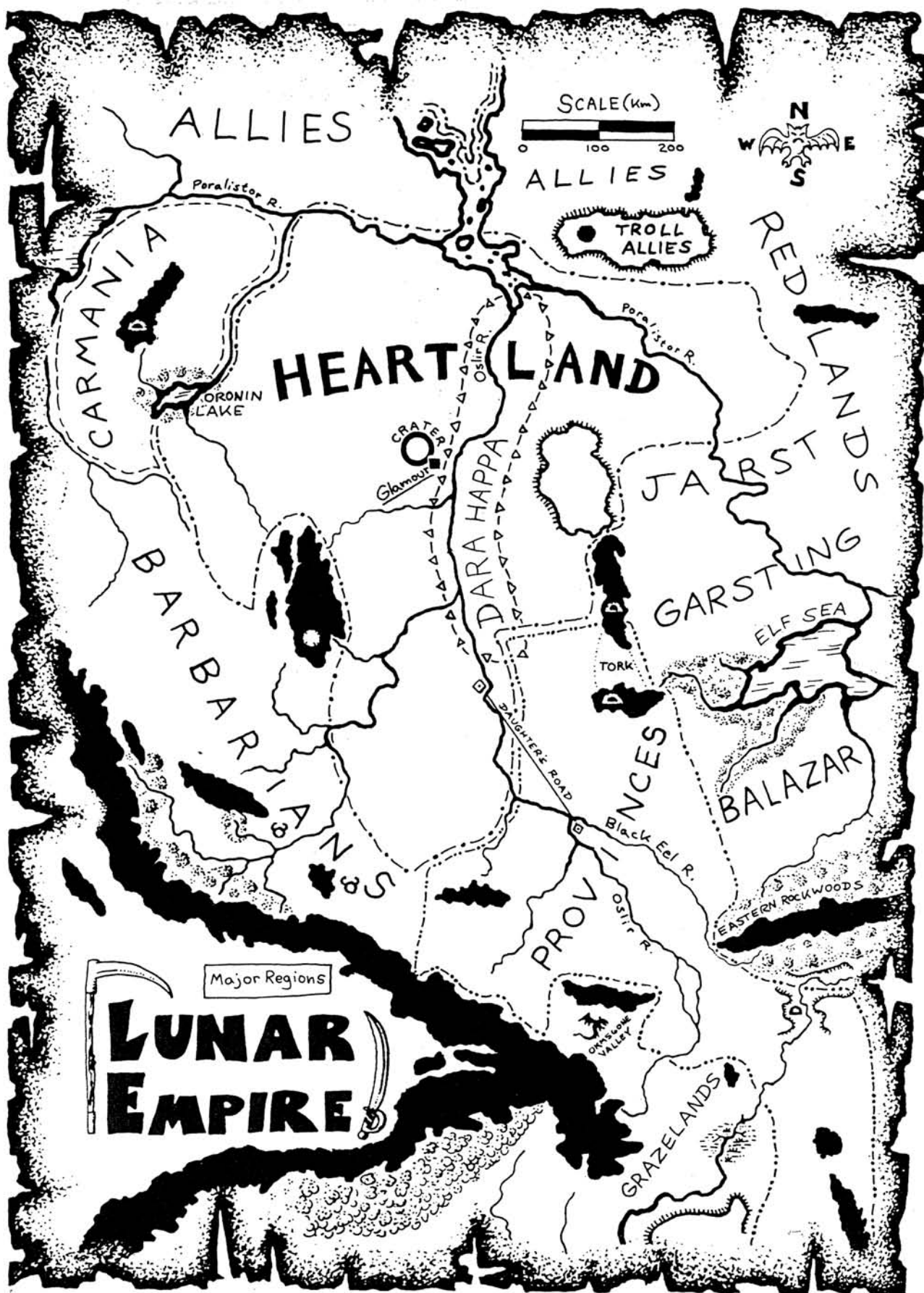
Good Shore (large city): Founded by the Emperor to combat invading nomads, this city is the birthplace of the Goddess of the Reaching Moon and the site of her most famous temple where the tortured souls of captured enemies are displayed each Sacred Time. The precise boundaries of the city merge with the crowded buildings which line the Emperor's Highway to Glamour.

Glamour (metropolis): The imperial capital sits on the east side of the Crater. It is surrounded by sprawling suburbs whose only order is imposed by the wide roads which radiate from Glamour. A huge wall, topped by engines and monster guardians, surrounds the Outer City. They say that once through the

W R V S A O T : . A Y D P W U X G I O * I I I O S H A O W R V S A O T : . A Y D P



ШR▽SΠΘ†:ΔΥΔϕζΉXGΞO*IIIΘ☆†X●ШR▽SΠΘ†:ΔΥΔϕ



[illegible]



Gates of Four Beasts you can find anything in those streets. At the center of the city is the Citadel of Halfway, a palace of joy which is heaven to most mortals. Here the inner Lunar authorities meet with foreigners, the closest most foreigners will ever get to the moon. The inner city, the City of Dreams, perches upon the edge of the Crater and can be entered only by the privileged and the sacred. From Halfway to the City of Dreams runs the Silver Road, a gleaming band of arched metal which connects mankind to the moon.

Gracloodont (large city): This city is the capital of the Karasal sultanate. It also the home of the Moon Daughter.

Haranshold (large city): Capital of the sultanate of Darjiin, this city is also the site where the famous flying moon boats are made.

Hungry Plateau: In the Dawn Age a family of Sable People took residence on this stark plateau. To their pleasure, their herds could exist there where nothing else could. One road goes to the top, guarded by a fortified city. Sable People have lived there ever since.

Jillaro (large city): The capital of the Sylila Sultanate is a marvel of beautiful architecture by the sculptor Iphigios, created in 1358. Atop a broad acropolis spreads the Temple of the Conquering Daughter. The awesome Heroquest Roads cross the river nearby, stretching into the Provinces from this fortress. A broad stretch of ground outside the walls of the old city is covered by dwellings.

Joranit (metropolis): This city of the Karasal Sultanate is also a thriving port importing furs and fish from the White Sea, gathered by bold Thrice Blessed peoples despite the ice trolls.

Jord Mountains: A region of mountains that is home to the largest group of dwarfs in the Empire.

Karasal Sultanate: This area is governed by the Rastari-ning clan who took over when the previous rulers were decimated by the Nights of Horror in 5/43 (1506).

Kostaddi Sultanate: Two thirds of the sultanate's territory is rich farmland, while the rest is the tall foreboding Hungry Plateau. A tribe of Sable People settled there early in the First Age and have remained ever since. In 4/27 (1436) they seized control of the entire sultanate, and various branches have held it since.

Noastor (unknown size): This dwarf city, officially in Kostaddi, regularly trades gold for food.

Oraya Sultanate: Originally settled by a mass of followers from the Heartland, Oraya was settled in 5/23 (1486). Hon-eel made her loyal followers the legal guardian clan, but most of them died in the Nights of Horror. The Molari-sor clan was recognized as leader in 6/10 (1527).

Oronin Sultanate: The western half of this sultanate was once the heartland of Carmania. It is ruled by the Eel-ariash clan, from whose numbers once came Hon-eel the Artess and now comes Jar-eel the Razoress. They have controlled it since 6/26 (1543).

Palbar (large city): The capital city of the Oraya Sultanate was built atop the ruins of an older city of unknown origins. From the old stones the Temple Of Unknown Predecessors was constructed, next to the Visitors Gate which opened onto the main market. Though prayers and simple sacrifices were offered regularly, no spirit contact was ever made. When Sheng Seleris's nomads broke the gates, a rain of ghosts fell upon them from the temple and saved the day. Worship is still held at the Temple.

Raibanth (metropolis), in the Silver Shadow Sultanate: This city is one of the cities of the Tripolis, it is noted for its worship of Raiba, son of Yelm born in the First Age. His statue is believed to be the largest sculpture in all Peloria. Before the Lunar War the city had three parts separated by the Joat and Oslir Rivers. Great bridges connected all three, but now only the Bridge of Seven Saints stands, crossing the Oslir. For years the other rivers were blocked by the broken stones, but have been cleared.

Red Fish (medium city): This city was founded by a daughter of the Red Emperor in an attempt to challenge the

Dara Happan ideas of urban government. Though once quite different, it is now thoroughly Dara Happan.

Rist: Now a peaceful land noted for its immense garden and propitiatory shrine called the Palace of Flowers, this was once an elf forest. It was destroyed in 1/49 (1296) by a great spell called the Moonburn, after which the surviving elves moved far upriver into Dorastor.

Saird: This upriver region was settled during the Second Age in a deliberate attempt to expand the Dara Happan civilization at the expense of the southern barbarians.

Silver Shadow Sultanate: The Crater is said to cast a silver shadow about it into the world, and this province is the area which basks in the argent radiance. Its ruling clan is the imperial family, including hordes of bastards, cousins, and grandchildren of various Lunar progeny.

Sylila Sultanate: Sylila is the only heartland sultanate whose natives were originally hill people of Orlanthi origin. The Erinflarth area was once a Dara Happan colony called Dara Ni, and Thubana is noted for its tall towers which all have faces visible miles away. Since 6/44 (1561) the Errio-unit clan has ruled the sultanate.

Torang (large city): Birthplace of the Red Goddess and capital of the First Blessed Sultanate. The back room where the ritual by the Seven Mothers was enacted has been turned into a pilgrim's shrine visited by thousands yearly.

Tork: In 1262, a skilled barbarian general named Jannisor captured a horde of enraged madmen by using the earth itself as an ally. They have remained ever since, in the region called the Mad Sultanate. No one inside can escape. The precise borders of the region waver, sometimes expanding and contracting over several kilometers of distance per day. If anyone ventures in from outside the spell is temporarily broken and one or more prisoners may escape, once *en masse* as occurred in 4/40 (1449).

Two Towers City (large city): The capital of Kostaddi, this city perches across the only passage up to Hungry Plateau.



Ulifilas (large city), Darjiin Sultanate: Originally founded by a conservative Yelmite monk seeking austerity from a decadent period of history, this city grew upon those foundations and has maintained its reputation for austerity, chastity, and humorlessness with laws and police inspections.

Wild Sultanate: See Tork.

Yolp Mountains: In these mountains live trolls friendly to the Empire, but not under direct Lunar authority. Their capital is Xarkarsh.

Yuthuppa (metropolis): First Blessed Sultanate. A Tripolis city, noted for its worship of Yuthu, a grandson of Yelm who was active shortly before the Dawn. A guild here makes torches which, once

lit, remain lit for a week, even if submerged or buried in the earth.

LUNAR PROVINCES

"The kingdom of (X) is my land."

Description: The Lunar Provinces are located in the region of rough hilly ground of southern Peloria where it nears the Rockwood Mountains and Dragon Pass. The land is cut by several rivers, especially the Oslir from Dragon Pass, and is rich with forests and wild animals.

The six tributary kingdoms of the Oslir River and Dragon Pass are much larger and more important than the tribal areas to the west. Most discussion

centers around the eastern kingdoms, which are of more historic interest.

The provinces are hilly, going from gradual foothills to the edges of the Rockwood Mountains. Virgin woods dot of the land.

Inhabitants: The natives of Western Pelorian are Theyalan in origin, and generally follow Orlanthi culture patterns. Most, however, have come under one or another form of Lunar influence. In general, the further eastward one travels, the more civilized become the tribes and clans. Those of Brolia are the most primitive and wild.

The easterners, in Jarst, have their own culture.

Culture: Outside the cities, many people still practice the old Orlanthi ways. In more Lunarized areas, the old ways have

THE LUNAR PROVINCIAL GOVERNMENT

The four kingdoms of the Lunar Provinces interact with the Empire through the Provincial Government, whose capital is at Mirin's Cross in Saird. The kings of each country make sure they supply the taxes to the Provincial Government.

Appius Luxius is the current Provincial Overseer. He is from the city of Raibanth and has held his post for 35 years. He coordinates and commands the actions of three departments whose officers are also responsible to scrutiny from within the empire. Appius is personally responsible to the Red Emperor, and rumored to be one of the emperor's sons.

Quinscion the Patient is the General of Procurement and Disbursement. He has four assistants who rotate on five-year shifts between the four kingdoms to check records and collect the taxes of silver, bronze, and barley. He is from Red Fish City, kin to the rulers there. Quinscion is well known throughout the empire as "the most scrupulous man alive." He alone has held this post, starting 66 years ago when Phargentes first liberated Tarsh in 1555. He is responsible to Ivex Devouring Dog, the Imperial Tax Collector who is claimed by some to be an omnipotent demon.

Iclius Overholy is the General Priestess of the Provincial Church. She has held the position for three years. By decrees of the Red Emperor and the Red Goddess one can hold this position for no more than seven years, which is the normal term of office. She also reports to the Red Dancer of

Power, a demideity who changes shape each year to bear a child by a different assistant.

Fazzur Wideread is the General of the Provincial Army. He is a skilled veteran, a rune lord of Yanafil Tamils, and has held the post since 1613 when he was promoted to crush Starbrow's Rebellion. In 1619 he invaded and seized Volsaxiland, and laid siege to Karse. This year he seized the rest of Heortland, crushing King Richard the Tigerhearted, a usurper. He personally rules the newly conquered lands outside the Provinces, including Sartar, Heortland, and Prax. Fazzur has never personally met Bellex Maximus, the Imperial Overlord.

The Army Staff are all important and well known people of the Dragon Pass region. These people are all generally loyal to Fazzur in varying degrees, as noted.

Anqus Farquinils, Chief of Wagons, is quartermaster for the army. He has held this post for fifteen years and knows all the roads, sources of food and goods, and working cogs for efficient supply. He is from Red Fish City, and is related by blood to Quinscion the Patient. He is a priest of Yelm and of the wagon god.

Dagius Furius, Chief of Intelligence, is rarely seen by anyone except Fazzur. He is rumored to be head of a cult of assassins and similar nonsense.

Gordius Silverus, Chief of Liaison, is usually called the Chief of Barbarian Affairs. He is originally from an insignificant family of Slavewall, a small city in Tarsh. He is an associate priest of Etyries and Yanafil Tarnils. He is also called the Detachable Right Hand of Fazzur.

Horatio Hostilius, Chief of the Companions, is a rune lord and priest of Yanafil Tarnils and commands seventeen fanatic initiates who are devoted to protecting Fazzur's person and life. Horatio, a first cousin to Fazzur, is sometimes slow on wit, but never on loyalty and perception. He has had special secret training and sacrificed for secret magics.

James Wulf, Field Commander, gained his greatest fame when he defeated the fierce Telmori wolf-people in guerilla warfare in their own territory in 1608. He is a devotee of Pole Star, the Divine Moon Hunter, and of the Seven Mothers. He was originally from Aggar.

Jorad Sideburn, Field Commander, is Fazzur's most competent commander. He is originally from Tarsh, a tribesman of no great family who was a spearman in the assault on Boldhome 19 years ago.

Sor-Eel the Short, Field Commander, is currently the Commander of Prax and Pavis. He was loyal to the previous General of the Army, who died of incompetence, and wholeheartedly transferred loyalty to Fazzur, an old friend. He knows the ways of Prax and its peoples and gets along fairly well with them.

Tatius the Bright, Director of the Field School of Magic, is a compromise appointee by Fazzur and Iclius. He is from the city of Doblin, and is of the ruling family there. Intensely pious, innately powerful, and ambitious, Tatius is currently in tactical command of the siege of Whitewall.



been superceded by the new. In general, the eastern provinces are more Lunarized than the western.

Language: Various Theyalan dialects, varying with each region. The natives of Jarst speak Jarstic.

Government: The kingdoms follow the normal civilized Orlanthi organization structure, overlaid with Lunar liberalism.

The Lunar Provincial government has one executive, Provincial Overseer Ap-pius Luxius, who has held his post for 35 years. He must report directly to the Red Emperor and will be the first to suffer from a loosed tax demon. He is impeccable and irreproachably honest. He has three assistants: the General of Procurement and Disbursement, who collects taxes; the General of the Provincial Army, who commands the formidable military force fighting in the south; and the General Guide for the Lunar Spirit, responsible for all matters spiritual. Each has a staff to assist them.

Military: Each of the kingdoms must send and support regiments trained and commanded by loyal Lunar officers of the Provincial Army. They are usually geographically identified, such as the Goldedge or Slavewall Regiments from Tarsh. Infantry are generally equipped with large shield, spear, short sword, and leather armor. Cavalry are similarly armed. No large magical units are present in the Provincial army.

Religion: Open Orlanth worship is only permitted in the more western provinces and the wildest parts of the eastern provinces. Despite the Lunar attempt to substitute the goddess Molanni for Orlanth among the tribesfolk, most barbarians under the Lunar thumb have simply dropped storm worship, retreating into their worship of the Earth Goddess Eralda.

Lunar Provinces: People of Importance

Fazzur Wideread, General of the Provincial Army: A native of Tarsh, this general has proven his skill and experience by many conquests, most recently his Karse and Hendreiki campaigns. He is jovial and as knowledgeable as a scholar.

Ilcius Overholy, General Guide for the Lunar Spirit: This priestess of Etyries is also an Examiner of the Red Moon. She has served three of her mandatory nine year term.

Ivex Devouring Dog: The Imperial Tax Collector who is claimed by some to be an omnipotent demon.

Quinscion the Patient, General of Procurement and Disbursement: Of unquestionable honesty and ill humor, this old man is also a chess-playing companion of the Red Emperor. He is responsible for collecting and handing out all the taxes of the provinces. He has held the job since the Phargentes returned to Tarsh.

King Rascius: Aggar's one-eyed king is careful of his payments to the governor, but more careful of his personal rights. He is grasping and covetous, and responds well only to generous gifts.

History of the Lunar Provinces

The hill regions have been settled since the Dawn Age began. Ever since that event, 1621 years ago, rivalry has existed between the upland hill people (Theyalans) and the lowland river people (Dara Happans).

Lunar encroachment upon the southern kingdoms began about 1300 when Hwarin Dalthippa, the Conquering Daughter, imposed herself upon the tribes, united them, and set off to conquer the rest of the land down to Dragon Pass. In 2/8 she married the King of Sylila, and in 2/25 it became a Sultanate. By 2/47 all the lands but Tarsh had surrendered, which resisted until 5/33 when a Temple to the Reaching Moon sealed its fate.

About 6/28 the Provincial Government was formed to assist Prince Phargentes liberate Tarsh, his brother's kingdom, from dissident rebels. In 6/38 the heir was killed, the rebel Tarsh king ousted and the rightful dynasty continued to rule. For a while Phargentes was both King of Tarsh and Provincial Governor. The offices separated in 7/8 with his death. His son now sits on the throne and an Imperial appointee is the Governor.

In 7/31 Sartar fell and was occupied. In 7/39 Pavis, a desert outpost near the edge of the world, was taken. A year later Lunar troops opened trade with ocean peoples at Corflu, a port in Prax. In 7/48 imperial armies seized Karse, a major port in the Holy Country. Last year the last barbarians were defeated with the conquest of Hendreiki. Only Whitewall, the last stronghold of Orlanth, remains, and the Lunars are confident of its conquest within the year.

Lunar Provinces: Places of Interest

Aggar Kingdom: Most wild and least controlled of the tributary kingdoms, among Aggar's inhabitants are a clan of intelligent Jolanti; Akgarbash of Laurmal, a wizard who delights in turning

LUNAR PROVINCES REGIONAL ACTIVITY TABLE

Determine monthly per region

COMMON EVENTS

- Blood feud re-erupts between local hill clans; travel hindered
- Public execution of captured rebels in city square
- Lunar army recruiters seeking volunteers for life-long employment
- Merchant seeking employees for exploratory ventures in the Holy Country and beyond

UNCOMMON EVENTS

- Crimmon Bat visits; prisons emptied, land scoured for foreigners to feed it
- Amnesty declared by Provincial Lunar Government; all Orlanthi rebels invited to turn in their arms and receive official pardon
- Unlicensed plate armor again declared taxable; all uncertified armor is to be seized
- Provincial government officials visiting; city guard clamp down on all criminals

RARE EVENTS

- Imperial officials visit; feasting announced, certain streets are closed, and imperial agents swarm
- Dinosaur herd ravaging farmlands as it moves through area
- Lunar officials declare temporary pogrom against one of the Elder Races; bounties paid for heads of chosen species
- Rabbit curse strikes again; half of all domestic animals (dogs, horses) are turned into ordinary rabbits



bandits (and occasional visitors) into giant frogs for his giant stork, and the City of 10,000 Magicians.

Balazar: A Blank Land.

Bikhy (large city): Capital city of the Kingdom of Vanch.

Boldhome (large city): Capital of Sartar, residence of the Prince of Sartar, this scenic city is perched high in a mountain valley facing Prax.

Brolia: A harsh and broken land so steep that tall trees cannot grow in most places. Raging streams cut bare rock, acidic soil allows only scrub in the open areas, and only the wildest clans live here. Most have neither farms nor metal working.

City of 10,000 Magicians: Named because it would last until ten thousand magicians had entered its gates, this center of study is no longer open to outsiders. The wise scholars fear the demise of the city very soon. Most of the sorcery throughout the Empire of the Wyrms Friends was studied and assembled here.

Daughter's Roads: The Conquering Daughter inaugurated two great marches, preparing for each with great magics which summoned her foes to her. The way has been marked by a huge two-level road built of stone arches holding the route off the ground. The narrower, upper path is reserved for performing the ceremonies. The lower wide path is used for normal commerce.

Dorastor: Land of Doom, this was once the bright and bustling capital of the Empire of Light until razed by Arkat the Destroyer, a monotheistic fanatic from the far west who lost his own way along the path to destruction. After Arkat was done the land lay dormant, but its native chaos was reawakened by the God Learners' researches eight hundred years ago. Now it is an active pit of evil commanded by Ralzakark, King of Broos.

Elder Wilds: A distant region, rarely visited by humans, where numbers of the Elder Races still live.

Elf Sea: No elves have been seen on this great freshwater lake for many centuries, though a fleet once sailed there.

Filichet (large city): This city, the capital of the Kingdom of Holay, has always been ruled by a woman. The current woman ruler of Filichet also rules the entire kingdom of Holay.

Furthest (large city): Capital of the Kingdom of Tarsh, Furthest is the highest point at which the Oslir River can be sailed by the regular Oslir barges. Portage and small craft are necessary higher to travel upstream.

Garsting: A Blank Land.

Hendreiki: Main tribal lands of Heortland. See Holy Country.

Holay Kingdom: Another powerful kingdom, this one is ruled by a woman.

Holy Country: Also called Kethaela, this confederation of coastal lands and islands lies south of Dragon Pass on the sea. The land has suffered many disasters of late, including the loss of its magical ruler, the Pharaoh, and its unity has been broken, to the gain of the Lunar Empire. Heortland, the Holy Country's rich northeastern region, populated by Orlanthi barbarians, was occupied last year by the Lunar Provincial Army. See the Maniria chapter for details.

Imther Kingdom: A petty king of woodsmen rules a band of dwarfs in the Imther Mountains. He retains his position and prestige because of the debt due to his ancestors, and he is the last of his line.

Karse (large city): See the Maniria chapter.

Mirin's Cross (large city): Capital city for the Lunar Provincial government, this city also boasts of Dara Happan towers and a large Lunar Temple. The Daughter's Road passes through the town. The Crystal Bridge crosses the Black Eel River here, and the grim, mo-

tionless, black-faced guardian stands forth day and night overseeing it.

Oslir River: Running a thousand kilometers from Dragon Pass to the Thunder Delta, navigable along most of its length, the Oslir is one of the great rivers of Glorantha. It once held intelligent river life which was exterminated in wars against the Lunar Empire.

Saird: This river region, centered on Mirin's Cross, was settled in the Second Age by Dara Happan colonists. Although initially successful enough to build the cities, the residents and their culture were absorbed by the reoccupying barbarians. When the northern Lunars invaded the architectural style and street patterns naturally appealed to them. The Provincial government is still headquartered in Mirin's Cross.

Sartar: This recent conquest of the Lunar Empire is not yet a Province, and may never become one because it is being carved up. Parts have already been taken by Tarsh, and the other parts are claimed for a non-existent Lunar puppet king of the conquered Volsaxi tribe of Heortland. Part has been promised to the Feathered Horse Queen for her hand in a temporary marriage to last for the length of time needed to bear two children.

Skanti: These wild lands between barbarian Aggar and chaotic Dorastor are inhabited by hill folk so fierce they are called the "bandit clans." They cling fiercely to their old Orlanthi ways.

Talastar: This is a vast region of hilly lands inhabited by barbarian tribes. Most are at least superficially Lunarized. Several families claim title of kings, but are simply glorified clan chiefs. In the south the Kingdom of Bilini is the largest political entity. It is ruled by King Bolthor Brighteye, who is more interested in Lunar dancing girls than driving off the numerous raiders from Dorastor.

Tarsh: The richest of the provincial kingdoms, Tarsh profits from its fertile



valleys, wide hill lands, and position along the main north-south trade route.

Vanch Kingdom: One of the tributary kingdoms of the province.

LUNAR ALLIES

I am one of the people of (X), brothers to the men of the great Empire. May the Red Moon watch over us all!"

Description: North of the imperial heartland lie several peoples who are not under the direct control of the emperor, but who are closely allied with the Lunar cause and generally cooperate with the empire.

The northern areas extend northward to the White Sea, a frozen region inhabited by trolls. The Sea of Ice extends southward to meet the north-flowing rivers of Peloria at the Thunder Delta.

Inhabitants: Varies with the ally. Most are humans, but the Blue Moon Plateau's denizens are trolls.

Culture: The Blue Moon trolls are typical dark trolls, save for their religion.

The Char-un are Pent nomads, followers of Yelm and his council. See the Pent section of this book for details.

Redlanders are usually drawn from Heartland or Dara Happan populaces: see the Lunar Heartland and Dara Happa sections for details.

The Thrice Blessed people are simple goat herders who refuse to build in stone or to acknowledge personified deities. They wander about in their cold lands in clan groups, tinkering at odd crafts and gathering at prehistoric monuments to worship Air, Fire, Water, Darkness, and Earth once yearly.

Languages: Varies with the ally. Blue Moon trolls speak Darktongue. The Char-un speak Char-un, a Pentan language. The Redlanders speak New Pelorian. The Thrice Blessed people speak Eolian, a language unrelated to any other tongue.

Government: The Blue Moon trolls are a single nation of trolls, made up of several extended families into a huge religious community following the commands of a couple of mistress trolls.

The Char-un people follow traditional tribal organization.

The Thrice Blessed people acknowledge the wisdom of a Council of Queens whose membership is unclear, but whose authority is sought at each season festival.

The Redlanders have no government other than their village priests who traditionally act as spokespersons.

Military: The Blue Moon Plateau supplies only trollkin for troops. Persistent rumors stigmatize the dark trolls as assassins and secret marauders.

The Char-un regularly supplies one unit of cavalry to the Heartland Army. Hundreds of volunteers from the tribe also join other units.

The Thrice Blessed people do not muster armies. Men carry hunting equipment, but dislike polluting them with human blood. However, the Thunder Delta Slingers are a military unit of people from the region who carry stones enchanted for special purposes.

The Redlands do not form military units beyond local militia.

Religion: Each of the regions has accepted the Lunar Way as a cloak around their native beliefs.

The Char-un worship Yelm in the nomad manner.

The Thrice Blessed have their own particular nature religion, and are willing to say almost anything about the Red Goddess which keeps them safe and happy.

The Redlands people are immigrants from the empire, and brought acceptance of the Lunar Way along with their other Heartland beliefs.

Lunar Allies: People of Note

Bina Bang: She is a very powerful dark troll from the Blue Moon Plateau. Her lover is a god, her son is a demon.

Mrs. Flint: This old woman is the contact person for hiring the Thunder Delta Slingers, and the best known of the residents of Thrice Blessed. To address her,

visitors must always face and speak to a wondrous rock which holds up the roof of her strange house. She gives everyone a handful of salt when they leave.

Orgrol the Fat: King of the Char Un, Duke of the Spear, he is the current ruler of the tribe. Once a famous warrior, he is now a gross and degenerate old man. Rather than ride he has had a four horse palanquin made to carry him in the annual nomadic ceremonies.

History of the Lunar Allies

The Blue Moon Trolls have lived amid their hills since they fell from the moon during the Darkness. They have aided the Red Goddess since her lifetime, though no one knows when arrangements began. Most people feel that they are a branch of the Emperor's secret police.

The Char-un tribe, originally from Pent, became Lunar allies in 0/8 after the Battle of Seven Horses, the first of many Lunar victories against the easterners. After fifty years of loyal service the Char-un received Erigia as a long-promised land grant. The tribe was displeased, for it was elf forest. But in 1/32 the Skyburn spell poured liquid fire upon the forests and destroyed all the trees. The tribe suffered heavily in the following battle against the elf survivors, but have since adapted to live in the tough region. But opportunity is bleak, and most Char-un people leave their bitter land when still young.

LUNAR ALLIES (Human) REGIONAL ACTIVITY TABLE

Determine weekly per family group

COMMON EVENTS

- Camp moving
- Hunters seek game

UNUSUAL EVENTS

- Raided (Char Un by elves, Eol by trolls)
- Sickness strikes family, shaman is sought
- Spirit visits with unknown message

RARE EVENTS

- Trader visits with metal spearheads, needles, etc.



Thrice Blessed became an ally after the Red Emperor apologized for terrible atrocities committed during a ten-year occupation of the land by Lunar Troops in the Second Wane. Before 2/41 they had called themselves the Twice Blessed.

The Redlands were resettled by pioneers from all across Peloria. The land, abandoned by nomads, was lush and free of taxation. The residents resisted encroaching tax collectors, accepting the goddess but rejecting the emperor. Lately they have had increasing contact with a tribe of nomads who worship storm gods called the Four Winds of Pent. Some of the nomads trade, some raid.

Lunar Allies: Places of Interest

Blue Moon Plateau: The native trolls claim that this is a piece of the Blue

Moon which fell to earth during the Darkness. Inhospitable to humans, the region has been inhabited by trolls since time immemorial.

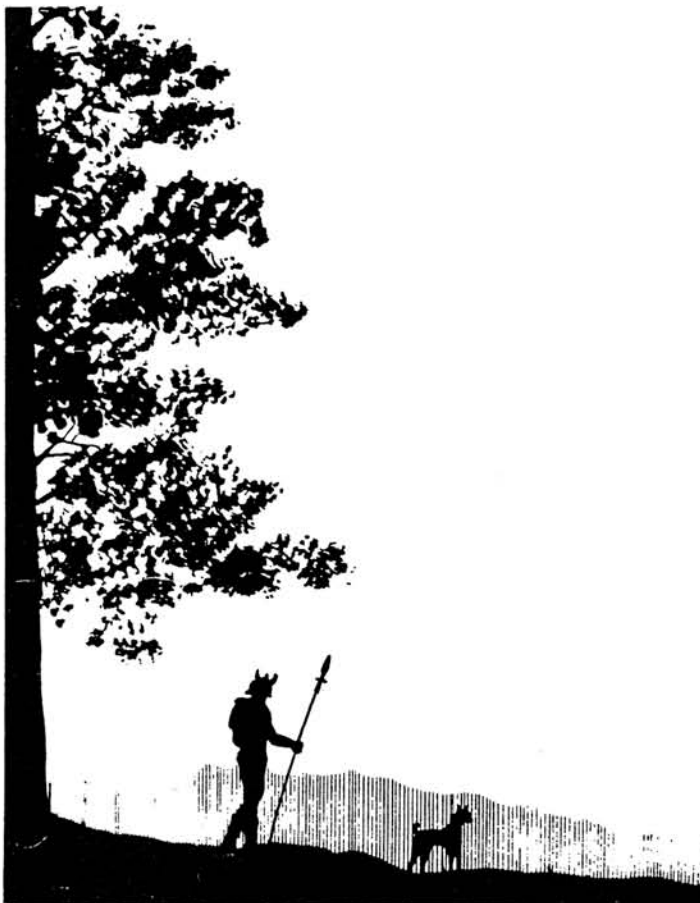
Erigia: This region was a wide conifer forest before it was destroyed by the Skyburn, a massive spell engineered by the Char-un tribe which lives there now. Rare among the nomads, they still herd only horses, considering all other animals to be abominations. Lately they have magically bred a winged mare and a carnivorous stallion.

Redlands: The eastern reaches of the Lunar Empire are wide plains abandoned by Pent tribes many years ago and since resettled by hardy Lunar pioneers who claim independence from all authority but themselves. Recently the reappearance of the Pent nomads has caused some to seek help from the Motherland.

Sea of Ice: This vast freezing sea, sometimes known as the White Sea, is un-navigable by most ships. In harsh winters it used to freeze over almost entirely, though that has not occurred in many years. Trolls live around its margins. The most southern portion of the sea, where it meets Thunder Delta, is known as Ice Bay.

Thrice Blessed: The land of Eol is a taiga inhabited by primitive folks who shun cities. Most famous are the Thunder Delta slingers who can manufacture special magical stones for their slings.

Thunder Delta: The river mouth of the Oslir River is dotted with many islands where live a handsome and independent people who live a rich life from the wealth of the river and sea.





MANIRIA

"I am a warrior of the (X) clan."

Description: Maniria is a complex region consisting of three main parts: to the north, Dragon Pass; in the center of the region, Kethaela, the Holy Country; and to the west, Wenelia. Dagori Inkarth, a troll land, marks the northeastern border of Maniria.

Because of its importance, Dragon Pass is described in a special section following this main Maniria section. The Holy Country and Wenelia are described within this section.

The southern coast of western Genertela is washed by the cool waters of the Solkathi Sea, a gentle current which stems from the Banthe Sea and washes from west to east. Mild weather and frequent rains make this one of the most

pleasant places to live. Many rejuvenated ports dot the coast since the Opening forty years ago.

Inhabitants: Most of the residents are humans, descendants of original settlers who arrived from Dragon Pass during the Dawn Ages.

In addition to humans, Arstola is an Aldryami Forest; trolls abound, mostly from Shadow Plateau and Dagori Inkarth; and dragonewts are found in Dragon Pass and Ryzel. A few other species, including ducks, newtlings, beast men, etc., are here as well. Thousands of merfolk dwell offshore.

Culture: Theyalan, often with some modification. Heortland, for instance, has many Western influences, while Esrolia has suppressed most masculine authority. International trade has created an urban polyglot culture within the cities. The tribes ruled by the Trader Princes are soundly Theyalan, with a veneer of Western culture. Lunar culture has spread in the path of the invading armies of the Lunar Empire.

Language: Theyalan languages, mainly Ditali, Solanthi, Esrolian, Sartarite (also called Heortlander), and Caladrian.

Government: Tribal, with increasing urbanization and centralization in the eastern portions of the Holy Country and Dragon Pass, which are currently under the heavy hand of the Lunar Provincial Government.

Religion: The Orlanthi pantheon is most important, though the Trader Princes practice Malkionism. The six peoples of the Holy Country each emphasize quite different deities, as do the many disparate peoples of Dragon Pass. In Tarsh, the Lunar pantheon is dominant. The Empire continues its efforts to supplant the worship of Orlanthi.

People of Note

Brian, King of the Volsaxi: The last independent Orlanthi king of Heortland, King Brian is currently holed up in the city of Whitewall with his fanatical followers.

Greymane: This aging chieftain is the most famous raider among the western Manirians. He has successfully plundered Esrolia several times. When he calls for raiders warriors flock from all nearby tribes.

Leonardo the Scientist: One of the most colorful inhabitants of God Forgot, Leonardo the Scientist can often be seen paddling his way across the sky in his pedalcopter. Leonardo is a bit mad, and he refuses to make more than one of anything. Thus, among the islands, lie his armored battle wagon, his kite-shaped parachute glider, and other colorful, unique inventions.

MANIRIA: WENELIA ACTIVITY TABLE

Determine weekly per region

COMMON EVENTS

- Raid against neighboring clans is planned
- Blood feud erupts into open warfare between neighboring clans; travel endangered, mercenaries sought
- Priests of Orlanth seized with prophetic visions of a Holy War to begin in Dragon Pass
- Coastal areas raided by Wolf Pirates

UNCOMMON EVENTS

- Raiders from Esrolia plunder countryside
- Dragonewts nearby hunting humans; Orlanthi priests prepare propitiatory sacrifices
- Raiding party gathering, led by a son of Greymane, to attack Esrolia

RARE EVENTS

- Dragonewts inquiring about trade for unusual items
- Legendary pigs of Mralot (the boar-god) reappear, epic hunting possibilities
- Elves raid from Arstola Forest

Population of Maniria

Humans

Caladraland	450,000
Ditali	220,000
Esrolia	1,800,000
God Forgot	50,000
Heortland	500,000
Newcoast	50,000
Nimistor	180,000
Pralorela	50,000
Ramalia	180,000
Rightarm Islands	30,000
Solanthi	140,000
Total	3,650,000

Nonhumans

Ducks	40,000
Dwarfs (Gemborg)	35,000
Elves (Arstola Forest)	230,000
Ludoch (Rightarm Islands)	35,000
Trolls and Trollkin	120,000
Total	460,000



Richard the Tiger-Hearted: This redoubtable adventurer and freebooter from Tanisor briefly became King of Malkonwal by conquering the various Hendreiki tribes of Heortland, taking advantage of their terrible disorder after the loss of both the Pharaoh and their king. Few of the natives favored the foreign conqueror, who was recently defeated in battle by Fazzur Wideread and the Lunar Provincial Army. Sir Richard's body was never found, and his current whereabouts are unknown.

History

Before the Closing a large land covered this area. It was called the Archduchy of Slontos, a part of the Jrusteli Empire. Like some other parts of that empire, Slontos suffered terribly. The Closing of the seas (c. 930) threw the land into economic and social disorder. Natural and unnatural disasters, struck the land. Then in 1050 the goddess of Slontos rolled over. The land was shaken and sank beneath the waves, leaving only

mountaintops as the Wenelian and Manirian islands. Another large region was flooded and became the New Fens. Thus the former outer provinces of the Archduchy were left as independent tribes. The tribes were content to consolidate their positions and with plenty of room to grow have enjoyed peace broken only by the inevitable Orlanthi clan squabbles.

Kethaela is a former political entity of eastern Maniria. The six lands encircling the Mirrorsea Bay have shared a common history since the Dawn Age. Arkat the Liberator conquered Kethaela and later commanded that the region remain under troll control after he left. The whole area was called the Shadowlands. The ruler, called the Only Old One, maintained political control, later becoming a protectorate of the Empire of the Wyrms Friends. The Only Old One remained in power from around 440 until 1318 when the Pharaoh deposed him.

At the end of the Second Age Kethaela was cut off from most of the world. The Closing blocked off the seas to the south. To the north Dragon Pass was sealed from human passage by the threats, fears, and curses of the Dragonkill War. Prax, to the east, was isolated by the Storm Mountains and offered little attraction anyway. Thus Kethaela, rich in magic, was isolated except for a circuitous, dangerous trade route winding westwards through Maniria.

Although the seas had closed, the merchants of Ralios still desired goods from Dragon Pass. Bold knights set out from Ralios, through Pralorela, and eastward through Maniria toward the fabled land. Over the years they settled several strongholds to look out for their interests. Over time they have come to terms with their neighbors, either by conquest, absorption, or assimilation. Now a series of old chivalrous families, called the Trader Princes, hold a chain of forts stretching from Bastis to Esrolia. Their farmers retain their worship of Orlanth without rancor towards the overlords.

In 1313 Belintar the Stranger swam ashore to the Rightarm Island of Sindpaper from oceans unsailed for a century. His origins have remained unknown. He began a five-year struggle which ended with Belintar deposing of the Only Old One. Belintar then became the Pharaoh and instituted his particular

form of immortal rule. It was at this time that the term "Holy Country" was first used for Kethaela, in the Pharaoh's proclamation of rule.

In 1336 the Pharaoh "used up" his body the first time and the first of the Tournament of the Masters of Luck and Death was held. In this event, certain individuals, chosen by a means known only to the Pharaoh, awake between dawn and day in a thoroughly magical Holy Country and compete upon the magic plane. The winner gives his body to the Pharaoh, who inhabits it for a number of years before requiring a new one. The winner's soul is liberated with consciousness and full powers to an angelic existence.

In 1580 Dormal the Sailor sailed westward from Kethaela to perform the Opening of the seas, lifting a 650-year ban on oceanic sailing. At first the Holy Country sought naval supremacy, but after a fleet was sunk by the Kralori in 1588, the Pharaoh decreed that his navy would conquer no more. The city states throughout Maniria quickly floated their own fleets.

The encroaching Lunar Empire worried the Pharaoh, who covertly assisted the Kingdom of Sartar in its struggle. When Boldhome, Sartar's capital, fell in 1602, the Holy Country prepared for invasion. It came in 1605, but the Lunars were decisively defeated in the Building Wall Battle.

Discouraged, the imperial advisors turned their dreams of a sea port aside. They explored and fought throughout Prax to find a way to the sea in 1610-1611. At about the same time the Ditali tribe from the west, urged on by Lunar agitators, began raiding and plundering the Holy Country. Counterinvasions plundered their lands, and from 1609-1618 was intermittent war between the Holy Country and the Ditali. Further troubles came with a huge fleet of Wolf Pirates who took residence on the Three Step Islands in 1606 and raided the whole south coast.

1616 was a bad 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 a contemporary. An army of Ditali and other barbarians from the west, led by the warlord Greymane,

MANIRIA: HOLY COUNTRY ACTIVITY TABLE

Determine weekly per city

COMMON EVENTS

- Wolf Pirates raid islands
- Lunar missionaries crying doom and salvation in market
- More lunar soldiers reported at Karse
- Special travel packet offered to go to Casino Town

UNCOMMON EVENTS

- Lunar missionaries lynched by frenzied mobs
- Priests engage in street violence to settle theological arguments
- Ludoch again investigating all ships and boats for something which they refuse to specify
- Barbarian raiders from Wenelia harass Esrolia

RARE EVENTS

- God Forgot invention on a rampage; all hands sought to destroy it
- Chaos monsters escape from The Print to ravage land
- Trollkin horde from Plateau ravaging countryside, militia called out
- Rumors of the return of the Only Old One current again; travellers urged to stay indoors at night

[illegible]

An experienced Orlanthi warrior. He wears a bearskin hood under his horned helmet.



destroyed a Holy Country army. It got worse.

The Pharaoh disappeared, and the Tournament of the Masters of Luck and Death failed to provide a new body. From that time to the present, Kethaela has been leaderless. No one has coordinated the states of the Holy Country, which have fallen into disunity despite outside threats.

In 1617 the King of Heortland died heirless. During the ensuing civil war Malkioni adventurers invaded and their leader, Sir Richard the Tiger-Hearted, became King of Malkonwal, ruler of the Hendreiki. The Orlanthi chieftain Brian of Whitewall became King of the Volsaxi in the north. A year later Greymane devastated Esrolia with raiding, plundering, and sieges.

In 1619, the Lunar army conquered all the Volsaxi land, except for the citadel of Whitewall, where King Brian and the last Orlanthi still hide. In 1620, the Lunar phalanxes crushed the short-lived Kingdom of Malkonwal and occupied the rest of Heortland.

The former unity of the Holy Country seems doomed.

The Lunar Empire's Conquests in Maniria: A Chronology

The Lunar Empire has been a force in the northeastern lands of Maniria for more than a century. Rebellion and anarchy have been rife during this bloody period of Maniria's history. The wars in Maniria are often seen as a battle between the Red Goddess and Orlanth, barbarian Storm God, for control of the Middle Air.

At this time, the veteran Lunar Provincial Army controls the entire eastern section of Maniria, consisting of Dragon Pass and the Orlanthi lands of the Holy Country (except for the fortress of Whitewall). The remaining lands of the Holy Country now lie open to assault.

The Lunar Empire is at the peak of its power and pride, its current incarnation of the Red Emperor aggressive and heroic. Yet Maniria holds many threats to the greatness of the empire. Regions of Dragon Pass and Heortland still remain unpacified. Ominous rumors of armed rebellion and heroic saviors are heard everywhere. The Seventh Wane will come to an end in 4 years, in 1625. Who knows what the future holds?

Note that in this table, years are given both by normal reckoning and by Lunar Wanes. A Wane is a period of 54 years.

1490 (5/27) Tarsh, northernmost kingdom of Dragon Pass, comes under Lunar leadership and influence when the Lunar son of Hon-eel the Artess becomes king. Small Lunar forces enter Tarsh. Much resistance to Lunar ways is manifested.

1496 (5/33) Temple to the Reaching Moon completed in Tarsh. Glowline established. Tarsh comes under the military influence of the Empire, but many areas remain hostile and unruly.

1545 (6/28) Rebellion in Tarsh. Provincial government is formed, Prince Phargentes (brother to the lawful king) is declared Provincial Governor. He leads armies to take back Tarsh from rebels.

1545 to 1555 (6/28 to 6/38) Civil war in Tarsh.

1555 (6/38) Rebel king of Tarsh defeated by Prince Phargentes, Lunar Provincial Governor. Lawful heir to the throne of Tarsh killed in battle. Phargentes is declared King of Tarsh, ensuring dynastic succession. Tarsh beginning to embrace Lunar culture. Violence continues.

1579 (7/8) Death of Phargentes. Sporadic uprisings, but no major rebellion. Lunar culture stronger.

1582 (7/11) Tarsh conquered, final groups of organized rebels are destroyed. Military control over Tarsh is complete, though popular discontent remains a threat in some regions.

1590 (7/19) Tarsh finally pacified. Lunar culture is dominant in Furthest and other urban areas.

1591 (7/20) Kingdom of Sartar (Dragon Pass) invaded by Lunar Empire. The Pharaoh (ruler of the Holy Country) supports the Kingdom against the Lunar invasion.

1602 (7/31) Armies of Sartar defeated. King Salinarg is killed and Boldhome, capital of Sartar, is sacked. Land remains unpacified and rebellious. Lunars plan further expansion into Maniria.

1605 (7/34) Holy Country invaded, Lunars defeated at the Building Wall Battle.

Wolf Pirates establish a massive base on the Three Step Isles, raiding of Maniria increases.

1609 to 1618 (7/38 to 7/47) Intermittent war between Holy Country and Ditali tribe, fomented and encouraged by Lunar agents, begins.

1613 (7/42) Starbrow's Rebellion in Sartar. Rebellion swiftly crushed. Starbrow escapes to Heortland.

1614 (7/43) Sartar finally pacified.

1616 (7/45) Destruction of Kethaelan fleet by Wolf Pirates.

Defeat of Kethaelan army by barbarian invaders (Ditali and others) led by warlord Greymane.

Mysterious death and disappearance of the Pharaoh. The Holy Country is leaderless and vulnerable.

1617 (7/46) The King of Heortland (the eastern region of the Holy Country) dies heirless, causing chaos. Malkioni adventurers invade. Their leader, Sir Richard the Tigerhearted, seizes control of the Hendreiki lands (the main Heortland region).

Orlanthi chieftain Brian of Whitewall is made king of the Volsaxi lands (northern Heortland).

1618 (7/47) Greymane devastates Esrolia (western Holy Country).

1619 (7/48) Karse, a strategic port city in Heortland, is taken by surprise naval assault (mounted from Korflu, in the Wastelands).

Attacking by land from Sartar, Lunar forces conquer the Volsaxi lands of Heortland, except for the city of Whitewall, where King Brian holds out.

1620 (7/49) King Richard the Tigerhearted is defeated, Hendreiki lands are pacified. Esrolia and the islands offer little resistance to the Lunar forces. The conquest of Heortland is complete except for the continuing resistance of Whitewall. The Empire looks towards the eastern portion of the Holy Country and to Wenelia.

1621 (7/50) The current year. General Faz-zur Wideread has vowed to take Whitewall this year. The Red Emperor has declared that, in recognition of Orlanth's final defeat, a year of Empire-wide celebration is to commence at the fall of Whitewall.



Places of Interest

Alatan: An island of many bays and beaches. Its fierce pirates render the seas between Handra and Nolos dangerous to peaceful travel. When Dormal landed here the natives tried to kill him to keep his secrets. They are still pirates, now organized into the so-called Kingdom of Smelch by an unnamed and unknown leader. Smelch is the main settlement on the island.

Arstola Forest: The thick deciduous woods that cover the foothills of the Mislari Mountains south to Wenelia are one of the six Great Forests of the elves. Elves are only occasionally found outside the upper regions of this widespread forest.

Bastis: Country of a Malkioni Trader Prince who rules over the local Orlanthi. In Wenelia.

Beast Valley: The most southern region of Dragon Pass. This part of the land is protected by ancient magic whose perpetrators, the Empire of the Wyrms Friends, are long dead. The precise origins of its residents are unknown, but much speculated. Some of them claim divine parentage while others claim perverse surgery and sorcery. Collectively, they are the Beast Men, and all seem to be part man and part animal. They live peaceful lives here, untroubled save when they choose to be. They meet once each year to dance amid the standing stones of Wild Temple in a bloody and spectacular affair.

Boldhome (large city): Capital city of Sartar in Dragon Pass. Founded about two centuries ago, the founder of this city pursued a prophecy and was finally rewarded with a site nestled among crags. It has fallen to assault or seige only once, to the Lunars, in 1602.

Caladraland: The region of active volcanic activity in the southwestern corner of the Holy Country is called Caladraland. It extends from Mirrorsea Bay westward for almost 200 kilometers. Its highest peak, Vent, towers 2100 meters high, its plume of smoke visible from hundreds of kilometers away. Caladraland's rich volcanic soil, benevolent gods, and bountiful ecology

support a surprisingly large population. Interestingly, Caladraland's civilization is not urbanized, in great contrast to the land of Esrolia, just to the north.

Casino Town (medium city): This well-fortified enclave in the God Forgot Islands exists to provide gambling facilities. Its patron spirit is Our Lady of Credit. ("She giveth and she taketh away.")

Choralinthor Bay: A wide, relatively shallow body of water around which the lands of Kethaela lie. Choralinthor, the local spirit, is ancient, friendly, and highly respected. He rewards the fisherfolk with immense harvests. The bay is also known as Mirrorsea Bay because of the calmness of its waters.

City of Lead (small city): Great construction and tunnels of the trolls on Shadow Plateau, wherein can be found Kyger Litor herself if you go deep enough. From here rules a circle of Mistress Race trolls.

Dagori Inkarth: Troll queendom of the Rockwood Mountains, east of Dragon Pass. Occupied since the trolls first came to the surface world, this is a major stronghold of the ancient race.

Ditali Lands: Powerful barbarian kingdom of Wenelia, occasionally troublesome for Kethaela. The inhabitants are Orlanthi in organization, but with a Malkioni aristocracy.

Dragon Pass: The region north of Kethaela is of utmost strategic importance. Many predictions foresee this land as the starting place of the Hero Wars. It is treated in detail in the next section.

Esrolia: A rich land whose bountiful crop feeds one of the densest populations in Glorantha, yet still supplies exports. Esrolia alone accounts for almost half of the human population of Maniria. Some outsiders think of this as a land of women because the government is a matriarchal council, most masculine religions are leashed and expurgated, and women have liberal legal rights.

Esrolia's people occupy a myriad of towns and small cities. However, only

one major city, the metropolis of Nochet, exists.

God Forgot: A tidal-washed archipelago holding a prehistoric atheist colony which partially persists in existence due to profits from the infamous Casino Town.

Grazelands: The western area of Dragon Pass. The residents here are purist horse-worshippers who spurn cities and also revere the sun. Their current ruler is the Feathered Horse Queen, a woman heir to rulership and awesome magical powers. More information on the Grazelands is available in the Dragon Pass chapter.

Handra (large city): An important trade city which is the traditional halfway stop between the Holy Country and Nolos. Furthermore, it is the outlet for trade moving south from Ralios to the coast. The city is ruled by a surprisingly democratic council of guilds.

Heortland: Located atop a tall plateau in the eastern region of the Holy Country, the land of Heortland is a pleasant farming region despite occasional troubles from the Storm Mountains. The land is inhabited by Orlanthi barbarians.

Four large tribes of humans, all civilized Orlanthi, live here. The Hendreiki tribe has been altered from its Orlanthi basics by heavy Malkioni mercantile, religious, and social impact. But although changed, the Theyalan love for political freedom remains. Instead of "thanes", the Hendreiki warriors are called "knights", and are armed to fight in the same manner as their western overlords. But Heortland's knights are not a class of nobles, just another of the free classes. Noblemen are selected from within certain families and must be approved by all free tribesmen. The "un-free" class is so abhorrent to the Heortlanders that fewer slaves or serfs exist than in most western countries.

The Lunar Empire has mounted many assaults, both direct and subtle, on the Holy Country, with Heortland the focus of attack. The death of the Pharaoh brought new hope to their plans, and now victory is imminent. Last year Heortland was successfully invaded and occupied by the Lunar Army, except for the city of Whitewall, where King Brian maintains a heroic resistance.

W R V S A D T : : A Y D C Z W X G I O * I I I O K H A W R V S A D T : : A Y D C



Holy Country: The name given to Kethaela by the Pharaoh, who until recently ruled the many varied lands of the region. See the Kethaela entry.

Karse (large city): Karse is the most important port for offloading goods destined for Sartar, or through Sartar to Prax and Tarsh. It fell to the Lunars in 1619 after a dramatic assault.

Kaxtorplose (small city): A tiny city significant by reason of its temple to Kaxtor, a spirit hero of the Gbaji Wars who held out here in a shrinking perimeter for years until Arkat came and freed him. A small population lives off the pilgrim trade.

Kethaela: Also known as the Holy Country. A densely populated region surrounding Choralinthor Bay. The major regions of Kethaela are Caladraland, Esrolia, Heortland, Shadow Plateau, the Rightarm Islands, and the God Forgot Islands.

The area was until recently united by the rule of the Pharaoh, a worshipped en-

tity who coordinated magic and trade among member communities. His capital city was placed roughly midway between the six lands, and magical bridges could be extended in six directions to facilitate communications. Since the Pharaoh's disappearance five years ago (1616), the land has fallen into disunity and confusion, and suffered invasion and occupation by Lunar forces.

Khorst (medium city): A free port, self-governing with friendly people ruled by the Merchant's Guild. Ships which hug the coast commonly stop here to rest and hire escorting warships because of pirates from the nearby island of Smelch.

Machine Ruins: During the Second Age, when magic was twisted, a terrible city was here which mass-produced magic items. Many gods sent their devotees to destroy the blasphemy, and the resultant war is one of the best-known epics of the downfall of the God Learners. Now even approach to the site is forbidden, and dwarf traps, unusual diseases, and

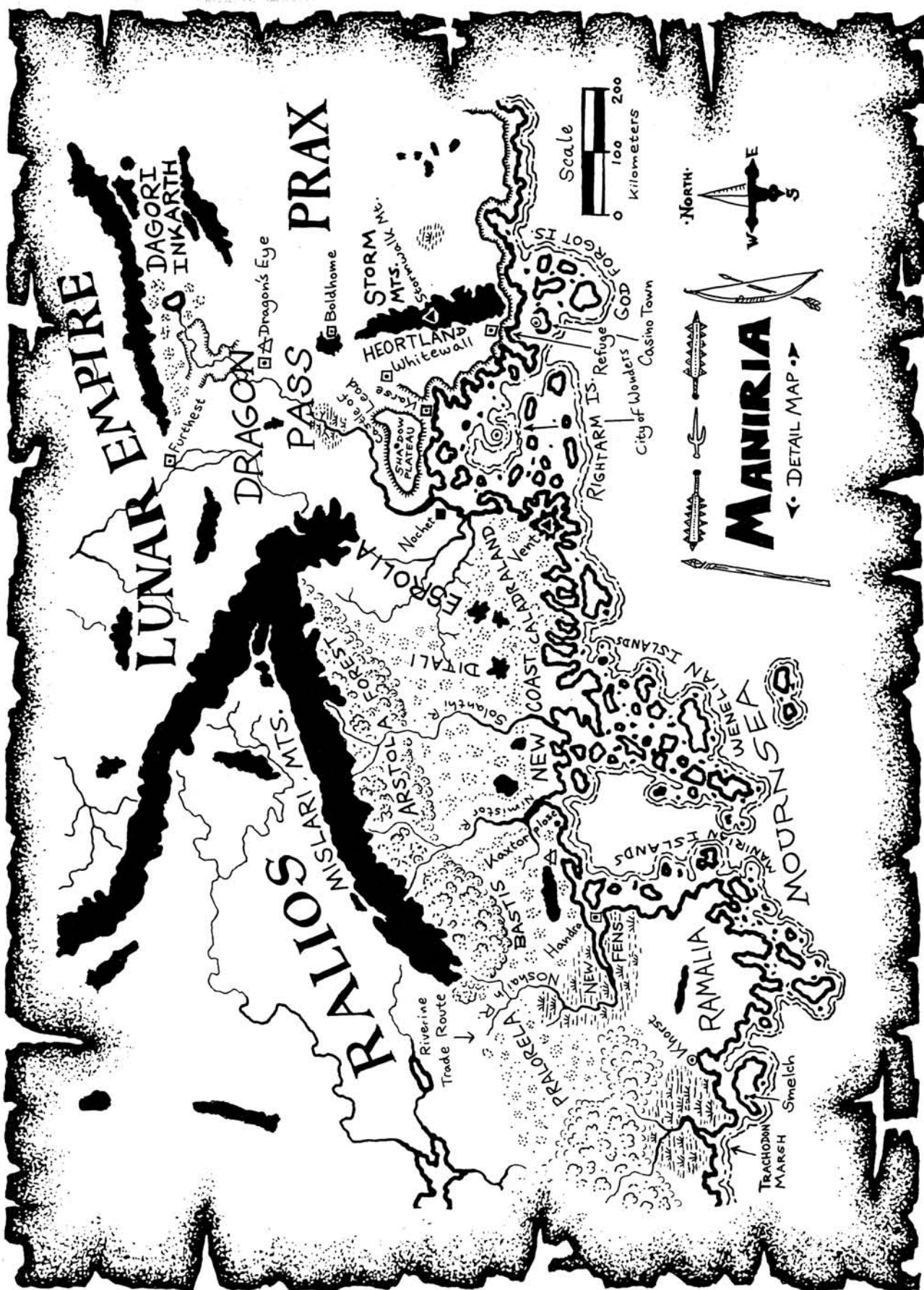
hideous monsters lie dormant, awaiting the overcurious.

Manirian Islands: The western archipelago of the Mournsea, inhabited by merfolk and fishermen. The islands were once the hilltops of Slontos, which was sunk about five hundred years ago. Underwater in this area is the remains of the world's largest Trickster Temple, which is often blamed for the destruction of this once-great land. Others say it was a part of the God Learners' Doom.

Mirrorsea Bay: See Choralinthor Bay.

Mislari Mountains: Impassable mountains which form the northwestern border of Maniria, beyond which lies Ralios.

Mournsea: This sea was named for the first flood of Slontos which occurred before the Darkness. The magical city of Erenplose, encapsulated in a bubble of air and sometimes visible from the surface, still survives from that disaster. The name is just as applicable more recently due to the second flooding at the end of





the Second Age when thousands perished. The more recent sinking is relatively shallow, averaging only 10 meters through the islands, and often with shallow stands where the old ruins still stand, overgrown.

Newcoast: The coastal region of Wenelia, from Caladraland to Ryzel. The coast is generally rugged and rocky, but the river mouths all provide peaceful entries. The several small cities there are all new, and their leaders universally reject rule from the interior lords.

New Fens: A large marsh created when Slontos was destroyed. It is inhabited by newtlings, giant semi-intelligent otters, some broos, and the marsh people. The rivers provide ready transport from Ralios to the southern coast, enhancing Handra's position in trade.

Nimistor: Region drained by the Nimistor river and its tributaries. The peoples are Orlanthi clansmen united by a haphazard kingship.

Nochet (metropolis): Greatest city of Esrolia (in the Holy Country), and one of the largest cities in the world, Nochet's residents number almost 100,000 souls.

Pralorela: A hilly land inhabited by the Damali, Hsunchen deer-people. The Damali are relatively peaceful and caravans commonly traverse this land on their way towards Wenelia and the New Fens.

Ramalia: A hilly land in Wenelia, inhabited by descendants of Hsunchen Boar-folk who are ruled by survivors of the destruction of Slontos. They fear and hate the ocean and ritually murder shipwrecked mariners. Confined by natural barriers on all sides the kingdom has become suspicious of even its citizens and is considered an unpleasant place by all. King Paruzal the Impaler is the ruler. His governors are called The Taxmen and Axemen. Tapping is a state-controlled power. Most forms of commerce are illegal except to the royal family.

Refuge (large city): This city in God Forgot is a Brithini outpost which continues its tenuous existence using the old caste systems of Brithos. Cautious and defensive, the people are ancient and canny politicians and rarely act rashly.

Rightarm Islands: This large archipelago becomes a single marshy peninsula at low tide. Amid it live thousands of folk who make a living harvesting the marsh, or as fishermen.

Ryzel: This is a dragonewt land, complete with its own version of the Inhuman King. Though dragonewt hunting parties range through all Slontolia they hunt and kill intelligent life only in the area centered around this range of hills which borders the sea.

Sartar: This barbarian kingdom was established in 1492 and was conquered by the Lunar Empire in 1602. Its settlers originated from among the conservative Heortlanders dissatisfied with home developments. Though conquered, its natives are sullen subjects. More information on Sartar is available in the Dragon Pass section.

Shadow Plateau: A tabletop plateau rises here. Trollkin dwell atop it, and dark trolls within. Some pessimistic humans think as many as 40,000 trolls exist within this ancient complex.

Smelch (small city): A tiny pirate city on the island of Alatan. Its ruthless inhabitants have declared Alatan and the area around it the Kingdom of Smelch.

Solanthi Valley: Area drained by the Solanthi River. Recently the skills and fame of Warlord Greymane have enriched the land tremendously. Under his leadership all surrounding lands have been raided or paid tribute. The Solanthi, with their allies the Ditali, have even robbed and pillaged Esrolia. No punishments have been meted out to Greymane's people — the Esrolian vengeance fell on the Ditali. Lord Greymane is now an old man who rules from his favorite wife's farm. His sons,

Hardral and Varstari, are both capable leaders and magicians.

Stinking Forest: Woods in northern Dragon Pass, so called because of the Tusk Riders who have lived there for centuries.

Storm Mountains: These formidable crags rise abruptly from the Heortland plateau, separating it from Prax. Forests cover its upper slopes. The largest peak, Stormwalk, is sacred to the storm gods. Like many geographic features of the Holy Country it is colossal: almost 3000 meters in height.

Threestep Islands: These distant islands are the base for the Wolf Pirates. No one grows food there, but the populace eat stolen grain and cattle. Slaves work in fear of their lives to keep their pirate lords happy.

Trachodon Marsh: A bleak marsh notable mainly for its dinosaur inhabitants.

Wenelian Islands: The eastern archipelago of the Mournsea islands. The shallow waters teem with life, and certain families hold ancient partnerships with the many merfolk tribes to harvest the wealth. These islands were hilltops of Slontos until it sank. Some of the islands have been forbidden to outsiders by the merfolk, who have powerful magics to make their threats good. Those forbidden places are probably intact remnants of the old land. In other places ruins can be found amid the islands. Most islands are not inhabited by people.

Whitewall (large city): Capital city of the Volsaxi, in Heortland. Last refuge of the Orlanthi.

Wonders, City of: Capital of the Holy Country, now largely abandoned. At one time the Pharaoh could command a huge bridge to extend from his palace out to any one of six directions to the heartland of the subkingdoms.



DRAGON PASS

DRAGON PASS

"I am a warrior of the country of (X) in the famous land of Dragon Pass."

Description: Dragon Pass is probably the most important place in Glorantha. Although it is geographically part of Maniria its importance insists on its separate treatment here.

The actual Dragon Pass is a narrow valley near Wintertop Mountain which crosses the continental divide, but over the centuries the name has come to be applied to the whole 220 km wide gap in the Rockwood Mountains, and to the region around this gap. The Dragon Pass region is large, perhaps 100,000 square km in total area, even bigger if its boundaries are determined liberally.

Dragon Pass is in an extremely strategic location, sitting at the crossroads of the continent of Genertela. Old history left it populated with many distinctive groups, many of them remnants of bygone times. Recent history has brought in new invaders, and doubtless will provide more.

Most important is the fact that the Dragon Pass area is an extremely magical region. It is the center of the world for many world myths. Great events, magical and religious, are occurring there now. Several

demigods live there. Many prophets and scholars predict that the fuse of Dragon Pass will ignite the Disruption Keg of the Hero Wars.

Dragon Pass is one of the most militarily significant regions in Genertela. It offers the only passage suitable for large, heavily-encumbered armies through the Rockwood Mountains, which extend unbroken for roughly 1600 km to the west and about 1000 km to the northeast. The region contains many forests, hills, mountains, or other easily defended terrain. Most importantly, its warlike population and many magical entities make it a daunting region for any army to pacify or conquer. The map of the Chaosium Inc. wargame *Dragon Pass*, available from the Avalon Hill Game Company, offers a stylized, colorful view of the area from a military perspective.

Inhabitants: The boxed population table shows the relative populations of the intelligent inhabitants of Dragon Pass. A greater proportion of the region's population is nonhuman than almost any other area in Glorantha.

Culture: Three main groups of people live in Dragon Pass, the Tarsh, Sartar, and Grazelanders; several smaller states exist, such as the Telmori, Black Horse County and Sun Dome County; plus a large number of nonhumans, including several unusual peoples, like ducks, tusk riders, and the beast men, inhabit corners of the Pass.

Languages: Several are spoken here. The three major human tongues are Sartarite (spoken in south Sartar), Grazelander (spoken in the Grazelands), and Tarshite (spoken in Tarsh and north Sartar). Sartarite is a Theyalan tongue in the Manirian sub-family. Tarshite is a Theyalan tongue belonging to the Pelorian sub-family.

Government: Currently, the General of the Lunar Provincial Army, Fazzur Wideread, rules most of the region. He oversees the occupied countries of Sartar, Heortland, and Prax. See the boxed article on the Lunar Provincial Government in the chapter on the Lunar Empire.

Military: Although Dragon Pass is nominally under martial law, the region remains a hotbed of minor

DRAGON PASS REGIONAL ACTIVITY TABLE

Unlike the other tables in this sub-chapter, this one contains rare events only, those which are likely to occur anywhere in Dragon Pass. Determine monthly per region.

RARE EVENTS

- True Dragon seen flying overhead
- Dream dragons cavorting in apparent ritual activity nearby
- Hostile, hungry wyrm nearby: hunters sought
- Dragonewt war party passing through, completely ignoring all humans
- Dragonewts reported nearby, standing motionless
- Wind Children visit with news of distant regions
- Band of Praxian nomads passing through
- Hideous undead monster escapes from Upland Marsh, heading this way
- Dragon nearby is offering Wisdom for Sale
- Strange wind blowing
- Tusk Riders reported in area



DRAGON PASS

wars, rebellions and feuds. Most of the inhabitants live in constant preparation for combat, though it is difficult for large-scale units of warriors to train without dispersion by the occupying Lunars. Even the Lunars do not dare to interfere with certain of the entities of the Pass, such as the Red Dragon or Sir Ethilrist, and persons living within the domains of these entities are free to prepare for war if they choose. At this time, most of the settlements of the Pass are armed camps.

Religion: The Lunar cult has been installed over most of the local cults.

In Tarsh the native Orlanth pantheon was once the dominant religion, but it has been overlaid and replaced by the influx of Lunar beliefs by the rulers and populace of the riverine valleys. In fact, many small tribes within Tarsh (and the other Lunar Provinces) still worship the Storm God and follow their traditional ways.

People of Note

Blackmor, King of the Colymar: King Blackmor is typical of many Sartarite leaders. He fought valiantly against the Lunar Empire several times, yet recently joined the Lunar religion to gain support for his bid for tribal kingship. Thus the tides of the conquest move forward slowly, as well as quickly by battle.

Cragspider: She is the best known and perhaps most powerful of all dark trolls. At her beck and call are all the powers of fire and darkness. She created the first great trolls, and she commands an immense black dragon. Beyond politics, beyond mortality, she is a demigod with designs which come to fruition in other worlds.

Delecti the Necromancer: Delecti was a powerful lord of the Empire of the Wyrms Friends who broke the barriers between life and death, obtaining immortality and the ability to construct monstrosities whose existence perverts the very idea of life. When the enemies of the Empire of the Wyrms Friends invaded the land Delecti used his magic to create the Upland Marsh, where he has lived, protected, ever since.

Ethilrist, Lord of the Black Horse Troop: Although burdened with many other titles, Sir Ethilrist usually settles for those of Knight and Lord of the Black Horse Troop. He is a famous heroquester from the distant past who settled here on a Lunar land grant centuries ago. He is a famed mercenary and rents out his super-

Population of Dragon Pass

Humans

Blackhorse County	20,000
Sartar	180,000
Tarsh	360,000
Grazelands	40,000
Wintertop	35,000
Total	635,000

Nonhumans

Beast Men	25,000
Trolls and Trollkin (Dagori Inkarth)	150,000
Ducks	10,000
Dwarfs	15,000
Dragonewts	20,000
Total	220,000

natural cavalry which ride upon demonic steeds.

Fazzur Wideread: The General of the Provincial Army is one of the most powerful individuals in the area, responsible to the Provincial Overseer and to the Imperial Warlord. Fazzur is a popular and capable general from a powerful Tarshite family. See the Lunar Empire chapter of this book for more information.

Feathered Horse Queen: The ruler of the Grazelands tribes is a powerful priestess and incarnates imposing powers for her worshippers. The current ruler, called

Prophecies of the Hero Wars

A LEGEND OF DRAGON PASS: attributed to Cragspider the Firewitch

"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."*

Presumably the "king" of the legend is the Red Emperor, who wears a three-spined crown. "Poetess" may refer to Jar-eel the Razoress, who is already recognized as a Hero in the Lunar Empire. "Dragonlord" may refer to the Inhuman King. The other participants are as of yet unidentified.

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A warrior dragonewt from Dragon's Eye. He has obtained a dragonbone gami, perhaps indicating increased spiritual prestige or virtue.

W R V 2 A 0 T : : A Y 0 4 7 0 X 6 I 0 * I I I 0 2 4 8 0 W R V 2 A 0 T : : A Y 0 4 7 0 X 6 I 0 * I I I 0 2 4 8 0

DRAGON PASS

Bearer of the Head because of the mask she wears, has cheerfully sold her mercenaries to the highest bidder.

Forang Farosh: Known as "The Speaker of All Languages," Forang Farosh is a survivor of the Empire of the Wyrms Friends. Originally bound as a special functionary spirit during the tenth century, he was later rebound as a ghost by an enemy. When he was accidentally discovered Forang Farosh possessed the victim and thus recently regained his existence. He now lives in the squalid village of Tink, in the land of the Dragon's Eye.

Inhuman King: The ruler of the dragonewts is a dangerous and capricious being, motivated by things which 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 can 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 reappeared several times throughout and before history. He may be summoned by terrible sacrifices and ceremonies at Beast Temple. Ironhoof is a centaur, and because he is nephew of the horse god can control those animals.

Kallyr Starbrow: This famous Sartar heroquester is famous for her continued fight against the Lunar in-

The Hero Wars Begin

MANIRIA: The Provincial Wars

The Lunar Empire's military success in Maniria is doomed to be confounded by political intrigue, then destroyed by unexpected new enemies and magical forces arising from Dragon Pass. The pattern of events will probably occur as follows:

Veteran general Fazzur Wideread is removed from power by political enemies. Martial success halts with the loss of his leadership.

Tatius the Bright, now General of the Lunar Provincial Army, rashly marches west into Esrolia to support the Lunar faction. A makeshift army, composed of cooperative remnants of the Holy Country and the Wolf Pirates, drives them off. Lunar dominance over Heortland is broken. The surviving units of the Lunar Provincial Army retreat into Dragon Pass.

Argrath, a Sartar Heroquester, returns to his kingdom with a small army of nomads from Prax and seizes Boldhome. General rebellion is incited and the region throws off the Lunar yoke. Argrath is named Prince of Sartar. The Army withdraws into Tarsh.

Aided by giants and dragons from Dragon Pass, Argrath resurrects the power of the Empire of the Wyrms Friends to help against the heroes and magic of the Lunar Empire. The stage is set for a conflict of legendary scale.

vaders. She is believed to be with King Brian in Whitewall.

Moirades, King of Tarsh: This king has studied the subtleties of Lunar Magic and fashionable decadence, and is steeped in both. The peace inside his kingdom is

Prophecies of the Hero Wars

THE DWARF PLANS: attributed to the Dwarf of Dwarf Run in Dragon Pass, 1160 S.T.

"The Decamony released their doomsday machine long ago when they first loosed the powers of the Iron Dwarfs into the world. Ever since that time the mortal races have been preparing for the Battle of Heroes, when they will kill one another and all the innocent, useless masses. The few survivors will be prime slaves for the next phase of the dwarf Reconstruction.

Everything is on schedule, so long as dwarfs work together and in harmony. Soon mortal humans

shall see a crimson wonder roll across the sky, proving that the schedule is synchronized and that the dwarfs are one."

The inexorable grinding forward of the dwarf Reconstruction is accepted by most humans as fact. Most commentary comes from Dragon Pass, whose leader and spokesdwarf is known to be whimsical and, occasionally, an outright liar. The persistently repeated prophecy of the coming Red Moon proved correct, although the crimson orb moved upward into the sky, and not "across" as promised. When asked about this, the dwarf leader simply smiles and says, "It has not finished moving yet."

The dwarfs are grinding forward in their plan to resurrect the World Machine. They claim that everything is on schedule, and that the next major proof of their success will be the rise of a dragon, previously unknown. They claim to plan no overt actions.



not wasted, and the king spends regally on both frivolities and the army. The army, and foreign policy, is controlled by a powerful faction of warlike noblemen, called the Phargentites, after King Phargentes, the fierce battle king who preceded Moirades.

Temertain, Prince of Sartar: Although of the royal bloodline, Temertain's ancestors left Sartar generations before. Temertain is an old man who has spent his life as a scholar of obscure statuary. Dazzled by adventurers, he was entranced by visions of becoming the Philosopher King which seduced him to travel to Sartar. At first a bolster to Sartar resistance, he has since become a Lunar puppet ruler. Most Sartarites consider him possessed, and therefore not the true king.

History

The early residents of Dragon Pass were wiped out in 1120 by the Dragonkill War which removed all the human inhabitants of the area. For a while various Elder Races warred for control. Humans eventually reentered, first Grazelanders from the east (c. 1250), later from northern Tarshites (c. 1330) and southern Hendreiki (c. 1300).

The Kingdom of Tarsh has been the dominant political power, under native leadership from 1368 to

1490, on which date the Lunar son of Hon-eel the Artess took command. Lunar influence over Tarsh expanded, and today Tarsh is the richest of the Lunar provinces.

For many years the Kingdom of Sartar resisted further Lunar expansion into Dragon Pass, but in 1602 Boldhome was stormed and the royal family destroyed. Sartar became part of the Lunar Empire, and currently is being dismembered into various political regions.

See the wargame *Dragon Pass*, published by the Avalon Hill Game Company, for additional information on Dragon Pass.

Places of Interest

Aldachur (medium city): This city was recently (1611) taken over by Harvar Ironfist of the Vantaros tribe, a nobleman loyal to the King of Tarsh. It is an important stop along the way from Boldhome to Tarsh.

Beast Valley: One part of the land is set aside and protected by ancient magic whose perpetrators, the Empire of the Wyrms Friends, are long dead. The origins of its residents are unknown, some claiming divine parentage and others claiming perverse surgery and sorcery. Collectively, they are the Beast Men, and all seem to be part man and part animal. They live peaceful lives here, untroubled save when they choose to be. They meet once each year to dance amid the standing stones of Wild Temple in a bloody and spectacular affair.

Blackhorse County: This area is the holding of Sir Ethilrist, a legendary mercenary of epic experience and great age. Its people are simple farmers and its rulers are fierce warriors who ride demon horses. The folk are peaceful, unless invaded, but the Black Horse Troop is always available as hired mercenaries. The only settlement of any size is Muse Roost.

Boldhome (large city): The former capital of Sartar, this city is built high above the plains in a split valley amid peaks sacred to the storm god. The founder, Sartar, built it to fulfill an ancient challenge and prophecy. Still a center of trade, it is now occupied by Lunar troops.

Cliffhome: A graceful complex of towers tops the tallest peak of the Black Dragon mountains, a dramatic spur of the Rockwood range near Skyfall Lake. Within Cliffhome's towers and tunnels lives Cragspider, the great troll sorceress.

Dragon's Eye (equivalent to a large city in size): A "city" of inhuman architecture rises amid a wide flat plain wherein live thousands of dragonewts in one of the largest colonies in Glorantha. It is one of the few ancient strongholds of dragonkind to survive from

GRAZELANDS REGIONAL ACTIVITY TABLE

Determine monthly per camp

COMMON EVENTS

- Grazeland Scout seeking to hire mercenaries to his company
- Caravan moving through seeks independent mercenaries as guards
- Horse-thieves in area; tribe mobilized, all trading ceases until end of crisis
- New prophet touting the promise of the "Long Way Home" nearby; he/she is able to tell remarkably accurate facts about listeners
- Dream dragon reported to be raiding herds nearby

UNCOMMON EVENTS

- Visit by beast men from nearby with unusual herbs to sell
- Horse herds off feed; shamans to seek signs for the disturbance
- Clans meet for racing, challenges; foreigners welcome

RARE EVENTS

- Dragonewts nearby hunting humans, herds preparing to depart for elsewhere
- Chaotic event occurs nearby: ambushes and rioting by conservative tribesmen
- Carnivorous dinosaurs on rampage: tribes join for hunt
- Prophet urges sacrifice of a foreigner to appease incipient invasion by the Black Eater



DRAGON PASS

before the darkness. Here lives the Inhuman King, a true dragon incarnated in a lesser body, and from here come the decisions which affect the dragonwts of Dragon Pass.

Dragon Pass: This gap between two ranges of hills, about 25 km southwest of Wintertop, provides the easiest passage north and south through the region. The gap was once built to be a tremendous dragon, thousands of meters in width, with a gaping maw through which traffic must pass. Much of it was damaged during the final fighting against the Empire of the Wyrms Friends, but most of it is still recognizable.

Dwarf Mine: One of the friendliest dwarf leaders of the world lives here. He has been known to give out gifts or offer rentals for unusual prices, and some of his rentals are for unusual mercenaries, like the cannon cult.

Furthest (large city): The center of Lunar civilization in Tarsh, this city was named when it was thought to be the furthest which the Lunar Empire would ever go. It is relatively new, with straight streets, Irusteli-style architecture, and formidable walls. As is typical in Lunar cities, there are more temples than government buildings.

The Grazelands:

"I am a warrior of the Pure Horse People, may the Queen be blessed."

The Grazelanders are an anachronism caught in the wrong place. They are a nomadic people now confined to a small territory richly sought by land-hungry aggressors. They have survived due to two things: the changes wrought by the Feathered Horse Queen, and the ancient magics invoked when the tribe first found safety in Dragon Pass.

The people worship their horses, and raise mighty herds of superior creatures which are sold and which carry goods across Dragon Pass. The folk themselves claim descent from the Sun God, and their culture is similar to that of Pent, though they only herd horses, never cattle; a practice which they say has polluted Pent.

Hydra Mountains: A fearsome region where hydras have lived and spawned since Time began.

Muse Roost (medium city): This well-fortified city clusters around the palace of Sir Ethilrist. A temple to Arkat and the Invisible God is prominent in the city. The palace holds incredible treasures and luxuries, gathered from across the continent and over many years.

Ormsgone Valley: In this place, inhabited by a huge Red Dragon, live several small tribes which have

resisted Tarsh for centuries. Though small and obscure, their freedom has become legendary.

Sartar:

"I am a free man of the (X) clan of the proud (Y) tribe."

The Kingdom of Sartar is made up of 24 Orlanthi tribes, descendants of settlers who moved from the south to seek old-time Orlanthi worship. The royal house coordinated the tribes for a century, resisting Lunar expansion the entire time. In 1602 the capital, Boldhome, fell to assault. Now Prince Temertain, a puppet installed and controlled by the Provincial Governor, sits in Boldhome and pretends to command the loyalty of the tribal kings.

Lunar control over the countryside has been effective and harsh. Friendly rulers have been installed over tribes. Stern laws have often forced tribes into rebellion which is quickly crushed, and whose punishment enriches the ranking Lunar officials in land and payments.

Rebellion continues smoldering among the Sartar tribes. Although most young men have never known anything except the Lunar Occupation, the spirit of freedom burns brightly, awaiting only fuel to rise and scorch away the oppressors.

SARTAR REGIONAL ACTIVITY TABLE

Determine weekly per city or fort

COMMON EVENTS

- Cattle raid from neighboring clan — local clans hiring mercenaries
- Troublesome trollkin band raids steeds nearby
- Small group of Lunar missionaries preaching
- Heavily armed patrol of Lunar soldiers stops in for a stay of undetermined length
- Dream dragon reported to be raiding nearby steeds

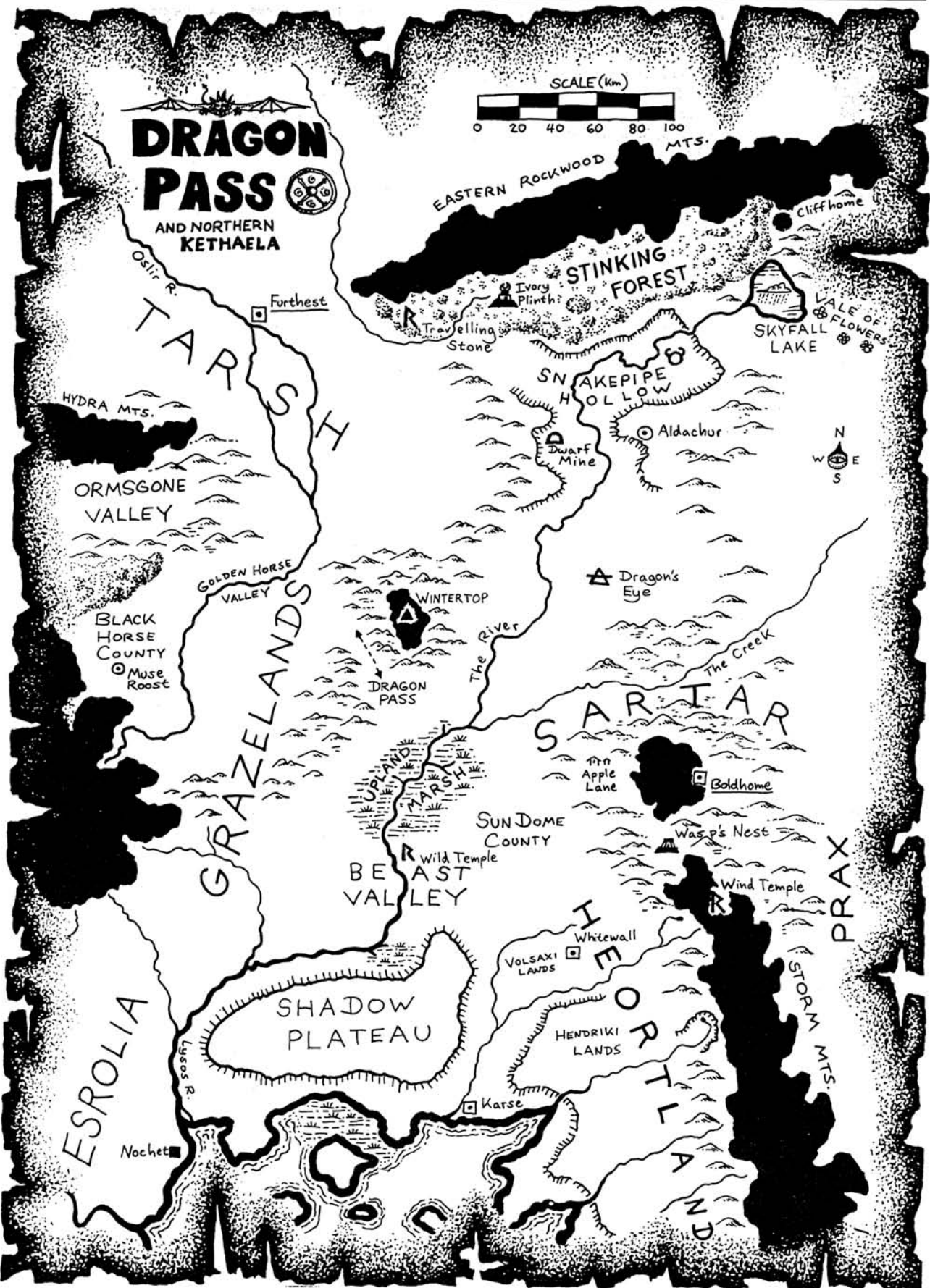
UNCOMMON EVENTS

- Big Duck Hunt scheduled — open season on ducks
- Sartar rebel activity nearby: all barbarian warriors questioned and harassed
- Sign from the gods — impromptu fertility festival
- Fearful omens — impromptu ceremony to Orlanth, sacrifices to be made

RARE EVENTS

- Raids by magic-seeking foreigners: patrols stepped up, all heavily-armed outsiders detained.
- Surprise tribal rebellion — Lunars hiring mercenaries
- Trickster High Priest declares universal church
- Troll insect convoy passes through: trollkin raiding, unusual trade opportunities possible
- Slimy chaos invasion vomited from Snake Pipe Hollow
- Giant reported to be attacking nearby settlements
- Dragonwts hunting humans nearby: everyone stays indoors, priests leave traditional food sacrifices at altars

W R V 2 A T O T : : A Y D P Z W X G E I O * I I I O S T H A O W R V 2 A T O T : : A Y D P



W R V S P O T : : A Y O P Z X G I O * I I O P K H A W R V S P O T : : A Y O P

DRAGON PASSES

Skyfall Lake: At the headwaters of the Creekstream River is a continual thunderstorm which dumps rain in torrents continually upon this ravaged lake. The natives claim there is a hole in the sky there. Sometimes big things, washed around in the rivers of heaven, also fall down. Courageous trolls sometimes dredge the lake. Many trollkin, and several troll communities, surround the lake.

Snakepipe Hollow: In ancient wars against Chaos, deep in the darkness time, the earth collapsed to trap chaos here, so a conquering army could drive down from one end and destroy all they met. It worked, almost. Some evil burrowed away, and although the conquerors pursued it deep into the tunnels, some still escaped. That chaos is there still, sometimes erupts, and always poses a menace.

The *RuneQuest* supplement *Snakepipe Hollow* takes a detailed look at one of the chaos-warped areas hidden deep within the Hollow.

Stinking Forest: Dense stands of trees cover hills and valleys haunted by trolls, tusk riders, and bad memories. Within its confines stands the Ivory Plinth, a horrible temple to the tusk riders' bloody cult.

Sun Dome County: This small state is a theocracy controlled by the Yelmalo Cult. It fiercely defends its independence, until the right price comes along, at which point the inhabitants of military age become dedicated mercenaries.

The Kingdom of Tarsh:

"I am a citizen of the Kingdom of Tarsh, praise the Empire."

The Kingdom of Tarsh, in the north, is the largest country in Dragon Pass. It is the richest of the Lunar Provinces and recently took over the northern part of Sartar as its own. The King of Tarsh is a tributary of the Lunar Empire, paying money, goods, slaves, and obedience to the Lunar Empire in the person of the Provincial Governor whose residence is in Mirins Cross, far down the Osilir river.

The lifestyle, language, and customs of the common Tarshite person are Orlanthi in manner, often including the worship of Barntar and Ernalda. The clan chiefs owe allegiance to regional leaders who used to be tribally elected, but are now appointed by the king. Taxes are paid in livestock, mined goods, or other kind.

The city of Furthest is the center of Tarsh culture. It is the home of the king and his family, as well of the ranking church members. Its residents, and the farmers who thickly populate the river valley, are thoroughly Lunarized in attitudes.

Upland Marsh: This plot was solid earth once until ensorcelled by Delecti the Necromancer, a magician who reached magus level about 800 years ago. He did it to save himself and his followers from the Golden Horde. It succeeded, and he "lives" there still, an immortal vampire. Within the treacherous bogs, streams, and sandbars are many undead strongholds. Delecti's Ruins, vast acres of fallen buildings, are inhabited by

THE SARTAR KING LIST

1. **Sartar.** Crowned 1492, apotheosized 1520
2. **Saronil**, son of Sartar. Crowned 1520, died 1550 rescuing his granddaughter.
3. **Jarolar**, son of Saronil. Crowned 1550, died 1565 fighting Tarsh King Phargentes.
4. **Jarosar**, son of Jarolar. Crowned 1565, died 1569, killed by Lunar spirits.
5. **Tarkalor**, son of Saronil. Crowned 1569, died 1582 in battle.
6. **Terasarin**, son of Tarkalor. Crowned 1582, killed in 1600 by a dinosaur.
7. **Salinarg**, son of Korlaman, son of Eonistaran the Sage, son of King Sartar. Crowned 1600, killed 1602 in battle.
8. **Temertaln**, son of Jostisan of Karse, son of Markalor, son of Eonistaran the Sage. Installed in 1614 (never crowned), and still in office.

his bizarre undead constructs. In the waters swims an undead killer whale.

Vale of Flowers: Immense flowers, insects, and the occasional giant fill this area.

Wasp's Nest: Here live a tribe of pygmy people who ride upon gigantic wasps. They usually try to remain aloof from the humans in the area.

TARSH REGIONAL ACTIVITY TABLE

Determine weekly per city or fort

COMMON EVENTS

- Public execution of rebels in city square
- Slave auction in city square of newly taken captives from war area
- Dream dragon reported to be raiding farms nearby
- Bizarre rumors of Imperial-sponsored chaos thing feeding nearby

UNCOMMON EVENTS

- Tusk riders raiding in area
- Raiding by foreigners: all heavily-armed strangers detained for close questioning
- Well-substantiated rumors of nearby foul chaos outrage: guards doubled as ugly crowds gather
- New reports of rebellion from the hill clans

RARE EVENTS

- Actual chaotic event occurs nearby: rioting by conservative tribesmen brutally crushed by Lunar soldiers
- Glowline fails briefly: Lunar magic subject to cyclic effects for 1d6 days
- Dragonewts hunting humans nearby; Lunar cavalry on patrol in strength



PENT

*"I am a (rank) of the (X) tribe.
Where do you ride to, stranger?"*

Description: Pent is a wide grassland broken by few rises and many wild rivers. No civilization has existed here since Time began, and few non-natives ever enter it.

Pent is frozen by the arctic storms which blow in from Valind's Wastes, and life is conditioned to the winters. Those rare occasions when the South Rage Wind blows the wasting dryness from the south are detested, as are the rare but deadly ice storms of Valind from the east. The growing season rushes into blossom and summer matures quickly, wobbling like a colt only briefly before galloping as a near adult yearling.

Inhabitants: All resident humans are nomads.

Culture: The horse barbarians of Pent are of the Warreran and Kralori races, often mixed. They are fierce nomads, noted for their loyalty to their ancestral

leaders, sworn to follow them unto death. They are traditional foes of the Pelorians to the west, the Kralorelans to the east, and the Praxians to the south.

All tribes are either Traditional, now rare, who exclusively ride and eat horses; or Modern, which means that they herd cattle, sheep or goats. Most worship Yelm, the sun god, whose cult progression prescribes the nomad ideals for manhood. Recently the Lunar citizens of the Redlands have discovered that a large minority of the clans now worship storm gods. However, even the Pent nomads who have changed cults or herd beasts maintain the ancient social structure derived from Yelm.

Blood kinship on the male side is the basis for all responsibility. Men must care for their wives, unmarried sisters and daughters, mother, and father's sisters. Ultimate kinship is traced to many different tribal founders who are the focus of social interaction beyond the family. Tribes share certain secrets, customs, and spiritual duties. Tribal membership is only slightly less important than immediate family contacts, and tribesmen who have met only minutes before generally trust each other.

Society is divided by genders, then into age/job strata. Children are tended by their mothers until age 14. Males are initiated to become Riders at about 14, Warriors around 23, Leaders about 43, Chiefs at 50, and Elders at 55+. Women are Riders from 14 until married, Mothers until all their children are 14 years old, Teachers from 40 or so, and Elders at 50+. Normal social practice is to marry, but recently a new tribe, the Women Warriors, has provided a society for both men and women who find their traditional social roles unpalatable.

Slaves are common. They may be taken from another tribe during the incessant raiding between peoples. Male slaves are not permitted to marry and are often gelded. Female slaves are automatically Mothers (and Eiritha initiates) upon pregnancy, and have all the rights of non-slave women after bearing their first child.

Language: Each tribe speaks its dialect of the Pentan tongue.

Government: Decisions are made by council of the elder men. Wisdom, experience, and magical power are all respected. Some tribes permit no dissent to their chief's policy, especially those who claim divine inspiration for their rulers. Large gatherings often require great council and deliberations, but once decided all dissent is ended in favor of tribal unity.

Military: Most males are fighters, either Riders or Warriors. Riders scout and skirmish, but try to avoid closing with a foe until ready to become a warrior. Warriors skirmish, but also engage in close melee, as well as qualifying to accept heroic challenges of single combat with warriors of renown.

Religion: Tribes rely upon their favorite spirits, but also have favored deities who are treated as elder spirits. Shamans treat with the gods in the usual spirit cult manner. Temples are made whenever enough initiates gather in one place, as commonly occurs during the autumn slaughtering season. Only then are the gods' spells available.

Solar tribes worship Yelm, Golden Bow, Hippoi, and tribal ancestors and spirits.

PENT REGIONAL ACTIVITY TABLE

Determine monthly per herd

COMMON EVENTS

- Raid by neighboring clan against the herd
- Reprisal raid planned against neighboring herd
- Madman of Hargeel-Idea raves that the long-prophesied Horse-queen lives now in a distant land

UNCOMMON EVENTS

- Rumors of new Shaman-Hero heard in area: crowds gathering, warriors being hired
- Animals nomads from the south reported: all warriors gather to counter-attack

RARE EVENTS

- Raid by trolls
- Hot, dry, sandy winds blow from the south
- Trader from distant lands visits

Population of Pent

Humans

Solar Tribes.....	600,000
Storm Tribes	200,000
North Pent.....	60,000
Orathorn.....	5,000
Total:.....	865,000

Nonhumans

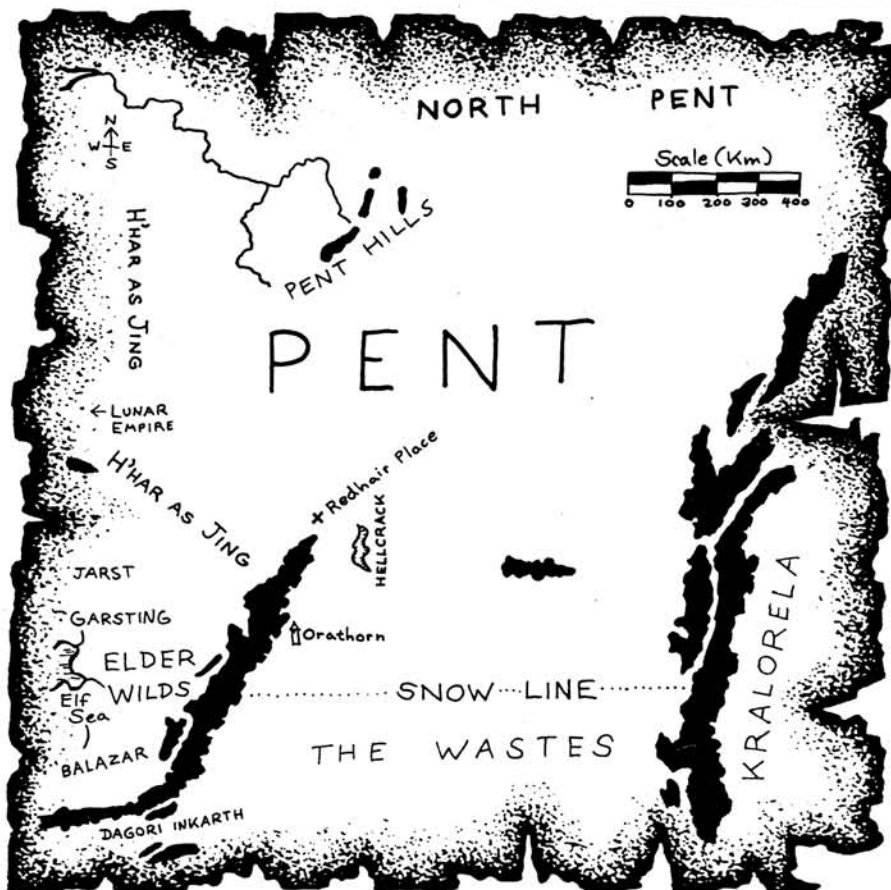
Troll, Snow.....	10,000
Troll, Dark	35,000
Total:.....	45,000

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W R V S A O T : : A Y O P Z W U X G I O * I I I O A H A O W R V S A O T : : A Y O P



Storm tribes worship West King Wind (Orlanth), North War Wind (Humakt), South Rage Wind (Storm Bull), East Sting Wind (Gagarth), Eiritha, and tribal spirits and ancestors.

People of Importance

Dranz Goloi: Called King of the Wings, Dranz Goloi is a khan famed for conquering his nomad rivals, and now leads a band of raiders against the Redlands. He has sworn upon the Burning Spear to meet the Red Emperor in single combat.

Joloi Maskoss: Also called Always Awake Twice, she is the most powerful shaman of Pent. She can call stars down into her hand, send an arrogant man into permanent pain, or cause a herd of cattle to drop dead at her command.

History

Traditional Yelmite culture stems from the Dawn Ages. It is based upon the kinship between tribesfolk, horses, and the sun. Horses are herded, bred for food and as steeds, and figure prominently in myth (Golden Bow can turn into a blazing,

fiery horse at will.) The herds were protected by the tribe as they roamed about the countryside hunting to supplant their equine diet.

In the Dawn Age the Pent people inhabited the plains of Peloria. They were thrust out by the First Council and found refuge in the harsh lands of Pent, previously unoccupied by humans. They returned in the Second Age but were defeated by the Dara Happan Empire. In the Third Age they occupied the Lunar Empire and their leader, Sheng Seleris, slew the Red Emperor and ransacked the moon.

At the Battle of the Nights of Horror in 1506 the massed forces of the Pentian nomads were decisively crushed. They took what they could and fled back to Pent. It is said that the survivors each had a hundred wives next year but almost all the women and children died in the winter because they had no men to help them.

For several generations the tribes of Pent sent all their red-headed children as hostages to agents of the Lunar Empire. Those peoples formed bands of travel-hardened caravaneers who annually travelled across the wastelands to and

from Kralorela. Trusted agents of the Lunar Empire, yet kinsmen to the nomads, they never reported the great changes which they must have observed occurring among the nomads.

The Pent peoples underwent deep soul searching and spirit questioning to find survival in the years after the devastating Nights of Horror. Many new tribes were founded in attempts to draw upon new customs. New gods were worshiped, sometimes sought to be and sometimes discovered later to be storm gods.

Tribes have recently turned westward again. They have found that H'har as Jing, as they call the Redlands, are mostly empty except for a few knots of defenseless, sedentary farmers.

Places of Interest

H'har as Jing: The western parts of the plains of Pent, currently occupied by villages of Lunar farmers who call their region the Redlands.

Hellcrack A great gap, a kilometer wide at its widest, breaks the ground here. In God Time monsters crawled out of here to destroy the world. It is bottomless. If someone falls in he will descend to the center of the earth. From there he must crawl upward, to the world, or downward, to the Underworld.

North Pent: The northernmost parts of Pent are uninhabitable most of the year due to the incessant winters. Many trolls prowl the region as well, making it a place of danger.

Orathorn: In this ancient castle live sorcerers who are immortal and are served by undead servants. They have ventured out of their lair only once, to their regret. However, they are reputed to have unusual magics available to whoever would find them.

Redhair Place: At this spot the Pent tribes must annually send their redheaded children to be hostages to the Lunar Empire. Here, too, the nomads must report all news of the plains ahead, and may also trade.

Snow Line: South of this region no snow falls regularly. It is the frontier region between Pent and the Wastes.



RALIOS

Description: Ralios is a great expanse centered upon Felster Lake, a placid inland sea, surrounded by precipitous mountains in the north, east, and south. Westward lies Seshnela.

Ralios has three major regions: Safelster, a densely populated, highly urbanized region surrounding the fertile Felster Lake; the northern region called Vesmonstran; and the East Wilds.

The climate is temperate. It has mild winters with snow remaining for a month or two.

Inhabitants: Most of the residents of Ralios are humans, most of whom live in the fertile lowlands. About 40% of the humans are barbarians and primitives living in the rugged outlands.

Elves dominate two great forests, Ballid in the north and Tarinwood in the south.

Trolls hold two large regions. Halikiv, in the east and Guhan in the west.

Dragonewts dominate one corner of Vesmonstran.

SAFELSTER REGIONAL ACTIVITY TABLE

Determine weekly per city

COMMON EVENTS

- Invasion apparently imminent from nearby city: all foreigners suspect as spies and fifth columnists
- Mobs rioting in streets: looting possibilities available
- Market closed, on strike against government — merchants hiring bodyguards
- Nearby city spreads new lies about its version of the true Arkat myth: political tension escalates
- Aberrant prophet dramatically exterminated by an unusual agency or device, presumably the victim of his own occult investigations or spiritual warfare

UNUSUAL EVENTS

- "Loons" celebrating some obscure victory; dancing in the streets
- Vicious raiding from nearby city: mercenaries now hiring, great booty promised
- Wild peasant rebellion: all urbanites and foreigners in danger
- Acute wine shortage: pubs closed, surly mobs crowd streets
- Religious dissent: churchmen threatening to curse government
- Religious demonstrations blocking major streets
- Guild of Chaos Monks perpetrates another unusually violent crime
- Outbreak of "Squids"
- Trolls visiting the city on mission from Guhan or Halikiv: rumors of a "chain gang" takeover run wild
- Agent from Kingdom of Seshnela discovered undermining the city: public execution scheduled for the morning

RARE EVENTS

- No event of note

SAFELSTER

"I am a citizen of the famous city of (name)."

Description: Many prominent cities cluster about the shores of the fertile Felster Lake and its great tributaries. Note that the History and Places of Interest sections for Safelster are located under a general section for all of Ralios, below.

Inhabitants: All the natives of the Safelster region are humans of the Waceran race.

Culture: Safelstran; a mixture of Theyalan and Western.

Language: Safelstran.

Population of Ralios

Humans

Safelster

Tinaros.....	400,000
Tortun.....	200,000
Syran.....	200,000
Galini.....	200,000
Estali.....	200,000
Tiskos.....	200,000
Azilos.....	200,000
Kustria.....	200,000
Dangk.....	200,000
Otkorion.....	400,000
Uton.....	100,000
Borin.....	100,000
Baran.....	100,000
Tarasdal.....	100,000
Drom.....	100,000
Col.....	100,000

Orlanthi

Naskorion.....	400,000
Keanos.....	100,000
Saug.....	100,000
Delela.....	200,000
Otkorion.....	400,000
Lankst.....	600,000

Hsunchen

Telmoria.....	75,000
Vustria.....	25,000
Pralorela.....	50,000
Basim.....	40,000

Total:.....4,990,000

Nonhumans

Trolls, Guhan.....	250,000
Trolls, Halikiv.....	120,000
Ballid Elves, Green.....	70,000
Ballid Elves, Brown.....	140,000
Tarinwood Elves, Green.....	70,000
Tarinwood Elves, Brown.....	320,000
Dragonewts.....	60,000
Total.....	1,030,000



MINOR RELIGIONS OF RALIOS

HENOTHEIST CHURCH

The Henotheist Church believes that there is one Supreme Deity, the Invisible God, and that other deities are important and deserve worship for their aid and protection. Its nearest rival is the Rokari Church, which takes orders from the Ecclesiarch in Leplain.

ARKAT CULTS

An ancient hero named Arkat once benevolently ruled this region. His long and complex history provides a fascinating and confusing story whose truth has been lost among the propaganda and lies of many centuries of oppression. Several philosophers and historians believe that more than one person named Arkat lived and were compressed by faulty memory into one character. Now several fragments

of the old hero cult of Arkat exist, most of them exclusive of each other, all of them claiming to be the genuine heir to the ancient secrets. Among them are:

GREAT ARKAT - Arkat in his aspect of Founder of the ancient peaceful kingdom.

ARKAT LIBERATOR - Arkat as the knight who liberated the region from an army of monsters and an army of chaos creatures.

ARKAT THE SAVIOR - Arkat as the bringer of truth to destroy the lies of Gbaji, the evil Deceiver who oppressed Ralios and Tanisor.

ARKAT CHAOSBANE - Arkat as the destroyer of Chaos in all its forms. Stories are told that Arkat was responsible for destroying Wakboth and Krjalk in God Time.

ARKAT PEACEMAKER - Arkat as the bringer of peace between species, commemorating the friendships he forged between humans, elves, and trolls.

ARKAT DESTROYER - Arkat as the incarnation of Destruction whose worshippers believe that he came, and is coming back, to destroy the world.

ARKAT THE DECEIVER - This cult believes that Arkat was, in fact, Gbaji and/or Nysalor either before or after his fight in Dorastor.

Government: Safelster is a complex of independent city-states, baronies, bishoprics, counties, and dukedoms which are variously conquered and liberated by ruling families, each other, and their own citizens. Hundreds of urban groups fanatically claim their own independence. If forced to surrender to a higher authority, usually through con-

quest, the citizens sulk, resist passively, riot when their conqueror seems weak, and rebel at the first opportunity.

Yet the drive for unification is not absent. Common sense drives a continual effort for social centralization. The problem is that no one is able to agree on the cause or structure of central authority. Political, religious, and secret societies claim the authority to usurp or overrule the independence of their neighbors. Several of these organizations claim their authority from their origins in the ancient Empire of Peace established by Great Arkat a thousand years ago.

This flux and tension between the many forces of independence and centralization causes the rise and fall of the many Ralios city-states.

Currently, the most important city-states of Ralios are:

NASKORION, thanks to the support of the trolls and the recent acquisition of parts of southern Delela and northern Syran.

SENTANOS, which was much more powerful several years ago, but is now on its way out. It failed when its main support, the Proven Appearance of Arkat movement, failed to prove its claim. As a result the manifested spirit of a Lankst hero, Siglolf Cloudcrusher, destroyed the Sentanos army and leaders.

KUSTRIA, thanks to the acquisition this year of Galin, through the marriage of the Tournament King to the heiress, the Countess of Galin. They really love each other.

OTKORION, thanks to the popularity of the new Cult of Siglolf Cloudcrusher, recently imported from Lankst to suit the needs of the migrants populating Valantia, and the vigorous efforts of Archbishop Surantyr.

DARAN, whose count forms the center of an anti-Tanisorian alliance. He employs the fugitive knights from Dargim and has recently made conditional defense alliances with Tarasdal and Tiskos, and has been promised help by the Old Arkat Kult Alliance of Azilos and the Ancient Beasts Society of Estali.

Military: The Safelster cities each muster a small army of mixed knights and infantry. Quality is usually mediocre, and when real war is waged fierce bands of mercenaries are hired.

Religion: The religions of the area are as diverse as the political divisions. Great Arkat established a widespread and popular religion which was suppressed about five hundred years ago, but has resurfaced as hundreds of scattered pockets of individual worship. In general, the

VESMONSTRAN REGIONAL ACTIVITY TABLE

Determine weekly per region

COMMON EVENTS

- Elves sighted passing through territory
- Merchant party outfitting to travel to Safelster or Bad Deal: reliable guards sought
- Raiding party gathering to fall upon Safelster: volunteers sought
- Werewolf tribe raids: all hunters called for reprisal raid
- Dragonewts hunting humans nearby: all warriors summoned to hunt them down

RARE EVENTS

- Riddlers rumored in area: Storm Bull cultists begin hunting and ambushing strangers
- Troll caravan passes through; unusual raiding and/or trading possibilities
- Clan blood feud erupts into open violence
- Monsters enter river from Ballid; boat captains seeking guards
- Broos raiding party reported: entire countryside turns out in arms to destroy them

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A proud citizen-soldier of the Safeister city-state of Sentanos. His simple and somewhat fanciful weapons and armor are typical equipment for the militia infantrymen of Ralios.



many small lands of Safelster are mixtures of Malkioni and Orlanthi cultures. One of the most widespread beliefs is the Henotheist Church.

Safelster: People of Note

Argin Terror: Called the Nightmare Sorcerer and Son of the Devil, Argin Terror is the most feared magician in Ralios. It is said that he would have taken over the whole world in one year except that he waited until his mother was dead before eating her, and so she is now his unceasing tormentor, diverting his attention to their immortal war rather than petty Gloranthan pursuits.

Darmangon, Count of Borin: This rash hothead once boasted that he was, in fact, Agent of the Secret Register of the Boristi, thereby losing the trust of all right-thinking lords and all other people.

Erengazor: The Duchess of Tortun, also called the High Princess of Low Delight, and the Overlord of Sentanos. She was leader of the Proven Appearance of Arkat movement, but Arkat has failed to appear lately and her cult is failing rapidly. With it goes her political power.

Foyalfine, Count of Azilos: Foyalfine is one of three major efforts trying to reestablish Arkat's ancient empire. He claims

right of rule over all Ralios on the basis of a tenuous genealogical connection with Arkat himself, and by possessing the so-called Eye of Worlds, once a favored artifact of Arkat. He is entertaining envoys from Guhan, Tanisor, and Borin.

Surantyr the Nonheretic: The Archbishop of the Henotheist Church, Surantyr is leader of the largest single religious organization in Ralios. He has recently converted most of Otkorion to his faith, and has agents in many other cities.

VESMONSTRAN

"I am a free warrior of the (X) clan. Orlanth is my protector."

Description: Vesmonstran includes the northern half of Ralios, a region which is mostly hills and forested. The Tanier River provides the main highway for travel. Note that the History and Places of Interest sections for Vesmonstran are located under a general section for all of Ralios, below.

Culture: Theyalan.

Language: Theyalan.

Government: Clan organization is usual, as with all Orlanthi peoples. Larger political organizations are temporary. Tribal membership is not considered important to the clansmen, but they maintain traditional ties to larger organizations.

The major clans (and tribes) in the area include: (Lankst); (Surkorion); Otkorion; and Telmori.

Military: All men are warriors in the clans. The King of Lankst maintains a body of permanent soldiery which he calls Knights of the Lightning.

Religion: The Orlanthi religion dominates. Lately the cult of Siglof Cloudcrusher, a hero who can send rocks from rainclouds, has grown popular and spread into Otkorion.

Vesmonstran: People of Note

Garundyer: Called Hero of the Seven Storms, Garundyer is a member of the Lankst tribe. He has mastered several hero skills, such as hurling a javelin and then leaping upon it and directing its flight with his feet.

Kocholang: The King of Lankst is the tribal warlord with powers which sometimes override those of the clans. The position has remained within the grasp of the Hargovan clan for many generations, thanks to their revenues from trade over High Llama Pass and the awe granted by their ability to breath fire.

EAST WILDERNESS

"I am of the (X) Kingdom and the (Y) clan."

Description: The East Wilderness includes all the rough terrain of southern and eastern Ralios. Note that the History and Places of Interest sections for the East Wilderness are located under a general section for all of Ralios, below.

Culture: Orlanthi, Hsunchen.

Language: Theyalan, Hsunchen.

Government: Several loose kingdoms have organized the various clans into irregular bodies which join together for common defense.

The major tribes are: Naskorion; Keanos; Saug; and Delela.

Military: Barbarian warriors are typical, armed with spear and sword, shield, a helmet, and some body armor. Organization is familial. Horse warriors are rare.

Religion: Orlanth is the primary god in this region.

East Wilderness: People of Note

Aruzban Ironarm: Scion of the Voshfrei clan, he is a famous warrior and the usual temporary king of Delela in times of

EAST WILDS REGIONAL ACTIVITY TABLE

Determine weekly per region

COMMON EVENTS

- Trollkin horde from Halikiv threatening countryside
- Raided by neighboring clansmen
- Neighboring clan raided

UNCOMMON EVENTS

- Troll caravan passes through; unusual raiding and/or trading possibilities
- Recruiter from Naskorion is seeking troops; mercenaries wanted
- Chaos monster and/or broos invade from Karia

RARE EVENTS

- Troll raiding party plunders nearby farms
- Raiding party being gathered to plunder Naskorion; volunteers sought



crisis. He is noted for taking trolls into his metal limbs and slowly burning them to death.

Bazkalia Oskor: Famous as a bounty hunter in the Second Age against the Jrusteli, this shaman has ranged the world to acquire a variety of unusual spell spirits whose spells she sells for outrageous prices to whoever dares to learn them.

Not-to-be-called: This person is a shape-changing sorcerer, reputedly the son (or daughter) of a monstrous spirit originally captured by Bazkalia which possessed the unfortunate mortal which tried to learn a spell from it. Believed to have once been named Jaim, this person lives in an invisible tower which moves about.

History of Ralios

Early in the Second Age Safelster was conquered and ruthlessly pillaged during the eighth century by the Kingdom of

Seshnela. Overlords were created and given Seshnegi titles. They married into local families and cultivated traitorous subjects. As usual, the natives reacted with bitter rebellion and never gave any lord much peace until severely oppressed by the God Learner Monks around 825. When the land of Seshnela was destroyed in 1049 its outlying areas were thrown into confusion. Safelster rebelled and, under the leadership of the rivals Goraint, Valastar, and Mabodinarne pillaged Tanisor and wreaked revenge.

The kaleidoscope of Safelster politics was confused for centuries with those of kingless Tanisor. The Count of Azilos was crushed in 1412 by Bailifes the Hammer, who subsequently became King of Seshnela and founder of their latest dynasty.

The many states of Ralios continue their fierce independence despite the threat of a united Tanisor to their west. Various states joined for temporary purposes, usually to ward off invaders, but

few people ever pretend that any political relationship is permanent.

The last time a large section of Ralios was united was when King Ulianus III of Seshnela conquered everything west of Lake Felster.

Ralios: Places of Interest

Azilos (large city): A small land with a frustrated, ambitious ruler.

Bad Deal (town): One of the few places in the universe where dwarfs deign to trade with other races. The name says it all.

Bakan Lake: Surrounded by the Sodal Marsh, this crystal clear lake is believed by many to have healing powers against various diseases.

Ballid: This Aldryami forest is one of the six Great Woods of western Genertela. This means that here grows one of the Great Trees of Aldryami legend, born

UNDERGROUND ORGANIZATIONS OF SAFELSTER

THE PETTY INTRIGUE of the Safelster city-states does not stop with politics or religion. Several secret intercity organizations have large followings, as has been occasionally proved by their casting of spells, causing riots, or quickly raising a fanatical army of adherents willing to die for glory. In many ways the only difference between the religions and spirit cults of Safelster and these underground organizations is that the latter attempt to keep more information secret. The information given here is Common Knowledge, but is not necessarily all true.

GUILD OF CHAOS MONKS

Believing that destruction contains all values, the Guild of Chaos Monks is a band of madmen which peddles assassination, sickness, mutation, and spoilage for the glory of their secret god.

OLD ARKAT KULT ALLIANCE

Known to be found in Azilos, Tortun, and Uton, the alliance claim to have the secrets to open the main pathways of the original Arkat religion. It does not support any of the current claimants to the Empire of Arkat.

GALVOSTI CULT

This heresy believes that tapping non-Malkioni is an acceptable practice, even though they wear the white robes of the Invisible God whose commandments prohibit tapping.

SECRET REGISTER OF BORISTI

Common rumor says that cultists are likely to grow something awful as a result of their tapping chaos things, hence their popular nickname of "squids."

ANCIENT BEASTS SOCIETY

Many old Hsunchen tribes once occupied this land, and their descendants still do. These societies claim to be able to summon the ancient animal spirits to possess their worshippers if they engage in long sessions of drumming and dancing. The societies are usually not persecuted, and hence not very secret, but are widespread and maintain friendly ties between most cities. The adherents are commonly called "Loons" because they usually call upon Grandfather Loon during their opening rites.

ARGAN ARGAN CHAIN

A network of humans friendly to trolls have maintained the cult of Argan Argan in secret among themselves, remaining even

aloof from established human temples in the markets of the cities. It is commonly called "the chain gang." Only when the troll insect caravans began moving did the Chain reveal itself. Membership is even secret from other members, known only to the caravan lords who call upon the cultists as needed by sending the "black dart" to them. Once called, members respond without fail. Most people believe that the members of the Argan Argan Chain are troll sympathizers.

THE WORLD OF LOSERS MOVEMENT

The adherents call themselves the World of Losers Movement, but to outsiders they are simply the "losers." It is a penitent movement whose adherents wander the countryside in mobs, begging for forgiveness and food. They are regularly worked into a murderous frenzy by thieves and bandits who prosper by picking among the leavings. Occasionally excess erupts and bands of flagellants whip themselves to death. Recently rumors claim that among the losers have appeared individuals purified of all guilt and shame by their efforts. These people, as yet unseen by outsiders, are called the Hideous Saints by believers.



from the seed of the First Tree. No outsiders have ever seen the sacred tree. The last large-scale political activity was when the elf warlord led his troops out to aid Arkat the Liberator. The forest is typical of Aldryami strongholds: humans can penetrate a day or two within its fringes, but no deeper without being met by elves and forced out.

Basim: The region of the Sandrya tribe. Its ruling family is the Basmol clan, who trace descent from the lion god himself.

Belstos (medium city): This ancient castle has never been taken by storm or seige, but has fallen only through treachery. It is the current capital of Borin because it is the main treasure storage and armory for Count Darmangon.

Borin: The place of origin and stronghold of the Borist heresy of Malkionism. Many Borists still live here. The heresy has not been the state religion for centuries, but for years persisted the rumor of the Secret Register of the Boristi. Supposedly any practitioner of the Borist heresy can register with the Agent, whose identity is usually kept secret. They then receive special protections and blessings, in return for which their services may be "rented out" by the Agent, in secret of course, for exorbitant fees. Count Darmangon recently boasted of being the Agent.

Col (medium city): Seat of the Count of Holut, this frontier city is well fortified and equipped. The Wizard Abbey of Holut, near Col, claims to hold a secret

method whereby they could contact the real Arkat Liberator, but they cannot use it until the prophecies (otherwise unstated) are fulfilled.

Corolaland: This pleasant land, whose flower-covered slopes once inspired Harmast Barefoot, are a no man's land between the humans and trolls. It is occupied by brave pioneer humans, clustered in stockades, and the hungriest imaginable trolls and trollkin.

Dangim: This land was first populated to make Hrelar Amali, the City of the Gods, whose ruined temple is still visited by many pious Ralian pilgrims seeking divine guidance. King Dan was an ancient Dawn Age hero who conquered Seshnela and ruled from within this region. The recent count was killed and replaced by the King of Seshnela.

Dangk (large city): This city is the seat of the County of Dangim, which was conquered recently by the King of Seshnela and taken as his personal demesne.

Daran: The stolid farmers of Daran are mostly good Rokari, but their rulers belong to a variant heresy which gives precedence to the religious insights of the residents of this land.

Delela: The Kingdom of Delela has maintained a confederacy of a dozen tribes under the erratic guidance of the Voshfrei dynasty.

Doskior River: This major river is navigable by river rafts and large boats

from Lake Felster to Istakax in Delela. Most rivers flowing from the south are navigable by poled rafts for half their distance to the Mislari mountains, while those north are generally unnavigable even for small boats.

Drom (medium city): This is the largest settlement on Lake Helby. It is protected by a horse-headed deity whose statue, staring out from above the main gate, kills attackers. From Drom caravans set out southward through Pralorela to the Trader Princes of Maniria.

Estali (large city): Estali is rich from its control of the Estal River valley. It is ruled by the Archduke of Estal, a position held by whoever wields the Purple Scepter of Serpent Sentience. The current Archduke maintains a torrid affair with the Alangellia, high priestess of the Great Green Lady (also called Ernalda in Estali).

Felster Lake: The rich and wide Felster Lake was once an ocean, and contains shades of its former greatness in its richness and variety. Commerce glides across it in boats of all sizes, and several significantly large naval engagements have been waged upon its serene surface. Most large cities contain a shrine to the sacred nymph of the lake.

Fiesive (large city): The Henotheist Church originated in Fiesive. The current Archbishop is an active politician and has forged the state of Otkorion. He is quick to exploit the support of his church's members who live in other cities.

Galin (large city): This city is an ancient holy place, the birth site of Galanin, the horse-god, whose people ruled the region in the Dawn Age. The previous Count was killed in battle, and the heiress recently was married to the Tournament King of Kustria.

Guhan: The troll lands surrounding the Uzgor Peaks were occupied a thousand years ago upon land granted by Arkat the Savior. Surrounded by foes, the trolls

The Heroes: Garundyer

The Hero of the Seven Storms, as he is called, is preparing for a major cult revival in Ralios. He is currently the most powerful Orlanthi Heroquester in Glorantha. His best-known deed was to liberate Siglof Cloudcrusher from the bondage imposed many centuries ago, thus re-establishing his hero cult among living followers. He has also obtained the magic which allows the elite fighters of his kingdom to wield lightning bolts. Furthermore, he has mastered many unique weapon-magics: he can hurl a flint-tipped spear over the heads of his foes which curves around and strikes them from behind; he can hurl a javelin, leap atop it, and direct its flight with his feet; or he can make his body temporarily invulnerable to all weapon blows.

Garundyer's companions are almost as mighty, including King Kocholang, whose entire family has the ability to breath blasts of fire against chosen targets.

Garundyer plans to re-open the Hero Paths of the Lightbringers, then to re-arrange the Return Path of the Storm in order to strengthen the gods of storm. He is assembling an "Iron Ring" of Lightbringer priests to aid him, most notably the Lhankor Mhy priest Harandros, called the Iron Brain.



maintain unity within the area. Hunting parties and migrating trollkin from here are a constant trouble to the surrounding areas.

Halikiv: This troll land, roadless and cut by rugged valleys, is almost never visited by humankind. It is one of the largest and oldest troll civilizations of Glorantha and contains one of the fabled Castles of Lead, inhabited by Kyger Litor herself.

Helby: Ruled by the Forester Baron of Helby, this land has a national holiday in Storm Season wherein all adults wear masks and congregate for dancing, feasting, and anonymous festivities.

Helby Lake: The fishing on the Helby Lake used to be so great that no one bothered to hunt around it, forging a friendship between humans and animals which was ruined by Gbaji, the Deceiver. Now a small but loyal cult prays diligently for the Fifty Lost Fish destroyed ages ago whose return would allow the people to turn away from the hunting and farming they now must employ.

High Llama Pass: This rugged trail, without hospice save for occasional caves, is the only good pass between Fronela and Ralios. It is often narrow, creeping along cliff faces and crossing bottomless crevices with ancient wooden bridges whose Glue spells are almost visible. Passage is controlled by a fierce clan of hairy people called the Cut Throats. They control all passage of goods and extract a heavy toll. At times they take some of the most precious goods for themselves, but no one has seen where these goods go. The llamas which are cited in the name of the pass were a tribe of Hsunchen now extinct.

Holut: The Count of Holut rules this troubled land. The dynasty's policy is traditionally isolationist. Courageous horsemen regularly plunge into any surrounding territory for plunder and sport, sparing not even troll-infested Guhan.

Hrelar Amali: This ancient ruin glows at night and looks shadowy in the daytime, thanks to the ancient energies which still permeate it. It was one of the most famous holy places in the world during the First Age, but has fallen into disuse since the monotheistic cult of the In-

visible God gained local popularity. Sometimes people from great distances travel here to perform ancient rites.

Istakax (small city): In Delela, this marks the highest navigable point of the Dorskior River.

Karia: In the First Age Karia was a part of Dorastor, the chief state of the Theyalan "Second Council" which created Gbaji. It was cleared by Arkat Chaosbane. Within the last few decades some families seeking free land have resettled Karia and report no unusual chaos activity. Still, Karia is considered to be cursed and haunted.

Kartolin Pass: This is the only known pass across the Rockwoods from Ralios to Peloria. On the far side lies Dorastor, a land of evil and chaos. A massive fortress at the peak of the pass, Castle Kartolin, is manned by ghostly legions which halt any monster or god which tries to go through or around the pass.

Keanos: The Keanos Tribe eschew all agriculture, living by hunting and herding upon their forested, but elfless, lands. The king claims equality with all other political leaders, even though his tribe numbers but thousands. Fiercely independent, but unaggressive, the tribe is untrodden by outsiders who have no desire for their inferior lands.

Kilwin (medium city): The largest city in Delela, Kilwin also has a Great Temple to Orlanth.

Kustria (large city): This small nation holds the Tower of Xud, a sorcery-erected structure which rises over a mile into the air. It is also the site of the Kustrian Great Tournament instituted by King Ulianus III. He built a castle and huge arena, unique in Ralios and Seshnela, and designed a fief whose sole purpose was to sponsor the annual event. Its charter states its purpose to be "a proving ground for the lords and knights of Ralios, wherein to settle differences in a civilized manner according to the rules of chivalry, whereby the helpless farmers of this land may be saved from needless pain and fear." Although the region is now independent of Seshnelan lords it

The Hero Wars Begin

RALIOS: Arkat Returns

Five times! The ways of Heroquesting are abruptly opened, and it isn't what everyone expected. One is a troll, one is a chaos monster, and we are not quite sure which incarnation the other three are. The resulting Heroquesting provides awesome weapons of destruction to the leaders vying for power.

still serves its noble purpose of holding annual tournaments, and many lords still choose this method of settling arguments.

Recently the ruler, the Tournament King of Kustria, married the Countess of Galin, forging a potentially powerful state.

Lalia: A Blank Land.

Lankst: The clans of Lankst prefer independence, but in emergencies they unite into the Confederation of Jofrain, a sort of temporary kingdom. Each tribe has a part of the sacred regalia and a place on the Iron Council. The king collects considerable revenues from trade from High Llama southward, and applies it to keeping peace with the elves with simple tribute, and to supplying a highly skilled military force in the east to deal with the Telmori and dragonwets.

Marost (large city): Capital of Naskorion. It has never fallen to seige, supposedly because 100 swords taken from creatures killed by Arkat the Destroyer a millennium ago, were built into the walls.

Mislari Mountains: An elusive pass is known to cross over the Mislari, but is continually lost. The last successful crossing was by Ethilrist, then merely a heroic mercenary captain called Lord of the White Horse Troop, over a century ago.

Naskorion: All Naskorion belongs to its Duke, and though several privileged government positions are hereditary, none of the lands are enfeoffed. The current duke is one of three people attempting to revive Arkat's Dark Empire. He



has been successful in seeking alliance with the trolls of Halikiv, and recently financed the construction of Zorakarkat, a temple fort dedicated to the Chaos-killer. The Duke is a known member of the Argan Argar Chain, and actively makes arrangements for the great insect caravans to cross between Halikiv and Guhan.

Nidan Mountains: The Nidan Mountains are steep and high, creating a barrier impassable to most creatures. Their crests are snowy year around. The entire western bulge of the Nidan Mountains is a powerful dwarf complex controlled by the Council of Nine who rule all True Dwarves everywhere. As with all dwarf nations, most lies underground.

Ormsland: A wild and overgrown land inhabited by dragonewts. They have no Inhuman King, and their behavior is often less erratic and irrational than "true dragonewts." Their hunting parties range through all nearby lands, but they only hunt humans for food within the boundaries of Ormsland itself.

Otkorion: Spearheaded by Surantyr the Nonheretic, the Archbishop of the Henotheist Church, this country has recently grown to be one of the more powerful regions. The two cities, Fiesive and Valantia have traditionally had a mutual defense alliance against raiders from Surkorion.

Pralorela: An outlying forested region inhabited by the hsunchen Elk People. A range of hills divides the land into northern and southern regions. A river on the southern portion, the Noshain, empties into the Mournsea at the city of Handra.

Rockwood Mountains: These steep peaks, running from the Top of the World in the north to Halikiv, are generally impassable in any season. One known pass, Kartolin, is forbidden because it crosses into the chaos land of Dorastor.

Saug: Region drained by the Allspring River, culturally similar but independent of the Kingdom of Delela. Several friendly tribes maintain their old customs here.

Sentanos: Once more powerful, Sentanos has been losing bits to its neighbors after several severe military and political blows. Its major remaining components are the cities of Tortun and Syran. It is ruled by Lady Eregazor, the Duchess of Tortun, also called the High Princess of Low Delight, and the Overlord of Sentanos.

Sodal Marsh: This once-dismal land is now one of the richest regions of the region. The family of the Count of the Marsh has been expanding their lands for generations and reaping wealth thereby. Their lands are forboding to outsiders who do not know the secret tracks, and rumors say that monsters exist there.

Surkorion: In ancient days this was an independent kingdom, but since then the tribes have joined the Confederation of Jofrain, a temporary kingdom founded by the clans of Lankst.

Syran (large city): The Glassmakers' Guilds claim that glass was first blown in Syran, though some older stories claim it was in a ruined city nearby called Graveen, Kalostor, or Laprido, depending upon your source. Syran still makes the best glass containers for beauty, curability, or unique magical purpose (though all three traits are never found in one item.)

Tanier River: The Tanier River is navigable by large river craft to southern Lankst. Beyond requires portages, cargo transfers, and finally animal caravans to the mountain pass.

Tanisor: Region of the Tanier River valley.

Tara: Small kingdom on the border of Naskorion. Its two principal settlements are Rhianoos, on the Dorskior, and Tareos, north towards Vustria. It is governed by several kings who share authority. These kings are deputized by a beautiful cloistered queen.

Tarasdal (medium city): Whenever Seshnela shows signs of expanding into Ralios, the farmers of this area rebel against their rulers in an attempt to join with the Kingdom of Seshnela. And always, within a year, they rebel again against Seshnela.

Tarinwood: Southern elf wood of Ralios. A virgin forest, occupied by brown elves who maintain a traditional aloofness and forbidding presence from their woody stronghold.

Telmoria: The homeland of the Telmori, a Hsunchen wolf-people who were cursed ten centuries ago by Talor the Laughing Warrior. Since then they all turn into wolves every seven days. Although some families have grown sophisticated and have homes, armor, and livestock, many clans run wild in the hills bearing only sticks and stones which they can gather and lose without concern. Their hunting packs plague the northern barbarians all winter long.

Tinaros (large city): The ruler of this city used to be simply the Count of Jorglaban, a city now lost but famous in the Second Age. When the comptal regalia went to the bottom of the Felster along with its bearer in 1597, the surviving widow sacrificed her three children in order to gain revenge. Reportedly she then lay with the Devil to beget Argin Terror, called the Nightmare Sorcerer. Certainly the Partanian fleet was destroyed on the day he said his first word, and the city was burned to obscurity by the Estali army when Argin Terror walked.

Tiskos (large city): The ruler is known to outsiders only as the Count of Tiskos, but is self-styled Prince of East Seshnela. The title is spurious, based on a falsified claim laid by Hangalor the Pretender a century and a half ago when he founded the dynasty of elective princes. For the last few years the Prince has waged a successful purge of the Guild of Chaos Monks from his lands after they attempted another mutant rebellion.

Tortun (large city): Currently a part of the Overlordship of Sentanos, Tortun was the origin of its growth when the Duchess of Tortun, also called the High Princess of Low Delight, instituted the Proven Appearance of Arkat movement. Now Arkat appears no more, and the Duchess' influence dwindles.

Uton (medium city): Uton's people expend much energy in maintaining the independence of their own Stygian Heresy,

WΛRΔΠΘ†:ΔΥΔϕζ~ΘXGIX□*IIIΘΔHΔ●WΛRΔΠΘ†:ΔΥΔϕ

the Right and Left Hands of the Invisible God, against the importunate missionaries from Tanisor.

Uzgor Hills: This rugged area was scoured by Arolanit magic in the First Age, and many years afterwards granted by Arkat the Peacemaker to his troll allies who moved in and quickly populated it with trollkin. Although neighboring humans claim to raid into Guhan, none of them dare enter these hills where ambush would be easy.

Valantia (large city): About 10 years ago this city was repopulated by a mass migration of tribesmen from Lankst and Surkorion who built a great temple to Or-lanth.

Vesmonstran: The quarter of Ralios drained by the Upper Tanier River and its tributaries. Its name, "west monsterland," reflects the fact that dwarfs, trolls, and elves are residents of the area, and

that it was named by ancient folk living eastward, probably in Karia.

Vustria: This parched, hilly area is claimed by no one. It is broken as if an angry stone spine rose and was shattered into sharp pieces. Its rivers leap off cliffs and shoot through narrows. Its dirt is different, too. Most common plants don't grow here, and many unusual ones do. The only inhabitants are shepherds, Tel-mori, madmen, and bandits. The Mystic of Vustria claims that he can sense the long slow breathing of the hills, and that he is in mental contact with an actual inhabitant beneath the mystery.

Wexten: The People's Democratic Republic of Wexten is a small country wherein each mature citizen has a number of votes dependent upon his economic status, and all political offices are filled by elections.

Wolfblood (medium city): The keep of this ancient city was built by a Dawn

Age wizard who used wolf blood instead of water for the mortar. Tucked away amid difficult hills, it has an ancient reputation for the ferocity of its inhabitants in its defense. For several centuries it has also been the seat for the Counts of Daranland.

Wonderwood: A world-renowned forest, noted for the incredible beasts which are found there. Throughout the Second Age hunters from across the world went there to seek the legendary beasts.

Zorakarkat: This is a temple and fort constructed by the Duke of Naskorion to facilitate the passage of troll caravans across Ralios. Trolls possess an ability to open its magic gates by pushing with their hands, but the orifice will not open any other way. Humans, and others, use a different gate. It is protected by a powerful spirit called Zorakarkat, supposedly the manifestation of Arkat the Troll as a member of their most deadly cult.





SESHNELA

"I am a knight of Seshnela, the loyal man of (title). All honor to you, sir."

Description: Seshnela has two parts. Eastward is the Kingdom of Seshnela, centered upon the Tanier River. The westward portions, called Old Seshnela, are wild, ruined regions of past history (for example, the coastal region of Arolanit, inhabited by the remains of the once-powerful Brithini culture). Feudal in nature, conservative and self-centered by philosophy, the area is a stronghold of Western culture.

SESHNELA REGIONAL EVENTS TABLE

determine weekly per county or city

COMMON EVENTS

- Royal Marshall visiting newly acquired castles and outworks for the king
- Royal Justiciar visiting to install new sheriffs in counties to work for the king; local lords suspicious
- Royal Treasurer visiting towns and merchants; guildsmen suspicious
- Wizards investigating local beliefs for heresy
- Raiding parties being prepared against Nolos; mercenaries sought
- Merchants from Nolos visit, selling extraordinary foreign goods of all descriptions at exorbitant prices

UNCOMMON EVENTS

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

RARE EVENTS

- Outbreak of Tapping occurs; all strangers under suspicion
- Raiders from foreign lands plunder countryside (in north, trolls from Guhan; in east, Safelster troops; in south, Nolos troops; in west, beast men or knights from Old Seshnela)

Inhabitants: The humans are Wareran humans. Nonhumans include elves, ouori, beast men, and a small number of demigods called Luatha.

Culture: Western, Rokarian. Rokarian society is feudal. Bailiffs the Hammer instituted hereditary fiefs when he began his reign two centuries ago. He divided his conquests among his closest lords, who in turn invested underlings with tenure, and so on until a class of land owning nobles was established.

The division of the land into independent fiefdoms, united only by the office of the King of Seshnela, has caused continual problems to maintain unity. Strong kings have been able to unite the land and maintain peace. Weak ones allow the land to fall into decentralized anarchy.

In Arolanit, a small coastal region, the Brithini culture holds sway. See the boxed item on the Brithini for more information.

Language: Seshnegi, a Western tongue.

Government: Feudal; centralized, strong.

Military: Seshnelan armies are feudal in nature, centering upon a body of heavily armed cavalry, called noblemen and knights. Usually undisciplined, individual warriors are nonetheless fierce and well trained.

Knights are supported by non-noble cavalry called sergeants, usually made up of younger sons of the noblemen and successful freebooters.

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

Each ranking nobleman maintains his own favorite sorcerer who may travel

with the army to provide magical support and aid.

Religion: The Rokari Malkioni believe that they have returned to the pre-Hrestol roots of their religion. They imitate Brithini concepts in a limited way: some wizards and lords have gained extended lives through their piety, but most mortals live and die within their born caste.

People of Note

Guilmarn the Fat, King of Seshnela, Duke of Rindland and Tanisor, Count of Deu and Voi, etc.: This despot, fourteenth in his dynasty, has diligently and successfully pursued his father's practice of destroying distant relatives in order to obtain control of their fiefs. His intent is to unify all of the ancient kingdom under

Population of Seshnela

Humans

Rindland.....	420,000
Tanisor.....	350,000
Deu.....	100,000
Estarenic.....	250,000
March.....	150,000
Noyelle.....	100,000
Pithdaros.....	120,000
Vogai.....	100,000
Voi.....	150,000
Gilboch.....	60,000
Nolos.....	550,000
Pasos.....	300,000
Castle Coast.....	50,000
Arolanit.....	190,000
Total:.....	3,890,000

Nonhumans

Kanthor Elves, Green.....	50,000
Kanthor Elves, Brown.....	100,000
Dwarfs (Nidan).....	290,000
Beast Men.....	30,000
Ouori.....	3,000
Total:.....	473,000

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An independent knight of Seshnela. He wears lamellar armor, open helm, and greaves of ancient and traditional style. The richest knights of Seshnela now often wear heavier equipment; suits of chain mail, or even full plate armor in the Fronelan style, now coming into fashion. His huge charger bears full lamellar barding.



his control, thereby recapturing the great glory of the past to his name.

Mulliam of Estau, Duke of Nolos, Prince of Galleys: This canny statesman has managed to retain his independence from the increasingly powerful and hostile King of Seshnela, primarily by maintaining a powerful navy and a close alliance with the Duke of Pasos. His generosity to his loyal followers is legendary, and he is usually hiring mercenaries as well.

Theoblanc, the Ecclesiarch of Rokarism: The ranking wizard of the Church of Malkionic Rokarianism is over 150 years old. He claims his long life is from his piety, though most people credit immortality spells. He is rabid in defense of his religion and the hereditary rights of churchmen.

Porfain of the Roses: Duke of Pasos, Lord Admiral of the West, he is a first cousin to the Duke of Nolos. A generation ago the dukes of Pasos and Nolos settled the question of naval dominion with the Three Contests: a chess game, a joust, and a riddling contest. As a result Pasos is now subordinate in naval matters to Nolos.

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

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

History

Seshnela was a center of life through the Darkness and after the Dawn spread its lifestyle quickly through western Genertela. Like most of the West, Seshnela embraced the God Learners and suffered

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

Tanisor had been the eastern half of the kingdom. When the oceans closed a sea tide ran upriver to kiss Sodal, flooding most riverine cities. Many nobles were killed, but general destruction was far less than the western half of the land. Tanisor absorbed the refugees from Old Seshnela and inherited the remnants of the royal mantle of authority.

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

The terrible suffering of the end of the second age prompted a frenzy of reformation and searching for the original roots of Malkionism. After three centuries, Rokarism, a reversion to supposed pre-Hrestol forms, prevailed. Its adherents, especially among the landowners, attempted to revive the Brithini caste system which was still prevalent in nearby Arolanit. The upper class claimed hereditary ownership to all property and assumed that everyone must remain in their parents' social class for life. Their sorcerers told all the peasants that rigid adherence to their miserable way of life would achieve them admission to heaven. The church gained dominance during the reign of Bailifes the Hammer.

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

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

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

The oceans were impassable and feared as the monstrous and dreaded source of misery. Trade was centered upon the rivers, and the coastal regions dwindled steadily from the Closing to the Opening, in 1581 when Dormal landed. Mulliam, Duke of Nolos, wisely invested in fleets of traders and warships and has since grown increasingly independent of the current king.

Places of Interest

Arkhome (ruin): Site of a fortress established and occupied by Arkat the Liberator many centuries ago. Now in ruins, it is still the center of secret pilgrimages by both trolls and some devout (and fanatical) Ralios hero cults.

Arnlor (medium city): Site of the main treasury of the Dukedom of Tanisor.

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



taken from the light. But most frightening was the lack of children."

Arstden (small city): Naval base of Nolos on Culonmac Island.

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

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

Baustin: Ruin of a Dawn Age city in Arolanit.

Boneric: One of the Pasos Islands.

Castle Coast: When Bailifes the Hammer defeated his political opponents in 1414 at the Second Battle of Asgolan Fields many survivors fled to the wastelands of Old Seshnela, seeking to maintain the old pure Hrestol religion. They eventually settled colonies along the

northern coast of Old Seshnela. Now several petty landlords with grand titles and imposing castles attempt to outdo each other in piety and progressive Malkioni chivalry.

Celmac: One of the Pasos Islands.

Culonmac: One of the Pasos Islands. At its main port, Arstden, are many mercenary captains' hiring halls which supply troops to the Duke of Nolos for his wars.

Deu: A rich river valley of northern Tanisor; also a northern County currently ruled by the King of Seshnela.

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

Estau (large city): Seat of the Count of Estaurenic.

Estaurenic: County of southern Tanisor.

Fornoar: The northmost Nidan River valley is a fertile region contested by trolls (from Guhan), elves (from Erontree

Forest), dwarfs (from Nidan Mountains), and humans (from Arolanit, Tanisor, and Ralios). Many claim to rule the region, but no one really does.

Frowal (ruins): Reputedly the site of the original capital of Seshnela.

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

Gilboch: This island, inhabited by humans, is a barony of the Kingdom of Seshnela. It was settled within the last century after a peaceable settlement with the elves, who abandoned it for the sake of Lady Gwelenor.

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

Kanthor's Islands: Since time began Kanthor's Forest sat placidly on these lands. When Seshnela fell the forest remained, defended by elves and serving as refuge for many strange creatures.

The waters are patrolled by the Purple Ship, a warship of the Luatha which invariably destroys human ships and boats which it encounters. Local fishermen believe that the local ouori scout for the Purple Ship to keep their waters safe from human invasion, but the sea folk deny it.

Only the largest islands are shown.

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

Laurmial (ruin): This ruin is still important because the dwarfs,

THE LUATHA

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

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

managed to keep the Kanthor Islands free of humanity.

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

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

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

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ever conservative, still go there to trade their iron, as they did in the First Age. For centuries following the destruction of old Seshnela no one ventured here to trade. It was opened up by Tierre of Cas-kall, called Speaker to Beast Men, who also founded Rhis, one of the important castles of Castle Coast.

Leplain (medium city): Because the Rokari Ecclesiarch himself lives here it is considered to be the See of the Rokari Church. This city holds Saint Mardron's,

the greatest cathedral to the Invisible God still in existence.

Manday (small city): This is the largest city of the island of Volonne, and is the major naval base for the Pasos navy, being a center for resupply and ship-building as well as fleet docking.

Mazan: One of the Pasos Islands.

Noloswal (large city): This city was established by refugees from the older Noloswal which was destroyed at the end

of the Second Age. It is the seat of the Duke of Nolos. It is the major city of the dukedom, and is the largest base for the navy of Nolos.

Nolos: Duke Ariston, father of the current ruler, would have surrendered his ravaged lands to the king had Dormal not landed in 1581. The canny duke pawned his birthright to the Shipwright's Guild, a previously secret organization which greeted Dormal on the decrepit docks of the city. His garable paid off and when his son, Mullium the Generous, inherited

The Brithini

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

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

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

The Brithini are governed by the Talar caste, whose other functions include management, trade, and generally dealing with outsiders. Internal social justice is determined by the will of the Talar class. Every-

one accepts any behavior by their social superiors, with expectations that their betters are always working for the best social good.

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

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

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

The most numerous class is that of farmers and artisans. They are called Dronars.

Women ostensibly make up the Menena class, but in practice are assigned to one of the standard four castes. They

are usually restricted to being Dronars or, if admitted to one of the others, generally find themselves stifled in opportunity when compared to men. This segregation, so obvious to outsiders, is denied by the Brithini.

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

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

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

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



the ducal title in 1616 he got a tremendous treasury. With flowery words and liberal payments he hired all of the ravaging companies which were ransacking his lands and led them against the King of Seshnela in 1618. Since then he has maintained his independence through military success, personal feats of arms, and sea borne wealth which incites King Guilmarn the Fat of Tanisor to in-temperate jealousy.

Noyelle: Western country of Tanisor subject to King of Seshnela.

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

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

Palace of the Pentacle (medium city): The principle place of residence and government for the Talar of Arolanit is star-shaped with a huge tower complex at each tip, wherein live the chief wizards who oversee all magic in Arolanit. The palace is at the star's center. Outside the walls sprawl many buildings housing the servants and farmers from the region.

Pasos Islands: Pasos was once a single region. Its dukes claim their rights as

derived from the old kingdom, defying claims by the current king of Seshnela. The current ruler, Duke Porfain of the Roses, is a good friend to the duke of Nolos and they have maintained alliance for many years. Like other coastal regions the area is growing in population and wealth as overseas trade grows.

Only the largest islands are shown on the map.

Peidin: One of the Pasos Islands.

Pitthdaros: In 719 a huge fleet, numbering in hundreds, landed here. The dark-skinned people, who were of many apparent tribal types, had come from their distant homes in Pamaltela, they explained, to fight Gbaji, the Bad God. Exploited at first by King Ullmal of Seshnela, they finally seized this plot of ground and promised to wait until Gbaji came back. Their descendants still live here, absorbed into the populace save for their dark skins and their inherited hatred of all things chaotic.

Red Ruin: Site of the old capital thrown down by Arkat the Liberator, from whence once ruled the Vampire King of Tanisor.

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

Rindland: This region was named after an ancient prince, and is traditionally held by a duke, who is also currently the King of Seshnela. Its political center is

the city of Segurane of the Walls. From here the Bailifes dynasty originates.

Segurane (often "of the Walls") (large city): This, the ancestral holding of the Bailifes dynasty, is the capital of the Kingdom of Seshnela. It is surrounded by three rings of great stone walls.

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

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

Tanisor: The mighty Tanier River winds its way southward and gives its name to most of the area drained by its tributaries downriver of the Sodal Marsh. It is a duchy, and is the heart of the Kingdom of Seshnela.

Tarinwood: Neighboring woodland ruled by Aldryami.

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

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

Voi: Ancient county.

Volonne: One of the Pasos Islands, noted for its naval base, Manday. It is an important ship building facility for the Nolos navy.

The Hero Wars Begin

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

The Wizards' Conquest

The Kingdom of Seshnela is to be invaded by armies from Safelster, Nolos and Arolanit. It will probably be conquered, divided, and plundered. The Waertagi plan to destroy the Nolos fleet while the Arolanit army, aided by troops from Safelster, conquers Nolos and Pasos. Then the Waertagi plan to sweep the sea clean of ships, and to destroy all shrines to Dormal.

The High Seas

The Waertagi fleets are fated to return in strength, combing the Sea of Fog to find the remnants of Brithos. Many volunteer to aid them, and when successful are betrayed and sacrificed in bloody rites.

The Waertagi ally with the Brithini, and a fleet ferries a Brithini army to Arolanit. After Seshnela falls the Waertagi fight the Nolos fleet and aid in the downfall of Nolos and Pasos.

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



TESHNOS

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

Description: Teshnos is a small region of forested savanna which blends into jungle towards the east. It is flat, and nearly at sea-level. Several large rivers irrigate the land. In the north hills slowly give way to mountains.

Fethlon, a thick jungle, lies east of Teshnos. North of it sits the Kraloreli Empire, an ancient power which rarely makes efforts to dominate the jungle.

The Sofali Islands lie east and south of Fethlon. They are covered by jungle, and most humans are Sofali tribesmen,

turtle-people of Hsunchen culture and beliefs, living in scattered tidal villages. On one of the major islands, however, lives a fierce and bloodthirsty nation of amazons.

The land is normally warm and wet, but during Dark Season bad dry winds blow from the Wastes, sometimes blighting crops.

Inhabitants: Most residents are human. They are of Kralori racial stock.

Yellow elves inhabit the jungle.

Culture: Teshnos culture is dominated by fire-worship. The land is ruled by a king whose every move is dictated by a council of the high priests of five sky gods: Somash, Solf, Zitro Argon, Calyz, and Furalor. Ornate temples to those deities and a hundred local spirits stand tall in the center of their teeming cities. Rice is the favored crop, though barley is grown in the hilly region. Teshnos is often raided by the fierce animal nomads from across the Feethos River. On the other hand, Teshnos is an old ally of the elves from the eastern jungles. This state of affairs has been stable for so long that "Western" is a synonym for "wicked" and "Eastern" for "friendly."

Language: Teshnan.

Government: Theocracy, centralized, weak.

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

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

Religion: The religion is actually close to the standard Solar Pantheon, though with different names, and with some interesting local variations.

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

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

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

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

TESHNOS REGIONAL ACTIVITY TABLE

Determine monthly per settlement

COMMON EVENTS

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

UNCOMMON EVENTS

- Pirate raid by Amazons; mercenaries sought for protection
- Zitro Argon prayer day declared; no food or drink sold from sun up to sun down
- Furalor mourning declared; everyone pays a woe-tax of 1 pence every time they see a priest of the cult

RARE EVENTS

- Nomads from Wastelands plunder province; army summoned, mercenaries sought
- Raiders from the north plundering the province; army summoned, mercenaries sought
- Wind Children visiting to trade; unusual opportunities to view rare beauty

Population of Teshnos

Humans

Amazons.....	170,000
Central Teshnos.....	800,000
Hsunchen.....	100,000
Matkondu.....	350,000
Melib.....	410,000
Thoskal.....	60,000
Wokistan.....	380,000
Total:.....	2,270,000

Nonhumans

Yellow Elves (Fethlon).....	340,000
Brown Elves (Fethlon).....	50,000
Yellow Elves (Sofali Islands).....	200,000
Total:.....	590,000

ШРВЗЛ0†:△ΥΔ†≈ШX6X0*III0☆†+●ШРВЗЛ0†:△ΥΔ†



A heavy infantryman of the legion of Garusharp, High Priest of Somash.



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

People of Note

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

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

Harstar of the Sea: Harstar is the rebel of the south, a priest of Calyz. The Vessel of Light will not recognize Harstar, who is said to be a foreign ruler from Melib.

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

History

In the Second Age Teshnos was occupied and abused by its overlords. Like all lands it lost some of its gods, and the perpetrators suffered for it afterwards. A new king was found among the orphans of the land, as had been customary, and life went back to the casual splendor it had known since Soravatoor, Son of Heaven, established the Teshnos way of life which has endured since the Dawn. Officially, the priesthood was relieved when the seas became impassable.

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

Places of Interest

Diamond Mountain: A dwarf stronghold, bastion of Octomonism.

Dombain (large city): This, the main port of Teshnos, is the sacred home of the god Calyz, the Fire of Men, who invented cooking, smelting, and sex.

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

Fethlon: The warmest spot on the continent, it rains here in all seasons, though much less in Dark season. The land is largely rain forest. The ground is moderately hilly, and so from above the jungle appears to rise and fall like some great green storm-tossed ocean. Elves rule the inland of the islands and coast, organized into tiny territorial enclaves each of which is generally friendly to the folk of Teshnos and antagonistic to the Kralorelans. Most of the elves here are yellow, but the population includes a sizable contingent of brown elves from the northern foothills and from upland Fethlon. The elves of Fethlon occasionally war among themselves for unknown reasons. They are often seen in Teshnos.

THE AMAZONS

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

The women usually live in simple and primitive conditions. They hunt, gather many wild foods from their jungle, and raid passing ships so that they have gained notoriety as pirates. They live in simple huts which are often abandoned as they move from hunting site to fishing site to raiding site.

Most of the women were born in Trowjang. However, they have a rite of adop-

tion which allows any women who comes to them to join their clan, and many foreign women have managed to travel to Trowjang to join.

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

Of unique interest is the annual assembly at the City of Uxoral Ecstasy which is attended by as many citizens as possible. Here, and in every village of Trowjang where the women remained behind, the Wedding Vows are taken by the

residents and by their god, Tolat, who then beds down with every citizen of the nation that night. No one has ever been dissatisfied with these conditions.

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

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

WRVΛΠΘ†:ΔΥΔΦΞΘΣΓΙΟ*IIIΘ††Α●WRVΛΠΘ†:ΔΥΔΦ



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

Glass Forest: Everything here is transparent: trees, vines, plants, animals, everything. Humans rarely see it, but a steady stream of items from it are traded by Yellow Elves.

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

Matkondu: The northern lands of Teshnos, now ruled by Banajasab, Keeper of Crystal Wisdom.

Melib Island: The island had fallen into peaceful languor before the coming of Harstar. Now the islanders work diligently to fulfill his ambitions.

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

Thoskal: The western region of Teshnos extends out into the Wastes. It is not heavily forested, but only lightly inhabited due to raids by nomads.

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

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

Wokistan: This easternmost region of Teshnos, which gradually fades in among the jungle, is the stronghold of Garusharp, Prince of Elephants and Conqueror of Eagles.

Zanozar (small city): Residence of Pubnashap and sit of the Great Temple of Zitro Argon.

W R V Z A O T : : A Y D C Z W X G I O * I I I O K H A O W R V Z A O T : : A Y D C Z

THE WASTELANDS

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

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

The Wastelands are hostile to outsiders, thus many misconceptions about them are popular in other countries. The area has proven difficult to explore, and

the native peoples are closemouthed about their secrets, thus promulgating those misconceptions which see the area as utterly inhospitable to human life.

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

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

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

Inhabitants: The folk of the Wasteland are the famous Animal Nomads, a bizarre conglomeration of feuding tribes to whom horses are taboo. The Five Great Tribes of Prax are the Sable Riders, the High Llama Riders, the Impala Riders, the Bison Riders, and the Morocanth. There are about a dozen more tiny independent tribes, such as the Rhino Riders and Bolo Lizard Folk.

Major native nonhumans are Morocanth, broos, and a type of giant intelligent baboon. Rogue bachelors of the newtling race live in Praxian river valleys. Small troops of scorpion men infest remote parts of the desert.

Culture: The great majority of the animal nomads of Prax actually live in the Wastes, rather than the region of Prax itself. They are a swarthy, highly variegated Wareran people. They are divided into five major and several minor tribes, each of whom rides and herds its own special animal. The "tribes" are far from unified, and each is divided into many tiny clans who only organize at times of mass intertribal war.

WASTELANDS REGIONAL ACTIVITY TABLE

Determine monthly per herd

COMMON EVENTS

- Raid against enemy tribe: courageous warriors wanted
- Raided by nearby tribe: warriors sought for reprisals
- Surprise sandstorm prohibits travel for 1d6 days

UNCOMMON EVENTS

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

RARE EVENTS

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

Population of the Wastelands

Humans

Alticamelus Riders	65,000
Bison Riders	80,000
Impala Riders	120,000
Sable Riders	75,000
Oasis Slaves	20,000
Pavis and Environs	20,000
Independents	30,000
Total:	410,000

Nonhumans

Baboons	10,000
Morocanth	80,000
Broos	10,000
Total:	100,000

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Zebra riders (one of the lesser tribes) using traditional tactics in a running skirmish. Note the shield slung over the leader's shoulder.

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

Language: Praxian.

Government: Clan, tribal.

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

Religion: Praxian Pantheon.

People of Importance

Akasta Ironspear: This chieftain of the numerous bison people is a wanted outlaw sought by the Lunars for his numerous plundering of their caravans in Prax. He has, so far, evaded capture.

Argrath: This warrior of Sartar, descended from Sartar himself on his mother's side, was driven from his homeland and



The Heroes: Argrath

Exiled from Sartar as a young man, Argrath has taken up a life of adventure in the Praxian city of Pavis. After many years of successful plundering of the Big Rubble, the warrior entered the Hero Plane during Orlanth's High Holy Day and achieved the quest of the Drinking Giant's Cauldron.

Declared outlaw by the Lunar Empire, Argrath still lives secretly in Pavis. He covertly leads several bands of divergent people: a gang of exiled Sartarites, a raiding band of bison rider exiles, a musician's school, and a hidden shrine of Orlanth Victorious.

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

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

outlawed by the Lunar Empire. At this time he lives secretly in the Praxian city of Pavis. A hero, Argrath is surely destined for greatness.

Egajia Chewer of Flesh: The most influential woman of the Paps, she is a canny elder who has maintained her temple's independence from Lunars and everyone, and has never lost the grace and love she has for the nomads.

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

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

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

Sor-eel the Short: He is the Lunar Governor of Pavis, installed in 1610 when the empire invaded and seized Pavis. His forces control and guard the trade route to the sea down the River of Cradles.

History

During the Godtime, this region held the capitol of Genert, the Land God. The land was fertile and splendid, a wondrous fairyland of glory. The Golden Age folk who lived here were finally ruined when the Devil came. He destroyed Genert's Garden and slaughtered the Golden Age people, and Genert himself. Only the animal riders, allies of Genert's armies, remained alive, and they, too, were scattered.

The slimy chaos armies squirmed to Prax where the heroic Storm Bull met them in battle. After much sacrifice and effort, the cosmos itself responded, and the Devil was pinned beneath that monolith of solid Law, the Block. Waha the Butcher then came to the bleak land, dug the Good Canal, and taught the starving people to live. He differentiated between man and beast, and made all learn the magic songs to send the spirit of a slaughtered animal back to its mother Eiritha for rebirth.

To understand the history of the Praxian region you must remember that the leadership and inhabitants of the area constantly change. Sacred Prax is often visited by whole tribes from the Wastes who come to pilgrimage in the ancient holy places. They visit the Paps, the Block, and raid the broo-infested marshes to make khans. They may raid Dragon Pass. Then they depart, often not to return for generations. The few stable institutions of Prax, such as the Eiritha priestesses at the Paps and the Storm Bulls at the Block, cannot enter into mundane agreements such as treaties or raising of armies, but may only fulfill the functions of war or peace as prescribed

by Waha. Thus the shifting populace enjoy a common religious continuity, but the peoples cannot be bound to any treaty because they can vow only for themselves, and their own particular followers or warband.

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

In the Second Age the nomadic life-style was uninterrupted except by the intrusion of the city of Pavis into Prax. The individual who gave his spirit and name to the new city resurrected ancient magics which antagonized sleeping giants and caused years of struggle. The giants lost. The animal riders fought for both Pavis and the giants at different times.

The Wastelands were inhabited only by chaos creatures until the Second Age when Waha led many of his people thither after his shameful defeat by Pavis and the Faceless Statue. They found it to their liking, and since then the animal nomads have struggled to survive there, and succeeded well. From thence they have come to raid the civilizations and Pentans about them.

Places of Interest

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

The Block: This enormous chunk of magic rock is a remnant of the Spike. It fell to earth during the Gods' War, and crushed the Devil beneath it. A community of Storm Bull berserks guard the block fanatically.

Copper Sands: The least hospitable part of the entire wastelands. The Copper Sands have no water, no plant life, and not even broos go there. When Genert's army was sorely beleaguered by chaos, he turned part of his forces into a sting-

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ing cloud of copper dust to hold off the Devil and save the rest of the army. The Copper Sands bear witness to both the extent and the futility of the sacrifice.

Devil's Marsh: When the Devil was crushed beneath the Block, Waha dug the Good Canal to wash away the polluting chaos horror. The Devil's Marsh was formed where the river, in shame, hid her head. It is one of the most important parts of Sacred Prax. No animal nomad can

become a khan before he has hunted and killed chaos in this very marsh.

Fever Trees: Vegetation begins here, and grow thicker as one travels east. The name comes from the fact that nomads penetrating this region often come down with unusual diseases not found on the plains.

Gonn Orta's Pass: A huge giant commands a passage between the Elder

Wilds and the Wastelands. With a handful of unusual denizens he trades here, and decides whether to let inhuman raiders pass onward south, and Praxians raiders to pass north. The exact location of the pass is a secret known only to a few.

Hidden Greens: A comparatively fertile portion of the Wastelands where lurk magic oases which appear and vanish without warning.



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

Paps: An enormous earth temple complex, a vestige of the Golden Age. About a thousand priestesses dwell here, many of whom worship gods unique to this locale. The animal nomads revere the Paps and its Sacred Ground.

Pavis (small city): This is the only city anywhere in the Wastes. It is divided into two sections: New Pavis, and the Big Rubble. The Rubble is a vast expanse of

ruins haunted by trolls. New Pavis is a human city founded by colonists from Dragon Pass. Prince Argrath, an Sartarite outlaw hero, currently lives in Pavis.

Plateau of Statues: This is another remnant of Godtime. It rises with sheer cliffs on all sides several kilometers high. Atop it, if legends are correct, are giant ruins and statues of dead gods.

Prax: The ancestral home where the tribes of the animal nomads originated. The tribes entered the Wastes *en masse* in the second age, and now most nomads live there.

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

Snow Line: This is the ecological boundary between Pent and the Wastes. South of this line the land is struck with frost no more often than once in three years. Once the traditional boundary between Pent and the Wastelands, the animal nomads have lived north of it for generations. The climate has been warming for the last few centuries, causing the snow line to move slowly north, to the detriment of the Pent horsemen.

Tunneled Hills: This was a city during the Godtime, but now is a rugged range of hills riddled with burrows of evil chaos folk.

Vulture Country: The desolate region just east of the River of Cradles is unusually harsh. Further east, the lands are more like Prax.





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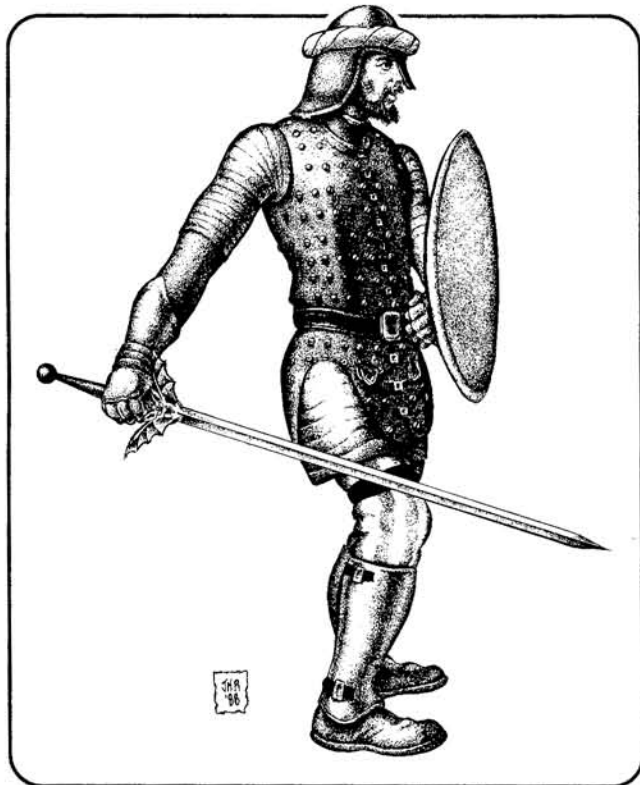
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The Avalon Hill Game Company

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Genertelan Player's Book

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3

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May Waha Bless This Book And All The Tribes Described Within



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GLORANTHAN CHARACTERS

WE RECOMMEND ONE of the four types described below as your first Gloranthan character.

This article presents four familiar but interesting adventurer types, each from an important Gloranthan culture. The cultures are in ascending order of sophistication, corresponding to the four *RuneQuest* cultural archetypes.

All four cultures are widespread in the continent of Genertela, which this supplement covers in detail. Your game-master can tell you which ones to use, where precisely you come from, and so on. The four recommended characters are:

The primitive hunter, represented by the Hsunchen culture.

The nomad warrior, represented by the Praxian culture.

The barbarian warrior, represented by the Orlanthi culture.

The medieval (civilized) soldier, represented by the Western culture.

It is not intended that your choice be limited to these four archetypal Gloranthan cultures, only that you try one of the given cultures first. After you have some experience playing *RuneQuest* in Glorantha you will be able to take on the role of characters from more unusual cultures than those given in this chapter. Eventually you may wish to run nonhuman characters. After all, one of the most unique aspects of *RuneQuest* is that almost any type of sentient creature can be used as a player character. Always check with your gamemaster, of course.

Roleplaying a Gloranthan Character

The purpose of this chapter is to facilitate the roleplaying of Gloranthan characters. You can use the information given in the following articles as a basis for all aspects of your character that are influenced by culture rather than experience.

Determine your character's goals, attitudes towards strangers, and other vital personal concerns. For example, Hsunchen men have great respect for women. Women are accorded very high status within Hsunchen society, and a Hsunchen hunter will be more realistically played if he acts in accordance with his culture. This is not to say that the hunter would be subservient or particularly chivalrous towards all the women he meets in his adventures, regardless of the situation. However, he would likely defer to or assist a woman under circumstances where a member of a culture where women have low status would simply ignore the situation.

Note the details of your culture. Brief discussions of many aspects of your character's day-to-day life are given. If you use the information on your chosen character's culture to determine his appearance, clothing, food preferences, and other little points, you will begin to make the character more real.

Don't make your character just like everyone else's! There is more to a Gloranthan character than hit points and weapon skills.

Determine your character's current position and reputation within his society and occupation. Personalize your character as much as you can. There are many variations possible.

How do you personalize your character and make him different from other

characters, especially others of the same culture and occupation? For an example, imagine three barbarian warrior characters, all from the same Orlanthi culture, but different in outlook and behavior.

Onak is a handsome man, somewhat roguish by reputation. He is short and sly, and has a name for clever dealings. He comes to the fore when charm, cunning or dexterity are needed, but keeps to the back when the clan meets formally. He defeats his enemies on the battlefield with agility and unpredictable attacks.

His friend Grimwal is a Storm Bull berserker. Huge, fat, and rather uncouth in his personal habits, he is nonetheless remarkably brave, loyal, and tenacious, and is feared if not respected by all his clan. A great gourmand, he and his jovial wife Gerta are known for the feasts they give.

The leader of this trio is Ragnar Ranisson, an older man, somewhat more frail than his two warlike friends, but honored by all who know him for just dealing and wisdom, as well as for his command of the rituals and magic of the Orlanthi. He fights as hard as his friends when the clan must be defended, but his chief pleasure is to speak before the clan and give wise council whenever it is needed.

All three of these imaginary characters are warriors, all three come from the same culture — but great differences exist between them, differences that complement one another and could be fun to play out during a game. Try to develop at least this much detail for your own character: it will enhance your experience of the game.

The Boxed Narratives

The boxed articles entitled "What My Father Told Me" are intended to comple-



ment this chapter, by allowing a representative of each of the four recommended player character cultures to give his personal point of view as to what is important in his culture, based on his memories of coming of age. The "What My Father Told Me" sections provide further guidelines for roleplaying: these are questions that all characters can answer, and may very well be the only knowledge younger persons have of their culture.

Remember that the boxed statements are not all absolute hard truth. The narratives are those of a man remembering his father and the days of his youth — and most people are given to hyperbole and exaggeration. Do you think that Old Man Varmand, named in the Orlanthi section, really killed a grizzly bear with his fist?

Remember, too, that a father would speak differently to others. He might talk

to a foreigner this way, but probably not to a fellow tribesman, and certainly not to his chieftain.

The Primitive Hunter: Hsunchen Culture

A widespread culture type across Glorantha are the *Hsunchen*, or beast peoples. They are like "cave men," though most do not live in caves. They live without permanent habitation, migrating seasonally to find food. They are technologically primitive; they make everything they

need and some of them religiously avoid all metal products. Their magic is limited but powerful. They are politically simple, rarely organized even into large clans.

The word "hsunchen" is widespread among these folks, supporting the God Learner theory that they were once a single culture, long since conquered and dispersed.

The typical hsunchen player character is a young hunter.

Distribution and Subtypes

Hsunchen can be found in many regions, each one dominated by a single type of beast brother tribe. Note that these are the dominant types only, and often a few

What My Uncle Told Me: A Personal View of Hsunchen Culture

Uncle, not father? Yes, among the hsunchen the mother's brother is responsible for bringing up a young man in these matters. The father's responsibilities are to feed, but not to teach.

Who are you?

I am Gaskor Biggrowl, son of Armorthi of Greyknoll, descendant of Bariod Mother of Fifteen Kings, daughter of the line of Karringorth Spotted Bear, second son of the Black Bear.

Who are we?

We are the Greyknoll clan of the Black Bear People.

What makes us great?

We are children of the Bear. We are the most courageous of all people alive. Nothing daunts us in war or peace. We are survivors, and keepers of the secrets of old. We are the protectors of Grandmother Earth.

Where do we live?

This is the Woodland of the Bear. It is the center of the world.

How do we live?

Three honorable ways exist for us to survive: hunting, trading, and raiding. We take whichever path offers us the most wealth and best advantage.

Our food is plentiful. We are hunters, trappers, and harvesters of the wild. In the

lean season we eat rabbits and tree bark and whatever the mothers have stored in the dens. In the fat season we feast on salmon and apples, the five nuts and the twelve grubs.

Our clothing is simple but finely crafted. These leather clothes have served the bear people well since Old Lady clothed us against the snow. If you are lucky you will see us all in our ceremonial robes in the ancestor dance. But my favorite cloak is the one of magic which we wear when the dancing is good, the one which grows from my naked skin.

This tent will be your home for the next five years. That pack is all you own. We won't use it in the summer but we'll still carry it. Each winter we will come back here, to the den, to spread our hides before the mothers and tell our tales over the fires.

We hold good property. We own everything which we carry here, and part of everything that the mothers keep.

What is important in my life?

When you were born the Blue Star rose, and your water-boiler gave you the timber rattlesnake, so they are important to you. Their signs were tattooed on your wrists at birth. You were lucky that the fletcher gave you one of the iron arrowheads as a tooth gift, for some day you may conquer that spirit and learn his magic.

Soon you will come to be an adult. After your initiatory spirit vision you will meet the ancestors. Maybe you can learn more magic from them. You showed me your running magic, and everyone knows that the bluejay

badge stops bleeding. Maybe you will qualify for magic like mine: this opossum rib cage holds a spirit who makes arrows bounce off of my skin; this pouch of eyeballs lets me see into the spirit world; this carved stick can light a fire.

Marriage is an important part of life. It is a joyous occasion when men and women find spiritual harmony, good hunting, and many things to laugh about together. It is usually good while it lasts, and we think it is more and more incredible as it lasts longer. Grandmother Garestal was married to her second husband for 47 years before he died.

Death comes to all, for Trickster made it so that we all die. When the life force leaves our bodies we join the Ancestors, a powerful clan who live in the Den of Power Dreams. If we are fortunate and powerful our stay among them will be long. If not, then we will be reborn here as bears and Rathori again.

What is the difference between men and women?

We are the Hunters and they are the Keepers. The Mothers are the Keepers of the Life Force, the carriers of the river of life. We are the protectors and assistants to the Life Force, honored to be separated from it as men. They carry it, we keep its balance. Together men and women can achieve the balance which is required to preserve our Grandmother Earth from further harm.

Who rules us?

Gromavon Who Sees Special is our ruler. She guides our Den with the wisdom of a



families of other animal men are found in hsunchen regions.

FRONELA: Rathori (bear), Uncolings (reindeer), Pralori (elk).

KRALORELA: (eagle), (yak), (tiger), Damali (deer), (turtle).

PELORIA: Unknown.

MANIRIA: Mraloti (boar).

RALIOS: Basmoli (lion), Damali (deer), Galanini (horse), Pralori (elk), Telmori (wolf).

TESHNOS: (bat), Sofali (turtle).

PAMALTELA: Sofali (turtle), (bat), (tiger).

Hsunchen Society

Way of life

Hsunchen peoples are hunter-gatherers. Small families wander about a territory while the men hunt animals and women gather plant foodstuffs. Families generally remain within an ill-defined territory which they have often known for centuries, but territories may be large. Whenever bands meet the reaction depends upon the character of the leaders more than on any custom.

Social Classes

One's occupation determines social class, for the simplicity of the hsunchen lifestyle reduces differences in material

wealth to be the tools of one's trade. Social class is determined by leadership abilities; thus a person's importance is judged by the number of their followers.

Centralization

Nuclear families are the source for society. A group of close kin, who will have known each other from birth, form the nucleus to which are attached husbands or wives, cousins, and so on, as they come into contact in the wandering ways of the peoples. People like to gather together, but their ways prohibit many large or long-term gatherings except when food is most plentiful, usually in the autumn.

Leadership is personal. The leader in a family is the person who can do the job the best. Sometimes one person can do everything, usually leadership shifts ac-

seer. When I outfought the Soldier of Gold three years ago it was my strike which slew him, but Gromavon's rune carved into the spearhead which allowed me to strike. Once I saw her attach your own mother's severed arm. Your father came here because Gromavon sent him word it would be good luck to do so. You better pay attention whenever she speaks to you.

What makes a man great?

The number of followers marks a man's greatness. We follow only leaders who are greater than we are. You decide when you should follow, and when you stand beside the leaders and speak to Gromavon or to face the angry weapons of foes who wish to kill you.

What is evil?

Remember our taboos. You must never do women's work unless you are walking the shaman's path. You must never cut the Grandmother's skin with a plow, nor bind beasts to work like a slave. You must never forget the secret of language or of fire, or else the bears will lose their status as rulers of animal-kind. You must never kill a creature without purpose, nor without saying the Great Prayer first, nor slaughter it without the Lesser Prayer. You must always attend to the Sacred Time dances, or else the Sun will not rise and the world will end.

Beware of the vices that destroy a man. Eating food in secret is corrupt. Slaying a person of the Rathori People is wrong. Looking at women's secrets is forbidden — you will be struck blind or lame, maybe torn to bits. Telling men's secrets to women is taboo: if lightning does not strike you down then your eyes will dim, your arm weaken, and brain worm spirits kill you slowly.

What is my lot in life?

We are men, born to assist the life force. In the old days the Old Man chose not to bear children. Don't believe what your mother said about women having babies alone — only the goddesses have babies without men.

There are many roads to advancement. We all strive to be great. Perhaps some day you will lead a band of men to war, to hunt bears or mammoths, or to the river city to trade.

How do we deal with others?

The members of your family are your first concern. Live and die for the family and Ancestors. Without them we are lost like salmon without river.

Other Rathori can be good friends. We love to see relatives. Every year we meet the Green Oak clan and the Greyrock Dance clan at the high oaks at acorn time. This year we'll go see the people along the River of the Old Woman's Laughter. Many of the men from our clan married women from that area.

Be wary of foreigners, and don't make the mistake of thinking all foreigners are the same. Some are easier to understand and safer to deal with than others. The Uncolings are good, but they don't have much to trade except metal goods from the Third Eye Blue. The foreigners who wear the gold are not to be trusted. There are those women in red, who worship the Red Moon, who come to the Salmon Run each fall — I don't trust them.

The elves are our friends. They do not like to deal with outsiders but have often come among us. Once our people and they had an alliance and we conquered many

foes. Since then we have shared this forest as equals.

Who are our enemies?

Trickster is our enemy. His troublesome intent robbed Grandmother Earth of her bounty and made it a place populated by spirits of death, disease, devils, and such evil practices as sorcery, rending the earth with plows, and building cities.

Who are my gods?

Rathor is your god, the Great Bear, our Ancestor who dug the rivers, raised the mountains, and shaped the sky. His boon companions are our protectors: Agikoros the Fire God, Silent Stalker the Hunter, and Enimipol the Mother of Beasts. I think that your arrow head will especially acquaint you with the Silent Stalker, our hunting god. You are advised to sacrifice to Dog Brother, and if you are lucky the shaman will summon Harastos of the Salmon to teach you. Thanaz, the Acorn Spirit, is one of our mainstays, and the Burrowing Toad Mother is our healer. Bluben the nymph of the stream is worshipped when we visit her.

What was the Deep Sleep?

Most people think that we slept through a terrible cursed time. When I woke the foreigners we met insisted that the time had passed while we slept. I disbelieved — my dreams during the Deep Sleep were the same dreams of Ancestor Time which we have every mid-winter festival. But that night the planets were not in the sky where they should have been, so something major changed and I think that the foreigners are probably right.



cording to the job at hand. Some individuals maintain their leadership through terror and brutality, others by wisdom and practicality.

Clans are determined by horizontal relationships between mothers: who alive is closely related by maternal blood? First degree kinship is to one's mother, sisters, wife (or wives, as is common among the Reindeer People), and daughter; second degree includes maternal grandmother, first cousins, and granddaughters; while third includes great grandmother, second cousins, and great-granddaughters. Kinship within these three degrees constitutes close kinship, and always means inclusion within the formal clan. People of the same tribe but of different clans are of distant kinship. All people not of the tribe are foreigners.

Marriage must be within the tribe but outside one's clan, thus not within three steps of kin proximity. Marriage sends the sons into their wife's clan, perhaps never to see his family again.

Organization beyond that of occasional clan gatherings are rare. Although it is true the families share common geography and way of life they rarely act in unison, and have no political body to maintain such a unity.

Personal Virtues

Each of the hsunchen tribes have different virtues. Among the wolf and tiger killing is more honored than among the sheep and turtle folk. Each tribe has characteristics of its animal kin and must be explored separately for its virtues.

Gender Relations

Women are accorded a higher status by men because they are the progenitors of humankind and the direct manifestors of the Life Force into the world. They also seem to live longer to accumulate the wisdom required of the revered.

Gender roles are separate, but overlap considerably. For instance, the primary tasks of men are to hunt and fight, but some animals may be hunted only by women (such as opossums among the Pralori) and when a fight erupts everyone grabs weapons of some sort — women are skilled at combat and do not wait for help. Similarly, men are required to teach

children certain things, must know how to sew before attaining manhood, and are the only beings permitted to gather certain foods and medicine plants.

Changing gender roles is forbidden, save among shamans. It is not unknown for individuals to desire a role change, but no clan would dare to keep them within their protection for fear of offending the ancient animal spirits. Such individuals are said to have "wakened the dragon," and are sent away. Ancient legends and recent rumors persist in agreeing that secret tribes of "upside-down people" exist, hiding even from the hsunchen hunters, where all the women do men's work and vice versa. The gender reversals of the shamans may be casual, as among the Damali where they wear women's clothing; magically mysterious, as among the Raccoon People whose shamans return from their visionquest as the opposite gender; sexual, as among the Opossum folk; or ambiguous, as among the majority.

Living Conditions

Clothing

The clothing of most hsunchen is of whatever leather is most common locally. All generally also own a costume made of the pelts (or other body parts, such as turtle shells for the Sofalings) of their totem animal. Being steeped in spirit magic the adults also wear many colorful accouterments to serve as foci for their spells.

Housing

Tents of various types are typical of the hsunchen. Among the eastern tribes in the Sheng mountains a rounded type is popular, while among the Ralios tribes a pointed, conical type is used. The Rathori re-inhabit permanent buildings each winter while small two-person tents are used to travel each summer. However, it is not unusual for fast-moving hunting parties to travel without any covering but a fur blanket, even in the snowy season.

Food

The hsunchen are hunter-gatherers. Their main foods are whatever can be gathered in the season, plus wild game taken by the hunters. Autumn is the favorite season since so many foods are available in profusion. Winter is the lean, unhealthy season.

Law

Hsunchen obey only the law of the wild. No formal written code exists. Punishment of evil-doers is the job of the community, undertaken for the good of the family or to protect the spirits.

War

Fighting is an everyday companion for man and woman alike, whether against the forces of nature, the game they hunt, predators, or unfriendly neighbors. Raiding by groups of hsunchen is also common. But war, as a means of achieving political ends through violence, is unknown since politics are unknown.

Religion and Magic

Mythology

The hsunchen cling desperately to their primitive forms of spirit magic, acknowledging the existence and power of gods but shunning them.

Creation myths begin with the Great Spirit; with the Creator and Grandmother Earth; with Earthmaker and the Four Companions (Turtle, Loon, Otter, and Sea Eagle); and with other deities of nature.

Mikyh was the Dragon who impregnated and was impregnated by Nature. Nature gave birth to its array of spirits and Mikyh bore the first Grandfathers and Grandmothers of the tribes. At first life was perfect and wonderful, but eventually many of the hsunchen lost contact with their animal selves, thereby losing touch with Nature and succumbing to the



A Hsunchen hunter prepares to loose a shot from ambush.

vices of agriculture, politics, war, divine magic, and sorcery. Those folks are doomed, for all those things proved useless in the Gods War. Only folks close to the ancient ways survived, so the hsunchen stay close to those spirits.

Old Man and Old Woman are two people common to many hsunchen stories. Every tribe claims them as ancestors and they all tell the same tales. Whatever good or bad happens to hsunchen people today is a result of what

this couple did in ancient times. Thus we find that Old Man conquered Fire to make it a friend, but Old Woman learned how to cook with it.

Overview of Religious Practices

Hsunchen religion recognizes ancestral, greater, and local spirits as the three kinds deserving major attention. The ancestors vary from tribe to tribe and fol-

low the form given as Hykim and Mikyh in Gods of Glorantha.

Greater spirits include the fire god, horned man, and Hunter, among those worshipped, and others known mainly through story but not actively worshipped, such as Trickster, Arachne Solara, Earth Witch, the King of Above and King of Below.

Each hsunchen tribe also reveres different spirits which are important to its local survival. Thus among the Mraloti



people the Oak Spirit is of great importance, while among the Sofali people the Keeper of the Clams is more important. Even in a single tribe more than one spirit may be important. Among the Rathori, for instance, are found Grandfather Salmon, Harastos of the Salmon, and Mother of Roe Lake who fulfill similar functions in different parts of the country.

Seasonal ceremonies are common. People gather and the shamans lead rites designed to propitiate and honor many spirits at once. Other rites are less orderly and regular, usually being invoked as needed. The spirit of a valley, for instance, may need to be propitiated upon entering and leaving its territory, while

the blueberry spirit gets sacrifice when the first fruit appears, the deer spirit is called before every hunt, the poison thorn ivy banished whenever it is sighted, the ancestors summoned before births, deaths, and each Sacred Time, and the Thigh Pox spirit combatted whenever it strikes.

Temples

No temples exist for the hsunchen. Some places, commonly called Power Spots, are innately holy and may show signs of constant usage. Most of the time, however, the shamans carry or make

whatever accouterments are necessary and set up the site as necessary.

Of necessity most temples are sites, with occasional equivalents of small temples when enough people gather.

Religious Emblems

The wide variety of spirit magic spells available makes the average hsunchen a hodgepodge of unusual objects serving as foci for spells and as charms of various types. Purely decorative objects are unusual, even the most mundane being imbued with some blessing or power before being worn.

What My Father Told Me: A Personal View of Praxian Culture

Prax is a major part of the Wastelands. The five Great Tribes of Prax all basically share the same culture. We have chosen a tale from the Sable tribe as a sample.

Who are you?

I am Wahagrim, warrior of the Sable People.

Who are we?

Waha the Butcher is the Founder of all the animal nomads. He saved us during the Great Darkness, and we have followed his advice ever since. He promised that as long as we upheld all his rules we could live anyplace, even if Storm Bull died and chaos returned. The savage Wastes are made passable by his efforts, and many legends relate tales of stalwart heroes who have fallen prey to the soft living of the western or eastern folk, and died horribly and ignobly for it.

We are the Sable Green clan of the Sable Folk. You can recognize the animals of our clan by the green stripe stained on their sides. You can recognize the men of our clan by our double topknots and you can recognize the women of our clan by the green tattoos on their cheeks.

What makes us great?

Our herds are plentiful. The cows bear many calves and we keep them alive. We have gained many stolen animals. Our warriors are brave and cunning. Each has stolen his enemy animal to earn his cheek scars. When the Sable Folk meet our foes, our clan is always at the forefront of the battle. Our khan is mighty, too, and when the Sable Khans meet in council, he can show many scars.

Where do we live?

All of the Wastes is our home. Waha set aside this place for us because it is the best place for us to live. The Paps is our spirit home and our gods' home. If you are fortunate you will visit the Paps some day.

How do we live?

We live on the bounty of Sable-Eiritha. We eat the milk of our sables and the meat of our enemies' beasts. Some plants are lawful for humans to eat, such as skullbush, spicegrass, holygrain, and arrowstalk, and our women gather those in their season.

We wear the bounty of Sable-Eiritha. Our clothes are of the hides of our own and our enemies' beasts. In spring, our sables lose much fur, and our women gather this, to spin into rugs, blankets, and clothes. Our khan is rich. He owns a silken waistband from the Iron Forts, an iron sword, and a cloak with more colors than you can count.

We are protected by the bounty of Sable-Eiritha. We live in round tents made from the hides of many sables. When many of us must meet together, or when we must protect our sables from sandstorm, we sew many tents together to make one giant tent. And each of us has his own blanket to roll up in when he is alone on a hunting trip or raid.

I am a rich man, with two herds. My wife owns 42 cows, and I own 6 bulls, and in my herds are 4 stolen impalas, and a stolen bison.

What is important in my life?

The year you were born, we celebrated your birth in the Calving Festival with the other new parents. The Sable Woman blessed you to have many sons. The Khan blessed you to kill many foes. And I blessed you and gave you your name.

You must prepare for adulthood, my son. Until you are a man, you shall live in my tent.

You must learn to fight as well as you can ride, and you must learn magic and the secret ways of our tribe as well. When you think you are ready, at the Autumn Festival you must go before our Khan with other youths and show yourselves to him. If you have not shamed us, and you can ride, and fight, have learned magic, and the ways of our tribe, then you will be made a man. Most boys become men when they are four or five hands-of-years old. When you are a man, you must leave my tent to live in the Bachelor's Tent. There you shall stay until you are married.

When you are an adult, you may marry a woman of the Sable Folk, but you may not marry one from our clan. Your wife brings you cows, possibly many cows, if she is from a rich family. When you are married you become a full warrior of our clan, and no longer stay in the Bachelor's Tent. But you must prove yourself before your wife's father and mother before you can marry. The best way is to show that you are brave, strong, and a good provider. You may only have one wife, unless you become a khan someday, but you may have many slave women.

When you die your corpse shall be consumed in a great burning by all the warriors of the clan, and we shall pray that your strength remain with us.

Who rules us?

Our elders have all proven themselves. Each man has stolen a foreign animal from each of the other Great Tribes, and all know the lore and genealogies of our clan. They give wise advice to our Khan, and they choose a new Khan at the death of the old. When our Khan dies the clans meet and choose a new Khan. The Khan leads us in battle. When many clans meet, the High Khan is advised by all the lesser Khans. Every Khan's descent can be traced directly to Waha himself.



The Nomad Warrior: Praxian Culture

The beast-riding nomads of Prax and the Wastelands are an ancient and widespread culture. They are proud of their way of life and distrustful of other cultures. They wander through a wide range of territory, tending herds of their own and captured animals, skirmishing with neighboring tribes, hunting, and

joyously meeting with others of their own tribe. They are chronically short of raw materials to change their technological base, but know every secret of utilizing the resources of their environment.

A typical nomad character is a warrior.

Distribution and Subtypes

Several large tribes exist, being the bison, sable, impala, and alticamelus tribes. Many smaller tribes are also known, such as the rhinoceros, ostrich

riders, probably extinct nose-horns, long-noses, bellow-beasts, and claw-footers. Finally, one tribe of intelligent non-humans, the Morocanth, are usually counted as Praxians.

Praxian Society

Way of Life

The nomadic Praxians travel over a terrain which all other peoples find completely uninhabitable. The Praxians attribute their survival to the superiority of their gods who taught them their way of life during the Gods War.

The Queen is the preeminent woman. She has the most cows, and the most children, and the most wisdom. Our Queen can find water in a drought and the best path even in the trackless season.

All Sable Folk, wherever they live, belong to the Sable Tribe. In our tribe are many clans, each ruled by its own Khan, and council of Elders. Our clans often meet with one another to trade, worship, and seek wives. My wife was born in the Bogrider clan.

What makes a man great?

The mark of a truly great warrior is the possession of many foreign beasts. Courage, conservatism, cunning are all hallmarks of great virtue. Destroying chaos makes a man superior.

What is evil?

Chaos is evil. Everything that is bad is because of Chaos. Chaos laid waste to our land. Chaos took away our old gods. Chaos still attacks us. Broos abound. They help our enemies — our outland foes get chaos aid to defeat us. We grow old and die because of Chaos, too. We are sad, hungry, and lonely because of chaos. Chaos makes holes in our clothes and wears the edge off our swords. Chaos is evil.

Horses are taboo, and you must never touch a horse, not even to eat it. You can kill horses, and should at every possible time. You can eat cattle, or other inferior beasts, but not horses or donkeys or ponies. You also must not eat forbidden plants.

What is my lot in life?

Goals are important. You should strive to have many wives who have many herds. Men will come to your command and you will live among a prosperous herd. You must strive to be a courageous and clever fighter and try to capture many herd beasts of your own.

To gain advancement you must be brave. You will become tougher and more skilled if you live. Every day is a challenge and you must fight and grow or die. If you seek to excel all men you will visit the chaos marshes and kill the strongest evil in the world. Only fighting chaos will raise you above normal men.

What is the difference between men and women?

Women own the cows and serve the forces of life. Men own weapons, slaughter animals and men, and serve the forces of death. Together we bear children and calves, protect each other from the visible and invisible harms, and serve Waha and Eiritha.

How do we deal with others?

We can always trust everyone in our clan. If all your herd dies or is stolen, if you are wounded, or if your wife or children are stolen, our clan will help you.

Other sable folk are our friends, but they are only obligated to help you in an emergency, and you should always try to pay them back.

Watch out for folk of other tribes. They are all treacherous, and all of them would like to steal your animals and make you into a slave or kill you. It is only safe to treat with them at the Paps, when you are stronger, or when our tribes have allied under one Khan for some great purpose.

The peoples outside Prax and the wastelands are our prey. Their decadence is good only for robbing. Never trust them, lie to them when you wish, kill them in secret and take their goods. They are lawless and ignorant, perhaps not even truly human like us, perhaps even lower than the morocanth.

Who are our enemies?

Chaos is our first enemy. Chaos made all evil and we must combat it. To slay the evil

is to make us great. Pray to Storm Bull for help against Chaos.

We war continually with the horsemen from Pent. A ridden horse is the mark of an outsider and an enemy. They attack us from the north and the east and the west.

The perfidious Impala Riders, haughty Alticamelus Riders, despicable Morocanth, and brutish Bison Riders are all bad enemies. They steal slaves and cattle. Be careful you are not taken prisoner by them to end your days a slave. The other lesser, independent tribes are our enemies, too.

Who are my gods?

All the Five Great Tribes, and most of the independent ones, follow the way of Waha, god of chieftains. We men worship Waha himself, while women worship Eiritha, our Herd Mother. We love Storm Bull, the Desert Wind, even though his senseless winds sometimes batter us, for he is the greatest destroyer of Chaos. Many spirits roam the plains, remnants of Godtime and survivors of ancient days. Our shamans can contact these spirits and harness their waning power. Prax is our holy land, and most clans make periodic pilgrimages there. Our own clan visits the Paps every ten-hands-less-one years.

What is there to do around here?

Work is eternal. Deadly winds and poison sunlight can come down upon us. Hyenas and leaping bears prey on the herds. Impala men scout us, seeking wives and cows. Broos roam the plain. When they have been defeated, or on high holy days, we find pleasure. Our pleasures include the raiding of enemies, the pig-sticking chase, and the autumn slaughter and fertility festival.



The Praxians are utterly dependant upon their herd beasts for survival. Their beasts provide everything needed for life, and nothing is ever wasted. After slaughtering and dressing an animal nothing is left. Only weapons, highly treasured by their owners, are regularly imported from outside.

Social Classes

Praxian social class is determined by wealth and by deeds. The size of a herd is determined by the number of tribal animals which quantify wealth, and by the number of captured animals, which indicate deeds done.

Centralization

The nuclear family is the basis for society. Because the nuclear family is relatively loose, based upon mutual co-operation between men and women, the degree of unification of even the family varies widely based primarily upon how long the family has been together and how strong the social bond is.

Personal leadership is the primary factor in centralization. Rich or famous men and women attract followers by expressing wisdom and prowess in daily life and in emergencies. No formal oath or other bond of followership is known to them.

Families often travel together, usually in bands united by bonds of blood. These, called clans, are loose and informal organizations which change according to need and the appeal of leaders.

Tribe describes the group of people who share the same type of beast. Tribes have no formal overstructure and have never been gathered in their entirety.

Personal Virtues

Courage and knowledge of their ancient ways are the primary virtues for all Praxians. Honesty towards tribal members is also required, towards other Praxians is respected and expected, but not expected towards outsiders, who are considered lower life forms. Hatred of chaos is also a necessity, and any mercy or compassion exhibited towards anything of chaos is considered to be the supreme moral flaw.

Other virtues are divided by gender wherein excellence in the tasks of each sex are esteemed. Thus women with great knowledge and practice of healing humans or animals are considered virtuous, while a man who is especially good at using his weapons is virtuous.

Gender Relations

Marriage customs among the Praxians include both polygamy, where a husband has more than one wife, and polyandry, where a wife has more than one husband. The formal bonding of husbands and wives is a simple marriage ceremony, and the formal separation is even simpler.

Gender roles are strictly divided with no room for cross-over. In a loose, overall manner the women are responsible for maintaining the forces of life, the men keep the forces of death.

The women own their tribal herd animals, cooking wares, living tents, and tools to perform their tasks. They are responsible for tending the herds, raising children, and for all healing. Men own their captured beasts, their tools of war, travel tents, and are responsible for herding the beasts, killing and butchering animals, protecting them from raiders and monsters, and for raiding others.

The degree of respect between genders is unusually high. Co-operation is seen as the fundament of society and life. Almost no task is undertaken without members of each gender participating.

Living Conditions

Clothing

All clothing is made of leather and fur, usually decorated with various types of available natural substances such as porcupine quills, cactus spikes, thornbush beads, or feathers. Imported clothing is considered a luxury and sign of wealth, especially since the harsh living conditions wear them out so quickly while being worn.

Housing

Tents are the standard living quarters. When a tribe finds a suitable place to

remain for a week or so the women's tents, called house tents, are raised and their goods unpacked for use. These tents house the whole family, being anyone who the woman invites inside. While moving about they use the men's travel tents which are smaller and far less comfortable, but much more defensible and capable of being packed quickly.

Customs of Interest

Male children are separated from female half of society at age 10 when they begin life with their fathers, participating in almost every activity including raids and other acts of war. Only combat against chaos is avoided until the age of 18 when boys are introduced to Waha and the tribal founders in a special ceremony of initiation.

Girls are considered to be women-in-training from the moment of their birth. At puberty the female elders take the girls among their beasts who are induced to perform a magical dance around the humans which completely obscures their secret initiation ceremony from all outsiders. The newly initiated person is called a girl-woman until she bears her first child, wherein she is acknowledged as a woman and is capable of owning her own animals.

Body painting, using juices, magically transmuted blood, and certain minerals is common. Ceremonies require various patterns, some of which confer temporary spell foci.

Law

Law is determined by the way of Waha, the culture hero who codified the life style of the Praxians eons ago. Remembering rules of behavior and precedents is the task of the priests and shamans.

Banishment is the harshest punishment delivered by the tribe. A banished person cannot eat the flesh of their tribal animal, speak their secret tongue, or communicate with any tribal members under penalty of retribution by frightening cult spirits.



War

Combat is a normal part of the nomadic life. Predators and monsters frequent their terrain and are a constant threat to human and animal life. The very environment is considered to be potentially hostile, and a popular refrain is "Life is War."

Raiding by other tribes is a constant threat as well. Capturing women and children is common, but herd animals are the real prize for the families can then eat the captured beasts and maintain their own real wealth.

Raiding neighboring lands is a very popular sport, for it provides goods which cannot be gained by native means. Clothing, weapons, and metal cookware are specially popular items of booty.

Widespread war is uncommon except against the hated horse-riding Pentans to the north. The origin of this conflict is ancient and mutual. It is the usual cause for co-operation between warriors of different tribes.

Religion and Magic

Mythology and Religion

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

Waha the Founder is the culture hero who determined the way of life appropriate for the surviving Praxians. He freed the herd beasts and women from the darkness, tamed fire, taught men how to kill and dress beasts, established customs, and first learned the songs of power which are the culture's magical spells.

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

Overview of Religious Practices

The greatest religious festivals are held in the spring, at calving time. Raiding among tribes slows down considerably, save among those who are extremely desperate because they own no beasts of their own.

Other ceremonies are held as needed and vary widely according to the place, tribe, and particular task at hand. Many outsiders believe that the shaman priests of the Praxian cults have no set form, but make up the ceremonies as needed.

Temples

Standing temples are unknown to the Praxians. If they ever hear of any, such as those in the city of Pavis, they laugh and consider it a travesty maintained only for the sorry exiled tribesmen.

Shrines are the most common size of temple in Prax, set up as needed by a priest or shaman from his personal possessions. The holy defenses and capabilities of these religious gatherings are determined by the number of worshippers at the ceremony.

The Barbarian Warrior: Orlanthi Culture

The barbarians of Glorantha are mostly of the *Theyalan* culture. The name was given by the God Learners and is taken from the native name for the goddess of the Dawn, Theya, because the seminal culture was important in the Dawn Age. Although most of the outside world still calls them Theyalans, they usually call themselves *Orlanthi*, after their own chief god.

A typical Orlanthi character is a younger son of a relatively stable clan.

Distribution and Subtypes

The Orlanthi culture originated in the Dragon Pass region of Genertela. During

the first age they expanded to dominate or occupy the entire region dubbed the "Barbarian Belt" by the God Learners. The Orlanthi are now found throughout the western mountain regions of Genertela. In Umathela, in northwestern Pamaltela, a migrant population survives.

Subtypes of Orlanthi are determined by the level of social organization practiced by the inhabitants. All members of Orlanthi society begin within a clan organization. Clans form temporary or semipermanent tribes. In a few regions tribes have formed confederations called kingdoms. These are explained in more detail below.

The major concentrations of Orlanthi culture found in each of the regions of the world of Glorantha are as follows. They are classified by the level of organization they have reached, whether kingdom-level, tribal, or clan-level.

FRONELA (Genertela)

Kingdom: Jonatela*
Clan: Oranor

MANIRIA (Genertela)

Kingdoms: Sartar, Heortland
Queendom: Esrolia**
Tribal: Ditali, Solanthi, Caladralland†
Clan: Nimistor

RALIOS (Genertela)

Kingdoms: Lankst, Otkorion
Tribal: Delela, Saug
Clan: Keanos, Surkorian

PELORIA (Genertela)

Kingdoms: Tarsh††, Holay††, Imther††, Vanch††,
Tribal: Aggar††, Talastar
Clan: Brolia

UMATHELA (Pamaltela)

Tribal: all*

* indicates tribes who worship the Invisible God

** indicates tribe dominated by Esrola/Ernalda cults

† indicates tribe dominated by special local deities

†† indicates tribes dominated by Lunar Empire



Orlanthi Society

Social Classes and Centralization

The clan, or extended patriarchal family, is the basis for Orlanthi cultures. People refer to themselves first as members of their clan, saying something like "I am Kothard, free man of the High Stag Hearth clan."

A clan consists of a powerful leader, his immediate blood family, and as many intimates, confederates, and hangers-on as can be supported. They recognize a common ancestor and a common history, and draw strength from the surety of the physical, emotional, spiritual, and military strength which their clan provides.

Clans are the ultimate keepers of the farm and pasturage lands which the peoples occupy. No individual ever owns

land, though they might claim many rights to use the land by virtue of previous usage and from clan decisions, either traditional or recent.

Tradition holds great weight among these people. They revere the glories of their ancestors and lend great importance to events of the past, whether good or bad.

They are a superstitious people who believe in spirits and gods which guide everything. They maintain reverence and

What My Father Told Me: A Personal View of Orlanthi Culture

Areas of Orlanthi culture can be found in the "Barbarian Belt," a band of highlands and rough terrain extending across the regions of Maniria, the southern Lunar Empire, southern, western and northern Ralios, and southern Fronela. This narrative concerns a clan of Sartar, in the Dragon Pass region of the land of Maniria.

Who are you?

I am Aski Harbardsson, thane of the Varmandi clan.

Who are we?

We are the Varmandi clan. Old Man Varmand came here and lived with his family up in the branches of the Oak of Vengeance over there. When the Many Kings vied for attention Varmand's grandson chose King Colymar as his leader, and got the Two Great Gold Rings as a sign of alliance. Colymar's grandson, King Borngold lost two sons on this land fighting for our rights, and we have never broken from their tribe.

Are we a great people?

The greatest. The world is full of many kinds of people, but none can measure up to us. Orlanth, our great god, saved the world from doom when all other gods hid during the Gods War. King Sartar, Founder of our ancient kingdom, preserved the world from destruction by braving all dangers without ordinary weapons. Old Man Varmand knocked a grizzly bear cold with his bare fist. My father fought in three Great Battles and filled this house with trophies. I have killed eleven men in combat, all of them justly and fairly, even though they were Lunar soldiers and did not deserve it.

What is the difference between men and women?

Beyond the obvious sexual differences, women are more cold and calculating, less emotional, and more inclined to be peaceful and stable.

Men are more passionate: we love to fight and shout and run all about full of the battle frenzy, ready to do and to die then and there. Afterwards we love the smell of the new flowers, or even of the dry desert dust which reminds us we are alive. I love to breath deep on a frosty starlit night, and to hold a woman in my arms and exchange caresses under the covers. My children fill my chest with joy, the clan moot makes me laugh and shout with friends, to clash our weapons on a vote, and to preen myself before my fellows, boasting truth and pride in my accomplishments.

Women are more thoughtful, careful of their mortality. Most of them seek children, and protect them with the fierceness of a she-bear. They usually think before they act rather than act on their feelings.

But I cannot say anything without mentioning the men and women who have changed roles in their clans. Warrior maidens are known in every clan's past, and some say Starbrow is making a new sisterhood of them right now.

Where do we live?

This stead is our home. Our clan owns it. From those hills where our sheep graze to the forest where we hunt the red deer, down to our fishing river there, is what Orlanth gave to the Old Man. Many generations ago our clan longhouse was in the second valley over, the one with the birches, but it was the Varmand clan. My uncle told me he knew where there were other old buildings, ruined, in the north of where we saw the fox that day. Those must have been ours too. We have always been on this land.

How do we live?

Hard work, bent over the plow and treading its furrows, then reaping the bounty of the Mother is our life. Every man plows, or wishes to, or works for those that do. Even Orlanth plows. And we hunt, fish the rivers, tend the sheep in the hills, and trade for special goods.

Our food is barley, wheat, and rye — Ernald's bread is our staple, eaten in por-

ridge, breads, and ale; only the poor, like your no-good cousins at the Rotroot place, eat only root vegetables; "More cabbage, less bread," they say. We are well off, so we eat pig, chicken, cow, and the wild game of the good red deer. For shelter, we have log houses for us and barns for the animals. Have you seen the things called chimneys which those rich people built in Apple Lane?

Our clan property is odal or personal. Odal property is everything which the clan owns, like the land and the trees and the animals and buildings. The clan owns them, and we have personal rights, like us always being able to live in this, the Solid Oak stead, and to dispense with the sheep we breed from our flock. Personal property is whatever you get on your own, like the herd of black bulls which the Anmangarn Clan has, or the horses born of the pair which Branbrig's ancestor stole, or this, my trusty sword Moon-cutter.

What is important in my life?

You are a member of the clan. Soon you will have your adulthood rite — do not shame us before the rest of the family. Then you will be an adult, and no longer have to listen to me and the elders in silence. You can join into the discussions, and your words will bear their own weight.

You should be looking for a wife now. I hope you have chosen someone rich and friendly when you dance those nights away in the barn. I see the girls looking your way. Do you know which of them have a rich dowry? Which of them will be good to raise your daughters if she leaves you?

When you die we will burn your body with rune-carved logs. Your children will shout your name and the priest will summon the wind to send your soul to Orlanth. Your son will inherit your goods and your rights, just as you shall inherit mine.

Who rules us?

Gentle Vastyr is our leader now, since the Rastorlanth did not return from the last rebellion against the Lunars. Vastyr knows all the times to plow, all the ways to help a birthing



piety towards their deities who are considered to be the most powerful and helpful in the cosmos.

Clans' contact with all outsiders is dominated by the patriarch, but internal workings are determined by general council of all concerned adults. Common sense is respected so that in a military situation the council of experienced warriors carries great weight, but in matters of sowing or harvest the grandmothers have the upper hand.

Clans may organize into tribes. Membership is always voluntary, though enforced volunteering through conquest is not unknown. Tribal organization mirrors the divine council of the Orlanthi pantheon with specific positions filled by powerful individuals who are devoted to the various deities of local importance. Most common is the tribal council form which has seven positions, each filled by one of the Lightbringer deities: Orlanth, the presiding Chief; Lhankor Mhy,

lawspeaker and scholar; Issaries, speaker, explorer and merchant; Chalana Arroy, healer; Eurmial, trickster and scapegoat; Ernalda, earth goddess and mother; and Flesh Man, a position taken by whatever local spirit or hero is most important.

Tribes maintain existence as needed. When not forced to unify by an outside pressure, perhaps a common foe or co-operation urged by sharing a trade route, Orlanthi tribes disintegrate into clans. In

cow, all the signs of whether the frost is over, all the proverbs and stories to keep boys and warriors from fighting. He was selected by the women, you know, who fear more war and have been seduced by the feminine powers of the Red Moon. Not enough men survive to lead the Colymar to war again. Not until you and your age mates come of age will we dare.

Our clan is loyal to the king of the Colymar tribe, and we will maintain that history of loyalty as long as it is honored by both sides. We are bonded by history and tradition. Only something terrible and severe, perhaps for instance like the King of the Colymar becoming an initiate of the Red Moon, could break that bond. All the clans which follow the tribal kings do it by free will. We can change it anytime we want to.

The Kingdom of Sartar is no more than a dream. Once, not long ago, all the tribes of Dragon Pass joined together under the rule of the house of King Sartar. Now they are all dead. The kingdom is no more, save that an heir be found and we all choose to fight for him.

What makes a man great?

All people can be great if they follow the virtues of Orlanth: courage, wisdom, generosity, justice, honor, and piety.

Another thing which you should know: we always fix what we have made wrong. We care for ourselves and the world and take responsibility for our errors. We can break and we can fix. We are powerful, and we are responsible.

What is evil?

Chaos is evil, for chaos is to gods as death is to life. Chaos takes and can never give, for it is not natural, not even in the way that trolls are natural, like when they ate all the sheep on Aksander's Ridge. Chaos tries to make Orlanth stop moving, stop bringing the rains, stop tending the plants and herds of Ernalda.

Things that are bad are those things which try to restrict our traditional way. Orlanth gave us our life because he intended us to live this way. Anything which defies us and tries to make us obey rigid laws or to worship stupid gods is bad. One time the Emperor of the Universe tried to make Orlanth obey written laws, but the Emperor was killed for it.

His children, the Emperors of Dara Happa, were killed by our grandfathers for trying to conquer us. Now a new Emperor has come, and maybe it will be time for him to learn something soon too.

What is my lot in life?

You should strive to work hard and marry well, raise many brave sons and daughters. You should go to the holy meetings and send your prayers to Orlanth and Ernalda. You should keep your spears sharp, maybe make a couple of extras, and visit that penny-pinching Gringle when you go to Apple Lane to see his strong hats.

If you do those things, and live a good life without some evil monster breaking all bounds of normalcy by raiding our farm again, then you will get the Solid Oak stead to tend after I die, and fill it with your own children to bring glory to the wind. If you are lucky and skilled you can be the clan chieftain, and live in Vastyr's big house with warriors and men of courage. Maybe you will be rich enough to have a chimney built.

How do we deal with others?

Our clan is our family — they are the air we breathe. Even those no-good cousins at Rotroot are blood kin, and they will never starve as long as a Varmand is alive with a pack of food.

Friends are better than treasure. You do not have to keep friends who are trash like the Rotroot brothers — you are known by the friends you keep. Bolik is a friend, you know, not kin, but I would die or stand in court for him as quickly as for a kinsman.

When you see someone you don't know use the greeting. Everyone who follows Orlanth knows the greeting. If they do not answer rightly at least you know where they stand. When my brother was outlawed he travelled all the way to Pralorela, a year of walking and hunting, and everyone he met greeted him properly.

Be careful with strangers. Most of them are harmless and many of them are entertaining. Remember that they are different, and do not know our ways. Take offense slowly when they insult you or act stupidly — they are not blessed with our god's knowledgeable ways. You can learn much from them.

But if they are enemies, fight them fair and foul, do your best to kill them.

Who are our enemies?

We have two great foes today. The Lunar Empire is our greater foe, along with everyone in it. The people there mock true life with perversity. Their customs are dirty. Their gods are evil. They seek to destroy everything of our way of life. None are to be trusted. They are of chaos.

The Orleving clan is our foe, too. Ever since Orlev of the Eye-spear stole the goddess from Iskalli Varmandsson we have been their foes. We bested them with the Seven Beaver Pelts, and they harmed us with the Bison's Claw. When the Lunar Empire attacked us the Orlev clan joined their army to wreak further harm. Curse them and their ancestors.

Who are our gods?

Orlanth the King is our god. He is the ruler of the universe by virtue of his might and right. He has a great throne house in his city which moves about the sky, and there his family and friends meet to decide the fate of the world. His wife is the Queen of the Earth, his sons are the Thunder Brothers, his allies are War and Wisdom, Loyalty and Cunning. The elements are his weapons: lighting fire, winter winds, drenching rain, and the cloaking dark. Everyone else is his subject, from the sun and stars above to the darkness below.

What is there to do around here?

In the autumn when we have time to relax we have many sports besides those which keep us fit to bear weapons. We like to wrestle, and among some horse-fighting is popular. The old game of kick-the-ball is played in every clan. Singing is always a favorite, and clap-dancing is the best way to practice for the festivals when instruments are used and the gods themselves watch us. Swords-and-shields is the board game with the greatest challenge.



places where constant external pressures exist we find more permanent tribes as well. Thus in Ralios we find that the tribes of Delela often organize into a temporary kingdom to oppose the lowlanders of Nimistor or the trolls of Halikiv.

Kingdoms are formed out of confederations of tribes. Membership is voluntary, although again it is not unknown for tribes to join only after being conquered and forced to submit. The Lunar Empire has the habit of intentionally weakening the tribal integrity of its conquests and having the clans swear loyalty directly to the royal houses within its Provinces. The degree of success varies with various kingdoms, but in general has succeeded to the extent that no inhabitants of the provincial river valleys maintain loyalty to any tribes.

Organization of kingdom governments varies. Unusually among the equal-minded Orlanthi, kingship is usually restricted to members of several blood lines who trace paternal ancestry back to Orlanth. Kingdom government is more flexible than lower forms of organization. Bodies to assist the king vary. In Sartar, for instance, the traditional council form, imitating the divine council, was kept. In Lankst, however, an unruly House of Warriors must approve all royal policy, while in Heortland the royal government is structured on western grounds with a king, steward, marshal, and so on.

Personal Virtues

Orlanth calls upon his followers to follow the Six Virtues: Courage, Wisdom, Generosity, Justice, Honor, and Piety.

An unstated virtue of great importance is Independence. The Orlanthi believe that an individual is responsible to his clan first, to himself second, and after that to whomever he wants as long as he maintains personal responsibility for his own deeds. Decentralization is a key issue.

Members of the Orlanthi clans usually participate in all social, political, and religious functions of their particular region. They are keen and active to be heard and cast a vote in the formal ritual of "Weapon Taking," wherein adult members must present their tools of adulthood for inspection to qualify for

being considered a member able to cast a vote.

Gender Relations

The Orlanthi view the genders as being different but inseparable. Despite the external appearance of masculine dominance, women maintain social and personal equality. At the primary level, all adult women can speak in clan council, and if a clan "Weapon Taking" vote is called any meat cleaver, spoon, cooking pot used for three meals, or sewing kit qualifies women for a vote. Men, by contrast, must provide a shield, long knife, large spear, sword, and "strong hat."

Gender roles are divided and typical. Men perform most jobs requiring heavy physical work, save for the perennial need for all hands to tend the harvests. Women are bound to the glorious tasks of rearing children and related tasks of the hearth. Thus plowing, wood crafts, hunting, and smithing are masculine tasks, while cooking, sewing, and starmarking are feminine.

The Orlanthi are open minded concerning individuals choosing the alternative gender role. Their history and legends include several famous women warriors, always associated with the bloodthirsty goddess, Babeester Gor, or Humakt, God of War and Death. Likewise one famous male cook, Geo, has been enshrined as a minor cult figure.

Men are feisty, unpredictable, and passionate while women are calm, calculating, and possessed. Emotional expression is common to both genders, but more common among men who habitually burst into rage, grief, happiness, fervor, or gloom. The contrast is expressed in the poem, "Orlanth's Wooing of Ernalda," wherein the earth goddess manipulates her outraged wooer to ensure the rights of womankind among the Orlanthi.

Living Conditions

Clothing

The common Orlanthi has both everyday, practical clothing and some sort of special clothes. Everyday clothing

is usually leather or coarse linen to resist the rugged daily tasks of farming, herding, and hunting.

Clothes are long-sleeved or sleeveless shirts, breeks, cloaks to resist cold and wet, and hats.

They normally use thong ties or metal clasps to hold things closed. They do not usually use buttons.

Dress clothes are usually made of fine leather and linen decorated with furs and, occasionally, feathers. Linings, exotic cloth or furs, and fancy stitching or dyed colors indicate wealthier clothing.

Jewelry is common to men and women, including brooches, bracelets, finger rings, and necklaces. Only women wear ear rings. Only men wear arm bands.

Housing

Most Orlanthi farms, called steads, consist of sturdy log houses designed to withstand the cold snowy winters of their lands. A typical stead includes a couple of long houses, each housing one or more nuclear family, plus barns and storage sheds. Furniture is home made.

Food

Barley is the staple grain, supplemented by wheat and oats. Lamb is the most common domestic meat, followed by pork. Cattle are used mainly to pull plows but extra animals are avidly eaten. Goats are considered unclean and never eaten, nor rarely even tolerated. Wild game of all types is common. Horse, bear, and bison are considered luxury meats. Poultry include chickens and the smaller Singing Hen.

Customs of Interest

The Orlanthi are extremely oriented towards interpreting events as being of divine origin. Even their own personal deeds are commonly attributed to the gods. Thus Sartar, upon founding his kingdom, boasted that "Orlanth guided me, the Storm God has unified you tribes, the Great Wind has blown us together the way it formed the Storm Eagle of ancient days." Likewise they say that "Ernalda enriched our harvests,"



and "Issaries inspired my speech and impaired his vision."

All Orlanthi hold regular rites of passage to denote a person's entry into adulthood. Tests appropriate to the place and station of the candidates are given, followed by initiation into the community of adults. These rites, though formal and difficult, are not usually rigorous or life-threatening.

Law

Orlanthi law originated with Orlanth in ancient times. It determines that clans are the root of all rights, and lays down the rituals to use for interclan activities. Orlanth and Ernalda decided before Time began that clans own the land, named the capital crimes for which an adult may lose his own life (ie — rape, murder of an Orlanthi, consorting with chaos, being a Trickster, etc.).

The Lhankor Mhy clan members are responsible for maintaining the oral traditions and laws of the people.

War

All adult males of the Orlanthi culture are warriors. Some, called house carls, are full time fighters in the service of powerful chiefs. A special cult of the war god, Humakt, is popular, as is the cult of Storm Bull, the fanatical warrior against Chaos.

In any combat situation a clan chooses its own leader who then chooses, usually with the advice of his followers, who to follow in a battle or campaign. Everyone brings their best weapons and whatever magic they can muster.

Religion and Magic

Mythology and Religion

The Theyalan people generally follow the Orlanthi pantheon. The major deities are:

ORLANTH: Chief God, King of the World, Storm God, culture hero, men's god

ERNALDA: Mother Goddess, Women's Goddess, Earth Goddess, culture heroine

LHANKOR MHY: law speaker, scholar

ISSARIES: speech, communications, travel, merchants and trade

HUMAKT: war, death, battle, swords

MINOR DEITIES: Eurmál the Trickster, Heler the Rain God, Chalana Arroy the Healer, Storm Bull the Chaos-killer

The religion has two major myth cycles, the Gods War and the Lightbringers.

The Gods War relates how Orlanth and his brothers conquered the world, then how Orlanth conquered his brothers. It relates how the physical world came into being and how society was formed by Orlanth and Ernalda. A hero from this era is Vingkot the Victorious, a son of Orlanth who ruled a great people.

The Lightbringers' Quest is the critical myth of creation to define the Orlanthi way. It typifies all the activities expected of members, includes many amusing or tragic stories of the consequences of failure, and includes all the deities of regional importance as well as the greatest figures of cosmology.

The Orlanthi peoples all view the ancient Gbaji War as a war against Chaos. They remember Nysalor, who tricked Orlanth for a while, but Arkat Swordlord, the Son of Humakt, liberated Orlanth and freed his vision. While Arkat conquered the magical foes of Dorastor, Orlanth overthrew the Pelorian empires which provided manpower and money to the evil empire. The most important hero from this era was Harmast Barefoot, a common farmer who twice achieved the Lightbringers' Quest to combat Gbaji.

The other ancient empire, the Empire of the Wyrms Friends, was another mistake. Many people, including for a time Orlanth himself, explored the ways of the storm god's draconic foe a little bit too much and fell into the left handedness of its ways. As a result now there is a tale of how Orlanth fell to the Inner Dragon of Arangorf. A famous hero from this era is Alakoring

Dragonbreaker, the slayer of Dreng and the founder of the Rex subcult of Orlanth.

Finally, the God Learners are remembered as evil sorcerers from the Land of the West who were fought off centuries ago. Orlanth never submitted to this god, or fell into his wiles, though several impressive hero battles are remembered. A famous hero from this era is Gorangi Vak, who first discovered and still teaches the Hero Path to tame the sky bulls of Stormwalk Mountain.

Other Deities

The Invisible God (Jonatela, in Fronela): In Jonatela the aristocracy have been considerably Westernized. Clans provide contingents of knights to lords who extract feudal oaths of allegiance and homage. The upper classes worship the Invisible God and practice sorcery, but most commoners maintain their Orlanthi practices.

Esrola/Ernalda (Esrolia, in Maniria): The land of Esrolia, one of the densest population regions in the world, is a land of the Goddess. There the women maintain a dominant place in the political, religious, and social orders. There the men follow a wider variety of cults to be accessible as husband figures, including as more or less co-equals Orlanth, Yelm, Zorak Zoran, and whatever major deities are associated with them.

Caladra and Aurelion (Caladraland, in Maniria): A supernaturally huge volcano thrusts from the coast of Maniria and imposes its gods upon the willing natives. Yet although the people worship different gods and practice slash and burn rather than ox-and-plow agriculture other components of their culture usually follow the local Orlanthi patterns.

Lunar (Peloria, in the Lunar Empire): The worship of Orlanth is suppressed in these regions, especially by destroying the temples which provide the natural focus for the interclan tribes. Initiates reported to have "vanished, like the wind," probably joined Barntar, the plow god who can be subsumed by the Ernalda temples which are unmolested by Lunar demands.



Overview of Religious Practices

Orlanthi ceremonies are usually held outside. During the Second Age, in a movement usually associated with the Rex subcult, temples were built within cities, but even these kept open roofs. The earth, hunting, and farming rituals of Ernalda are also held outside.

Monthly ceremonies are always held on the most propitious day: Wind day of Movement Week. Special ceremonies for specific purposes or to mark unusual events occur as needed. Rites of Ernalda are regularly attended by the entire population as well, giving at least two major ceremonies per Theyalan season.

At ceremonies crowds gather outside, great winds are raised, and the priests, through their mastery of ceremonies, reenact the creation rites appropriate to the season or festival. The members participate in whatever manner they are suited. Observers see a ritual drama. Participant lay members experience an energetic thrill in their souls and in their contact with the world. Initiates typically report transportation to the mythic realm, sometimes aiding actively in the drama, perhaps even possessing Orlanth himself.

The Sacred Time is a period of constant ritual and magic for all Orlanthi peoples. They must perform the rites successfully each year to maintain the Great Compromise, their name for the cosmic act which created the current world of Glorantha. Unless some unspecified number of initiates perform the rituals the fabric of the known world would begin to unravel.

Temples

Shrines and sites abound in Orlanthi lands. Temples are common, even for subsidiary deities. Over half of the people of most Orlanthi clans are initiates in more than one cult at a time, thus increasing the number of temples.

In general, clans have their own two or three shrines (Orlanth, Ernalda, another), while tribes have minor temples to subsidiary deities and a major temple to Orlanth and Ernalda. Wherever a city is found two or three minor temples are common, and in large cities a Great Temple is likely to be found.

Religious Emblems

The air rune and reversed air rune are both popular.

Lhankor Mhy initiates commonly wear grey. Scholars of rank, even in primitive tribes, often wear grey robes. Lhankor Mhy scholars must wear beards, and both men and women of the cult commonly wear fake beards to make up for a natural lack.

Chalana Arroy healers wear all white gowns or trousers. They are considered sacred people and given great reverence by all Orlanthi people.

Torques and golden neck rings are worn only by chieftains.

The Medieval Soldier: Western Culture

The medieval soldier is a typical adventurer candidate from the *Western* culture, a Civilized culture. Typical employment is in the mercenaries. Hundreds of these individuals wander the roads seeking war. They are among the lowest ranks of the upper class, thus reasonably educated in their society and its ways.

A typical player character is the younger son of a poor nobleman. Such an individual gets a gift as he can and is sent off to make his own way, probably to never go home again.

Distribution and Subtypes

Four major regions of Western culture exist, plus a smaller area in Umathela (in the continent of Pamaltela). This article concentrates upon the most common and playable culture, that of Seshnela.

Seshnela is the stronghold of Western Culture. It is heir to Seshnelan history when the land became an important Dawn Age culture. Now the Rokari culture provides a feudal society which attempts to maintain everyone in the social

class of their father, and the prerogatives are jealously guarded by the powerful aristocracy. In general, the feudal landlords and aristocracy dominate here.

Loskalm, in Fronela, has revived the idealistic cult of Hrestol, one of the two most important prophets of the religion. The isolation of the Syndics Ban provided them with the time to consolidate a shining example of their ideal state. Most of the peripheral independent counties follow a similar, often less strict, version of the Hrestoli Idealism. In general, the magical religious aspect of society dominates here.

Safelster, the city-state region of Ralios, has many centers of western culture. Many of these contain unusual elements of culture inherited from earlier occupants or brought about through inspiration and visions. The churches often exhibit unusual interpretations of religious doctrine, claim ancient priority over more popular extant cults, and may contain some bizarre local color. In general, the feudal middle class of merchants and burghers dominates here.

Carmania is an isolated land of western culture transplanted centuries ago and more recently conquered and absorbed by the Lunar Empire. Carmanian upper class still maintains its feudal structure and attitudes, but softened by the Lunar feminine influences.

Umathelan city-states provide the largest overseas colonizations of Western culture, done during the Second Age. They provide the height of city independence.

Western Society

Way of Life

Most westerners are poor farmers who live in villages and farm. Some herd, a few hunt. A separate group of people live in cities which prosper by making goods and by trading. The final class is of rulers, who live in castles and provide a body of hereditary soldiers. Their lands are civilized and urbanized; dotted with dark woods and mysteries, but rarely broken by vast wilds.



Social Classes

The majority of people are serfs, a class of workers with limited rights and who are bound to their location and occupation forever. They populate the countryside with numberless villages.

Another class of burghers, which includes all city people, exists. These people have more legal rights than serfs because city people produce and sell exotic and useful things (crossbows, for example) and often lend money to the lords. Thus some cities have special charters from the lords and protect their citizens better.

Most of the noble class are hereditary soldiers, the source of the most common player character types. The class is of knights, who form the most select and revered class of soldier. Knights can sometimes pass on the right to nobility to their eldest son, but most younger sons have to earn the privilege through action.

Nobility of the upper classes are ranked according to the scale of their holdings. The most common greater titles are Count and Duke. Baron is also widespread and designates anyone who holds land directly from a king, prince, duke, or archbishop. The King is the traditional fount of knighthood and noble authority, assisted by the Church of the Invisible God.

Centralization

Years of anarchy following the destruction of Old Seshnela and Tanisor in 1049 brought about a complete social breakdown where the strongest survived. The feudal system of homage and fealty gradually emerged, finally resulting in the recrowning of an effective King of Seshnela. However, although the structure and tradition of a king are present the general inclination has been for lords to resist their liege's control, for such a result always reduces the lord's own income in favor of the overlord.

Personal Virtues

Loyalty is considered the most important virtue of the Western culture. Loyalty to one's lord is the most precious linchpin of society.

Other virtues are codified in the Virtues of Hrestol, an ancient list of chivalric concepts.

Gender Relations

Western culture is dominated by patriarchal structures. Families are determined by paternal ancestors, inheritance is patrilineal, government and social institutions are patriarchal.

Men are the rulers, highest church authorities, warriors, and hard workers. Women are the child bearers and hearth keepers.

Living Conditions

Clothing

The usual clothing for workers is simple homespun linen, usually coarse and undyed grey and brown. City merchants are their betters, but in Seshnela the sumptuary laws keep their ostentatiousness modest. Noblemen and women compete for finery, usually having cloaks of fine leather, excellent linen or perhaps imported cotton, decorated with furs of various sorts. Truly rich people use better materials (silk, satin), unusual decoration (Pamaltelan ostrich feathers), and expensive process (gold or silver thread).

Housing

Most serf villages are of wood and thatch huts. Stone and mortar buildings are reserved for the richest peasants, city dwellers, and noblemen.

Cities are disorganized, often of many-storied buildings crowding narrow winding streets. A central square with the guild halls and temple are usually facing onto the central marketplace. Although most cities are walled the barriers are useful for detaining thieves, but not soldiers.

Castles are the common abode for noblemen, housing and protecting their families and retainers. Castles are equivalent to the best which Earth could provide in the 11th century.

Food

Food is modest in nature, except for feasts, during which all manner of exotic dishes are brought forth. See the boxed section.

Customs of Interest

County Fairs are one of the great events of a region. They are held once, sometimes twice, per year. Peddlers and merchants from far away gather, along with entertainers and buyers from across the county.

Tournaments are another popular attraction. These are mock battles staged by rich noblemen for soldiers and knights to compete at martial skills. They naturally attract merchants and onlookers as well.

Law

Courts meet to oversee the enforcement of traditional laws. Through most of western civilization the basic level are called shire courts, which handle most peasant affairs but cannot judge on a nobleman. Then come the County Courts, which must be judged by a panel of knights, and then ducal and royal courts.

War

War is constant in Seshnela. Not only do the King of Seshnela and the Duke of Nolos maintain constant skirmishing, broken by fierce invasions, but neighbors commonly defy their lords' edict about combat and fight out petty quarrels.

Religion and Magic

Mythology and Religion

The Invisible God, creator of the universe, is the only true deity worthy of worship. The objective of life is to find harmony with the Invisible God. The world is an array of impersonal forces of which sorcery is the best form of contact with the Invisible God. The world is full of temptations to draw one into the material world at the expense of his spiritual freedom.



The nature of Glorantha is such that it resists human contact with the Invisible God, and so twice individuals have directly brought the word of the Creator to humans. They are Malkion and Hrestol.

Malkion's big revelation was that of Solace, which in its crudest (and best understood) form provided the message that followers of the Invisible God could attain a perfect life after physical death. The name of this heaven is Solace, for it provides the comfort of immortality.

Malkion lived during the eras preceding the ice age which wiped out the ancient world. Malkion is remembered as speaking to the ancestors of all westerners, even to the serfs of Seshnela and the heretics who have become false gods. His secret to understanding the In-

visible God was called Solace of the Body.

Hrestol brought a renewed secret, called Joy of the Heart. His redefinition of the Brithini form of the cult formulated the driving force behind the western societies for the next thousand years. The teachings of Hrestol changed over the years and the earliest methods were lost, though the current Idealists of Loskalm can probably claim something close to the original.

Most people of Seshnela now consider the ancient God Learners, among whom their ancestors were central, to have been an unfortunate experience of bad learning. It is clear that they let their impersonality become enmeshed with the False Gods, much to the detriment of the world.

Overview of Religious Practices

Most westerners consider Malkionism to be primarily a religious belief and a spiritual practice. They believe in the Invisible God and do their best to obey his Laws. They attend weekly ceremonies in which they receive spiritual enlightenment and comfort, can be healed, and may learn some minor magic to make their lives easier. They consider any magic which is more useful than kitchen or plow charms to be too powerful for normal people to bear. Only specialized wizards ought to attempt greater magic, and then only carefully. Any other attempts to work magic results in damage to the user and leads to imprisonment within the material plane — look at the hordes of pagans trapped in the worship of their False Gods for proof.

What My Father Told Me: A Personal View of Western Culture

Who are you?

I am Sir Harlien, the loyal man of Count Igini Hedenveld. All honor to you, young squire my son.

Who Are We?

We are the Vandervasse family of Bormandy. We serve Count Igini Hedenveld. Because the Hedenvelds are sworn to King Guilmar we are part of the Kingdom of Seshnela.

What Makes Us Great?

The Hedenveld family has ruled Noyelle for fourteen hundred years, and we have served them for nine hundred of those years. Our family is rich in history. In 716, with his bare hands, Sir Kernie Vandervasse killed the steed of the Dark King's nephew. In 948, Sir Oleg Vandervasse exiled forty-nine of his relatives for treason against Count Homarr Hedenveld. In 1198, Sir Henrag Vandervasse became Supreme Advisor to the Ecclesiarch of the Rokari Church. In 1320, The Vandervasse family was outlawed by the King of Seshnela and we became robbers. In 1368, we were pardoned and restored to Bormandy. In 1581, Sir Grugen Vandervasse met and spoke with Saint Dormal in Pasos.

Where Do We Live?

We live in the shire of Bormandy, in Noyelle, the westernmost county of the mighty Kingdom of Seshnela.

How Do We Live?

We are fed by the farmers of Bormandy. In summer we eat veal, salt cod, apples, peaches, beans, cabbage, barley, and rye bread, and drink cider and barley beer. In winter we eat venison, beef, dry cod, barley, and rye bread, and drink apple and peach wine.

Our clothes are simple; trousers, long-sleeved shirts, gloves, and boots. In winter, we wear heavy cloaks, coats, and hoods. On High Days of the realm, we wear black capes with blue velvet edging, as a sign of our rank. Ordained knights also wear a breastplate.

Each branch of the Vandervasse family lives in its own manor. Six such manors are spread throughout Bormandy. Summerland is the oldest and greatest manor, and is always occupied by the family head.

The Vandervasses own the fruits and hunting rights of all Bormandy so long as we can muster twenty-five mounted soldiers, according to ancient custom. Each year, we send Count Igini Hedenveld one hundred seventeen quintals of peach wine, forty-seven dressed stags, two bronze greatswords, and maintain two knights in the Count's private service. Also, each year the King commands us to send six wagonloads of red cabbages and fourteen quintals of peach wine to the Theurgic Amphitheatre at Hingswell.

The family priest, Old Wizard Marlet, and his apprentices heal us of injuries and the old women in town heal us of our sicknesses.

What Is Important in My Life?

When a new Vandervasse is born, he is taken to Summerland and blessed by Wizard Marlet. At the time of the Spring Ferial, he is brought before Count Hedenveld for official

recognition as a member of the Vandervasse family.

The summer after a Vandervasse boy grows tall enough to leap over the Age Pole without touching it, he is ordained by Wizard Marlet to the office of Squire. When, several years later, he has proven himself in many sports, he is taken to Marlet and blessed with his weapons. Then he must travel on foot to Count Hedenveld and if he is personally accepted by the Count he gets a surcoat, helmet, and dagger.

Traditionally, only Vandervasse knights are permitted to marry, though if you are never knighted, you may keep a concubine. The children of concubines are, by definition, not Vandervasses.

At death we are buried, and Wizard Marlet blesses the grave and soul of all Vandervasses upon their death, and he also blesses the future happiness of all knighted Vandervasses each year at Wintertide.

Who Rules Us?

Most of our folk are peasants; herders, woodsmen, plowmen, and craftsmen. Such must be defended from vile pagans and robbers. That is the task of our house, and especially of its knights. The duty and obligation of the Vandervasses is to provide soldiers and knights. Not everyone qualifies for true knighthood. Some Vandervasses must spend their lives overseeing the peasants and orchards.

A healthy land also needs magic and priests; and we knights share the place of protector with those who wear the white robe; the Wizards, whose name means "Wise Ones". Their words are our guidance, though they lead us not into battle or in court.



Sorcery is the type of magic which is acceptable and most used. Spells, called prayers, can be learned by the farmers to aid their tasks of plowing, sowing, and harvesting.

Other common magic are prayers to keep the coals hot all night, to drive out rats or cockroaches, keep knives sharp, and so on.

The wizards of the church claim that they have special prayers for special things, like victory in battle, good weather, and so on. Since they are also all skilled at sorcery these are actually

great and complex spells manipulated by the churchmen.

Churches

A western place of worship is called a church. A really big one is a cathedral. Though called by a different name, the inner defenses work the same as for *RuneQuest* temples.

Every town and village has its church, usually a shabby affair which also houses an impoverished village wizard who blesses the plows and scythes each year. Churches in towns

and cities are increasingly ornate and well built. Ecclesiastical centers have fine cathedrals.

Religious Emblems

Western wizards and sorcerers love to use the standard Gloranthan Runes. Favored among all of those is the equilateral triangle, or Law rune which is the sign of the Invisible God. This is mounted upon a shield as the official coat of arms for the wizards' church of Seshnela, and so is seen on all church possessions there.

Both we and the Wizards are governed by the nobility. Though we are ruled by the Hedenveld family, only the eldest Hedenveld who has been crowned Count, may properly claim our support. It is to his office that we swear, not to him.

What Makes A Man Great?

The greatest man is he who best fulfills the lifelong task which God has set him, as signified by his birth. We serve our Count and our King not only because we are bound to them by centuries of service and gratitude, but also because Count Igini Vandervasse and King Guilmar are just and noble — worthy of commanding our respect.

Everyone who wishes to be good, whether knight or peasant, must be loyal to his Lord. A lord's word is the follower's will. If you are loyal to the death, you are forgiven all sins.

Nonetheless, you should be humble, and know your place. You must be chaste and faithful to your wife. Avoid pagan women, who mate promiscuously, like animals. Be merciful, kind, and generous to your family, your lord, and your inferiors. Be courageous and cruel as your lord commands you to war on the pagan threat.

What Is the Difference Between Men and Women?

Men fight, farm, hunt, and defend the land. Women raise children, comfort, and tend house.

What Is Evil?

The False Gods are ever ready to lead us down the path to perdition. The Invisible God has shown us the way to immortality and happiness, and His word is to be followed in

every way. The pagan gods and their stultifying magic must be shunned.

Disloyalty is the greatest vice. Harming your lord in any way dooms you to unhappiness in this life and loss of Solace in the next.

Too much pleasure must be avoided, for drunkenness and gluttony and lust are all truly vices. But only too much, I say. The wizards dun us daily with their fear of God, telling us that anything which is of the flesh is bad. I am not so sure: have they never sipped the chill wine or sank teeth into the fresh haunch of venison? Never felt the warm quiver of naked flesh? No, of course they have not, and their bitter vows turn them into damnable hypocrites or shrill-voiced saints admonishing us against life itself. Be sure that Hrestol did not rail against the common pleasures, nor threaten his loyal Duke Yadmov with the damnable loss of Solace for feeling no guilt over love and hunger. So walk the path of experience and temperance together.

What Is My Lot In Life?

You will receive the things promised, and then you will go to the Count. If he needs men, and if he likes your stuff, he will take you into his service. Perhaps you will survive as one of his mercenaries — may God see to it that you do. If he does not then you will join one of the other bands. I hope you have the virtue to join one of the good leaders who finds honest war for work and not one of the common robbers like those which pillaged us two years ago.

If you are lucky you will be recognized by someone, and you might be made into a knight. Your oldest brother will, of course, be a knight already. If you receive the honor you will have found success in the house of a nobleman and your future secured. You can take a wife and send their children here, or

raise them in your new lord's house as fate decides.

How Do We Deal With Others?

The family is first, of course, and in the family the father is first and the elder son second. You must honor and obey him as long as you are here.

Loyalty to friends is important, but only as long as it does not interfere with a lord's wish.

Be cautious with strangers, but keep a friendly eye open towards them. Most people are good, if given the chance.

Be careful of foreigners. They are pagan and do not understand the true way. Use them as you would, but do not fall for their wiles which are many. Learn what you can — you never know when it may be handy in a campaign.

Who Are Our Enemies?

We have two great enemies: the godless pagans to the East, and the heretic Hrestol to the North. The onslaught of the pagans is incessant. The proud Hrestol, righteous idiots, are more recent foes.

In wartime, we ourselves must fight to protect the farmers and all Bormandy. Seshnela is continually threatened by pagans and heretics to the east and monsters from the north and west, so we must ever be ready to march with Count Hedenveld to fight for King Guilmar.

Who Are My Gods?

We worship no god but the Invisible God, and Malkion and Hrestol are his prophets. Through long tradition, our family knights take Talor and Gerlant as patron saints.



GENERTELAN CHARACTER GENERATION

IN THIS CHAPTER we give the necessary tables needed to generate human characters for the continent of Genertela. Later supplements will offer similar procedures for other species and other areas of Glorantha.

Below we offer two sections. The first consists of tables showing cultural subregions and population sizes for each of the major geographical divisions of Genertela. You can use these tables to randomly determine characters' homelands, or the gamemaster can simply roll once to select a homeland for all the characters in his campaign.

The second section of this chapter gives tables for each major cultural subregion of Genertela. Each can be used as a homeland for characters.

This book covers only the generation of human characters. However, character generation tables for all the most important nonhumans are available in other *RuneQuest* supplements. Since humans are the predominant species in Glorantha, in terms of population, city-building, military might, and most other criteria, and since the number of nonhuman species is so great, it was decided to limit character generation tables in this book to humans only. The nonhumans of Glorantha will be given a complete book of their own, including character generation, in a later Gloranthan supplement. Should you wish to generate one of the main species of nonhumans, their population sizes are given in the Geographic Tables, below.

Geographic Tables

These tables give estimates of population for all of Genertela. They are included as much for purposes of information as for random character generation. You may pick the region that will be your character's homeland,

rather than determining it randomly, as long as this is acceptable to your gamemaster.

Each table covers one of the major areas of Genertela (for example, Fronela). If you wish to fully randomize your selection of a homeland for your character, the headline for each table gives a D100 roll based on the total population of the continent versus the population of the area. Areas of greater population are more likely to be rolled.

The eight tables do not correspond exactly to the ten chapters of the Genertela Book. Teshnos, given a chapter of its own in the Genertela Book, is subsumed under Kralorela here. Ralios and Seshnela are both under the heading of The West.

Using an individual table is relatively simple. The first (lefthand) column in each table indicates the D100 roll needed to have a character from the cultural subregion listed in the third column. As in the headlines for each table, the D100 rolls are based on population sizes.

Note that all the cultural subregions are places dominated by humans, while the Elder Races are listed by species rather than region. This is because we are looking at the continent from a human perspective. In many cases the major areas of Genertela contain regions important to nonhumans, but in these tables we deal with Genertela strictly by human criteria.

If you are randomly rolling for your character's region and you roll a nonhuman, you have two choices. First, you can simply roll again till you get a human region. Second, you can use the information given in the Introduction To Glorantha and Creatures Books from Deluxe Edition *RuneQuest*, and the further data given in *The Gloranthan Bestiary*, to create a nonhuman character.

The "Other" category is used to hold all the many tiny, obscure, or exotic cultures of this world. This number is included strictly for accuracy. Normally, you



should reroll if this result comes up on character generation.

The number in the second column of each table is for convenience only, and indicates the percentage of the total population of the area that belongs to the cultural subregion in the third column. The fourth column is also included simply for informational purposes, and indicates actual population numbers.

Example: Your campaign takes place in the land of Kralorela, and you wish to create a player character native to that land. In this case, you don't need to roll for a major area — simply go directly to the Kralorela table. You roll D100. A 16 is rolled. Reading the region off to the right of the numbers 04-16, we find that the cultural subregion for this Kralorelan character is the Kingdom of Ignorance. Now turn to the table for the Kingdom of Ignorance and create your character.

GENERTELA: Regions and Populations

Total Population of Continent: 55,230,000

01-19 FRONELA (pop. 10,500,000)

D100	%	region	population
01-03	3	Dwarf	(300,000)
04-06	3	Elf, Green	(300,000)
07-16	10	Rathorela	(1,000,000)
17-19	3	Tastolar	(300,000)
20-37	18	Janube City-States	(1,900,000)
38-41	4	Kingdom of War	(420,000)
42-71	30	Loskalm (Hrestoli)	(3,200,000)
72-90	19	Jonatela	(2,000,000)
91-95	5	Barbarian Belt	(530,000)
96-00	5	Other	(500,000)

20-50 KRALORELA (pop. 17,000,000)

D100	%	region	population
01	1	Trowjang Isle	(170,000)
02-03	2	Elf, Yellow (Teshnos)	(340,000)
04-16	13	Kingdom of Ignorance	(2,200,000)
17-68	52	Kralorela	(8,900,000)

69-74	6	Shan Shan	(1,000,000)
75-86	12	Teshnos	(2,000,000)
87-95	9	Troll, Dark	(1,500,000)
96-00	5	Other	(850,000)

51-72 LUNAR EMPIRE (pop. 10,000,000)

D100	%	region	population
01-39	39	Dara Happa	(3,900,000)
40	1	Dwarfs	(130,000)
41-43	3	Eol	(250,000)
44-52	9	Carmania	(900,000)
53-73	21	Pelorian	(2,100,000)
74	1	Pent, Char-Un	(130,000)
75-85	11	Barbarian Belt	(1,100,000)
86-89	4	Trolls, Dark (Blue Moon)	(380,000)
90-94	5	Trolls, Dark	(500,000)
95-00	6	Other	(630,000)

73-80 MANIRIA (pop. 4,500,000)

D100	%	region	population
01	1	Ducks	(50,000)
02	1	Dwarfs	(50,000)
03-07	5	Elves, Brown	(230,000)
08-11	4	Barbarian Belt (Nimistor)	(180,000)
12-21	10	Caladraland	(450,000)
22-61	40	Esrolia	(1,800,000)
62-69	8	Barbarian Belt (Wenelia)	(360,000)
70-80	11	Barbarian Belt (Heortland)	(500,000)
81-84	4	Barbarian Belt (Sartar)	(180,000)
85	1	Grazelands	(40,000)
86-89	4	Ramalia	(180,000)
90-95	6	Trolls, Dark	(270,000)
96-00	5	Other	(225,000)

81-82 PENT (pop. 930,000)

D100	%	region	population
01-68	68	Pent (Solar)	(630,000)
69-93	25	Pent (Storm)	(230,000)
94	1	Troll, Snow	(10,000)



95-98	4	Troll, Dark	(35,000)
99-00	2	Other	(20,000)

83-99 THE WEST (pop. 9,400,000)

D100	%	region	population
01-03	3	Dwarf	(290,000)
04-09	6	Elf, Brown	(560,000)
10-11	2	Elf, Green	(190,000)
12-13	2	Hsunchen	(190,000)
14-15	2	Arolanit (Brithini)	(190,000)
16-47	32	Safelster	(3,000,000)
48-76	29	Seshnela (Rokari)	(2,700,000)
77-95	19	Barbarian Belt	(1,800,000)
96-99	4	Troll, Dark	(370,000)
00	1	Other	(100,000)

00 WASTES (pop. 500,000)

D100	%	region	population
01-02	2	Baboon	(10,000)
03-18	16	Morocanth	(80,000)
19-22	4	Barbarian Belt (Pavis)	(20,000)
23-35	13	Praxian (Alticamelus)	(65,000)
36-51	16	Praxian (Bison)	(80,000)
52-75	24	Praxian (Impala)	(120,000)
76-79	4	Praxian (Oasis People)	(20,000)
80	1	Praxian (Pol Joni)	(5,000)
81-95	15	Praxian (Sable)	(75,000)
96-00	5	Other	(25,000)

MINARYTH PURPLE SAYS: *Many of these numbers are gross estimates. Not even the Mathematical Mandarin of Jaubon would dare to count all the Hsunchen in Kralorela, nor even I to exactly determine the number of dwarfs in Nida.*

Regional Character Generation

These tables are the heart of this character generation system. Each listing is a discrete region which shares cultural affinities. Only human regions of Genertela are given here. A later supplement will deal with other human and nonhuman character generation in detail.

Not all the peoples are given here. For instance, the Sofali (turtle people) of the southeast are ignored. In general, if a people are very minor or obscure they have been ignored.

Tables Explanation

CULTURAL LEVEL: This corresponds to the Primitive, Nomad, Barbarian, and Civilized Culture generalizations from the Deluxe Edition *RuneQuest* Player's Book.

RACE: This is one of the four major races of Glorantha; Agimori, Kralori, Veldang, or Wareran. Note that Agimori and Veldang are native to Pamaltela.

FOUND: This gives the specific geographic location in Genertela where these people may be found.

OCCUPATIONS: The various occupations open to members of this culture. The text refers to the Deluxe Edition *RuneQuest* Player's Book whenever Occupation data is identical to the information given in that work. You must look up the named occupation data. All new occupations are given in full.

Boldface entries are those occupations which are most likely to produce *RuneQuest* adventurers, and are recommended for all but advanced players.

EQUIPMENT: Initial gear for a beginning adventurer, keyed to occupation. This section also routinely refers to the Deluxe Edition *RuneQuest* Player's Book.

CULTURAL WEAPONS: Common arms of the region and base chances for using. When creating a Genertelan character, use these numbers, if any, not the *RuneQuest* cultural or human-generic base chances for those weapons. However, when the cultural weapons and base percentiles are identical to those given in Deluxe Edition *RuneQuest* Player's Book, no numbers are given here, and you will have to refer to that work.

MAGIC: The magic available to members of the culture.

CULTS: All the religions listed here are worshiped by at least 1% of the overall population. This does not exclude the presence of other cults as large or larger within the population, though we have tried to list at least the most important religions.

Certain cults are marked with an asterisk (*). These cults are not described in *Gods of Glorantha*, though a brief summary may be available in the Cult Prosopaedia. They will be described in future supplements. Gamemasters should feel free to improvise any



reasonable details of these cults that are required for running adventures.

AROLANIT (Brithini)

Cultural Level: civilized

Race: Wareran

Found: colonies everywhere; primarily Arolanit and Sog City.

Occupations:

D100	caste
01-85	Dromal
86-93	Horal
94-95	Talar
96-00	Zzabur

(No Likely Adventurer Occupations) The nature of Arolanit civilization does not produce adventurers.

DROMAL: the Dromali are the farmers and menial laborers. They generally have the lowest standard of living, but less is expected of them as well, and they are protected by the other three castes. **SKILLS:** Craft Wood x5, Animal Lore x5, Mineral Lore x3, Plant Lore x5, World Lore x5, Devise x4, Search x3, Fist Attack x1, Dodge x2.

HORAL: the Horali are the warriors, soldiers, and police. They are always officered by a Talar. **SKILLS:** Climb x1, Jump x1, Ride x3, First Aid x3, Listen x2, Scan x2, Fist Attack x1, Dagger Attack x1, 1H Weapon Attack x5, Shield Parry x5, Missile Weapon x3, 2H Weapon Attack x3, and 2H Weapon Parry x3.

TALAR: the Talari are the rulers of the Brithini. Talars command both respect and obedience from all other castes. **SKILLS:** Fast Talk x3, Orate x5, Speak Own Language x3, Evaluate x3, Glorantha Lore x5, Human Lore x5, Read/Write Own Language x5, World Lore x3, and Fist Attack x1.

ZZABUR: the Zzaburi are sorcerers and religious functionaries. **SKILLS:** Any Lore (sorcerer's choice) x6, Read/Write Own Language x3, Ceremony x4, Enchant x3, Summon x3, Duration x4, Intensify x5, Multispell x4, Range x4, and Spells x10 (allot the percentiles among known spells as desired).

Equipment: Dromali are equipped as civilized Farmers, Horali as civilized Soldiers, Talari as civilized Nobles, and Zzaburi as civilized Sorcerers.

Cultural Weapons: All Brithini except Horali have only human-generic base chances of success in all weapons (see *RuneQuest*). Horali possess +10% to the normal human-generic base attack and parry chance in all weapons.

Magic: Only the Zzabur caste can possess magic. They receive 1D4 sorcery spells plus a 1 point increase in POW per year.

Cults: the Brithini are atheists, using only sorcery.

BARBARIAN BELT

Cultural Level: Barbarian, Orlanthi

Racial Type: Wareran

Found: Ralios, Peloria, Maniria, Fronela

Occupations:

D100	occupation
01-05	Crafter
06	Entertainer
07-61	Farmer
62-76	Herder
77-89	Hunter
90-91	Noble
92-93	Priest
94-00	Warrior



Equipment: as per occupation

Cultural Weapons:

attack and parry — Broadsword or Battleaxe 30

attack only — Self Bow or Composite Bow 25

parry only — Target Shield 30

Magic: all except priests receive the benefits of a Barbarian Initiate. Priests receive the magic benefits of a Barbarian Priest.

Cults: Orlanth pantheon

Note: The Orlanthi are one of the four recommended beginning character cultures. The barbarian belt includes the cultural subregion of Sartar described in the "What My Father Told Me" section.

CALADRALAND

Cultural Level: barbarian

Race: Wareran

Found: Kethaela

Occupations: as per barbarian (Hunter, Warrior)

Equipment: as per occupation

Cultural Weapons:

attack and parry — 1H Spear 25, 2H Spear 25, Broadsword 20

attack only — Self Bow or Javelin 25

parry only — Target Shield 20

Magic: all except priests receive the benefits of a Barbarian Initiate. Priests receive the magic benefits of a Barbarian Priest.

W R V Z A O T : A Y D C Z W X G I O * I I I O K H A O W R V Z A O T : A Y D C Z

Cults: Caladra & Aurelion* (children of Lodril, the Volcano God), Grain Goddess (Esrola), Lodril, Orlanth pantheon.

CARMANIA

Cultural Level: civilized

Race: Wareran

Found: north Peloria

Occupations: each occupation is associated with its own social class.

D100	Occupation	Social Class
01-02	Adept	Wizard
03-06	Crafter	Serf
07-73	Farmer	Serf
74-75	Healer	Serf
76-85	Herder	Serf
86	Merchant	Noble
87	Noble	Noble
88-90	Priest	Wizard
91	Scribe	Wizard
92-98	Soldier	Knight
99-00	Thief	Serf



Equipment: as per civilized

Cultural Weapons:

Knight, Noble, and Wizard Social Class

attack and parry — Broadsword or Greatsword 30; Axe, or Flail, or Halberd 20

attack only — Crossbow 25

parry only — Kite Shield 25

Serf Social Class

attack and parry — Club or any Tool 25

attack only — Sling or Thrown Rock 20

Magic: all except priests and adepts receive the benefits of a Civilized Initiate. Priests and adepts receive the magic benefits of their respective occupations.

Cults: all belong to the Carmanian Heresy of Malkionism. Certain cults are state-supported by social class:

SERF: Dendara, Ernalda, Grain Goddess (Pela), Thief Gods

KNIGHT: Maran Gor, Seven Mothers, Yanafal Tarnils* (similar to Humakt, except that resurrection is allowed and Sever Spirit is only one-use)

WIZARD: Irrippi Ontor, Red Goddess, Seven Mothers, Subere, Valind, unaligned sorcery.

NOBLE: Ancestor Worship, Argan Argar, Etyries, Is-saries, Mastakos, Red Goddess, Seven Mothers, unaligned sorcery.

DARA HAPPA

Cultural Level: civilized

Race: Wareran

Found: central Peloria

Occupations: as per civilized (Soldier, Thief)

Equipment: as per civilized

Cultural Weapons:

attack and parry — 1H Spear 20, 2H Spear 25, Scimitar 25

attack only — Lance 20, Javelin 25

parry only — Hoplite Shield 25

Magic: all except priests and adepts receive the benefits of a Civilized Initiate. Priests and adepts receive the magic benefits of their respective occupations.

Cults: Lunar pantheon, Yelm pantheon.

EOL

Cultural Level: primitive

Race: Wareran

Found: northern Peloria

Occupations:

D100	occupation
01-04	Crafter
05-82	Hunter
83-85	Shaman
86-00	Slinger

CRAFTER: Throw x2, Fast Talk x2, Speak Other Language x2, Craft x5, Evaluate x2, First Aid x1, Human Lore x2, Animal Lore x1 or Plant Lore x1 or World Lore x1, Mineral Lore x2, Conceal x2, Devise x4, Ceremony x1, Enchant x3, Fist Attack x1, Dagger Attack x1, 1H Weapon Attack x1, 1H Weapon Parry x1 or Dodge x1.

SLINGER: the famous Thunder Delta slingers, backbone of the Lunar army's skirmishers. **SKILLS:** Throw x3, Craft (leather) x3, Craft (stone) x3, Animal Lore x1, Mineral Lore x1, Plant Lore x1, Listen x2, Scan x2, Search x3, Track x1, Hide x2, Sneak x1, Fist Attack x1, Dagger Attack x1, 1H Weapon Attack x1, 1H Weapon Parry or Dodge x2, Sling Attack x5

W R V S A O T : . A Y D C F Z B X G I O * I I I O T A H A O W R V S A O T : . A Y D C F

Equipment: as per occupation. Crafters get the equipment of a Barbarian Crafter, and Slingers the equipment of a Civilized Soldier.

Cultural Weapons:

attack and parry — Battleaxe 30
attack only — Sling 30
parry only — Buckler 25

Magic: all but shamans gain 1d6 points of spirit magic at 15 years of age plus 1 point per additional 5 years or fraction thereof. Shamans gain the magic benefits of a Primitive shaman.

Cults: shamanism devoted to peculiar local concepts.

ESROLIA

Cultural Level: civilized

Race: Wareran

Found: Kethaela

Occupations: as per civilized (Entertainer, Priest)

Equipment: as per occupation.

Cultural Weapons:

attack and parry — Battleaxe 30
attack only — Throwing Axe 25
parry only — Target Shield 25

Magic: all except priests and adepts receive the benefits of a Civilized Initiate. Priests and adepts receive the magic benefits of their respective occupations.

Cults: Asrelia, Babeester Gor, Ernalda, Grain Goddess (Esrola), Maran Gor, Ty Kora Tek, Voria, plus any husband gods.

GRAZELANDS

Cultural Level: nomad

Race: Wareran

Found: Dragon Pass

Occupations: as per nomad, but replace any roll of 86-90 with "Merchant, civilized" (Merchant, civilized, Nomad Herder)

Equipment: as per occupation.

Cultural Weapons:

attack and parry — 1H Spear 20, 1H Sword 25
attack only — Composite Bow 25, Lance 30
parry only — Target Shield 20

Magic:

roll D100:
01-50 Spirit Magic: 1d3-1 points of spells after age 15, plus 1 point of magic for each succeeding 10 years or fraction thereof.

51-100 Divine Magic: 1 point POW increase per 3 years which may be sacrificed for one-use divine magic. Also gain 1 point of cult spirit magic per five years.

Cults: Yelm pantheon.

JANUBE CITY-STATES

Cultural Level: civilized

Race: Wareran

Found: central Fronela

Occupations: as per civilized (soldier, priest)

Equipment: as per civilized.

Cultural Weapons:

attack and parry — Broadsword 25 or Greatsword 20
attack only — Javelin 25
parry only — Heater Shield 25

Magic: all except priests and adepts receive the benefits of a Civilized Initiate. Priests and adepts receive the magic benefits of their respective occupations.

Cults: The Janubian River Goddess is important to every city. The city-states worship different gods. The major city-states worship the following deities:

Eastpoint: Lunar Pantheon

Galastar: Orlanth Pantheon

Riverjoin: Lunar Pantheon

Southbank: Yelm Pantheon

Zoria: Uleria



JONATELA

Cultural Level: barbarian

Race: Wareran



Found: Fronela

Occupations:

D100	occupation
01-02	Crafter
03	Entertainer
04-60	Farmer (civilized)
61-77	Farmer (barbarian)
78-82	Herder
83-87	Hunter
88	Noble
89	Priest
90	Sorcerer (civilized Adept)
91-00	Warrior

Equipment: as per occupation

Cultural Weapons:

attack and parry — 1H Spear or 2H Spear 20, 1H Axe or 1H Sword 30, 2H Axe or 2H Sword 15

attack only — Self Bow 20, Lance 20

parry only — Heater Shield or Kite Shield 25

Magic: all but priests and sorcerers roll D100:

01-75 Divine Magic: receive the benefits of a Barbarian Initiate.

76-00 Sorcery: receive 1d3-1 sorcery spells at age 15, plus 1 additional spell for every 10 years or fraction thereafter. Also receive Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1 or Summon x1, and spells x3 (allot percentiles among known spells as desired).

Priests receive the magic benefits of a Barbarian Priest, and sorcerers receive those of a Civilized Adept.

Cults: Malkioni array, Orlanth pantheon.

Talk x4, Orate x5, Speak Kralorelan x3, Speak Stultan x3, Evaluate x2, Human Lore x3, Scan x2, Search x3, Fist Attack x2, Dagger Attack x1, Weapon Attack x2, Weapon Parry x2 or Dodge x2.

OVERSEER: foremen for bands of trollkin slave workers. **SKILLS:** Climb x3, Jump x2, Throw x3, Speak Darktongue x3, Troll Lore x2, Listen x4, Scan x3, Search x4, Track x2, Fist Attack x2, Dagger Attack x1, Whip Attack x4.

THIEF: as per civilized occupation.

Equipment: as per barbarian.

Cultural Weapons:

attack and parry — 1H Flail, 1H Hammer, or Gladius 25; any tool 20
attack only — Javelin, Shuriken, or Throwing Knife 25, light or medium Crossbow 25

Magic: all but priests roll D100:

01-85 Divine Magic: receive the benefits of a Civilized Initiate.

86-00 Sorcery: receive 1d3-1 sorcery spells at age 15, plus 1 additional spell for every 5 years or fraction thereafter. Also receive Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1 or Summon x1, and spells x3 (allot percentiles among known spells as desired).

Priests receive the magic benefits of a Civilized Priest.

Cults: Black Sun*, Blood Sun*, Earth Eater*, Path of Immanent Mastery, Secret Waters*, Shadow Cancer*, Star Permutator*, Sun Storm*.

These are all obscure cults, each specializing in some misunderstanding of a Kralorelan or Solar virtue.

KINGDOM OF WAR

Cultural Level: civilized

Race: Wareran

Found: Fronela

Occupations:

D100	occupation
01-80	Serf
81-00	Warrior

SERF: the oppressed peasants of the Kingdom of War are among the most wretched people in Glorantha. Two things mitigate their misery; the Warriors are often recruited from serfs' children, and serfs' minds and spirits are often Tapped to the point that they only barely comprehend their condition. If your character is a serf, subtract 1d6-1 from both INT and POW. If your serf is more than 30 years old, subtract another 1d6-1 from both INT and POW. **SKILLS:** Climb x3, Jump x1, Throw x2, First Aid x3, Craft Wood x1, Animal Lore x3, Human Lore x2, Mineral Lore x2, Plant Lore x4, World Lore x3, Devise x3, Listen x1, Scan x2, Search x1, Fist Attack x1, Dagger Attack x1.

WARRIOR: the strength of the Kingdom of War is that it is composed of many different warlike sects, each with different styles and philosophies. Hence, the skills given here are only a generalization. **SKILLS:** Throw x2, First Aid x1, Conceal x2, Listen x2, Scan x1, Ride

KINGDOM OF IGNORANCE

Cultural Level: barbarian

Race: Kralori

Found: northern Kralorela

Occupations:

D100	occupation
01-03	Crafter
04-05	Entertainer
06-42	Farmer
43-52	Herder
53-80	Hunter
81-82	Mandarin
83-89	Overseer
90-92	Priest
93-94	Thief
95-00	Warrior



MANDARIN: the people of the Kingdom of Ignorance are ruled by Kralori mandarins from Kralorela itself. They, their families, and their attendants are represented by this occupation. **SKILLS:** Throw x1, Fast



x2, Ceremony x1 or Enchant x1 or Summon x1, Fist Attack x1, Dagger Attack x1, 1H Weapon Attack x5 and Parry x4 or Shield Parry x4, Missile Weapon x4, 2H Weapon Attack x4 and Parry x3

Equipment: Serfs as per civilized farmer. Warriors as per barbarian noble.

Cultural Weapons: Weapons vary with the particular sect the warrior belongs to.

attack and parry — Any one weapon 40; any other weapon 30

attack only — any one missile weapon or Lance 30

parry only — any Shield 40

Magic: serfs receive 1 point of spirit magic upon turning 15 and 1 point per 10 years thereafter. Warriors receive the benefits of a Barbarian Initiate.

Cults: all war gods

Note: You may have characters from this region, but please know that future *RuneQuest* supplements will characterize the Kingdom of War as one of the Enemy Kingdoms.

KRALORELA

Cultural Level: civilized

Race: Kralori

Found: Kralorela

Occupations: as per normal Civilized Occupations. However, replace any result of Noble with Mandarin. Also, instead of Ride x2, Kralorelan soldiers learn Martial Arts x2 (**Mandarin, Merchant, Soldier**)

MANDARIN: the Kralori mandarins make up a nobility of merit, rather than birth. Naturally, however, the son of a mandarin has a much better chance of passing the qualifying exams than does the son of a fisherman. **SKILLS:** Throw x1, Fast Talk x3, Orate x5, Speak Kralorelan x2, Speak Other Language x1, Martial Arts x2, Read Kralorelan x3, Evaluate x2, Human Lore x3, Scan x2, Search x2, Fist Attack x2, Dagger Attack x1, Weapon Attack x2, Weapon Parry x2 or Dodge x2.

Equipment: as per civilized

Cultural Weapons:

attack and parry — Scimitar 25, Naginata 20

attack only — Crossbow 25

parry only — Heater Shield 20

Magic: all but sorcerers and priests receive the following benefits: Ceremony x1, Read/Write Own Language x1, Enchant x1 or Summon x1 or Intensity x1 or sorcery spells x4 (allot the percentiles among known spells as

desired). Each 5 years, the initiate may choose to learn a sorcery spell or a point of spirit magic free. Sorcerers and priests receive the magic benefits of their occupations.

Cults: Eastern pantheon.

LOSKALM (Hrestoli)

Cultural Level: civilized

Race: Wareran

Found: western Fronela

Occupations: as per civilized. However, in the Hrestoli social structure, the occupations of Noble, Sorcerer, and Soldier are reserved for individuals who have first proved themselves in lesser professions and advanced to a higher class (Priests are roughly equivalent to Sorcerers in this culture).

A player character from Loskalm must begin play as a member of the *Farmer* class, and advance to higher classes through play, not through Occupation Experience. The gamemaster must monitor the character's achievements in life, using Hrestoli criteria (see skills listed in *Gods of Glorantha* under the cult of the Invisible God).

D100 Occupation (Farmer Class)

01-05	Acolythist
06-10	Crafter
11	Entertainer
12-59	Farmer
60-78	Herder
79-80	Merchant
81-90	Sailor
91	Scribe
92-98	Squire
99-00	Thief



ACOLYTHIST: acolythists assist sorcerers at their tasks, yet learn no useful magic themselves. **SKILLS:** Throw x1, Orate x2, Sing x3 or Play any instrument x3, Speak Other Language x2, Craft a specific substance x4, any one Lore x4 or any one Ritual skill x4, Read/Write Own Language x3, Read/Write Other Language x2, Devise x2, Sorcery Spells x7, Fist Attack x1, Dagger Attack x1

SQUIRE: squires assist soldiers and knights. **SKILLS:** Ride x2, Throw x2, Craft/Armoring x2, Craft/Leather x2, First Aid x4, Human Lore x3, Conceal x1, Devise x2, Listen x2, Scan x2, Hide x1, Sorcery Spells x3, Fist Attack x2, Dagger Attack x2, 1H Weapon Attack x1, 1H Weapon Attack x1 or Shield Parry x1 or Dodge x1.

Equipment: as per occupation. Acolythists receive equipment as per civilized Apprentice Sorcerers. Squires receive equipment as per civilized Soldiers, but gain no war booty.



Cultural Weapons:

attack and parry — Lance or 2H Spear 20; Broadsword, Axe, or Mace 25; 2H Axe or Greatsword 15

attack only — Lance 15

parry only — Heater Shield or Kite Shield 25

Magic: Sorcery only. Members of the *Farmer* class (all beginning adventurers) may not learn Intensify or any other sorcery art. Once a person has progressed to *Knight*, he may learn Intensify (only). At *Wizard* and *Lord* class, all sorcery skills are available.

In game terms, a *Farmer* learns 1d3-1 sorcery spells at age 15, plus 1 spell for every 5 years or fraction thereof. He receives skill in Spells x4 (divide among known spells as desired).

Cults: Invisible God, Hrestoli Sect.

PELORIA

Cultural Level: civilized

Race: Wareran

Found: central Peloria

Occupations:

D100	occupation
01	Adept Sorcerer
02-06	Crafter
07	Entertainer
08-73	Farmer
74	Healer
75-89	Herder
90	Merchant
91	Noble
92	Priest
93	Scribe
94-96	Soldier
97-00	Thief



Equipment: as per civilized.

Cultural Weapons:

attack and parry — Scythe or Military Flail 25, Sickle or Gladius 25

attack only — Javelin or Pilum 20

parry only — Hoplite Shield 20

Magic: all except priests and adepts receive the benefits of a Civilized Initiate. Priests and adepts receive the magic benefits of their respective occupations.

Cults: Lunar pantheon, Yelm pantheon

Note: Pelorian civilization is safe and dull. Thieves are the most likely to find the lawful, complacent society unlivable, hence depart its cities regularly.

PENT (also Char-Un, in Lunar Empire)

Cultural Level: nomad

Race: Wareran

Found: Pent, except for Char-Un, which are located in north Peloria

Occupations: as per nomad (Herder, Noble, Warrior)

Equipment: as per occupation

Cultural Weapons:

attack and parry — 1H Spear 20, 1H Sword 25

attack only — Composite Bow 25, Rope Lasso or Lance 30

parry only — Target Shield 25

Magic: roll D100:

01-50 Spirit Magic: 1d3-1 points of spells after age 15, plus 1 point of magic for each succeeding 10 years or fraction thereof.

51-100 Divine Magic: 1 point POW increase per 3 years which may be sacrificed for one-use divine magic. Also gain 1 point of cult spirit magic per five years.

Cults:

CHAR-UN — Lunar pantheon, Yelm pantheon

SOLAR — Yelm pantheon

STORM — Orlanth pantheon

PRAX

Cultural Level: Nomad

Racial Type: Wareran

Found: Wastes

Occupations: as per nomad (Herder, Hunter, Warrior)

Equipment: as per occupation.

Cultural Weapons:

ALTICAMELUS:

attack and parry — 1H Spear, Sword, Mace, or Axe (20);

attack only — Lance (30), Javelin (25);

parry only — Target Shield (20)

BISON:



attack and parry — 1H Sword, Mace, or Axe 25;
 attack only — Lance 30, Javelin 20;
 parry only — Target Shield 25

IMPALA:

attack and parry — Shortsword or Dagger (20);
 attack only — Composite Bow (35), Darts (25)

SABLE ANTELOPE:

Choose any 4 weapons, gaining 25% base chance with each. Only attack proficiency is gained with Lance or missile weapons, and only parry proficiency is gained with shields. 2H melee weapons, tools, natural weapons, Crossbows, Blowguns, and Shuriken are unavailable.

OASIS PEOPLE, POL JONI: as per nomad.

Magic: roll D100:

01-50 Spirit Magic: 1d3-1 points of spells after age 15, plus 1 point of magic for each succeeding 10 years or fraction thereof.

51-100 Divine Magic: 1 point POW increase per 3 years which may be sacrificed for one-use divine magic. Also gain 1 point of cult spirit magic per five years.

Cults: Praxian pantheon, except for Pol Joni, who follow the Orlanth pantheon.

Note: The Praxian nomads are one of the four recommended beginning character cultures. Prax includes the Sable people, one of the four cultures described in the "What My Father Told Me" sections.

RAMALIA

Cultural Level: barbarian

Race: Wareran

Found: western Maniria

Occupations:

D100	occupations
01	Adept Sorcerer (civilized)
02-03	Crafter
04-40	Farmer
41-75	Herder
76-90	Hunter
91-92	Noble
93	Priest
94-95	Shaman
96-00	Warrior

Equipment: as per occupation

Cultural Weapons:

attack and parry — Broadsword or Battleaxe, Poleaxe 25
 attack only — Self Bow 25
 parry only — Hoplite Shield 25

Magic: Adepts, priests, and shamans receive magic benefits as per their occupation. Others roll D100:

01-50 Spirit Magic: 1d3-1 points of spells after age 15, plus 1 point of magic for each succeeding 10 years or fraction thereof.

51-100 Special: hunters and herders as per Barbarian Initiate. Others receive 1 sorcery spell at age 15, plus 1 spell for each succeeding 10 years, plus Intensify x1 and Spells x3 (divide among known spells).

Cults: the hsunchen hunters, herders, and shamans worship Mraloti (the pig-god), others worship the Invisible God.

Note: Though you may have characters from this region, please know that future *RuneQuest* supplements will characterize the Kingdom of Ramalia as an Enemy Kingdom.

RATHORELA

Cultural Level: hsunchen primitive

Race: Wareran

Found: northern Fronela

Occupations:

D100	occupation
01-03	crafter
04	entertainer
05-32	herder
33-92	hunter
93	noble
94-95	shaman
96-00	warrior



Equipment: as per occupation

Cultural Weapons:

attack and parry — Fighting Claw 30, Battleaxe 20
 attack only — Long Bow 25
 parry only — Kite Shield 20

Magic: 1d4 points of spirit magic at age 15, plus 1 per 5 years thereafter

Cults: Rathor (bear spirit)

Note: The Hsunchen are one of the four recommended beginning Gloranthan character cultures. Also, Rathorela is one of the four cultural subregions described in the "What My Father Told Me" sections.

Note that this culture is developed a culture more complex than the usual Hsunchen, approaching the level



of the barbarian cultures. However they are still primitive since they do not farm (nor ever would), do not mine or work much metal (their weapons and tools are foreign imports), and are not permanently organized into groups much larger than their clan.

Player character Rathori have a couple of unusual factors to remember. First, every living adult went to sleep last midwinter, as they do every year, and woke up centuries later, after the Syndics Ban. Now, although most people realize they slept for over a century, most Rathori are a little confused about the state of the world beyond their own lands. This partial ignorance actually makes them a little bit easier for beginning players to play.

Secondly, Harrek the Berserk, the world-famous wolf pirate pictured on the box cover, originated from among these people. Rathori player characters should decide whether or not they approved of the deeds performed by Harrek the Berserk a few years ago: he slew the polar bear god, a spirit without living human relations, and captured its soul as a slave. He also performed other sacrilegious deeds and slew almost every witness to the actions (thus no player character actually witnessed these events).

SAFELSTER

Cultural Level: civilized

Race: Wareran

Found: central Ralios

Occupations:

D100	Occupation
01-03	Adept Sorcerer
04-10	Crafter
11	Entertainer
12-70	Farmer
71	Healer
72-82	Herder
83-85	Merchant
86-88	Noble
89-90	Priest
91	Scribe
92-98	Soldier
99-00	Thief



Equipment: as per civilized

Cultural Weapons: as per Seshnela

Magic: Adepts and priests receive magic benefits as per occupation. Others roll D100:

01-35 receive the benefits of a Civilized Initiate.

36-00 1d3-1 sorcery spells at age 15, plus 1 spell per 5 years or fraction thereafter. Also receive Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1 or Summon x1, and spells x2 (allot percentiles among known spells as desired).

Cults: Malkioni array, Orlanth pantheon. Invisible God sects include the Borist Heresy, Galvosti Heresy, Rokari Sect, and especially the Stygian Heresy.

SESHNELA

Cultural Level: civilized, Western

Race: Wareran

Found: Seshnela

Occupations: each occupation corresponds to a formal social class:

D100	Occupation	Social Class
01-03	Adept Sorcerer	Wizard
04-08	Crafter	Farmer
09	Entertainer	Farmer
10-68	Farmer	Farmer
69	Healer	Wizard
70-79	Herder	Farmer
80-81	Merchant	Farmer
82	Noble	Lord
83-92	Sailor	Farmer
93	Scribe	Wizard
94-98	Soldier	Knight
99-00	Thief	Farmer

Equipment: as per civilized

Cultural Weapons:

The Wizard class receives no cultural weapon skills.

Knight and Lord Classes

attack and parry — Broadsword, Axe, or Mace 30; 2H Axe, Greatsword or Poleaxe 20

attack only — Javelin or Self Bow 20, Lance 30

parry only — Heater Shield or Kite Shield 30

Farmer Class

attack and parry — 1H Spear 20

Magic: The Wizard class can learn all sorcery skills. Other classes can only learn Intensify.

All but Wizard class receives 1d3-1 sorcery spells at age 15, plus 1 spell per 5 years or fraction thereafter. Also receive Intensity x1, Ceremony x1 or World Lore x1, and spells x3 (allot percentiles among known spells as desired).

Wizard class receives 1d3 sorcery spells and a 1 point increase in power each year.

Cults & Magic: Invisible God, Rokari Sect.

WIRVZPOT+:AYD+XGIXOXIIIOT+H+XOWIRVZPOT+:AYD+

Note: Western culture is one of the four recommended beginning Gloranthan character cultures. Seshnela is one of the four cultural subregions described in the "What My Father Told Me" sections.

SHAN SHAN

Cultural Level: primitive

Race: Kralori hsunchen

Found: Western mountains and hills of Kralorela

Occupations:

D100 occupation

01	craftsman (as per civilized culture)
02-43	hunter
44-95	herder (as per civilized culture)
96	noble
97-00	shaman

Equipment: as per occupation

Cultural Weapons:

attack and parry — Kukri, 1H Spear, or Club 25
 attack only — Darts 20, Atlatl 25
 parry only — Target Shield 20

Magic: 1d3-1 points of spirit magic at age 15, plus 1 point for each 5 years or fraction thereafter.

Cults: hsunchen, according to tribe. Roll D100:

01-07	Bat People (found in jungle lowlands)
08-32	Deer People
33-52	Tiger
53-71	Eagle
72-93	Yak
94-00	Other

Note: The Hsunchen are one of the four recommended beginning character cultures.

TASTOLAR

Cultural Level: hsunchen foot nomad

Race: Wareran

Found: northern Fronela

Occupations:

<i>D100</i>	<i>occupation</i>
01-07	Crafter
08-70	Herder
71-96	Hunter
97	Noble
98-99	Shaman
00	Warrior



Equipment: as per occupation

Cultural Weapons:

attack and parry — 2H Spear 20, 1H Spear 25
 attack only — Atlatl, Javelin, or Rope Lasso 30
 parry only — Heater Shield 20

Magic: 1d3-1 points of spirit magic at age 15, plus 1 point per 5 years or fraction thereafter.

Cults: cult of the Uncolings, worshiping the reindeer spirit.

TESHNOS (Melib, Theocracy)

Cultural Level: Civilized

Race: Kralori

Found: Teshnos

Occupations: as per civilized. However, replace any roll of "Adept Sorcerer" with "Priest" (Noble, Priest, Warrior).

Equipment: as per occupation

Cultural Weapons:

attack and parry — Poleaxe or 2H Spear 20, Gladius 25
 attack only — Javelin 20
 parry only — Kite Shield 30

Magic: all except priests receive the benefits of a Civilized Initiate. Priests receive the magic benefits of a Civilized Priest.

Cults: Calyz*, Furalor*, Solf (Lodril), Somash (Yelm), Zitro Argon (Dayzatar)*.

TROWJANG ISLE (Amazons)

Cultural Level: barbarian

Race: Kralori, FEMALES ONLY

Found: Trowjang Isle, in Teshnos



Occupations: skills received as per barbarian.

D100 occupation

01-30 Hunter

31-32 Noble

33-36 Priestess

37-60 Sailor

61-00 Warrior

Equipment: as per occupation

Cultural Weapons:

attack and parry — Rapier 30

attack only — Shuriken 30, Crossbow 25

parry only — Main Gauche 30

Magic: all except priestesses receive the benefits of a Barbarian Initiate. Priestesses receive the magic benefits of a Barbarian Priest. All are initiates of the Tolat cult.

Cults: Tolat* (a deity of the heavens whose cult somewhat resembles a combination of the Humakt and Uleria cults).

VADELI ISLES

Cultural Level: civilized

Race: Wareran

Found: western world; though originating in the Vadeli Isles, pockets of Vadeli refugees live in almost every port in the world.

Occupations: merchants and sailors are brown-skinned, while warriors are red-skinned.

D100 occupations

01-10 Merchant

11-73 Sailor

74-00 Warrior

Equipment: as per civilized

Cultural Weapons: as per civilized

Magic: sorcery

Cults: independent sorcerers, the Vadeli are atheists.

YGG'S ISLES

Cultural Level: barbarian

Race: Wareran

Found: Fronela

Occupations: as per barbarian. Replace the skill of "Ride" with the skill of "Boating".

D100 occupation

01-02 Crafter

03 Entertainer

04-10 Farmer

11-60 Fisher

61-65 Herder

66-75 Hunter

76-77 Noble

78 Priest

79 Shaman

80-00 Warrior

Equipment: as per occupation

Cultural Weapons:

attack and parry — Broadsword or Battleaxe 20, 1H Spear 25

attack only — Throwing Axe 20

parry only — Viking Round Shield 30

Magic: all except priests receive the benefits of a Barbarian Initiate. Priests receive the magic benefits of a Barbarian Priest.

Cults: Orlanth pantheon.

